

# Esper Dream 2 (Import) FAQ/Walkthrough

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Esper Dream 2 (NES) FAQ/Walkthrough

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Version Final

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1. Introduction

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Esper Dream 2 is a really nice JP only RPG for everyone's favorite system, the NES. The game resembles a mix between Zelda and Final Fantasy, but adds its own original flavor to the mix. Enjoy this game, and be sure to drop me a line.

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For any questions, doubts, flames, and/or anything else please e-mail me at m.ninja.s@gmail.com or drop me a line at my website, www.mitchfrizzell.com (Use the "Contact Me" page). Note that all the information herein (unless otherwise noted) was gathered and written by me, and me alone. Enjoy!

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2. Basics

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Controls

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D-Pad: Character Movement

A: Attacks during battle, talks to people, and opens chests in the field.

B: Uses ESP Powers in battle and in the field.

Select: Changes the current ESP Power.

Start: Opens the menu.

Here's a few basic tips

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\* Remember, the world is block based, so one press of the up button will move

you up one block, etc. However, the battles employ freeform movement.

- \* To use a medicine item, you have to equip it, then exit the item screen. Be careful, though, as you might sometimes use an item when you don't mean it.
- \* Try to beat the game without using this walkthrough, and then maybe try again using it to get 100%
- \* If you're having trouble with the game, set the game Speed to 1, as it gives you a little more time to think during battles.
- \* Remember, you can run from battles two different ways. First, you can simply run to the edge of the screen, but since mini boss battles don't have an edge you can't run that way. That brings us to number 2: using teleport. Using Teleport is a sure fire way to exit any battle save Boss battles.
- \* Battles will not end until you beaten all the enemies, and picked up any pick ups, gold, etc.
- \* I use the phrase "follow the path" a lot in the walkthrough. This is because the paths are easy, and there's no really confusing areas. If there are, I will detail them in the walkthrough.
- \* Remember, the level suggestions I give are just that - suggestions. Feel free to level more or less than what I say. I have it set up to reach the max level before the final boss, so just keep that in mind while leveling.

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### 3. Walkthrough

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Start off by entering your name, and watch the scene that sets up the story. Then, open up the menu (Start), and equip the Fairy Bow and the Normal Suit that the fairy gave you.

When you're ready, walk into Bookcase 1, watch the scene, and go in again to begin area number 1, The Docks.

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#### 3.1. The Docks

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- \* Start off by talking to Lisa (the green-haired girl), and she will join your party. She tells you she needs to visit Baku at the docks. Since there's nothing to buy here in town yet, exit to the south.
- \* Stick around the town entrance, and level up to level 2. It shouldn't take too long, and it'll prepare you a little better for the upcoming battles. Once that's done, head left all the way you can, and then down to a little shack.
- \* Before entering, wander around here, and get to level 3. Once you're there, go inside, and talk to Baku. He'll tell you Pluto probably stole the Light. We need to pick up a little something before that, however. Exit the hut, and head right all the way along the dock and enter the last boat there. Inside is a chest containing a Herb. Try not to use this yet unless absolutely necessary.
- \* Head back to the hut, and this time head south. Follow the dock around until you find another boat with a door. Depending on how easy you want the battle to be, you can either just fight (a little harder), or level to level 4, and get an ESP Power (easier). It's really up to you, so do what you want and

step on the ramp, and you'll get into your first boss battle.

\* [Boss: Fish Head x3]

The only thing to really watch out for here is the enemy's spears. When they die, they throw their spears in the direction they were facing - normally towards you. So, when you kill one of them, try to get out of his line of fire to avoid damage.

If you have ESP Beam, then this battle will be a little easier. Try to wait until two or even all three of the Fish Heads are together, and slam them with a Beam or two. That way, you can kill more of them using less EP.

[/Boss]

\* Go inside the ship, and talk to Pluto. He'll give you a Scale to show to Baku. Head back to Baku's hut, and show him the scale. He tells you it's probably in the sea, but you need Scuba Gear to get it. Off to Wendy's, then!

\* Go back into town and head to the house in the upper left sector. When you try to barge in, you learn that Wendy probably locked her door! Go back to Baku's hut, and head all the way right (as if we were going to the Lighthouse or the boat with the chest), this is where Wendy is. Try to get up to level 5 before talking to her, if possible.

\* Talk to Wendy, and she hands over her House Keys, just like that! Now, head back to town, and go on in to Wendy's house.

\* Walk over to the table, and pick up the Scuba Gear. When you do, you'll see a scene where monsters are attacking the town! Head out and fight a little if you want. Otherwise, enter the building next to Wendy's house.

\* Hopefully by now you have at least 250 gold (I had 260, but I used the Inn once, so you should have enough). If you do, pick up the Boomerang, and the Viking Suit (making sure to equip both).

