

Landstalker Life Stock Location Guide

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Landstalker: The Treasures of King Nole

Life stock Locations

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(Update: Two Life stock locations have been added and I've added notes to Other Notes: Strategy on fighting Zak on low Life stock run)

1.Introduction

Hello, and welcome to my in-depth guide for Landstalker: The Treasures of King Nole, for finding the locations to all the Life stock in the game. Life stock is an important item in the game that raises your health by one and your strength which you need to survive and fight against monsters throughout the game. Your health starts off at 4 and can accumulate up to 99 (and over, more details on that later, see Other Notes).

There are currently 73 known locations of Life stock that you can find in treasure chests throughout your adventure.

The guide contains two lists, the first list shows all the Life stock in order of game occurrence or availability, meaning that as you progress you can expect to get that next Life stock based on where you are in the game and what your equipment can allow you to get. The second list organizes all Life stock in listed locations, by towns, pathways, caves, etc., showing all the obtainable Life stock in that area, regardless of your equipment and ability to obtain it. I suppose it can be useful to narrowing down your search for Life stock if you know you got all the Life stock in a certain area instead of going through the list from the beginning of the game to the end, so you can focus on more concentrated areas.

Next to certain numbers will be a star symbol "*", this is an important Life stock, in that it's only available while it's on the screen and within your reach. You must get it then or it will disappear or be unavailable forever if you pass it up, very important reason for this (details later, see Other Notes), even though there are only two of them. For the first list, at the end of each Life stock location description, in order, will be a number in parentheses, representing your health after getting that Life stock, provided you've claimed all others preceding it. This does not include the ones you buy at shops.

Okay, onto the lists!

2.List of Life stock: By Game Occurrence/Availability

Game Start: Pathway to Kazalt

1. Enter the cave, go through the door to the left of the entrance sign, and stay to the left of the staircase as you enter and you'll come across a chest, open for your first Life stock.(5)

2. In the room where you need a box to climb up to the next level to your left, once you climb up to that part there will be a chest to your right, pick up your Life stock.(6)

Massan

3. In the center of town is a statue which you need to climb up and jump onto. Do so by riding on top of the head of the randomly wandering bear until he gets close enough to the statue for you to jump to. Jump on his head from standing/riding on the chicken or dog, or if the bear is close to the steps to the left, jump onto him from the steps. Jumping on the statue will make a chest appear right in front of it. Open for Life stock.(7)

4. In the house next to the inn(middle house in row of houses at north part of town), is a family of 3 bears with a treasure chest. Open the chest for a Life stock.(8)

Waterfall Shrine/Prospero Cave

5. The first cave, when you finally reach Prospero to tell you about King Nole, there's a chest right next to him. Take your Life stock.(9)

6. On your way out of the Waterfall Shrine/Prospero Cave, when you reach the hallway of the green statues and one gray statue, the gray statue has taken one step forward, and a secret staircase leading down has opened up next to the north door. Head down and follow the path to a chest with Life stock.(10)

Swamp Shrine/Gumi/Massan Pathway Fork

7. At this area with the direction sign and bubble and mushroom monsters, you'll find a chest on a mountain section to the left. There is a blind staircase leading to the chest from the sign. Climb up to the chest for a Life stock.(11)

Gumi

8. Once you can enter Gumi(with the weird music), enter the most northern house, and on top of the bunk bed(climb up via ladder), there is a treasure chest with Life stock.(12)

Swamp Shrine

9. You'll eventually come across a room where there are boulders rolling along a downward path towards you as you enter, and platforms you need to raise to jump up to the next levels, with their switches behind rising and falling large spiked balls(this room is after a large spiked floor room). Get to the top and you'll see a small section of floor surrounded by a pit with a hole in the center that you can jump to. Jump to this section and fall in that hole(and not in the pit that surrounds it) and you'll fall to a chest containing Life stock.(13)

10 At the end of the Swamp Shrine, after you defeat the two Orc Kings, a

chest will fall from the sky in front of Fara, which contains Life stock. You must pick it up now or it will disappear forever once you leave the room.(14)

Gumi

11. After completing Swamp Shrine, back in Gumi(with happy/cheerful music), enter the Mayor's house(most west house in town), and there will be a chest next to his wife. Open for Life stock.(15)

Pathway to Swordsman's House(Kado), between Gumi and Big Tree/Mercator-Ryuma-Gumi Pathway Fork

12. While climbing up this mountain section to visit Kado for the Magic Sword, you'll come across a platform jumping puzzle, and on the cliffside to the northwest is a chest(which you must also use to jump up to the top of the cliff). Open for Life stock.(16)

Ryuma

13. In the Mayor's house, east of the Inn, there's a chest next to the fireplace. Open for Life stock.(17)

Thieves' Hideout(from Ryuma)

14. After draining the water, return to the entrance area and enter the cave revealed from draining the water. Follow the path, defeat the knight and enter the door. You'll find another treasure hunter(Pockets) in this room. This room also has two chests. The chest on the right has Life stock.(18)

15. Deep in the Thieves' Hideout, you'll enter a room where you must jump from platform to platform to the next room, where there are 4 fixed wood platforms and 5 yellow collapsible platforms. Along the way you'll jump to a floor section with a chest surrounded by 3 floating spiked balls. Open the chest for Life stock.(19)

16. After that platform room(with 3 spiked balls), you'll enter a 3-door room with enemies. Defeat them and take the left door. You'll enter a puzzle with a spiked floor to your right and two approaching balls, one blue sphere and the other spiked. Ride the sphere to the door to the north above the spiked floor and enter. There is a chest with Life stock inside.(20)

17. After rescuing the Mayor, in that same room(with 5 treasure chests, one containing Lithograph), the right-most chest contains Life stock.(21)

Big Tree(located at Mercator-Ryuma-Gumi Pathway Fork)

18. The big tree optional side quest becomes available after you complete the Thieves' Hideout. Enter and defeat the Swordsman at the top of the tree and you'll be rewarded with a chest containing Life stock.(22)

Mercator

19. There's a gambling skill game you can play at a place called Greenpea's on the north side of town(second screen with castle entrance) the most southwestern house in that area/screen. Use the boulder to jump into the platform area and open the chest that is just visible to the left, for a Life stock.(23)

20. Near the entrance to the castle is a building with two doors, with a man standing guard between them(he says he's in disguise as a soldier working for

the castle). Enter the left door and you'll meet an old woman. She asks you to neatly place pots on the shelves on the second floor. Accept and you'll have to place 7 pots neatly on the shelves in the red area of them. 4 go on the bookcase, two on the head of the bed and one in the lower corner. Upon successful completion, the old woman will enter and give you 2 gold. Do this chore for her 3 times and on the first floor, a chest will appear in front of the fireplace, containing a Life stock.(24)

21. In Mercator Castle, once you get control of Nigel again for free roaming before the banquet, head to the kitchen. Between the cupboard with the plates and what looks like the sink, sits a treasure chest. Open for Life stock.(25)

22 When getting the Armllet to get to Mir's Tower, in the Crypt, you must solve eight riddles in eight rooms to cross the river. Once you cross the river, instead of heading into the nearby door, take the long path north along the river and you'll find a chest at the end of it. Open for Life stock. You must get this before crossing back across the river to town, you won't be allowed back across the river to get it later.(26)

