

Esper Dream 2 (Import) FAQ/Walkthrough Final

by A Darkstar Ripclaw

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Darkstar Ripclaw Presents...

ESPER DREAM 2

Based on the Translation by AGTP
<http://agtp.romhack.net/>

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INTRODUCTION

Where were you on September 11th, 2006?

Odds are, if you are reading this right now, not trying out the newly released translation of Esper Dream II by Aeon Genesis Translation Proclamation. That was what I was doing, Gideon Zhi of AGTP has pumped out translations for many good games over the last half-decade, and EPII is no difference.

Esper Dream II is a fairly nifty game. As a bookworm called 'Matt', you find out from a book fairy that the worlds of books are being taken over by a sinister evil. It is not what you would call an original idea, but it serves as a reasonable background excuse to visit four different worlds throughout the game. In each world, you team up with an inhabitant of that world and fight back against the minion of the sinister evil in that world. What makes the game intriguing is the battle system, which in a nutshell allows you to equip various projectile weapons. When you enter battle, you wage war in real time (along with your partner) against a 2D semi-overhead perspective, and have to go around shooting down the enemies while dodging their attacks.

On a funny note, this project was an on-and-off effort. After having finished the third world (and leaving it unsubmitted), my good friend Mitchell

Frizzell (better known under his contributor name of ninjasan8) did an FAQ for the game. No hard feelings, I should hope.

WALKTHROUGH

Once the screen scrolls and you have started a new game, toggle the letters to choose your name (does not change the main character's actual name). With that done, you will be put through a little introductory scene that shall foster the plot and background for this game. Once it is over, open up the menu, and go to your Items. Equip the Fairy Bow and Normal Suit by indicating them. I highly recommend that you also change the Speed from one arrow to three; it will make things go by much faster.

Now that that chore is done, go up to the bookcase labelled "1", and push against it to activate it. Once free control is restored, push against the bookcase once more to be teleported into said world.

WORLD ONE

(W1)

Go through Lisa's speech, talk to the various townspeople if you choose to do so, then talk to Lisa once more. She will then join your party, setting you off on your first quest. After you have absorbed Lisa into your party, ignore the main area of town (as you lack the gold to buy any weapons or items right now, and there is nothing else useful around), and walk straight south into the harbour. From the harbourface, walk left and then go down past all the boxes until you come to a shed. Enter.

Inside, talk to Baku. He will send you off to a man named Pluto. Leave the building, then make a beeline right. Head to the third ship (the only ship that you can actually get on), and enter the cabin. Inside, open the chest for an Herb, then leave the ship and go back to Baku's Hut.

Using that as a landmark, go straight south down to the end of the harbour, and then continue on right. At the second ship, go up the plank, go through your face-off with the Spearfish, then enter the cabin afterwards. Talk to Pluto to receive the MONSTER'S SCALE, then head back to Baku's Hut and talk to Baku. Here, you shall learn your need for some Scuba Gear.

Back outside, go east again to the end of the pier, and talk to Wendy. She will give you the HOUSE KEY for her's and Lisa's house. Go back to the hut, then head north and east and back into the town. Here, head up past the inn, ignore the equipment shop (incorrectly labelled as an inn), and head across the bridge and into the only house not adorned with a sign. Inside, pick the SCUBA GEAR off the table.

Watch the cutscene as it occurs, then head on outside again. Make your way through all the monsters and go back to the harbor. Here, head right through the monster blockage, eliminating the Spearfish, then go down the stairs and undersea.

Currently underwater, go down and left, and head up into the first sunk ship. Open the chest here for 100 Gold, then leave, and head straight right from said ship until you come to another sunken vessel. Enter, grab another chest holding 100 Gold, then leave again. Head right again, then head south down the passage at the end, and go left. Defeat the guardian of the ship here, and after

you win, enter the cabin to obtain another 100 Gold.

Exit, then head left and up into a cave. Inside the tunnel, head up and right to the end and open the red chest for an Herb, then go down and through the exit. Outside, slay the monsters guarding the path, and grab the HOLY LIGHT off the cliff. With that done, walk back all the way onto dry land, and then head to Baku's Hut. Inside, you will have an automatic event with Baku restoring the shine of the orb. Leave the Hut.

From Baku's, go down, breaking through the guard footprints, and at the end, head across to the opposite end of the pier, slaying another guard on your way. Talk to Pluto, and he will direct you down into the water. Head down underwater once more.

From the entrance, head straight down, then left and up into the ship. Open the first chest for 100 Gold. Outside again, head up, left, down, and left into another hold. Open the Red Chest here for a Bazooka, another weapon for Matt, and equip it in the menu. Outside again, head left and up into another cave.

Inside the tunnel, go up and left until you come to a split. Take the upper path, and take that exit. Outside, go down and right all the way to the end, and open a chest for 200 Gold. Go back to the split, advance your way past the two guards, open another chest for 200 gold, then defeat the guardian at the exit. Once all is said and done, go into the next room, and head down south to watch a cutscene, before being engaged in a battle.

SEADRA

At the start of the battle, Matt will be pitted in the center of six holes arranged in a hexagonal fashion. At random points in time, one or both ends of the Seadra will pop out of these holes (ala the heads), and spit out three semi-fast shots at 45 degree angles from each other. At the same time, parts of the body of the snake will randomly appear and disappear on the battlefield. They cannot be destroyed, thus acting as a blockade to you both.