\* Exit south of town, and you'll hear that all of the ships have been sunk! Head right right at the exit, and you'll notice two unmoving enemies. These are carbon copies of your previous boss battle, but you're stronger and have better equipment this time. Kill them both, and feel free to return now to town to heal at the Inn if you need it, it's only 30 gold.

\* Keep repeating those fights until you're level 6. Note: Enemies start giving more gold, and more often now, so the more battles you do, the more gold you'll end up with.

\* Enter the water via the nearby stairs. Fight around somewhat to get used to the enemies here, and head over to the entrance of the ship. Fight the 3 Fish Heads to gain entrance, and grab a boatload (:P) of gold.

\* Exit (make sure to fight the hard battle each time, as it's easy, and it gets you much needed experience), and head left to the next boat, and do the exact same thing there.

\* Head right, and you'll see a path down. Before going there, make sure you're level 7. Once you're ready, head down, and you'll see the Light! Go inside the ship, and grab the gold.

\* Before entering the cave, head back into town, and repeat the nearby boss fight until level 8, stay at the Inn, and go over and pick up at least two herbs from the Item Shop.

- \* Go back to the underwater area, and finally enter the cave. Inside you'll notice two boss fights... New bosses!
- \* [Boss Fight: Shellton x4]  
These Shelltons are just the same as the other common versions, but they're a lot faster, a little stronger, and have more HP. Wait for them to jump out of their shells, and slam them with your boomerang, or ESP Beam. If you repeatedly hit them with your Boomerang, they freeze, so take them out one by one, before they even have a chance to throw their eyeballs at you...  
[/Boss]
- \* Walk to the right, and pick up the Herb in the chest (That's why we only bought 2), and head down to fight four more Shelltons. Head outside, and fight the two groups of three Fish Heads, and grab the Holy Light.
- \* Get out of the ocean, and head over to Baku's (making sure to get to level 9 on the way), and show him the Light. He tells you to talk to Pluto. Exit, and head south, and follow the deck along, fighting bosses to get to level 10. Once you're ready, talk to Pluto at the end of the dock.
- \* Head into the water, and into the first boat to get some gold. Exit, and head left to the second one that's guarded by three Fish Heads. This one contains a Bazooka, a weapon that you should equip right away.
- \* Fight the boss to enter the cave. Go left, kill the patrol, and exit the cave to the south. Here, you'll finally fight Seadra.

- \* [Boss Fight: Seadra]  
There are six holes in the battlefield from which Seadra's heads will pop out. First both will pop out, they will both shoot 3 orbs each, and then retreat back into the ground. Then, a huge wave/laser will sweep across the battlefield, and it'll start over again. Kep in mind that his body will obstruct your path, so try to avoid it.

To beat him, run to one of his heads, and blast it with the Bazooka as many times as possible (remember, the closer you are, the faster you'll be able to shoot). Then, dodge the wave by running to the very left or right of the screen (you won't escape the battle, so don't worry), then repeat. After a little, one of his heads will die, making the battle a lot easier. Just repeat the same tactics with the other head. Don't be afraid to use your Herbs, and this battle will be over before you know it.

[/Boss]

- \* Watch the scene, and head back along the docks to the underground cave where Seadra was. This time, however, exit north, and walk all the way to the right to get the final chest of Gold here. Then, Teleport back to the Library.
- \* Congrats, you've beaten area number 1! Now, onto Bookcase number 2, the Time Train.

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### 3.2. The Time Train

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- \* Start off by going left until you meet up with the conductor. Fight the enemy attacking him, it's not really a boss battle, but it's pretty hard nonetheless. The three ostriches are really fast, and have a tendency to dodge your bullets. Make good use of your (at least it should be) powered up ESP Beam. Once you defeat them, talk to the Conductor.
- \* He joins you and gives you a liscense. Now, off to find the Arms Dealer! Go

right two cars, and you'll notice two monsters outside a door. Kill the monsters, and enter the compartment. Inside, you'll see the Arms Dealer, and two more sets of Monsters. Kill them, but before talking to the Dealer, exit the compartment and fight the monsters again, and again until you get to level 12. Be sure to make good use of the Restaurant (Inn) one car to the left if need be.