Twinkle Village Area

23. If you head northwest towards Verla(before a cave, initially blocked off by a boulder) from the Verla/Mir's Tower/Mercator Pathway Fork, you'll eventually enter an area with Friday coming up and mentioning her hometown is nearby: Twinkle Village. After hitting a switch to activate a platform to open the path to Twinkle Village, you'll find a chest along the way, near the entrance to the village. Open for Life stock.(27)

Pathway to Mir's Tower

24. From the Verla/Mir's Tower/Mercator Pathway Fork, heading south towards Mir's Tower, you'll fight a few enemies and see a chest on an upper level. To get there, a hidden switch/button lies in a crevice between the chest's mountain section and the beginning of the green pathway stairs to Mir's Tower(also near 3 trees). Press it and on the north side of the mountain section with the chest, a slightly visible platform will show itself rising and lowering, allowing access up to that level. Get to the chest and open for Life stock.(28)

Mir's Tower

25. While traveling through Mir's Tower, you'll come across a room with a bunch of large spiked balls rising and lowering quickly into holes throughout the room, with green statues around the perimeter. In one of the holes is a chest, containing Life stock.(29)

26. While going through the teleports, you'll eventually come across a room with small and large spiked balls in fixed locations throughout the room, with a rising and lowering platform in the north corner allowing access to the lower room. Navigate through the room avoiding the spiked balls and ride the platform below. You'll be brought to a chest containing Life stock.(30)

27. After defeating Mir, head out of his room and the south wall will open up to reveal a chest next to a hole. Take the Life stock before you fall in.(31)

Mercator

28. After falling into the Castle Dungeon and coming across jail cells, you'll find Moralis and a key. Continue along and when you go through a locked door, go up the stairs and enter the next door, then down the stairs, you'll be back

in the room after the jail cells on an upper level with a treasure chest.
Open for Life stock.(32)

29. After escaping the Castle Dungeon you begin climbing up a tower through its stairwell and eventually you'll enter the Princess's room where she is taken away by Zak. Next to her bed is a chest with Life stock.(33)

Path to Greenmaze

30. One screen from the Greenmaze(with the teleporter tree and old man), you'll be in an area with two ghost enemies that shoot fireballs at you. Defeating them both will make a chest appear on a small cliff/pillar. Walk around to it through the trees, passing two green statues and jump to it. Open for Life stock.(34)

Greenmaze

31. Heading northwest through the maze, you'll eventually come to a hurt dog. Give Friday an EkeEke and she'll revive him and you'll follow the dog back its home and owner. On the way you'll find a chest with Life stock.(35)

32. Traveling through the Greenmaze, you'll eventually come to a slim cave entrance with two yellow block platforms leading to it, one floating up and down, the other fixed. Inside the cave is a stairwell leading down, but travel down slowly. You'll eventually see a path split off to the left and lead to two treasure chests. The left one is a Life stock(the right is Dahl).(36)

33. After falling in the hole at the top of the Greenmaze's center, you'll arrive in an underground area with 4 branch points/paths. Take the path next to the green statue that is at the top of the ladder next to the button(press before going down to the lower level to move him away from the ladder so he's no longer blocking it). Take the teleporter and you'll arrive in a waterfall area. Walk around to the right and you'll be behind the waterfall. Find a partially hidden door behind the waterfall and there will be two chests in this room. Take the left one for a Life stock.(37)

Ryuma

34. After you bring the Sun Stone to the lighthouse to repair it, after talking with the old man, go to the right-side of the lighthouse on this level and in the northeast corner you'll find a new chest has appeared, open for Life stock.(38) (by unknownleon)

Old Witch Helga's Dungeon

35. This is an optional side quest you can complete for your first accessory(Saturn Stone) and another Life stock. Once you've obtained Einstein's Whistle, go talk to the dog in Massan, she will tell you about the old witch Helga and how the witch turned her and her boyfriend into dogs. Get to her house by heading to Mercator and at the corner of the beach, instead of heading northwest to Mercator, head northeast, and you'll be heading towards Helga's house. Enter and you'll be turned into a dog. You have 4 jumping puzzles to complete before you catch up with her at the bottom of the dungeon, and when she is killed, you'll return to your normal self and a chest will be by the buttons. Open it for your Life stock.(39)

Pathway to Verla Mines

36. After arriving to Verla and you begin to head to the mines to rescue to

the townspeople, you'll find a cabin just outside the town before the mountain path with a man who will tell you the only people left are a minister and a sick man. Behind the cabin is a hidden chest containing a Life stock.(40)

Verla Mines

37. After entering and dropping down into Verla Mines, when you head right, you'll enter a 4-path area with a locked door to the lower right. Take the door to the upper right and you'll see a bunch of yellow block platforms and two spiked balls, and one wood box. Maneuver the box to the top yellow block platform, place it as close to the cliff as possible, then jump from it to the cliff. On the cliff there are two chests, open the one on the right to find Life stock.(41)

38. Traveling through the Verla Mines, you'll eventually enter a room with several fast moving spiked balls with two green statues. Enter the room to the northeast and you'll follow a path to the southeast while fighting 4 lizardmen. Take the door at the end of this path on the lower left. Follow through and you'll arrive at a chest where you made a staircase using vases. Open the chest for a Life stock.(42)

39. The room after where the Chrome Breast is located, you'll see two parallel yellow block platforms floating across a pool of lava to two other platforms to complete the "bridge" across. Get across, but don't go in the door. To get this next Life stock, you will need to jump southeast off the cliff into the lava, and you'll find a secret path of lava heading southeast. You'll incur a lot of damage but it will lead to a secret room with a Life stock. Recommended to hold off until you get the Fireboots, plus this is a difficult dungeon. Only attempt this if you have 7 or more EkeEkes at this point, it will cost about two of them.(43)

Pathway to Mercator from Verla(before the cave)

40. This Life stock is only obtainable if you exit the Verla Mines from the path the villagers have dug. Exit through the tunnel after rescuing the villagers and follow the path back to Verla and you'll arrive at the top of a high mountain section above the pathway to Mercator from Verla(before the cave). On the southernmost tip of this cliff is a chest. Open for Life stock.(44)

41. Drop down to this path, or enter it from the left from Verla, and you'll see a chest on a high mountain pillar in the southern most corner of the screen. There is a blind staircase leading to it. Open for Life stock.(45)

Pathway to Destel

42. After exiting the Verla Mines, on your way to Destel, you'll eventually arrive at the bottom of a large mountainside, with a yellow block platform rising and lowering itself, allowing you to get to the top and as you ride it you'll see a chest on a cliff with a tree. Jump down to it and claim a Life stock.(46)

43. The screen just before Destel, with some gray mushrooms and dark red orc enemies, you'll see a river flowing through two holes in the mountain that you'll eventually climb to get to Destel, follow the path below along the river to the upper right and blindly lead yourself around the corner, and look for a chest, you'll eventually find it revealing a Life stock.(47)