In any case, once the Seadra pops both of it's heads up, it will perform a variety of actions depending on the circumstances. Usually, it will fire and wait until you get near it and shoot at it. However, if you are too close, it may pop down on it's own as soon as it gets up. Sometimes, it may pop down on it's own. In this regard, Lisa is a wonder for the battle, so long as you stay on the opposite side of the screen from her - her four-way cross attack should usually be able to hit any head near her, while you can deal with the annoyances that come your way.

After all Seadra heads have been brought down, however, there shall be a final act of God, namely in the form of a rolling bar of lightning that will go from one side of the screen to the end of the next, stopping a small amount before the very end. What you want to do is see which way the lightning goes, then run in the same direction to the end, and you should make it to sanctuary in time, barring the holes and snake bodies blocking your way. IF, however, you are at the extreme end of a field, and it comes in from your side, do NOT move; it should roll over you without causing any damage.

Rinse and repeat. After around twenty to thirty some attacks on the head, the Seadra will finally fall.

100 EXP

END BATTLE

Afterwards, you will automatically be rewarded with the AQUA RING, and automatically teleported back to the real world. Go up to bookcase labelled 2. Prompt it for your scene by again walking against it, then move against it once more to enter.

WORLD TWO

(W2)

Once you can move freely from your drop-off point, head through the right door. Inside, face off against the enemy guarding the chest. Before I continue, allow me to say this; if you have a hard time winning this battle, exit, and come back in about five minutes, when you pick up your new companion. Anyhow. This is a pretty annoying enemy; at first, it is a single enemy that runs around quickly, invisible for the most part, but becoming visible for a few seconds at a time. However, even when you manage to hit it, it will subdivide into two thrice, to a maximum of eight enemies on-screen, all whom possess invisibility. Defeat all of them, however (albeit with some luck, save state reloading, and quick fingers), and you can grab the ESPER EYE from the chest. This will stop these enemies from being invisible whatsoever.

With that done, head left about four or five rooms, until you see the conductor being attacked by monsters. Go and take on the trio of ostriches, and afterwards, Aram the conductor shall join your party for the duration of the world, and will also give you the LICENSE. Head back right two rooms, and enter the door at the far left end of the car. Fight off the two monsters guarding the chest here, and open it up to obtain 500 Gold.

Leave the room, then go and take out the ostrich guardians in front of the next door. Inside, defeat some more ostrich guardians, and then talk to the arms dealer. He shall invite you to his shop next door, so stop there if you wish to once you exit. I highly recommend doing so; the Pearl Suit will be a good upgrade in your defense stats, and the Mines are easy to learn, and powerful weapons when set up properly.

Afterwards, head to the far left car of the train. Take out the ostriches that are surrounding the lone passenger, then talk to the passenger himself. The train will then roll to a stop. Go to the part of the train where you first came on, and exit by that door. Outside, you will go out onto Station One. From the embarking point, head left, down, and then go left up the escalator.

Upstairs on the second floor, ward off the monsters around the bystander, and talk to him. Use the Inn nearby should you need it, then continue on past it to the next door in the hallway. Enter, and inside, talk to the Boss. Try to leave, and you will get a brief scene of a Rikki. Exit the room, then go right and up, and down back onto the first floor. Go inside the train you first came in, and then go left inside.

As the train starts moving, go and confront the Rikki. It will serve to be some sort of decoy, and instead you will end up fighting some Ostriches. Do this for five more cars, and at the last one, it will turn out there is another series of cars to go through. In the next few cars, use Matt's ability Light to make your way through the dark areas.

Head another two cars to the left, and then eavesdrop on the Rikki.

Afterwards, make your traverse back to the front of the car. Use Light again, as the layout of the rooms will have changed. Instead, you will be confronted by first the Rikki, then a cloaked figure. Head back left once they are done, then exit the train when it stops. On a side note, from now on, you will encounter some more of the invisible enemies. If you got the Esper Eye earlier, you should be able to beat them, but otherwise, skip them; it is just not worth it to try and defeat them, especially when you can powerlevel with the Ostriches.

Back on Station One, head to the boss's room on the Second Floor. Talk to him, and he will hand you the EXPRESS TICKET. Exit the room, then head right and down, and take the escalator to the first floor on the opposite side of the building. Down here, head up, and go onto the Express Train. Inside, you will see a chest to your left. If you feel like beating another one of the invisible enemies (like whom you fought to get the Esper Eye), do so, and you can obtain the SPIRIT MEDICINE from the chest.

With that done, head one car to the right. Talk to the man in here, then leave the room. As you do, the train will come to a stop. Exit the Express altogether, and then head left and down to open a chest for 500 Gold. Head back up, then go to the opposite side of the station and head upstairs. Head into the Items Shop (the right one). Inside, pick up a Dark Perfume. Once outside, talk to everybody, use the Inn if you have to, then use the lower-left escalator.

Downstairs, battle another batch of Ostriches, then go up to the platform. Take out some more monsters, then enter the train. Head left three cars. If you have not yet obtained them, purchase Mines from the Armor Shop and equip them as your Weapon, as they will be useful for the upcoming battle. From there, head left three more cars, and fight off another invisible enemy. In the next room, walk up to the door, and Matt will automatically use the Dark Perfume to force his way in. Head left, and you will enter the final battle of this world. Make sure you have Teleport equipped on as you do.