- \* Once you're done, save the Dealer, and when you leave, you'll hear someone screaming in the rear of the train. Before that, however, go visit the shop in the compartment next to the one where the Dealer was captured, and buy a Pearl Suit, and some Mines.
- \* Head to the back of the train, and fight off the monsters holding the guy there. Once again, repeatedly fight them until you're level 13. Once there, you'll gain a new ESP Power. Free the man when you're ready, and you'll dock at Station 1.
- \* Here, exit the train, and go up the escalator to the left. Follow the path around, and go into the little room to talk with the boss.
- \* Go back to the train, and head left to fight the Rikki! But he moves away, forcing you to fight the three ostrich battle. Go left again, and repeat the process a few more times, stopping at the Inn if necessary.
- \* When you get to the back, he still runs away, but he reveals a series of other cars. Cross them, using Light when it's dark. At the end, you meet up with Rikki. Go right, and you'll see him again, then go right one more time, and you'll see a mysterious cloaked figure. Go left again, and you'll disembark at Station 1 again. Time to take the Express!
- \* Fight around here until you get to level 14 (Note: If you encounter an invisible enemy, it's normally better to run from it, although it is very much possible to kill them).
- \* Go to the bosses office once again, and talk to him. He gives you the Express Ticket, allowing you to board the Express Train, and thus, visit the past. Leave the Boss' room, and go south down the escalator to the Express Train, and board it. Once aboard, (you can get the Spirit Medicine here, but you have to fight invisible enemies to get it), go right, talk to the conductor, and try to leave.
- \* Go to the bottom left area of this station to get some gold, then go the bottom right and go up the escalator. Right here, go in the store, and pick up the Dark Perfume.
- \* Go to the bottom left of the station, down the escalator, and fight enemies here until you get to level 15. Then, get on the train. This is the exactly the same as last time, but this time, when you get to the last car, you use the Dark Perfume, and gain entrance to the (really this time) last car.
- \* [Boss Fight: Rikki]  
This battle is hard, and that's all there is to it, even though Rikki only really has a few attacks at his disposal. First of all, he can hop around, and do damage. Second, he freezes time, puts a box around you, and throws a bunch of explosive carrots at you. You can't dodge this one, so don't even try.

Anyways, once he gets you in the box, drop mines, and blow a way out. The only way you can really damage him is using the ESP Beam, so grab it, and fire at him as soon as he reappears. When he's hopping around, get close, and

bomb him with as many mines as you can. Feel free to use an Herb (if you have one), or any other item, as this is the last battle in this area.

Darkstar Ripclaw sends the following tip:

"In the boss fight against Rikki (the rabbit in World 2), use Teleport just before he freezes time. It will make Matt invisible, but since Rikki freezes time, you will not exit the battlefield."

[/Boss]

- \* Once you're done, watch the scene, go right, and talk to the Arms Dealer to get the Fairy Armor, then go all the way to the right to get the Esper Eyes.
- \* We can move on to Bookcase number 3, but before that, we're going to go back to The Docks really quick. In town, go to the very middle, and there's a girl in a garden. Talk to her, and she trades you your Express Ticket for a Seadra Rock. This'll come in handy later. Teleport home, and enter Bookcase number 3, only to find out you can't until you have something special. Anyways, enter number 4, Minus Town!

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### 3.3. Minus Town

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- \* Follow the path to town, and talk to the guys around here. Then, exit south. In the following area, there's a transporter, get used to seeing these, you're going to be using them soon (this one doesn't take you anywhere useful, so avoid it for now. Go down the nearby stairs.
- \* Note: When you get into your first battle, you may or may not notice two things: first, enemies are a lot stronger here, so you may need to Teleport home, and visit the Docks to heal before going on; and second, the "Generator" constantly pulls you in one direction, so be careful of this.
- \* Go right, down the stairs, use Light here, and follow the path around to the next set of stairs. Follow the path around to a room, enter it, use Light, grab the gold in the chest, and drop down the hole in the upper left part of the room.
- \* This is the real dangerous part of the dungeon. Fight here until you're level 16, then go to the top, fight the magnets, and grab the gold there. Go back down, then right, and finally up and left to get to a transporter that takes you to the beginning, one place south of town. (Note: I recommend using Teleport now, and heading over to the docks to heal, as you probably need it)
- \* Either way, go down the stairs again, and follow the path around (try to get to level 17 on the way), but this time, when you get to the room, avoid it, and make your way around to the ledge, and go up the stairs.
- \* Follow the path, go down the stairs, and get ready to fight two mini boss battles. Go right, up, and left to fight two more mini boss battles, and free Screwy. Follow this new path around, and go up the stairs. Fight two mini bosses here, and "talk" to the computer. It says you need a remote control to get across the furnace.
- \* Keep going around, and you'll have to fight two more mini boss battles. Now, go around, and when the path splits, go south, but go down on the right side. You run into a fairy who will replenish your HP and EP. Go back to the fork, but this time, go left. Go around and down the stairs (you should be at or almost at level 18 by now, if not, level up here before descending).
- \* Follow the easy path to the stairs, Light the next place up, and prepare for

two more mini bosses. Follow the path around and go stairs until you get to a board with a room in it.