Destel

44. Head to the Inn, which is the house connected to the mountain on the right, all the way up the stairs past the church. You'll see a chest behind the counter that is being blocked by the clerk. Jump on the chest and begin walking against the clerk and eventually you'll push him out of the way and fall next to the chest. Open it for Life stock.(48)

Pathway Outside Destel, to Lake Shrine

45. After the screen with the Mars Stone, you'll find a staircase in front of you. Climb to the top and walk to the lower right, you'll see five trees guarding the side of a cliff which has a chest. Jump onto the closest ledge you can reach nearby that is not blocked by the trees and jump around to it, and open for Life stock.(49)

46. After Duke has sailed off to the Lake Shrine, follow him along the river to the lower right and enter the next screen. You'll approach a lot of trees and begin to jump up a path. On the second step, walk to the lower left, you'll walk along a hidden blind path towards a chest in plain sight, but that one contains Dahl. To get it you'll have to jump over a hidden obstruction, which just happens to be another chest with the Life stock. Walk to the chest and when you've stopped, open up for your item.(50)

Dungeon Path Underneath Destel and to Lake Shrine

47. After entering and traveling through the Dungeon path from the Destel well, you'll enter a screen with moving yellow block platforms(after a screen with big wood floating platforms over a pit with ghosts). The first block platform will float you over to the lower left, and you'll see a chest on a very small island/cliff all the way against the (invisible) wall. You have to jump towards it and turn one panel to the left from the furthest point the yellow block platform will travel. It's a difficult jump but possible. Open for your Life stock.(51)

48. Across this room from the previous Life stock, you'll find a door next to a chest(contains EkeEke) and 3 wood platforms(that will collapse after standing on them for a second). Enter that door and follow the path along, using the fixed yellow block platforms to jump across the spiked floor and at the end of the path will be a chest with Life stock.(52)

49. Continuing along, you'll enter a room with 4 orange ghosts that will shoot fireballs at you, and see a wood platform rising and lowering slowly, to a path that will lead to a chest, walk or fall down to it from the upper level for a Life stock.(53)

50. Continuing along, you'll find a door on a small cliff along the north left wall. Enter and you'll see some chests and Pockets in a small room above you. Climb the ladder and follow the path around to it and the chest in the corner of the room with Pockets contains Life stock.(54)

Lake/Destel/Mountainous Area Pathway Fork

51. After leaving the Dungeon path under Destel, you'll eventually come to the Lake/Destel/Mountainous Area Pathway Fork with ghost enemies and just above the sign on a ledge, next to 6 trees is a chest containing Life stock.(55)

Lake Shrine

52. At the green statue "turn-style" enter the doors and rotate around until you come to the northwest door. You'll enter a room with large and small moving spiked balls. At the end of this room is a chest with Life stock.(56)

53. You'll eventually come across a room with 5 green statues facing alternate directions near a switch that leads to a raised platform surrounded by spikes. Hitting the switch will activate the statues and they'll all walk their facing direction. You have to jump on them and move along them across to the raised platform and enter the next screen(not as easy as it sounds), and in this room, jump on the two gray blocks and it'll quickly and briefly make another platform appear in front of you to use to jump up to the chest on the raised platform against the southeast wall. Open for Life stock.(57)

54. After jumping from several wood platforms, you'll enter this room and be on the side where you saw two of those elite bird enemies jump into the pit to warn the Duke. You'll have to enter the pit but where you fall into the pit will determine if you'll land on an otherwise unreachable pillar which will allow you to jump to a Life stock. To ensure you land on this pillar, you'll see some staircases to the north from where you are. Stand on the first step and inch your way into the pit and fall. You should just barely land on the pillar and then jump across to the northeast wall and jump up to open the chest in the corner for a Life stock.(58)

55. After defeating 4 lizardmen and quickly falling in a pit after the 2 green statues blocking it disappear and before a large gray block covers it, you'll enter a room with 4 gray statue enemies and you'll see a chest on a platform high above the room out of reach. Defeat the enemies and a box and a button switch will appear in the southern corner. Stand on the gray block that is underneath the chest while holding the box and throw the box onto the button, the gray block will rise, lifting you to the chest and you must open and collect the Life stock as the block is rising, or it'll rise too much and block the chest(if you miss it you can take the box off the button and try again).(59)

56. Taking the lower left path from the block room with the 4 gray statue enemies, you'll enter a room with four holes in the four corners of the room, and 3 snake enemies. You must lure the enemies into 3 of the holes, one for each, and then stand in the fourth hole in the corner of the hole closest to the center of the room(same for all holes, enemies must be on them too), activating all switches will make a chest appear in the center of the room on the small square carpet. Open for Life stock.(60)

57. Taking the lower left path(should be the only available exit, other two paths locked off)from the 3 snake room, will bring you to another room with a chest on a pillar in the center of the room, with 3 green statues along the back wall and one orange one, with a yellow block platform floating across the room past the chest from the orange statue. You need to fall onto the orange statue(it is the second one from the left) from the floor above, then jump onto and ride the yellow block platform to the pillar with the chest. You can get there by taking the lower right exit to the next screen. Use the box to climb up to the next floor, walking around the spikes to the room to the upper left, and then jumping from the gray platforms until you reach the fifth one and then jump towards to upper left wall and fall to the floor below. Keep trying until you land on the orange statue, then ride the yellow platform to the chest. Receive your Life stock.(61)

58. When nearing the end of the Lake Shrine, you'll enter a room where you'll need to throw 4 blue spheres onto 4 green statues to open the northwest door. Upon entering that room, the chest at the foot of the steps contains a Life stock.(62)

After you defeat the Duke in the Lake Shrine, he gives you 3 chests. You can get the ones on the sides, both containing EkeEke, but the middle one,

containing Life stock, is currently impossible to get at this point, as Zak comes down and knocks you out as you approach the chest. It won't be counted as obtainable at this point of the list, it'll be counted further down.

Outside Mir's Tower

59. After Obtaining the Axe Magic, you can now cut down old, faded colored trees. You can test your new power on the tree blocking the path to a chest outside Mir's Tower at the start of the path. Open that chest for a Life stock.(63)

Massan - Mountain Dungeon

60. After obtaining the Axe Magic, you are to go to the Greenmaze and continue to follow the Duke, but you can go on an optional side quest to get the Fireboots(which you will need to get the Life stock in the Verla Mines if you were unable to pick it up before), and a Life stock. Head back to Massan and use the Axe Magic on the two trees guarding the entrance to the Mountain Dungeon, next to the Mayor's house. Enter the Dungeon and get through all the way to the end, solving the puzzles, killing the enemies and avoiding the spiked balls. At the end you will get the Fireboots and one of two chests containing Life stock.(64)

Pathway to Mountainous Area

61. On the way to the Mountainous Area from the Greenmaze, you'll enter an area with red lizardmen and gray mushrooms. You'll see a set of 3 stairs to your right as you enter. Defeat the enemies and search out the mountain wall that is next to the cave overpass, there is a hidden blind chest along the wall with 4 trees on the top. Find and open it for a Life stock.(65)