RIKKI

As soon as the battle starts, use Teleport. Rikki's first move (that he has a 99.9% chance of using at the onset of the battle) is to freeze time and trap Matt in a box. The signature move that he does before executing this move is to squint his eyes and move one of his paws up, with an hourglass appearing next to him. The trick to using Teleport is to use it ONLY when he does this trademark pre-attack, and ONLY when there is not already a box on the field. If you time it correctly (with a liberal amount of time to do so), Matt will disappear from the field, but before you Teleport out of battle, time will freeze, thus negating the effect of exiting the battle.

As soon as time DOES freeze, a box will close around Matt. The Rikki will then either throw carrots at you that explode on contact, or hop around. If Matt already has a box around him, the Rikki will not freeze time. While the Teleport trick does NOT totally negate all damage, it eliminates much of the damage. After time has been unfrozen, Rikki will disappear. Plant mines near one of the walls of the box, and continue to do so until you either break out, or the box disappears. If the box is still there and Rikki does his hand thing, time will NOT be frozen.

After a few tries, Rikki will go on the defensive, and appear and disappear, along with hopping around. For you rom-users around, Rikki will have a fixed destination as soon as he disappears, so plant mines where he will reappear. When he hops around, lay some mines in his path, or else a few seconds away from his hopping, so that he takes all the damage. If you cannot reach him in time to attack him with mines, switch over to ESP Beam (preferably use the

Menu to do so, as doing it real-time can cost vital seconds) and shoot at him instead. Eventually, he should fall without too much trouble.

200 EXP

END BATTLE

Afterwards, you shall obtain the MOON RING, and thus learn a new ESP power, ESP Stop. Watch the cutscene with the Boss and Aram, then use Teleport to exit back out into your own world. Bookcase 3 cannot be entered currently, so go into Bookcase 4 instead. Watch the scene, and then enter.

WORLD FOUR

(W4)

From your starting point, head down a room to enter Minus Town. The Item Shop is in the northwest corner of the room, while the Inn is pretty much to your direct left. Head off in the inn's direction, then go south. Ignore the teleporation pod for now, and instead head up the staircase. Go right, use Light to light up the new room, then head down south from here, and left at the first opportunity. On the second floor once more, go clockwise around the room and back onto the first floor.

Down here, head around clockwise until you get to the bottom, and enter the dark room above you. Use Light, and obtain 1000 Gold from the chest at the top. Exit, then continue along the pathway and upstairs once again. Around this point in time, you will start fighting difficult enemies, such as the Magnet enemies (whom can attract each other and move together in an instant, crushing you in between), and the furnace up here will slowly drag you back and forth. On the other hand, it is a very nice place to power level.

Once done your expedition of gaining experience, head down the next staircase. Down below, make your way through a set of Springs (defeat them by laying mines in one place three at a time, moving around to lay them in seperate areas each time), then head up and left and defeat the elite version of the magnets (just make sure you stay out of the way of them to avoid damage). Pick up Screwy, then head along the rest of the path until you go up again. For reference's sake, you will probably be low on health by now. The best way to replenish it is to Teleport out of the world, head back into Bookcase 4, heal up at Minus Town, then go back onto the path.

Anyhow, on the next floor, you will have to beat up a pair of silver Magnet enemies. Once done, go up and examine the blue pod to learn that you will need a Remote Control of sorts. Next, break through the line of Landrover bots. Go down onto the first floor once more, and beat up some more Landrovers. Go left from here, down and left, and stay in the middle of the platform. Something of sorts will float north and, when it runs into you, recovers all your HP and EP. Now take the northern path and go around, and upstairs again.

Up here, go around and downstairs, and use Light in the pitch-black room. Kill off some more of the Spring enemies. Now, head left and kill some Landrovers, then head left and up to defeat a duo of silver Magnets. Head upstairs, and defeat another guard of Springs. Advance onwards to kill some Landrovers, then go downstairs. Here, go left, up, and around, and into the building. Inside, grab 1000 Gold from the chest after defeating the silver Magnets, then drop down the hole.

From where you drop down, go south, then left north and left to grab a chest containing another 1000 Gold. Backtrack to your original starting point, and go left over the conveyor belt. Head left for another 1000 Gold. IF you want another 1000 Gold, it is going to cost you some more path-walking. If you do, then take the following instructions: Next, go south and then fight off some of the silver Magnets guarding a conveyor belt, then go left. Go around clockwise to defeat another silver Magnet guard to get another 1000 Gold. Now go far south and then right, up and left over the teleporter. This one will take you back to Minus Town. Track your way back to the room where you could go left over a ledge, or go north and into a northeast hole, and take the hole.

If you did NOT want the 1000 Gold, then just go south and right. Defeat a silver Magnet, then head south and left to a teleporter. This teleporter brings you a few rooms ahead of where you were in the maze, so do not worry; you will not have lost anything in the transition.

Next, enter the door (NOT the stairs), and you will be in Plus Town. I recommend you sleep (right building) and pick up a Flame Thrower and Mirror Suit from the Equipment store (upper-left building). Equip the new weapon and armor before entering the smithy (upper-right building). Talk to the smithy here to obtain the PLUS KEY. Exit Plus Town now, and go up the stairs. Go left and downstairs again.