- \* Enter the room, Light it up, grab the gold guarded by mini bosses, and drop down the nearby hole. You're back in the Furnace area. Go south, grab the gold, then head over to the top left corner, and grab the gold there. When you're done, head south, and use the transporter there. (Note: This is another good time to Teleport back home, and heal in the Docks)
- \* Now, follow the paths up and up (try to get to level 20 on the way up), until you get to the board with the room at the very top. Now, go up the stairs instead.
- \* This is Plus Town. First order of buisness is to heal at the Inn (100g), then go to the Arms Dealer (upper left), and buy the Flame Thrower, and the Mirror Armor (you should have more than enough for these). Finally, go to the smithy (upper right), and get the Plus Key.
- \* Exit town, and go down levels until you get to the floor with the Plus Warehouse. Use your key to get in, and go down the stairs. In this next area, save the screw guy, and use the lever to reverse the conveyer belt, and drop down the hole.
- \* Once you're in the furnace again, equip your mines, as your Flame Thrower is practically worthless here. Go up and left (don't cross any belts), and grab the Hyper Circuits. Then, take the lower left belt to a chest with some money. Follow the path around to a belt that'll take you to the area you fell into. Then, take the lower right belt (it's guarded by a mini boss, so be careful), and follow the path until you find a screw guy. Kill the monsters attacking him, and free him. Try to get to level 21 in this area.
- \* Follow the path south, and around to the transporter to take you back to Minus town. Heal at the Inn here, or Teleport to the library, and heal at the Docks, and come back. Once again, make your way up the stairs, all the way to Plus Town. If you're feeling good, try to get to level 22 on the way up.
- \* Heal at the Inn, go to the Item Shop (bottom left), and pick up three Origin of Strengths, you'll need them in the future. Then, go to the Smithy, and get the Thunder Gun made. Now, go down levels until you're at the Plus Warehouse floor. Go in the Warehouse, down the stairs, and this time, use the transporter instead.
- \* You'll end up in a little room with three transporters. Take the right one first to get a Herb (yes, a Herb), and go back. Then, take the left one to get to a floor with a room. Enter the room, and rescue the Screw, he'll give you the Remote Control. Drop down the hole, and make your way around to the exit, but try to get to level 23, or 24 here, depending on your current level.
- \* Heal at the Inn, and once again, make the long trek upwards. But this time, only go until the floor with the little computer thing next to the lava. Talk to it, and a new path will be opened. Enter here, and run as as fast as you can to to left, and exit right below the screw. The reason for this is that the room is filled with electricity, so you slowly loose health. Anyway, shut off the power, and go back into the first room.
- \* Enter the upper right room, and grab the gold, and use the transporter. This takes you to the Minus Town Warehouse. Grab the Minus Key, exit the warehouse and go into town to heal at the Inn.

\* Go back to the furnace through the warehouse, then exit, and go to the hole surrounded by enemies. Then take the right path down to get a Herb. Then, take the left path down to the boss fight.

\* [Boss Fight: Metal God]

Metal God has two different forms. His first form circles around the battlefield, and if you get in front of him, he shoots beams at you. Very damaging beams at that. Also, there's a crosshair floating around; if it lands on you, Metal God fires two missiles at you. The missiles continuously do damage for a few seconds, so get away from them as quick as possible. Note that Form 1 is only vulnerable from the front.

Form 2 is exactly the same, but one, he's now vulnerable from all sides, and two, his shields float along the sides of the field, and fire energy balls at you.

Now, there's two ways to do this battle. One, you can dodge the attacks, and dance around to avoid damage. Or, you can grab the Barrier ESP, your Flame-thrower, and a few Origin of Strengths, and take him down within less than a minute.

To do so, get in front of him, activate Barrier, and start holding down A. Since he's firing beams at you, he won't move, so just stay there hold A. Also, the closer you are, the more damage you'll do. After a while, he'll get into form 2. Just do the same thing, making sure to keep Barrier activated, and get as close as you can. Don't be afraid to use the Origins you bought earlier, and you should be fine. You get the Earth Ring, and a new ESP Power when you defeat him.

[/Boss]

\* In town, you'll see the ending sequence. Head back to the Library, and you'll notice that bookcase number 3 is colored in. Talk to the guy there, and he'll tell you he got this one for you! He also gives you a ring, and a Barrier Suit.

\* Before going on, head over to Bookcase 2, and go into the train. The guy there will trade you a Rikki Rock for your Remote Control. Do so. Then, Teleport home, and enter Bookcase number 5, Mount Crystal.

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### 3.4. Mount Crystal

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\* Start off here by going into the weapons store and picking up a Stardust Gun and a Crystal Suit. Then, head up to the big house in the northern part of town and talk to the guy inside to get your mission. Start the trek up the mountain and talk to the star guy to get him on your team.

\* Now, go to your left, and into the cave, kill all the mini bosses to get some gold, and an Origin of Strength. If you want, you can go to the back of the cave to visit Goro, but you don't have to yet. Exit the cave.

\* Head to the left, and go up and up until you get to the summit. Start making your way down the right side and enter the cave there. Make your way right, and exit the cave to see a scene. Enter the nearby cave, and fight here until you get to level 27 (28 if you really want to), then exit. Now, enter the other cave, and make your way south (grabbing the Origin of Strength on the way), and exit south.