Mountainous Area

62. When you first arrive at the Mountainous Area(with a teleporter tree), head to the next screen to the northwest, do not be on the bottom or top level. Cross the river and head to the northeast, fighting through the ghosts and blue/orange colored orcs. Climb up and you'll find a chest at the end of a ledge above a riverflow out of the mountainside. Open for a Life stock.(66)

63. From this area(from previous Life stock), head to the northwest and climb up as much as you can and cross over the river. You'll then need to head to the southwest wall and jump to the northwest and climb up some steps(there is a cave nearby to the southeast, but ignore it for now), and then head all the way to the northeast corner of this screen, and enter the next screen. You'll be at the highest northwest point in this next mountainous area, where you'll eventually meet up with Zak, find the cave that holds the Moon Stone, and use Gola's Eye to return to the Pathway to Kazalt. Follow this path to the northeast and at the end is a chest containing a Life stock.(67)

64. From the previous Life stock description where I told you to ignore the cave you might've seen, return to it and enter. You'll find yourself on a gray path that will eventually lead down a quick flight of stairs to the southeast. At the bottom you'll find a lizard enemy. Defeat it and at the bottom of these stairs, head to the southwest, into the wall, there's a secret door here, nothing indicating it's an accessible screen. You'll enter a secret room with nothing more than a chest containing your Life stock. WARNING: Enter this room with some EkeEkes or at least full health because exiting this room is impossible without taking a hit from the lizard enemy standing right outside. He will ALWAYS knock you back into the room with the Life stock. Be quick, exit, take the hit and immediately re-exit and walk

through the enemy while invincible, it's the only way to get out.(68)

Lake/Destel/Mountainous Area Pathway Fork

65. After the battle with Zak(you can also do this before battle), head to the northwest and find a path blocked by faded trees. Take them down with your sword and follow this path for a few screens, fighting the harder enemies as you go. You'll eventually wind up at the Lake/Destel/Mountainous Area Pathway Fork again, but on the mountain part with the chest you couldn't reach before. Open it for a Life stock.(69)

Lake Shrine

66. From the previous Life stock, you really won't be ending up any closer in your future travels to the Lake Shrine from where you currently are, so you may as well return to the Lake Shrine and head all the way back to the room where you fought the Duke to get the chest you couldn't get before because Zak knocked you out, if you want to get the Life stock. It shouldn't take too long and should be pretty easy since you already went through and solved all puzzles and unlocked the doors. The chest is now safe to get and you can get the Life stock. If you did the Big Tree side quest and visited the teleporter trees outside Destel and the one near Greedly's Shop, you can teleport to the Lake Shrine from Destel later on to avoid the Dungeon Well and Mountainous Area. You can also do this before fighting Zak.(70)

Return: Pathway to Kazalt

67. When you return to this area and reach the room where the boulder chased you into the river where you flowed to Massan, you'll find the boulder got stuck in the hole, allowing you access to the chest that wasn't accessible last time. Open it for your Life stock.(71)

King Nole's Labyrinth

68. After you open your first door in the maze, you'll find two paths, take the one that leads to the floor below, and you'll find a maze with very tight paths with small spiked balls randomly rolling through them. There's a hidden teleporter to the southwest. When you get to a box on a higher level, the teleporter is behind there, along a path to the left of it. Take the teleporter and drop down to the next level. The floor is covered in spikes, you could wait for until you get the iron boots(which aren't far away) but the damage done here is minimal. Takethe vase in the bottom corner and use it to climb to the next level to the northeast. Climb the stairs to the next screen above and open the chest there for a Life stock.(72)

69. Going back to the maze with tight paths, closer to where you first entered the room, is a pyramid-shape staircase(like the one you came down from), at the end of one of the paths. Climb up to the next screen there and the first chest you see will contain Life stock, along with two skeleton enemies and another chest with EkeEke at the end of the path.(73)

70. In the room(near the room with the Iron Boots) with two rolling balls and 2 large spiked ball and a locked door to the right, head down to the lower level and there will be four switches. Pressing them will make a spiked ball appear on the tight path. All of them need to be pressed at the same time to make a chest appear where the switches are. To do this, simply build a staircase with them, one on top of the other and do so in the middle of the tight path with the staircase facing away from the northeast wall(obviously), this way when the spiked balls appear(or rather not appear because the staircase is blocking them), you can safely jump to the chest that appears

when you stand on the top one. Open for Life stock.(74)

71. In another big maze area with skeletons, ladders and a few green statues, there's a Life stock nearby as you enter. Head southeast and Nigel's first left will bring him to a green statue. Continue along the original path and the second left will bring you through a crevice and there's a chest at the end of this path. Open it for a Life stock.(75)

72. When heading to get the Snow Spikes, you'll be falling in an endless pit with giant hands with eyes scattered about. On one of them is the Snow Spikes, but also on another is a chest with Life stock, on a hand close to the entrance. Keep falling and you'll eventually land on it and claim your Life stock.(76)

King Nole's Palace

73. Upon entering, if you head to the left, you'll see a chest on the other side of the wall. Navigate through this screen, making all the jumps and avoiding all the red spheres and go around the main center structure and you'll arrive at this chest on the other side, for the last Life stock in treasure chests.(77)

3.List of Life stock: By Location

"Pathway to Kazalt"

Enter the cave, go through the door to the left of the entrance sign, and stay to the left of the staircase as you enter and you'll come across a chest, open for your first Life stock.

In the room where you need a box to climb up to the next level to your left, once you climb up to that part there will be a chest to your right, pick up your Life stock.

When you return to this area and reach the room where the boulder chased you into the river where you flowed to Massan, you'll find the boulder got stuck in the hole, allowing you access to the chest that wasn't accessible last time. Open it for your Life stock.

"Massan"

In the center of town is a statue which you need to climb up and jump onto. Do so by riding on top of the head of the randomly wandering bear until he gets close enough to the statue for you to jump to. Jump on his head from standing/riding on the chicken or dog, or if the bear is close to the steps to the left, jump onto him from the steps. Jumping on the statue will make a chest appear right in front of it. Open for Life stock.

In the house next to the inn(middle house in row of houses at north part of town), is a family of 3 bears with a treasure chest. Open the chest for a Life stock.

"Massan - Mountain Dungeon"

After obtaining the Axe Magic, you are to go to the Greenmaze and continue to follow the Duke, but you can go on an optional side quest to get the Fireboots(which you will need to get the Life stock in the Verla Mines if you were unable to pick it up before), and a Life stock. Head back to Massan and use the Axe Magic on the two trees guarding the entrance to the Mountain Dungeon, next to the Mayor's house. Enter the Dungeon and get through all the

way to the end, solving the puzzles, killing the enemies and avoiding the spiked balls. At the end you will get the Fireboots and one of two chests containing Life stock.

"Waterfall Shrine/Prospero Cave"

The first cave, when you finally reach Prospero to tell you about King Nole, there's a chest right next to him. Take your Life stock.

On your way out of the Waterfall Shrine/Prospero Cave, when you reach the hallway of the green statues and one gray statue, the gray statue has taken one step forward, and a secret staircase leading down has opened up next to the north door. Head down and follow the path to a chest with Life stock.