Down here, head down, right, and around to go up another staircase. Defeat the Landrover guards above abusing the power of your new Flame Thrower, and then a guard of Springs. Downstairs, light the place up, defeat some silver Magnets, then head right and enter the Plus Warehouse. Light the place up, go downstairs. Defeat the Spring guards, then head up and take care of the silver Magnets around the Screwdriver. Talk to him to save him, then head through the transporter.

On the other side, light the area up and take the left teleportation unit. Go down and around and into the warehouse. In here, stave off two more silver Magnets to save another Screwdriver. Afterwards, head back to the area with three teleportation chambers, and take the right one. Grab an HERB from the red chest, throw the switch, and then go back and take the middle unit. Back here, go down and head across the belt, and assail the two silver Magnet guards. Drop down the hole.

Head up as far north as you can, then go left, and open the red chest for the HYPER CIRCUITS. Now go back and head down, and take the lower left conveyor belt. Follow the path as far left as possible and then north, until you find the last of your allies. Equip your Mines first (as the Flame Thrower is useless in the Furnace), and then save him from a pair of silver Magnet guards. He will give you some info on the Metal God, and also hand over the REMOTE CONTROL. Head down, right, up, and go left across the conveyor belt, and use the teleporter to be taken back to Minus Town.

Use the Inn in Minus Town as needed. Next, go all the way back to Plus Town, and talk to the Smithy here. He will take your Hyper Circuits and turn it into the THUNDER GUN. Be sure to pick up at least one Angel Tear and one Strength Origin from the local shop as well if you do not already have one of either. Once done, backtrack along the path as you normally would until you reach the area with the computer that needed the Remote Control. Activate the terminal, and cross the bridge to the opposite side. Head downstairs. As soon as you can, move up and to the left, and through the door that is right below the Screwdriver to your left. The reason being for this is the electricity in the room, that will slowly drain your HP away.

Inside the next room, check the computer to disable the electricity, and

go back into the main room. Go up and head into the warehouse to the right. Inside, grab the chest for 1000 Gold, then use the teleporter to be taken to Minus Town Warehouse. Grab the Minus Key from the red chest. Exit, and go into Minus Town to heal up, then go back to the Warehouse and use the teleporter. Exit the room here, and then go left and up to take out any of the enemies, all silver Magnets. Once you can, drop down the hole.

Head up along the bridge, and once you get into the large and spacious room, go around to the north end. Defeat the silver Magnets on the right side to grab an HERB, then head back up and take out first some silver Magnets, then some Springs, and finally some Landrovers. Enter the room with the pink Screwdrivers to trigger a scene and the boss fight.

METAL GOD

There is an easy way, and there is a hard way to win this battle. The easy way requires your Flame Thrower and ESP Barrier. The hard way is to dodge around the attacks and snipe Metal God. The former only requires an Angel Tear and preferably at least a Spirit Medicine. The latter requires lots of patience, lots of save-state reloading, and plain lots of godmodding.

Anyway. Metal God has two forms. The first form is a metal ball that floats around the field, with eyes on front, the front being the only vulnerable area on Metal God. A single crosshair will go around the battlefield, and if it marks you out, then Metal God will fire two missiles up into the air, which will then fall down to Earth. A good tactic to dodge this attack if it occurs is to stay on one end of the field near the bottom, and when you see the missiles, quickly run to the opposite end; the missiles will create a blast impact that can reach pretty far, so do not count on trying to stay in between them.

The next ability of Metal God is, once you are right in front of his two eyes, he will shoot lasers out of them. Do not count on being able to dodge them; they also have a pretty big attack area, so even if you are not right in the blast, you can still get singed.

As I said earlier, there is a cheap tactic to win this. First, put on ESP Barrier, and next, stand right in front of Metal God. The boss himself will stop and just constantly shoot lasers at you, without bothering to move around. Constantly use ESP Barrier each time it runs out, and keep using your Flame Thrower without stopping. Eventually, Metal God will break apart, and his shields will break off to initiate his second form.

In this form, Metal God's two shields will go to either side of the field, and shoot energy balls at you as soon as you are directly horizontal from them. The crosshair will still be around, Metal God can still shoot lasers, but on the plus side, he is now vulnerable from all sides. The main way to beat him is to keep up your tactic, and, as soon as it is needed, replenish your HP and/or EP with a Spirit Medicine or Angel Tear. As once more he will not move around if you stand right in his path, he should fall quickly without much of a problem.

300 EXP

END BATTLE

Afterwards, you shall obtain the EARTH RING, and additionally learn FOE CALL. Once you are put back into the real world, go down to bookcase #3, and talk to the man there. It turns out he dispatched the boss in that world, completing it for you, and he hands you a BARRIER SUIT and FLAME RING. If you

want, you
can actually go and enter the world of this bookcase right now, although it is
only one
room. A little bit of trivia courtesy of the guys at DvD Translations.

"Bookcase 3 IS Esper Dream 1.

Before AG released thgeir patch, I had started on translating this game, so, to
prepare,
I played/passed Esper Dream 1 which is MUCH HARDER.

The character who is standing in front of the bookcase who gives you the items
is the
Esper the player controls from ED1 (although in ED1 he is red). The girl inside
the
bookcase is the girl from ED1 who brings you into the bookcase, Lottie, similar
to the
character of the Fairy in this game. The man in is the Mayor of the main town,
Brick
Village, who sends you on your quest to rescue his daughter Alice. The music
playing
when you talk to the girl is the town music and the music when you talk to the
man is the
overworld music."