\* Go south, and right into the cave to get some gold. Exit the cave, go up the ladder, and go north on the left path. Go into the cave on the left, grab the

gold, exit, and drop down the hole. Talk to the guy there to see he needs a rope ladder. Great, now where in the world... Goro. Teleport out of here, and the bookcase once again. Heal at Inn if you need it.

- \* Start up the mountain, and go left past the sign, up the ladder and into the cave. Now, I'm going to give you a little job. Level here fighting bosses until level 30. During your levelling, head to the back of the cave, and get the Rope Ladder from Goro.
- \* Exit here, and make your way up to the summit once more (when there's a choice, make sure you take the left ladder), enter the cave, and exit south-east. You're once again in this area. Go down, right, up the ladder, and go up the right path into the cave to get some gold. Now, take the left path, and drop into the hole.
- \* Save Kihachi, and the fairy tells you to run after him. Before that, however descend into the cave, and fight bosses until level 31. Teleport back home, heal at the Inn, and make your way to the summit, and watch the scene. Teleport home, and talk to the priest.
- \* Make your way up the mountain, but instead of taking the left ladder to get to the summit, take the right one and go into the cave there. follow the path up right, and at the fork, go south, into Sanpe's cave. He'll give you a Phoenix Feather, and tell you to go to the Owl Door.
- \* Teleport home, heal at the Inn, and go back to the two ladders. Instead of taking either, go into the cave in the middle. Here, go up, right and exit south out of the first doorway. A lot easier eh?
- \* Anyways, go around and drop into the hole that Kihachi fell into. Go down the rope ladder, and fight each and every boss until you get to level 32. At the end of the path there's an owl door. Talk to it, then go inside and talk to the Owl. He'll give you the Dragon's Horn.
- \* Once again, Teleport home and heal at the Inn. Walk up the mountain, but this time, you're going to take the right before the sign. Go up the right ladder and enter the cave there. Drop down the hole.
- \* Talk to the sign to open the gate between heaven and Mount Crystal. Go up the ladder into Heaven to begin the end of this world.
- \* Take the right stairs, the only stairs here, and here take the left, skinny path up to a stairs leading to Rajin. Talk to him to release the spirit. Then go south and up the stairs to Fujin to realease the spirit in him. It's the cloaked figure from before! Anyways, if you talk to either twice after you save them, they will kill all the monsters on the floor for you.
- \* Take the last stairs up and tlak to Starry's mom, and she'll give you the Heaven's Key. Open the nearby door, and go through the caves, but don't go up, instead, go down the hole. Follow the path around, and go up the ladder to get back to the village. Heal here, and pick up as many Life Origins as you can. And before you go on, make sure you are level 33 (max).
- \* Head back through the well, up the ladder, and this time take the stairs up to the hardest boss battle in the game: Gira Sozan.
- \* [Boss Battle: Gira Sozan]  
Gira has two forms, both of which are very hard. His first for only has three real attacks. The first is his stupid ramming attack. He simply floats around in little circles, hoping to hit you. His second attack is to shoot orbs out

in a circle around him. And, the third attack is to stop time and repeat his number 1 attack.

His second form is a lot stronger, but at the same time, has a little amount of HP in comparison. His main attack is a lightning attacks that tracks you. His other attacks consist of two floating orbs, and a fire sword when you get in front of him.

For round 1, stay as far away as possible and shoot at him. Stay away at all times, because he really spams the time-stopping attack. Just keep up the assault, and eventually you'll take him to his next form.

Just get next to him, with your Heal ESP equipped and slam him with repeated attacks, healing when necessary. Don't be afraid to use up your Life Origins, and keep your EP high to Heal at any moment. After a very hard, but quick assault, you'll be awarded with a scene.

Darkstar Ripclaw sends this tip:

"By the way, in the battle with Gira Suzan; I admit, his second form's attacks are pretty damaging, but have you ever considered actually slowing the speed down to one arrow? I did this, and whenever Barrier expired, I managed to put it back up before too much health was taken off. It also means that there's a lot less time in between missiles when jabbing the A button of the Stardust or Thunder Gun (if you are using the Flame Thrower, though, that's a moot point)"

[/Boss]

- \* Talk to the two stars to get the Golden Gun, the legendary gun. Now, off to get the Legendary Armor. First, head over to World 4, into Minus town, and talk to the northernmost screw. He'll trade you a Metal Rock for your Dragon's Horns.
- \* Now, head back to world 5, and talk to the blue guy next to the Inn to trade your Monster Scale for a Gira Rock. Now, off to Plus Town. In world 4, make your way up the stairs to Plus Town (it's the last time, I promise), and talk to the Smithy to get the Great Suit! Now, off to the last part of the game to the final boss.