"Swamp Shrine/Gumi/Massan Pathway Fork"

At this area with the direction sign and bubble and mushroom monsters, you'll find a chest on a mountain section to the left. There is a blind staircase leading to the chest from the sign. Climb up to the chest for a Life stock.

"Gumi"

Once you can enter Gumi (with the weird music), enter the most northern house, and on top of the bunk bed (climb up via ladder), there is a treasure chest with Life stock.

After completing Swamp Shrine, back in Gumi (with happy/cheerful music), enter the Mayor's house (most west house in town), and there will be a chest next to his wife. Open for Life stock.

"Swamp Shrine"

You'll eventually come across a room where there are boulders rolling along a downward path towards you as you enter, and platforms you need to raise to jump up to the next levels, with their switches behind rising and falling large spiked balls (this room is after a large spiked floor room). Get to the top and you'll see a small section of floor surrounded by a pit with a hole in the center that you can jump to. Jump to this section and fall in that hole (and not in the pit that surrounds it) and you'll fall to a chest containing Life stock.

*** At the end of the Swamp Shrine, after you defeat the two Orc Kings, a chest will fall from the sky in front of Fara, which contains Life stock. You must pick it up now or it will disappear forever once you leave the room.***

"Pathway to Swordsman's House (Kado), between Gumi and Big Tree/Mercator-Ryuma-Gumi Pathway Fork"

While climbing up this mountain section to visit Kado for the Magic Sword, you'll come across a platform jumping puzzle, and on the cliffside to the northwest is a chest (which you must also use to jump up to the top of the cliff). Open for Life stock.

"Ryuma"

In the Mayor's house, east of the Inn, there's a chest next to the fireplace. Open for Life stock.

After you bring the Sun Stone to the lighthouse to repair it, after talking with the old man, go to the right-side of the lighthouse on this level and in

the northeast corner you'll find a new chest has appeared, open for Life stock. (by unknownleon)

"Thieves' Hideout (from Ryuma)"

After draining the water, return to the entrance area and enter the cave revealed from draining the water. Follow the path, defeat the knight and enter the door. You'll find another treasure hunter (Pockets) in this room. This room also has two chests. The chest on the right has Life stock.

Deep in the Thieves' Hideout, you'll enter a room where you must jump from platform to platform to the next room, where there are 4 fixed wood platforms and 5 yellow collapsible platforms. Along the way you'll jump to a floor section with a chest surrounded by 3 floating spiked balls. Open the chest for Life stock.

After that platform room (with 3 spiked balls), you'll enter a 3-door room with enemies. Defeat them and take the left door. You'll enter a puzzle with a spiked floor to your right and two approaching balls, one blue sphere and the other spiked. Ride the sphere to the door to the north above the spiked floor and enter. There is a chest with Life stock inside.

After rescuing the Mayor, in that same room (with 5 treasure chests, one containing Lithograph), the right-most chest contains Life stock.

"Big Tree (located at Mercator-Ryuma-Gumi Pathway Fork)"

The big tree optional side quest becomes available after you complete the Thieves' Hideout. Enter and defeat the Swordsman at the top of the tree and you'll be rewarded with a chest containing Life stock.

"Mercator"

There's a gambling skill game you can play at a place called Greenpea's on the north side of town (second screen with castle entrance) the most southwestern house in that area/screen. Use the boulder to jump into the platform area and open the chest that is just visible to the left, for a Life stock.

Near the entrance to the castle is a building with two doors, with a man standing guard between them (he says he's in disguise as a soldier working for the castle). Enter the left door and you'll meet an old woman. She asks you to neatly place pots on the shelves on the second floor. Accept and you'll have to place 7 pots neatly on the shelves in the red area of them. 4 go on the bookcase, two on the head of the bed and one in the lower corner. Upon successful completion, the old woman will enter and give you 2 gold. Do this chore for her 3 times and on the first floor, a chest will appear in front of the fireplace, containing a Life stock.

In Mercator Castle, once you get control of Nigel again for free roaming before the banquet, head to the kitchen. Between the cupboard with the plates and what looks like the sink, sits a treasure chest. Open for Life stock.

*** When getting the Armllet to get to Mir's Tower, in the Crypt, you must solve eight riddles in eight rooms to cross the river. Once you cross the river, instead of heading into the nearby door, take the long path north along the river and you'll find a chest at the end of it. Open for Life stock. You must get this before crossing back across the river to town, you won't be allowed back across the river to get it later.***

After falling into the Castle Dungeon and coming across jail cells, you'll

find Moralis and a key. Continue along and when you go through a locked door, go up the stairs and enter the next door, then down the stairs, you'll be back in the room after the jail cells on an upper level with a treasure chest. Open for Life stock.

After escaping the Castle Dungeon you begin climbing up a tower through its stairwell and eventually you'll enter the Princess's room where she is taken away by Zak. Next to her bed is a chest with Life stock.

"Twinkle Village Area"

If you head northwest towards Verla (before a cave, initially blocked off by a boulder) from the Verla/Mir's Tower/Mercator Pathway Fork, you'll eventually enter an area with Friday coming up and mentioning her hometown is nearby: Twinkle Village. After hitting a switch to activate a platform to open the path to Twinkle Village, you'll find a chest along the way, near the entrance to the village. Open for Life stock.

"Pathway to Mir's Tower"

From the Verla/Mir's Tower/Mercator Pathway Fork, heading south towards Mir's Tower, you'll fight a few enemies and see a chest on an upper level. To get there, a hidden switch/button lies in a crevice between the chest's mountain section and the beginning of the green pathway stairs to Mir's Tower (also near 3 trees). Press it and on the north side of the mountain section with the chest, a slightly visible platform will show itself rising and lowering, allowing access up to that level. Get to the chest and open for Life stock.

"Mir's Tower"

While traveling through Mir's Tower, you'll come across a room with a bunch of large spiked balls rising and lowering quickly into holes throughout the room, with green statues around the perimeter. In one of the holes is a chest, containing Life stock.

While going through the teleports, you'll eventually come across a room with small and large spiked balls in fixed locations throughout the room, with a rising and lowering platform in the north corner allowing access to the lower room. Navigate through the room avoiding the spiked balls and ride the platform below. You'll be brought to a chest containing Life stock.

After defeating Mir, head out of his room and the south wall will open up to reveal a chest next to a hole. Take the Life stock before you fall in.

"Outside Mir's Tower"

After Obtaining the Axe Magic, you can now cut down old, faded colored trees. You can test your new power on the tree blocking the path to a chest outside Mir's Tower at the start of the path. Open that chest for a Life stock.

"Path to Greenmaze"

One screen from the Greenmaze (with the teleporter tree and old man), you'll be in an area with two ghost enemies that shoot fireballs at you. Defeating them both will make a chest appear on a small cliff/pillar. Walk around to it through the trees, passing two green statues and jump to it. Open for Life stock.

"Greenmaze"

Heading northwest through the maze, you'll eventually come to a hurt dog. Give Friday an EkeEke and she'll revive him and you'll follow the dog back its home and owner. On the way you'll find a chest with Life stock.

Traveling through the Greenmaze, you'll eventually come to a slim cave entrance with two yellow block platforms leading to it, one floating up and down, the other fixed. Inside the cave is a stairwell leading down, but travel down slowly. You'll eventually see a path split off to the left and lead to two treasure chests. The left one is a Life stock(the right is Dahl).