With that out of the way, proceed to face the front of Bookcase #5.
Watch the
scene, and then enter.

WORLD FIVE

(W5)

Immediately after entering World Five, head to the lower-right house
(the Equipment store) and purchase a Stardust Gun and Crystal Suit. After
equipping the new items, go up into the mansion north of the store. Inside, talk
to the priest, and watch the cutscene. Exit the mansion, then go up the
staircase in the upper-left corner of the town.

After the brief scene, go left and take out the two sets of Cyclones,
and then go and talk to Starry, whom will join up with you. Head left, ignoring
the first staircase you see, until you get to the end of the mountain. Go
around, and take the first ladder up, and continue sumitting until you get to a
sign stating the place as the top of Mount Crystal. From here, go down two
ladders to the right, and enter the cave.

Inside, make your way around the path, and kill the Golems at the first
staircase, next to the sign. Afterwards, go to the right end, and exit. Outside,
you will have a brief scene. Head back into the new cave, and break through a
pair of Golems and Cyclones to grab a chest for 1504 Gold. Exit, and head back
into the previous cave.

Back here, kill the Golems at the staircase agian, then go down a floor,
head right and kill the pair of Cyclones. Go down the next staircase, and pick
up a STRENGTH ORIGIN from the red chest. Head left and take out another pair of
Cyclones before going down the stairs, where you will fight a new guard enemy
for the first time, that I dub the Crows. Go right and take the middle exit out.

Out here, go all the way right, and into another cave. Pick up some 1504

gold from the chest here, then exit. Go up the nearby ladder, then head right and all the way up into another cave for another chest containing 1504 Gold. Exit, go back to the ladder, then head left. Ignore the hole for a moment, and instead go up the nearby staircase, and enter the cave. Light it up, and grab one last chest for some more gold. Exit, then drop down the hole. Light the place up, then go and talk to Kihachi to learn he needs a Rope Ladder.

With that done, teleport out of the book world, and reenter. Go up to Mount Crystal, and head left from the sign. Take the ladder that I earlier told you to ignore, and dispatch a Cyclone guard. Inside, take out a pair of Golems, and go right for a moment to get a chest with 1000 Gold. Next, head north and pick off another Cyclone and Golem. Open the red chest for a LIFE ORIGIN, then head right and pick off another Golem-Cyclone pair. Enter the next cave, and talk to Goro. Take the ROPE LADDER.

Exit the room, then head right and south, going first through some Golems, then some Cyclones. Go out through the lower-right exit. Out here, head to the left cave, and inside, break open a pair of Golem guards. Go down the middle exit. Outside once more, go down and right and up the first ladder, then continue heading straight up and go up another cliff. Go down the hole to your left, light the place up, and use the Rope Ladder to save Kihachi.

After he leaves, teleport out into the real world, and enter World Five again. Head to the summit, and watch the scene. Climb down and head back to the town, and go into the large building to talk to the priest. Afterwards, head back to Mount Crystal, and go left all the way to the left end of the mountain. Instead of taking the left staircase to the summit, however, go and defeat the pair of Cyclones guarding the bottom and top of the right staircase. Continue on until you get to the cave door, and enter.

Inside, kill off the first two Golems, then go up and enter the next room. Slay any of the three Cyclones inside to grab a chest for 1504 Gold, and exit back out into the main section of the cave. Head right, taking out two more Cyclones, and at the split, go down, defeating a host of two more Cyclones. Grab the chest containing 1504 Gold, then enter the nearby door. He then gives you the PHOENIX FEATHER.

Teleport out of the world, and go back in. Head to the mountain, then go back to the two ladders area. Instead of going up either, go into the cave. Head up, right, and take the first south exit. Outside, go up the nearby ladder, and inside, go down the Rope Ladder. Go around the room counterclockwise, battling the various guardians, and go up to the owl door at the end. Head inside and talk to Gorosuke. He then hands the DRAGON'S HORNS off to you. Exit the world, and reenter.

Head off to Mount Crystal for the last time. Once you get to the very first sign on the mountain (where you first met Starry), go right, slaying some Crows. Head up the ladder, then go up the right ladder of the next two. Defeat two more Golem guardians before reaching the top, then enter the cave. Inside, light the place up, then drop down the hole. Down below, examine the gate, and you will be transported back to the top of the mountain. Go up the new bridge to the Heavens.

Up here, take the right staircase. On the next floor, go down and left and onto the next floor. Here, go left and head along the wall, and go upstairs. Talk to Raijin after the brief scene. Talk to him again to vanquish all the enemies on the floor. Go down and up another floor to watch a scene with Fujin. Talk to him twice for him to rid his floor of enemies. Head up the staircase, watching a scene. Inside, talk to the Queen in bed to obtain the HEAVEN'S KEY. Go through the red door, and head up to the gate inside.

Light up the room that you are teleported into. Go up the next few rooms, but stop when you come to the hole. Drop down the hole, and follow the path to exit out of the well in town. You can also go back this way to the boss's lair. I recommend that you level up to at least Level 32, mainly because you cannot fight anymore regular enemies after the fight with an ally (Goro's Cave on Mount Crystal is a nice place to do it). You should also stock up on as many items as you can, especially Life Origins and Angel Tears. Make sure to pick up an Angel Ring as well; it will revive you once if you die in battle. Afterwards, head back to the boss's lair, and head up the staircase. Watch the scene, for another boss battle.

