## Crystalis Game Maps (ASCII)

by StarFighters76

This walkthrough was originally written for Crystalis on the NES, but the walkthrough is still applicable to the GBC version of the game.
4. Waterfall Valley: East Cave
5. Kirisa Cave

E: Angry Seas \& Sabera's Castle

1. Angry Seas
2. Caves Of Angry Seas
3. Sabera's Castle

F: Goa Field \& Mt. Hydra

1. Goa Field
2. Mt. Hydra
3. Cave Of Styx

G: Goa Fortress

1. Goa Fortress 1st Floor
2. Goa Fortress 2nd Floor
3. Goa Fortress 3rd Floor
4. Goa Fortress 4th Floor

H: Oasis Dessert \& Cave

1. Oasis Dessert
2. Oasis Cave

I: Great Pyramid \& Floating Tower

1. Great Pyramid Dessert
2. Great Pyramid
3. Pyramid Basement
4. Floating Tower

SECTION 3: In Conlusion
A: What's To Come
B: Special Thanks
C: The Disclaimer

SECTION 1: |INTRO|
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A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game, and submitted it to GameFAQS. (03/04/03)

Version 2.0: Decided to update all my FAQs with a new Disclaimer section as well as change the style a bit. No new information to report. (08/02/03)

B: |The Story Of Crystalis|

You're a young scientist that was from the future. You came back to the past, because it was destined for you to save the world from the evil forces of Draygonia. And what makes it worse, you're not given a name. You are to go through many different areas, as you make your way around the world, collecting the 4 magical swords: Sword Of Wind, Sword Of Fire, Sword Of Water and Sword Of Thunder. Thus getting these 4 powerful swords, will you be able to combined them to form the legendary Sword Of Crystalis. You'll meet interesting
characters and fight many monsters, as part of your mission. But will our young warrior be able to save the world, only you will know that answer, as you play one of the finest RPG games of the late 80's, Crystalis.

C: |About This Walkthrough|

This type of walkthrough $I$ am making, is what $I$ call a "mapthrough", which is a walkthrough full of maps. I made this mapthrough to help people navigate in some of the areas of Crystalis. Nothing much to say about this FAQ, except $I$ do hope it helps out alot.

SECTION 2: |WALKTHROUGH|

A: |Wind Valley \& Caves|

This section will cover the following locations: Wind Valley, Wind Valley West Cave \& North Cave and Windmill Cave. Legends are located with each area.

1. |Wind Valley|

WMC - Windmill Cave
WDM - Windmill
CVN - Wind Valley North Cave
CVW - Wind Valley West Cave
LEA - Leads to Leaf