After falling in the hole at the top of the Greenmaze's center, you'll arrive in an underground area with 4 branch points/paths. Take the path next to the green statue that is at the top of the ladder next to the button(press before going down to the lower level to move him away from the ladder so he's no longer blocking it). Take the teleporter and you'll arrive in a waterfall area. Walk around to the right and you'll be behind the waterfall. Find a partially hidden door behind the waterfall and there will be two chests in this room. Take the left one for a Life stock.

"Old Witch Helga's Dungeon"

This is an optional side quest you can complete for your first accessory(Saturn Stone) and another Life stock. Once you've obtained Einstein's Whistle, go talk to the dog in Massan, she will tell you about the old witch Helga and how the witch turned her and her boyfriend into dogs. Get to her house by heading to Mercator and at the corner of the beach, instead of heading northwest to Mercator, head northeast, and you'll be heading towards Helga's house. Enter and you'll be turned into a dog. You have 4 jumping puzzles to complete before you catch up with her at the bottom of the dungeon, and when she is killed, you'll return to your normal self and a chest will be by the buttons. Open it for your Life stock.

"Pathway to Verla Mines"

After arriving to Verla and you begin to head to the mines to rescue to the townspeople, you'll find a cabin just outside the town before the mountain path with a man who will tell you the only people left are a minister and a sick man. Behind the cabin is a hidden chest containing a Life stock.

"Verla Mines"

After entering and dropping down into Verla Mines, when you head right, you'll enter a 4-path area with a locked door to the lower right. Take the door to the upper right and you'll see a bunch of yellow block platforms and two spiked balls, and one wood box. Maneuver the box to the top yellow block platform, place it as close to the cliff as possible, then jump from it to the cliff. On the cliff there are two chests, open the one on the right to find Life stock.

Traveling through the Verla Mines, you'll eventually enter a room with several fast moving spiked balls with two green statues. Enter the room to the northeast and you'll follow a path to the southeast while fighting 4 lizardmen. Take the door at the end of this path on the lower left. Follow through and you'll arrive at a chest where you made a staircase using vases. Open the chest for a Life stock.

The room after where the Chrome Breast is located, you'll see two parallel yellow block platforms floating across a pool of lava to two other platforms to complete the "bridge" across. Get across, but don't go in the door. To get this next Life stock, you will need to jump southeast off the cliff into

the lava, and you'll find a secret path of lava heading southeast. You'll incur a lot of damage but it will lead to a secret room with a Life stock. Recommended to hold off until you get the Fireboots, plus this is a difficult dungeon. Only attempt this if you have 7 or more EkeEkes at this point, it will cost about two of them.

"Pathway to Mercator from Verla(before the cave)"

This Life stock is only obtainable if you exit the Verla Mines from the path the villagers have dug. Exit through the tunnel after rescuing the villagers and follow the path back to Verla and you'll arrive at the top of a high mountain section above the pathway to Mercator from Verla(before the cave). On the southernmost tip of this cliff is a chest. Open for Life stock.

Drop down to this path, or enter it from the left from Verla, and you'll see a chest on a high mountain pillar in the southern most corner of the screen. There is a blind staircase leading to it. Open for Life stock.

"Pathway to Destel"

After exiting the Verla Mines, on your way to Destel, you'll eventually arrive at the bottom of a large mountainside, with a yellow block platform rising and lowering itself, allowing you to get to the top and as you ride it you'll see a chest on a cliff with a tree. Jump down to it and claim a Life stock.

The screen just before Destel, with some gray mushrooms and dark red orc enemies, you'll see a river flowing through two holes in the mountain that you'll eventually climb to get to Destel, follow the path below along the river to the upper right and blindly lead yourself around the corner, and look for a chest, you'll eventually find it revealing a Life stock.

"Destel"

Head to the Inn, which is the house connected to the mountain on the right, all the way up the stairs past the church. You'll see a chest behind the counter that is being blocked by the clerk. Jump on the chest and begin walking against the clerk and eventually you'll push him out of the way and fall next to the chest. Open it for Life stock.

"Pathway Outside Destel, to Lake Shrine"

After the screen with the Mars Stone, you'll find a staircase in front of you. Climb to the top and walk to the lower right, you'll see five trees guarding the side of a cliff which has a chest. Jump onto the closest ledge you can reach nearby that is not blocked by the trees and jump around to it, and open for Life stock.

After Duke has sailed off to the Lake Shrine, follow him along the river to the lower right and enter the next screen. You'll approach a lot of trees and begin to jump up a path. On the second step, walk to the lower left, you'll walk along a hidden blind path towards a chest in plain sight, but that one contains Dahl. To get it you'll have to jump over a hidden obstruction, which just happens to be another chest with the Life stock. Walk to the chest and when you've stopped, open up for your item.

"Dungeon Path Underneath Destel and to Lake Shrine"

After entering and traveling through the Dungeon path from the Destel well, you'll enter a screen with moving yellow block platforms(after a screen with big wood floating platforms over a pit with ghosts). The first block platform

will float you over to the lower left, and you'll see a chest on a very small island/cliff all the way against the (invisible) wall. You have to jump towards it and turn one panel to the left from the furthest point the yellow block platform will travel. It's a difficult jump but possible. Open for your Life stock.

Across this room from the previous Life stock, you'll find a door next to a chest (contains EkeEke) and 3 wood platforms (that will collapse after standing on them for a second). Enter that door and follow the path along, using the fixed yellow block platforms to jump across the spiked floor and at the end of the path will be a chest with Life stock.

Continuing along, you'll enter a room with 4 orange ghosts that will shoot fireballs at you, and see a wood platform rising and lowering slowly, to a path that will lead to a chest, walk or fall down to it from the upper level for a Life stock.

Continuing along, you'll find a door on a small cliff along the north left wall. Enter and you'll see some chests and Pockets in a small room above you. Climb the ladder and follow the path around to it and the chest in the corner of the room with Pockets contains Life stock.

"Lake/Destel/Mountainous Area Pathway Fork"

After leaving the Dungeon path under Destel, you'll eventually come to the Lake/Destel/Mountainous Area Pathway Fork with ghost enemies and just above the sign on a ledge, next to 6 trees is a chest containing Life stock.

After the battle with Zak (you can also do this before battle), head to the northwest and find a path blocked by faded trees. Take them down with your sword and follow this path for a few screens, fighting the harder enemies as you go. You'll eventually wind up at the Lake/Destel/Mountainous Area Pathway Fork again, but on the mountain part with the chest you couldn't reach before. Open it for a Life stock.

"Lake Shrine"

At the green statue "turn-style" enter the doors and rotate around until you come to the northwest door. You'll enter a room with large and small moving spiked balls. At the end of this room is a chest with Life stock.

You'll eventually come across a room with 5 green statues facing alternate directions near a switch that leads to a raised platform surrounded by spikes. Hitting the switch will activate the statues and they'll all walk their facing direction. You have to jump on them and move along them across to the raised platform and enter the next screen (not as easy as it sounds), and in this room, jump on the two gray blocks and it'll quickly and briefly make another platform appear in front of you to use to jump up to the chest on the raised platform against the southeast wall. Open for Life stock.