GIRA SUZAN

Much like Metal God before him, Gira Suzan has two forms. However, these two forms have a bit more diversity than MG ever did.

The first form of Gira Suzan is basically a floating head, which has two methods of attacking, a supporting attack. The first way he can hit you is by his moving around in circles, which, if he manages to ram you, can take off a nice chunk of HP. Additionally, he can send orbs of energy out in a circle around him, diagonally and straight. Finally, he can freeze time, which he will then use to move around a bit. Unlike Rikki, you cannot abuse the Teleport-Freeze Time glitch, simply because the amount of time he gives you to recognize the flickering is too short.

My recommendation for this form is to stay a good ways away from him, and abuse the Stardust Gun, especially it's ability to split into four smaller chunks, to hit him. While it WILL take a lot of time, it is a certainly easier thing to do than to take the hit directly and just try to shoot at him without moving.

When Gira shifts into his second form, go into the menu screen. Change your ESP Power to Barrier, and toggle the Speed down to one Arrow. Yes, you heard me correct. Oh, Gira has some pretty powerful attacks, such as multiple bolts of lightning that strike constantly and are near impossible to escape the radius of attack. Other notable attacks are orbs of energy that he can still send out of his arms, and a flame bolt that he can let loose if you are in front of him.

However, if you slow speed down to one arrow, you can activate Barrier much quicker. When it expires, Gira will have less time to inflict damage to you because the game time is slower, and you should be able to notice the lack of Barrier more quickly. Additionally, if not using the Flame Thrower now, your attacks should also be quicker (again, slower game time, while hitting the Fire button at a constant pace). Eventually, he should fall without too much of a problem.

400 EXP

END BATTLE

Afterwards, you will obtain the GOLDEN GUN from the Queen. Teleport out of the world.

GREAT SUIT SIDEQUEST

(GSS)

After reentering the real world, a staircase will appear in the library. However, before we are allowed to enter, we must pick up the best armor the game has to offer: the Great Suit. Follow these instructions in obtaining them, or else figure it out on your own. Either way, you cannot go down there until you obtain it:

肘n World One, go to the left side of the town, and go the Garden past the fountain. Talk to the girl here to trade the Express Ticket for a SEADRA ROCK.

肘n World Two, go to the front of the train (right from the entrance) and talk to the Engineer. He will trade your Remote Control for a RIKKI ROCK.

肘n World Five, go south about two steps from where you first arrive, and talk to the blue-haired guy here. Hand him your Monster's Scale that you got all the way back at the start of the adventure, and he shall then give you the GIRA ROCK.

彦or your final destination, go to World Four. Inside Minus Town, talk to the north-most Screw to trade the Dragon's Horns for the METAL ROCK. With the four rocks in hand, head off to Plus Town, and go to the Smithy in the northernmost house. Hand over the four rocks, and he will create the GREAT SUIT for you to wear. Afterwards, exit.

THE FINAL BATTLE

(TFB)

Enter the staircase. Inside, go up and talk to the Mysterious Man, whom will join your party. Go through the next two rooms, defeating some Spearfish and Oyster enemies. In the third room, you will run into Seadra again. However, has has not gotten any more powerful than before, so you should be able to finish him off in record time.

For the next two rooms, you will first have to take out a trio of Ostriches, and then one of the dividing enemies. In the third room, you will face off against Rikki once more. The Teleport trick still works, but you may want to switch to Mines after you get stuck in a box, as the Golden Gun cannot destroy it. He, too, should fall quickly nevertheless. DvD of DvD Translations suggests that at this point in time you teleport out of the staircase, heal up at the inn in one of the worlds, and then go back to the staircase. You will not have to fight the first two bosses again, and you will want to be healed up for the next short bit.

The next host of guardians are some Magnets and then some Landrovers. Entering the third room, however, your companion will run off along with all four Rings. With nothing else left to do, go up and confront Metal God. He should be a lot easier to take out thanks to improved attack and defense, along with the multiple missiles of the Thunder Gun.

Afterwards, you will have to face a retinue of Crows, and then some Cyclones. Skip the next room, and then in the next, you will face off against some new enemies. These guys are completely resistant to physical attacks, so use Foe Call first to reduce them to one enemy, then use ESP Beam on the remaining foe to kill him. Before going up, make sure you are COMPLETELY PREPARED. Also, DO NOT TELEPORT OUT, or else you will have to go through all the

monsters again. Enter to face a cutscene, and then the final boss.

DREAM DESTROYER

The Dream Destroyer's first form, in which he basically stands around, is pretty easy to beat. All he will ever do is teleport around on the occasion, and so long as you know the hot spots, you will not ever get damaged. The other thing that he does is summon two of the phantom monsters like those from before, but they are one hit-kills. The only way you can physically injure him is to get so close to him that you damage yourself by the contact rule, so instead use ESP Beam. Target the phantom creatures at the same time if possible, as they will drop the blue hearts that give off EP energy. After a few hits of ESP Beam, the Dream Destroyer will transform and become a larger form.