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### 3.5. The Final Area

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- \* Once down here, a mysterious man will join you for the upcoming fights. This area consists simply of rooms with boss fights. You start off fighting two of the Docks area mini bosses, then Seadra, two of the train area mini bosses, then the Rikki, two of the Minus Town mini bosses, then ????? leaves your party and steals all the rings you collected.
- \* For the repeat bosses, just use the same strategy as before, but don't use any items\_ as the battles are easy with your new strength and weapon, plus, you get healed after each boss fight. Make your way to the very back, and talk to the door to initiate the final boss battle.
- \* [Boss Battle: Dream Destroyer]  
Dream Destroyer has a buttload of forms, although they're relatively easy for the most part. His first form is just the cloaked version you've seen before. This part is really easy, just spam your ESP Beam (it's the only thing that really hurts him), and if you can, get one of the little shadow guys in the beam, but don't specifically target them (note that they always drop an EP heart when you kill them). After beating on him for a while, you'll move on to form 2.

Form 2 has a lot of different... forms. It takes the form of each of the bosses (due to the rings), and has one final form. The Seadra form shoots out 4 orbs, two in the middle two on the outside. He practically tries to miss you, so just shoot your gun as fast as possible. His Rikki form is a little harder, as the middle two orbs are closer together, so shoot, then run to one side. Also note that the outer two go faster than the inner two, so use that to your advantage.

His Metal Boss form shoots two orbs on the outside, and the two on the inside descend to your level, and shoot left or right depending on your position. Shoot, run to the left or right, then up as the orbs come at you, shoot, then repeat. His Gira form shoots all 4 orbs right at you. These are the most accurate, so just run left or right to avoid it.

His final form is the same as the Gira form, but he gets two new attacks. First off, he fires the orbs for a while, then the energy in his hands charges, and he fires lightning from the right of the screen to the left (just run to the very left to avoid this). Second, he makes huge pillars of fire come up from the ground, but there's always a space, so run to that space to avoid damage. The best way to do this final form (assuming you have enough EP left) is to activate Barrier, and just stand in the middle blasting away until he falls. Just make sure to keep Barrier up at all times, and the battle is ridiculously easy.

[/Boss]

\* Congrats, you've beaten the game. Enjoy the ending, and drop me a line to let me know you beat it.

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#### 4. Items

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Just a quick note: Weapons and Armor have to be equipped to use, and Medicine must be equipped when you exit the screen to use it. Tools don't have to be equipped, since they automatically activate.

#### Arms

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Name: Fairy Bow

Location: Given by the Fairy at the beginning of the game.

Attack Power: +10

Notes: This bow is your first weapon, so don't be expecting much. It's range is short, so get close to get the most out of this weapon.

Name: Boomerang

Location: Arms Shop in the Docks area (World 1).

Attack Power: +20

Notes: This is a nice weapon, as it travels over any obstacles in your way. You have to wait for the projectile to come back before you can shoot again, and depending on your level, you'll be able to shoot more before having to wait.

Name: Bazooka

Location: In the second under water area, in the boat guarded by Fish-Heads W1

Attack Power: +30

Notes: Good, strong weapon, but very slow. You have to wait for the projectile to either disappear off screen, or blow up before firing again. This weapon does deal splash damage, while makes up for its speed.

Name: Mines

Location: Bought from the Arms Dealer on the Train right after you save him W2  
Attack Power: +40

Notes: As the name implies, these mines aren't throw, they're dropped. Although hard to use, since you have to get close to the enemy, they deal splash damage, and at a larger scale than the Bazooka. Once again, the higher your level is, the more you'll be able to drop.

Name: Flame Thrower

Location: Bought from the Arms Dealer in Plus Town (World 4).

Attack Power: +50

Notes: This is my favorite weapon in the game. Although it has really short range, the gun fires as long as you hold down the A button, making it that much easier to use. Keep in mind, however, that in places of extreme heat, this weapon's usefulness is lowered.

Name: Thunder Gun

Location: Made by the Smithy in Plus Town (requires the Hyper Circuits) World 4

Attack Power: +60

Notes: This gun fires two electric beams... not much else to say, except that it doesn't really do a good job of "numbing" the enemy.

Name: Stardust Gun

Location: Bought from the Arms Dealer at the base of Mount Crystal (World 5)

Attack Power: +70

Notes: This gun fires a star, that divides in to four when it hits something, shooting off in four directions (NE, NW, SE, SW).

Name: Golden Gun

Location: Given to you by Starry's mother after you save them. (World 5)

Attack Power: +80

Notes: This is the ultimate weapon in the game. It fires like the Bazooka, but after a few feet, separates into three missiles, and finally, after a few more feet, separates into 5.

Armor

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Name: Normal Suit

Location: Given to you by the Fairy at the beginning of the game.