After jumping from several wood platforms, you'll enter this room and be on the side where you saw two of those elite bird enemies jump into the pit to warn the Duke. You'll have to enter the pit but where you fall into the pit will determine if you'll land on an otherwise unreachable pillar which will allow you to jump to a Life stock. To ensure you land on this pillar, you'll see some staircases to the north from where you are. Stand on the first step and inch your way into the pit and fall. You should just barely land on the pillar and then jump across to the northeast wall and jump up to open the chest in the corner for a Life stock.

After defeating 4 lizardmen and quickly falling in a pit after the 2 green statues blocking it disappear and before a large gray block covers it, you'll enter a room with 4 gray statue enemies and you'll see a chest on a platform high above the room out of reach. Defeat the enemies and a box and a button switch will appear in the southern corner. Stand on the gray block that is underneath the chest while holding the box and throw the box onto the button, the gray block will rise, lifting you to the chest and you must open and collect the Life stock as the block is rising, or it'll rise too much and block the chest(if you miss it you can take the box off the button and try again).

Taking the lower left path from the block room with the 4 gray statue enemies, you'll enter a room with four holes in the four corners of the room, and 3 snake enemies. You must lure the enemies into 3 of the holes, one for each, and then stand in the fourth hole in the corner of the hole closest to the center of the room(same for all holes, enemies must be on them too), activating all switches will make a chest appear in the center of the room on the small square carpet. Open for Life stock.

Taking the lower left path(should be the only available exit, other two paths locked off)from the 3 snake room, will bring you to another room with a chest on a pillar in the center of the room, with 3 green statues along the back wall and one orange one, with a yellow block platform floating across the room past the chest from the orange statue. You need to fall onto the orange statue(it is the second one from the left) from the floor above, then jump onto and ride the yellow block platform to the pillar with the chest. You can get there by taking the lower right exit to the next screen. Use the box to climb up to the next floor, walking around the spikes to the room to the upper left, and then jumping from the gray platforms until you reach the fifth one and then jump towards to upper left wall and fall to the floor below. Keep trying until you land on the orange statue, then ride the yellow platform to the chest. Receive your Life stock.

When nearing the end of the Lake Shrine, you'll enter a room where you'll need to throw 4 blue spheres onto 4 green statues to open the northwest door. Upon entering that room, the chest at the foot of the steps contains a Life stock.

After you defeat the Duke in the Lake Shrine, he gives you 3 chests. You can get the ones on the sides, both containing EkeEke, but the middle one, containing Life stock, is currently impossible to get at this point, as Zak comes down and knocks you out as you approach the chest. You will need to return to the Lake Shrine to retrieve it after Mir teleports you to his tower and gives you the Axe Magic. The chest will then be safe to open and you can get the Life stock. If you did the Big Tree side quest and visited the teleporter trees outside Destel and the one near Greedly's Shop, you can teleport to the Lake Shrine from Destel later on to avoid the Dungeon Well and Mountainous Area. You can also do this before fighting Zak.

"Pathway to Mountainous Area"

On the way to the Mountainous Area from the Greenmaze, you'll enter an area with red lizardmen and gray mushrooms. You'll see a set of 3 stairs to your right as you enter. Defeat the enemies and search out the mountain wall that is next to the cave overpass, there is a hidden blind chest along the wall with 4 trees on the top. Find and open it for a Life stock.

"Mountainous Area"

When you first arrive at the Mountainous Area(with a teleporter tree), head to the next screen to the northwest, do not be on the bottom or top level. Cross

the river and head to the northeast, fighting through the ghosts and blue/orange colored orcs. Climb up and you'll find a chest at the end of a ledge above a riverflow out of the mountainside. Open for a Life stock.

From this area(from previous Life stock), head to the northwest and climb up as much as you can and cross over the river. You'll then need to head to the southwest wall and jump to the northwest and climb up some steps(there is a cave nearby to the southeast, but ignore it for now), and then head all the way to the northeast corner of this screen, and enter the next screen. You'll be at the highest northwest point in this next mountainous area, where you'll eventually meet up with Zak, find the cave that holds the Moon Stone, and use Gola's Eye to return to the Pathway to Kazalt. Follow this path to the northeast and at the end is a chest containing a Life stock.

From the previous Life stock description where I told you to ignore the cave you might've seen, return to it and enter. You'll find yourself on a gray path that will eventually lead down a quick flight of stairs to the southeast. At the bottom you'll find a lizard enemy. Defeat it and at the bottom of these stairs, head to the southwest, into the wall, there's a secret door here, nothing indicating it's an accessible screen. You'll enter a secret room with nothing more than a chest containing your Life stock. **WARNING:** Enter this room with some EkeEkes or at least full health because exiting this room is impossible without taking a hit from the lizard enemy standing right outside. He will ALWAYS knock you back into the room with the Life stock. Be quick, exit, take the hit and immediately re-exit and walk through the enemy while invincible, it's the only way to get out.

"King Nole's Labyrinth"

After you open your first door in the maze, you'll find two paths, take the one that leads to the floor below, and you'll find a maze with very tight paths with small spiked balls randomly rolling through them. There's a hidden teleporter to the southwest. When you get to a box on a higher level, the teleporter is behind there, along a path to the left of it. Take the teleporter and drop down to the next level. The floor is covered in spikes, you could wait for until you get the iron boots(which aren't far away) but the damage done here is minimal. Take the vase in the bottom corner and use it to climb to the next level to the northeast. Climb the stairs to the next screen above and open the chest there for a Life stock.

Going back to the maze with tight paths, closer to where you first entered the room, is a pyramid-shape staircase(like the one you came down from), at the end of one of the paths. Climb up to the next screen there and the first chest you see will contain Life stock, along with two skeleton enemies and another chest with EkeEke at the end of the path.

In the room(near the room with the Iron Boots) with two rolling balls and 2 large spiked ball and a locked door to the right, head down to the lower level and there will be four switches. Pressing them will make a spiked ball appear on the tight path. All of them need to be pressed at the same time to make a chest appear where the switches are. To do this, simply build a staircase with them, one on top of the other and do so in the middle of the tight path with the staircase facing away from the northeast wall(obviously), this way when the spiked balls appear(or rather not appear because the staircase is blocking them), you can safely jump to the chest that appears when you stand on the top one. Open for Life stock.

In another big maze area with skeletons, ladders and a few green statues, there's a Life stock nearby as you enter. Head southeast and Nigel's first left will bring him to a green statue. Continue along the original path and

the second left will bring you through a crevice and there's a chest at the end of this path. Open it for a Life stock.

When heading to get the Snow Spikes, you'll be falling in an endless pit with giant hands with eyes scattered about. On one of them is the Snow Spikes, but also on another is a chest with Life stock, on a hand close to the entrance. Keep falling and you'll eventually land on it and claim your Life stock.

"King Nole's Palace"

Upon entering, if you head to the left, you'll see a chest on the other side of the wall. Navigate through this screen, making all the jumps and avoiding all the red spheres and go around the main center structure and you'll arrive at this chest on the other side, for the last Life stock in treasure chests.