His second form will shift into four different heads to represent the four different bosses of the game. When he does this, stay on the wooden platform, as the blue fire will burn you. The first form will be that of the Seadra, whom will shoot out four balls of energy, two to the inside, two to the out. Try to stay to the inside, as the outer two fall to Earth much faster, and so are harder to dodge. Stay put, shoot at the head with the Golden Gun, and dodge the rare time that it looks like an energy ball might actually hit you.

The Rikki form differs a bit, in that the outer orbs slow down a slight bit, and the inner two are too close together to stay between. What I recommend here is to weave in when not in danger to shoot a missile at the Rikki Form, and then weave out and in between the inner and outer orb when they start coming down. The Metal Head form is a bit easier actually to counteract; the outer orbs will move down as fast as Seadra form, but the inner orbs will slow down to a trickle. When they are horizontally in line with Matt, they will stop, and fly in the direction you just were to them, or else a bit diagonally up. The trick here is to go to the side of them, go as far up on the platform as you dare to go, wait for them to stop, then go down and out of their way and start shooting the Dream Destroyer again.

Finally, Gira form dispenses with the orbs floating down, and instead, he will summon the four orbs, and then throw all four of them at you at once. My recommendation here is to slow speed down to one arrow, hit him constantly, and if it looks like you cannot dodge an attack, cast ESP Barrier. This form then should go by relatively fast, and with ease.

The last form will be the ultimate form, of course. Along with throwing the balls of energy, the Dream Destroyer will slowly charge up balls of fire in his hands. When he lets go of this attack, the orbs will disappear. Quickly rush into the middle, right under his head, as he will attack to the side and underneath his hands. Pillars of fire will then erupt from the stadium; however, you can see their image beforehand, so move quickly to dodge them. Of course, the Dream Destroyer is also easy enough that if you wanted, you could just cast ESP Barrier constantly and just shoot at him. Either way that you choose to go, he will fall without a problem.

END BATTLE

Watch the ending. Congratulations. You have won the game.

ALLIES

(ALIS)

Lisa

Although the A.I. controlling the movement of your first ally is pretty much an idiot, it DOES make up for it with her attacks. Her basic attack is walking around, while shooting bullets from her body in a cross formation, so that you have one shot going left, right, up, and down. However, her secondary attack is truly useful; singing, she puts all the enemies on the battlefield to sleep for as long as she continues to sing. While this will not stop certain after-attacks from occurring (such as the spear being thrown from a dead spearfish), it makes them stop for a good time, easy for the picking.

Aram

Aram is a bit more intelligent than Lisa. He is also VASTLY more useful, as he actually bothers to aim at enemies. If you combine your Mines expertise with his hat-throwing abilities, you can pick off most enemies pretty quickly. This is especially useful in the battles against the ostriches, and the two enemies that will divide and multiply in his world. His secondary attack, also able to put enemies to sleep for the duration, is a bell chime. However, he uses it on a much rarer basis than Lisa does.

Screwy

Varying differently from your last two allies, Screwy shoots out some sort of screw-sized missile that he can redirect to curve around and hit different enemies. However, he is especially useful with his second attack, which involves him flying around the field in the shape of a sideways hour glass, attacking and damaging everything in his path, and can quickly turn the tide of a battle with this one attack. He also uses it fairly often, which is useful for battles against the multiple guards of World Three.

Starry

Your celestial ally is a lot different from the last three companions. His main attack is a damaging one; he will raise his rod, and call on the Heavens above to rain down a torrent of stars from the diagonal upper-left, barraging any and all enemies in their path. His secondary attack is to protect Matt from any attacks, by spinning around him in a circle, rendering Matt invulnerable. Truly a useful ally, he has two small flaws; the first is that he does not do either attack nearly often enough, and the second is that when the battle ends, if he is still doing either attack, you have to wait for it to end before you can continue.

???

While he is not your ally for very long, ??? is a pretty powerful ally. He can summon lightning bolts from the heaven to hit all enemies on screen, and can dash at enemies with a fire aura. However, since you should have your Golden Gun by now, all he really serves as is cannon fodder and a way to mop up enemies more quickly, and he leaves very soon after you first obtain him.

(EPPW)

Teleport

In battle, use it to exit the battle. While walking through the actual world, use it to teleport back into the real world. Costs 4 EP.

Obtain automatically at the start of the game

ESP Beam

Shoots a circular beam of energy out of your hand that branches out into three circles, and continues on until it hits an enemy or travels off-screen. Costs 128 EP.

Obtain at Level 4

Barrier

Bluish stars will swirl around Matt, making him invincible for the duration of the time they are going around. Costs 70 EP (the EP drains out slowly while the Barrier is being maintained, so if you end a battle before the Barrier ends, you will not lose the total amount of EP).

Obtain at Level 13

Flash

Causes time to totally freeze for everybody. All enemies on-screen are damaged somewhat. Costs 210 EP.

Obtain at Level 21

ESP Heal

Heals your own HP completely. Costs 630 EP.

Obtain at Level 27

Light

Causes a dark room to light up for the duration of the time you are in there. Costs 10 EP.

Obtain with the Aqua Ring

ESP Stop

Stops all enemies in the battle (does not seem to work with battles with set enemies, however) temporarily. You can then shoot them and kill them. Costs 80 EP.

Obtain with the Moon Ring

Foe Call

Causes all but one of the enemies on screen to leave the battle (EXP will not be obtained from these enemies). Costs 20 EP.