Defense: +10

Name: Viking Suit

Location: Bought from the Arms Dealer in the city of the Docks Area (World 1)

Defense: +20

Name: Pearl Suit

Location: Bought from the Arms Dealer right after you save him (World 2)

Defense: +30

Name: Fairy Suit

Location: Talk to the Arms Dealer after you defeat Rikki. (World 2)

Defense: +40

Name: Mirror Suit

Location: Bought from the Arms Dealer in Plus Town. (World 4)

Defense: +50

Name: Barrier Suit

Location: Given to you by ????? after you clear World 4.

Defense: +60

Name: Crystal Suit

Location: Bought from the Arms Dealer at the base of Mount Crystal. (World 5)

Defense: +70

Name: Great Suit

Location: Forged for you by the Smithy in Plus Town (requires the four rocks)W4

Defense: +80

Medicine

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Name: Herb

Effect: Heals 200 HP

Name: Angel Wing

Effect: Restores 200 EP

Name: Spirit Medicine

Effect: Heals 400 HP

Name: Angel Tear

Effect: Restores 400 EP

Name: Strength Origin

Effect: Completely heals HP

Name: Life Origin

Effect: Completely restores EP

Name: Angel Ring

Effect: Revives you once if you die during battle while equipped.

Tools

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Name: Seadra Rock

Location: In the Docks area, trade the Express Ticket for it. (World 1)

Use: One of the four rocks needed to make the Great Suit.

Name: Rikki Rock

Location: Trade the Arms Dealer the Remote Control for it. (World 2)

Use: One of the four rocks needed to make the Great Suit.

Name: Metal Rock

Location: Trade one of the Screws the Dragon's Horns for it. (World 4)

Use: One of the four rocks needed to make the Great Suit.

Name: Gira Rock

Location: Trade the blue man at the base of Mount Crystal the Monster Scale for it. (World 5)

Use: One of the four rocks needed to make the Great Suit.

Name: Monster Scale

Location: Given to you by Pluto when pressured.

Use: Show it to Baku.

Name: House Key

Location: Given to you by Wendy.

Use: Use it to get into Wendy's house.

Name: Scuba Gear

Location: Inside Wendy's house (need the House Key).

Use: Needed to explore under water.

Name: Holy Light

Location: You get it from the underwater ledge in the second water area.

Use: Use it to get Seadra to appear.

Name: Esper Eye

Location: In the train next to the conductor and the Arms Dealer after you defeat Rikki.

Use: Needed to see invisible enemies.

Name: Liscense

Location: Given to you by Aram.

Use: Needed to freely explore the train.

Name: Express Ticket

Location: Given to you by Aram's boss.

Use: Needed to board the Express Train.

Name: Dark Perfume

Location: Bought in the store at train Station in the past.

Use: Needed to make Rikki appear.

Name: Minus Key

Location: In the little room at the beginning of Minus Town. To get it, you have to use the transporter from the other little room at the end of the furnace in the electricity room.

Use: Used to enter the Minus Town Warehouse, and then get to the furnace.

Name: Plus Key

Location: Given to you by the Smithy in Plus Town.

Use: Needed to enter the Plus Warehouse.

Name: Hyper Circuits

Location: In the furnace.

Use: Needed to get the Smithy to make you the Thunder Gun.

Name: Remote Control

Location: Given to you by one of the Screws after you rescue him.

Use: Needed to access the area where Metal Boss is.

Name: Rope Ladder

Location: Given to you by Goro.

Use: Needed to rescue Kihachi in World 5.

Name: Dragon's Horns

Location: Given to you by the Owl Door.

Use: Need to open the gate between Mount Crystal and Heaven.

Name: Heaven's Key

Location: Given to you by Starry's mom.

Use: Needed to enter the final area of World 5.

Name: Aqua Ring

Location: Gotten after defeating Seadra in World 1.

Use: One of the four precious rings.

Name: Moon Ring

Location: Gotten after defeating Rikki in World 2.

Use: One of the four precious rings.

Name: Flame Ring

Location: Gotten after defeating Metal god in World 4.

Use: One of the four precious rings.

Name: Earth Ring

Location: Gotten after defeating Gira in World 5.

Use: One of the four precious rings.

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## 5. ESP Powers

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Another quick note: To equip an ESP Power, hit Select, until you find the one you want. If you're changing during battle, it's best to change while paused. Also, all the ESP Powers are gained either by leveling, or by beating the bosses, so covering their locations is useless.

Name: Teleport

Effect: Teleports you back to the Library, or out of any battle.

EP: 4

Name: ESP Beam

Effect: Shoots a beam out of your hands.

EP: 128

Name: Light

Effect: Use it to light up dark areas.

EP: 10

Name: Barrier

Effect: Makes you invincible during battle.

EP: 70

Name: ESP Stop

Effect: Use it to freeze enemies in battle.

EP: 80

Name: Flash

Effect: Attacks all on-screen enemies during battle.

EP: 210

Name: ESP Heal

Effect: Heals your HP completely.

EP: 630

Name: Foe Call

Effect: Dismisses a certain amount of on-screen enemies (you do not get the EXP from dismissed enemies).