4.Lifestock in Shops

In the villages and towns you visit you'll find shops selling items to help you along in your adventure and perhaps the most important among them is Life stock. Being so important they come at quite a heavy price and are often the most expensive at the time of discovering them in any specific shop, and good chance that you won't be able to afford it when you do. Below is a list of all shops that sell Life stock and their price. All shops will only sell one except for Kazalt, which will sell Life stock until you max out at 99.

| | |
|-------------------|------------|
| Massan | 150 Golds |
| Gumi | 206 Golds |
| Ryuma | 300 Golds |
| Verla | 450 Golds |
| Kelketo Waterfall | 300 Golds |
| Destel(Kindly) | 600 Golds |
| Greedly | 900 Golds |
| Kazalt | 1200 Golds |

5.Other Notes

A useful item for you to pick up in your search for the Life stock is the bell, which is available for purchase in the Mercator Discount Shop after you escape the castle dungeon. You can buy it for 750 Golds. This will tell you when a Life stock is on the screen you're in, whether in the field or in a shop and if it's even available yet(meaning you have to accomplish something before it appears). This will definitely help you comb the entire game of all the Life stock and remove any doubt as to whether there are any Life stock in any screen.

Your Life stock count goes up to 99, but it can actually go higher! It is possible to get higher than 99 Life stock and the shop in Kazalt makes it possible. When you purchase a Life stock in Kazalt, if it doesn't make your count 99, it will reappear for purchase, meaning you can raise your health again and again until 99. And then, when you come across a Life stock in a treasure chest, your life will still continue to increase by one!

So, for those who are power-hungry and want to be able to defeat the final boss in 3-4 hits, it is possible to go through the game and leave all the known Life stock in their chests until you get to Kazalt, and then keep purchasing Life stock until you get to 99, and then go back through the entire game and collect the Life stock in the chests! There are currently two Life stock chests that are a one-time deal, so you might as well pick them up then to save yourself an extra 2400 golds you must fight for to buy Life stock in Kazalt as well as help you survive and slightly help in fighting the enemies.

Obviously this is no easy task, you will only have those two Life stock plus the Life stock you can buy in shops available to you for your health and strength, you won't be able to grow and stay in tune with the game as it produces stronger enemies, so this is very time consuming and you may find yourself going through dungeons and caves a few times just to get through puzzles, then returning to town to restock on EkeEkes because enemies will knock you out easily in two or three shots, may fall after even one shot, so you have to be really careful going through as well as fight especially well so you don't die too many times.

If you've played the game before and are going to attempt the low Life stock run to Kazalt to buy up to 99 Life stock and then go through the game again and collecting the remaining Life stock in chests, I'm sure you know ahead of time that eventually you're going to run into Zak, and must battle him to continue. This is not as easy as it sounds, he's actually quite difficult and I haven't found any easier way to defeating him when doing the low Life stock runs. Below are some helpful tips to help prepare for the battle.

First off, you will need to have the shop owner in Mercator choose to open a variety shop. This is pretty much the essential step here, even if you don't do any of the other steps. The reason for the variety shop is the shortcake, this is your saving grace. The shortcake, if it doesn't upset Friday, she will restore your health to max and give you 9 EkeEkes instantly. When fighting Zak, you will go through your 9 EkeEkes pretty quickly, this will help you recover those 9 and go the distance, hopefully to defeating him. If it upsets Friday... well, you were probably going to lose the battle anyway. I don't know the success rate of the shortcake, but in the 30 or so tries of fighting Zak and using the shortcake, it seems she got upset at least 20 times, so she's more prone to be upset than happy.

Use your Golden Statues throughout the entire battle, the extra damage will give you that extra edge you need to bring down Zak's health because your strength as reflected in your Life stock count will be very low. And the best way to get off multiple attacks before Zak takes off into the air again to strike down on you is to continually jump and attack towards him, that way you're still within range to attack with your sword and still move towards him quickly as your sword hit knocks him back. I've managed to get 5 or 6 hits on him as he's taking off before he actually gets off screen.

When he takes off into the air, to this day I still haven't figured out how to successfully dodge the attack, it's just simply random, just keep moving, either you'll get away and he'll miss you, or you will take a hit from him. 2 hits will knock you down.

As last resorts, use your Statues of Gaia and maybe some Dahls to save you an extra hit, but you have to make them count. Remember, those items can always be re-purchased, the main goal here is to win the battle against Zak, so you can continue to Kazalt and begin purchasing the Life stock to 99. Spare no expense to using these items, purchase them to 9 each before battle if you need to.

Upon reaching Kazalt, you can start collecting gold and making your Life stock purchases. To help raise funds for this outstanding task(requires approximately 103200 Golds for the Life stock in Kazalt, and 2906 Golds for all the other shops), there is one great place to "grind" and that's in King Nole's Palace, which is often called the "Treasure Box Room", which is a fitting name. You'll fight 7 Treasure Box "Mimic" enemies that will each drop 12 Golds, totaling 84 easy golds in a simple room that is easy to get to, easy to re-generate the enemies and build your gold fast. Get there by entering

the first door you arrive at upon entering King Nole's Palace, after jumping and avoiding a few red spheres rolling around. When you enter you should see 4 purple dead ninjas ready to attack. Fall in the hole in the western most corner of the room and you'll be in the treasure box room. With the Gaia Sword and Venus Stone, you can let the sword's magic do the fighting for you and quickly kill the enemies and collect the gold.

So, if you think about it, starting off at 4, with the two you can't get afterwards, and then buying Life stock to 99, then going back to collect the Life stock in chests, the true final total amount of possible Life stock in this game is 170!

6.Credits

Special thanks goes to Sega, for a great system with impressive graphics even today and fun and nostalgia that no game can compare with.

Thanks to Climax Entertainment for the game Landstalker: The Treasures of King Nole for such a beautifully done game and wonderful story, truly sad to not see a legitimate sequel(or even prequel, who knows if there's more to the story behind Nigel getting the Jypta Statue), with honorable mention to Alundra and Dark Savior(I suppose).

I had originally listed 71 Life stock locations, and now there being 73, I want to say thanks to GameFAQs user unknownleon for helping me identify one of the two missing from my guide, identifying the one found at the top of the lighthouse after bringing the Sun Stone there. I later found the second one in the Mountainous Area, and by complete accident too(and the bell can't help you find this one either).

Thanks goes to you, the reader, I hope it has helped you discover some new Life stock you could not find or even a trick or two about the game, and additional thanks for reading over my guide and ensuring I have not missed any Life stock locations, and if I have, please email me at the address below providing details on the whereabouts/requirements and I shall make the update and include you for credit.

I'm sure with the walkthroughs out there all Life stock locations you have read here have been covered/included with their guide, and there may even be an in-depth guide of Life stock locations somewhere on the internet, but I am proud to say I have successfully completed this guide and to be the first one to submit it on GameFAQs, so a special thanks goes to GameFAQs for allowing me to host this here, which is easily one of the biggest and best places to get help, hints and cheats for all games in the universe.

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Feel free to email me anytime regarding this and other games at greengoldnd@sbcglobal.net

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