Obtain with the Earth Ring

EQUIPMENT

----- WEAPONS

(WEP)

Fairy Bow

+10 Attack

Obtain at the beginning of the game

This is a fairly decent weapon for the start of the game. However, the lack of power and range is a reason you should quickly trade it in for a Boomerang.

Boomerang

+20 Attack

Obtain from World One's Equipment store (150 Gold)

Although the range is as lacking as the Fairy Bow, it has better power behind it. The downside of it is that you need to wait for the weapon to return to you before you can use it again, but on the other side of things, as you level up, you can send multiple boomerangs out at a time.

Bazooka

+30 Attack

Find in a chest in the second underwater level of World One

A lot more powerful than either the Bow or the Boomerang, the Bazooka also has a larger attack radius, allowing you to hit two enemies if they are grouped together. The downside to the weapon is that you have to wait for it to hit or leave the screen first before you can fire it again.

Mines

+40 Attack

Obtain from World Two's Equipment store (1000 Gold)

Unlike the previous three weapons, the Mines are not missile attacks. Rather, they are timed mines that you can set up around the field, and will detonate either after a few seconds, or when an enemy runs into them. Although you have to expose yourself to attack and/or make some guesswork as to where the enemy will go, they offer a very good blast radius, and some very strong amounts of power. The higher you level up, the more mines you can lay at a single time. Can blow up boxes.

Flame Thrower

+50 Attack

Obtain from World Four's Equipment Store (1500 Gold)

Press and hold A, and this flame thrower will shoot out flames in a straight direction for as long as you hold it. Short range, and pretty basic as it goes.

Thunder Gun

+60 Attack

Bring the Hyper Circuits to the Smithy in Plus Town

Fires two bolts of electricity out of the gun. However, it should be noted that it's described effect ('numbing' the enemy) does not really occur. Do not know what happened there, possibly a translation error.

Stardust Gun

+70 Attack

Obtain from World Five's Equipment Store (3500 Gold)

I actually love this gun (at least, before it loses it's superiority to the Golden Gun). Not only can you spam it easily against foes, but it also splits into two and bounces off diagonally when it hits a wall, and if it travels for a bit without hitting an enemy, splits into four, with each going one of the four diagonal directions. This makes it especially useful to kill enemies you do not want to get directly in line with.

Golden Gun

+80 Attack

Obtain automatically after defeating Gira Suzan

The ultimate weapon of the game. The Golden Gun first travels as one missile, then quickly splits into three, and then splits off into five before it travels offscreen or self-detonates, allowing it a very large range, and thus also able to keep you out of a direct line with enemies. It can travel over basically everything and can take most enemies out in two hits at most.

ARMOUR

(ARM)

Normal Suit

+10 Defense

Obtain at the beginning of the game

Viking Suit

+20 Defense

Obtain from World One's Equipment store (100 Gold)

Pearl Suit

+30 Defense

Obtain from World Two's Equipment store (500 Gold)

Fairy Suit

+40 Defense

Talk to the Arms Dealer in front of his shop in World Two after defeating Rikki

Mirror Suit

+50 Defense

Obtain from World Four's Equipment store (1000 Gold)

Barrier Suit

+60 Defense

Obtain from the mysterious man in front of Bookcase 3 after clearing World Four

Crystal Suit

+70 Defense

Obtain from World One's Equipment store (3000 Gold)

Great Suit

+80 Defense

After obtaining all four Rocks, bring them to the Smithy in Plus Town to get this synthesized (see: Great Suit Sidequest)

ITEMS

(ITM)

Herb

Heals 200 HP

World One (150 Gold)

Angel Wing

Restores 200 EP

World One (200 Gold)

Spirit Medicine

400 HP

Minus Town (573 Gold)

Angel Tear

Restores 400 EP

World Two, Minus Town, Plus Town (800 Gold)

Strength Origin

Heals all HP

Plus Town (1000 Gold)

Life Origin
Heals all EP
World Five (1500 Gold)

Angel Ring
Revives you once during battle if you die (Must have equipped)
World Five (2000 Gold)

EXPERIENCE REQUIREMENTS

(EXPR)

Level 1: 0 EXP
Level 2: 10 EXP
Level 3: 30 EXP
Level 4: 70 EXP (ESP Beam)
Level 5: 140 EXP
Level 6: 220 EXP
Level 7: 310 EXP
Level 8: 410 EXP
Level 9: 550 EXP
Level 10: 700 EXP
Level 11: 850 EXP
Level 12: 1050 EXP
Level 13: 1300 EXP (Barrier)
Level 14: 1550 EXP
Level 15: 1800 EXP
Level 16: 2100 EXP
Level 17: 2400 EXP
Level 18: 2700 EXP
Level 19: 3000 EXP
Level 20: 3400 EXP
Level 21: 3800 EXP (Flash)
Level 22: 4250 EXP
Level 23: 4700 EXP
Level 24: 5200 EXP
Level 25: 5700 EXP
Level 26: 6200 EXP
Level 27: 6750 EXP (ESP Heal)
Level 28: 7300 EXP
Level 29: 7850 EXP
Level 30: 8400 EXP
Level 31: 9000 EXP
Level 32: 9650 EXP
Level 33: 9999 EXP

Need help with something that's not in this FAQ? Got a comment to make? Find something wrong in this FAQ, or else just want to contribute something extra? Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Just a warning note; if I recognize a question as something being asked in this FAQ, it's not getting answered.

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