EP: 10

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## 6. Experience Chart

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The essential chart. Enjoy.

Level 2: 10

Level 3: 30

Level 4: 70

Level 5: 140

Level 6: 220

Level 7: 310

Level 8: 410  
Level 9: 550  
Level 10: 700  
Level 11: 850  
Level 12: 1050  
Level 13: 1300  
Level 14: 1550  
Level 15: 1800  
Level 16: 2100  
Level 17: 2400  
Level 18: 2700  
Level 19: 3000  
Level 20: 3400  
Level 21: 3800  
Level 22: 4250  
Level 23: 4700  
Level 24: 5200  
Level 25: 5700  
Level 26: 6200  
Level 27: 6750  
Level 28: 7300  
Level 29: 7850  
Level 30: 8400  
Level 31: 9000  
Level 32: 9650  
Level 33: 9999

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## 7. Cheats

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Although I don't personally cheat, some people like to, so feel free to go ahead. To cheat, you'll need to be using the FCEU emulator (I used the FCEUXDSP). Go to Tools > Cheats, and in the Address Box, enter the address below and in the value box, enter the value I specify below, then click Add.

Note: It has come to my attention that using certain of these cheats really messes up the game. For example, getting all the tools sounds nice, but when you first visit Baku, he gives you the shined version of the Light. So you try to go under water, but you need the scuba gear. You can't get that, because you already have the shined light. Use the HP, MP, Level, Weapons, Arms, Money and Medicine cheats, but try to stay away from the others to avoid really messing up the game.

Note 2: Don't turn these cheats on until you have started the game, as it will severely mess up the beginning sequence. Also, don't use the game's "Save" feature if you're using cheats, use a save state.

This is the format used:

Cheat: Name of the Cheat.

Address: The address, as explained above.

Value: The value you should enter.

Notes: Any notes (if applicable).

Cheat: Current HP

Address: 0098 and 0099

Value: FF on both for 9999

Notes: If you're using this cheat, you'll need to disable it after a boss battle because the game heals you, but it thinks it's not working since your HP is constantly at max. Just disable it after the battle, and once you're

healed, turn it back on.

Cheat: Max HP

Address: 009A and 009B

Value: FF on both for 9999

Cheat: Current MP

Address: 009C and 009D

Value: FF on both for 9999

Notes: If you're using this cheat, you'll need to disable it after a boss battle because the game heals you, but it thinks it's not working since your MP is constantly at max. Just disable it after the battle, and once you're healed, turn it back on.

Cheat: Max MP

Address: 009E and 009F

Value: FF on both for 9999

Cheat: Level

Address: 0521

Value: FF for level 99

Notes: This cheat also increases your attack and defense, as if you had leveled naturally.

Cheat: Partner

Address: 0526

Value: 02 for Lisa, 03 for Aram, 04 for Screwy, 05 for Starry, 06 for ?????

Notes: This changes your partner, and the partner pic, but if you're not in said partner's world, his graphics will mess up while in battle.

Cheat: Money

Address: 0527 and 0528

Value: FF on both for 65535

Cheat: Arms

Address: 0529

Value: FF for all the weapons

Cheat: Amor

Address: 052A

Value: FF for all the amor

Cheat: Medicine

Address: 052B

Value: FF for an infinite supply of all the medicine.

Cheat: Tools

Address: 052C, 052D, and 052E

Value: FF on all for all the tools

Notes: The first address is for the first line of tools, the second address is for the second line of tools, and the third address is for the third line of tools.

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## 8. Author's Notes

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### 8.1. HELP!

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I don't need anything specific for this guide, but feel free to contact me anyway, with compliments, flames, etc.

## 8.2. Version History

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Version 0.0: Started working on this Oct. 12, 2006

Version 0.9: Finished it all, and submitted it Oct. 20, 2006

Version Final: Finished the guide 100%, and added the Cheats section.  
Oct, 28, 2006

## 8.3. In the Next Update

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Seeing as this guide is in its Final version, it won't be updated any further. Nothing much to say here. E-mail me if you have any trouble with the game, or even if you played it. My e-mail is m.ninja.s@gmail.com

## 8.4. Thanks

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- \* God, for my life, my family and my salvation.
- \* My dad for having to endure hours while waiting for me to get off the PC.
- \* The guys and gals over at the NFCP for the inspiration for this guide.
- \* Darkstar Ripclaw for his tips, and his other awesome guide. Thanks for everything. And for those wondering, I did not steal the tips, he actually sent them to me.
- \* Finally, Gideon Zhi, and AGTP for translating this game for us Japanese illiterates.

## 8.5. Dedication

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This guide is dedicated to the guys and gals who started the NES FAQ Completion Project. You guys are great, and I hope to see the day that it does get complete. Expect a few more FAQs from me. Great job!

This guide, in its entirety, is copyright 2006 Mitch Frizzell