2. |Wind Valley: West Cave \& North Cave|

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Wind Valley: West Cave
WVL - Leads to Wind Valley
RFR - Learn Refresh Spell (learn
    after starting Windmill)
FIR - Use a Level 2 Fire Blast
CRD - Leads to Cordel Field
|---------
    CRD |
        FIR
```



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Wind Valley: North Cave
WMK - Windmill Key
WML - Leads to Windmill
WVL - Leads to Wind Valley
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3. |Windmill Cave|

NOTE: Numbers conntect to one another (example 1 connects to 1).
WVL - Leads to Wind Valley WD2 - Ball Of Wind
WIN - Use Level 2 Wind Blast BS1 - Boss \#1: Big Bat
WBT - Warp Boots RBT - Rabbit Boots
MED - Medical Herb CRD - Leads to Cordel Field
ANT - Antidote

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WVL


B: |Cordel Field \& Poison Forest Maze|

This section will cover the following locations: Cordel Field and Poison Forest Maze. Legends are listed with each area.

1. |Cordel Field|

| TRL - Tornel's House | ONX - Statue Of Onyx |
| :--- | :--- |
| TPY - Learn Telepathy Spell | FMZ - Leads to Forest Maze |
| BYN - Leads to Brynmaer | WAT - Use Level 2 Water |
| MSS - Leads to Mt. Sabre S.W. Caves AMZ - Leads to Amazones |  |
| MSN - Leads to Mt. Sabre N.E. Caves WMC - Windmill Cave |  |


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2. |Poison Forest Maze|

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CRD - Leads to Cordel Field BS2 - Boss #2: Beetle
OAK - Leads to Oak FR2 - Ball Of Fire
BOY - Lost Boy
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    BS2 / FR2
    | OAK | --------- |
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C. |Mt Sabre S.W \& N.E.

This section will cover the following locations: Mt. Sabre S.W. and Mt. Sabre N.E. Legends are located with each area.

1. |Mt. Sabre S.W. Outside \& Caves|
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NOTE: Numbers conntect to one another (example 1 connects to 1).
ICE - Ice Patches WBT - Warp Boots
=== - Bridges WVY - Leads to Wind Valley
PRT - Learn Teleport Spell CRD - Leads to Cordel Field
MGR - Magic Ring WIN - Use Level 2 Wind Blast
MED - Medical Herb FIR - Use Level 3 Fire Blast
WD3 - Tornado Bracelet
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2. |Mt. Sabre N.E. Outside \& Caves|

| NOTE: Numbers conntect to one another (example 1 connects to 1). |  |
| :--- | :--- |
| CRD - Leads to Cordel Field | PRS - Prison Key |
| NDR - Nadare's Inn | BS3 - Boss \#3: General Kelbesque |
| FIR/FI - Use Level 2 Fire Blast | FR3 - Flame Bracelet |
| ANT - Antidote | PRL - Learn Paralysis Spell |
| MED - Medical Herb | ICE - Ice Patches |
| === - Bridges | POR - Portoa Field |

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D: |Waterfall Valley \& Caves|

This section will cover the following locations: Waterfall Valley, Waterfall Cave, Lime Tree Lake \& Cave Behind Portoa Palace, Waterfall Valley East Cave and Kirisa Cave. Legends are located with each area.

1. |Waterfall Valley|

| MTS - Leads to Mt. Sabre N.E. | POR - Leads to Portoa |
| :--- | :--- |
| ICE - Ice Patch | LTL - Leads to Lime Tree Lake |
| WFC - Waterfall Cave | KRC - Kirisa Cave |
| WFE - Waterfall Valley East Cave |  |

MTS

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2. |Lime Tree Lake \& Cave Behind Portoa Palace|

NOTE: '*' represents shorelines, and anything that's in between
them is a river.
Lime Tree Lake (left) Cave Behind Portoa Palace (right)
WFV - Leads to Waterfall Valley PLC - Leads to Palace
WT2 - Ball Of Water (Rage) FTL - Leads to Fortune Teller
WAT/WA - Use Level 2 Water Blast RCV - Learn Recovery Spell
ANG - Leads to Angry Seas LPT - Love Pendent
SFL - Receive Shell Flute (must save dolphin first)

3. |Waterfall Cave|

NOTE: Numbers conntect to one another (example 1 connects to 1). Also '*' represents shorelines, and anything that's in between them is a river.
WFV - Leads to Waterfall Valley SHD - Sheild Ring
FIR/FI - Use Level 2 Fire Blast WT1 - Sword Of Water
LME - Flute Of Lime

4. |Waterfall Valley: East Cave|

NOTE: Numbers conntect to one another (example 1 connects to 1). WFV - Leads to Waterfall Valley LYS - Lysis Plant WIN/WI - Use Level 2 Wind Blast FOG - Fog Lamp


5. |Kirisa Cave|

NOTE: Numbers connect to one another (example 1 connects to 1). WFV - Leads to Waterfall Valley ANT - Antidote WIN/WI - Use Level 2 Wind Blast KPT - Kirisa Plant


E: |Angry Seas \& Sabera's Castle|

This section will cover the following locations: Angry Seas, Caves Of Angry Seas and Sabera's Castle. Legends are located with each area.
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1. |Angry Seas|

NOTE: Once you leave Porto on the boat, you can not reenter it
unless you teleport there. Also you must have the Shell Flute to get around here.

| POR - Portoa | LMP - Glowing Lamp |
| :--- | :--- |
| SWN - Leads to Swan | ASC - Caves of the Angry Seas |
| CBN - Cabin | ALT - Altar |
| CPP - Cave behind Portoa Palace | BER - Learn Barrier Spell |
| JOL - Leads to Joel | (after calming whirlpools) |


2. |Caves Of Angry Seas|

NOTE: Numbers conntect to one another (example 1 connects to 1). Also '*' represents shorelines, and anything that's in between them is a river.
SEA - Leads to the Angry Seas PIT - Drop pit
WIN - Use Level 2 Wind Blast LYS - Lysis Plant
WAT/WA - Use Level 2 Water Blast IRN - Iron Necklace MGR - Magic Ring

ESI - Leads to Evil Spirit Island



3. |Sabera's Castle|

NOTE: Numbers conntect to one another (example 1 connects to 1).
ESI - Leads to Evil Spirit Island SPK - Spikes
BS4 - Boss \#4: Big Bat MED - Medical Herb
FPR - Fruit Of Power BS5 - Boss \#5: Sabera
PIT/PT - Pit drop BRK - Broken Statue


This section will cover the following locations: Goa Field, Mt. Hydra and Cave Of Styx. Legends are located with each area.
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1. |Goa Field|
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GOA - Leads to Goa MTH - Leads to Mt. Hydra
SWN - Leads to Swan OAD - Leads to Oasis Desert 1
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2. |Mt. Hydra|
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NOTE: Numbers conntect to one another (example 1 connects to 1). Also '\#' represents cliffs, and that you must to use the Flight Spell to get to the other side.
GFD - Leads to Goa Field MGR - Magic Ring
WA - Use Level 2 Water Blast WIN/WI - Use Level 2 Wind Blast
SHY - Leads to Shyron MED - Medical Herb
BSN - Bow Of Sun STX - Leads to Cave Of Styx
FRL - Fruit Of Lime




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3. |Cave Of Styx|

NOTE: Numbers conntect to one another (example 1 connects to 1). Also '*' represents shorelines, and anything that's in between them is a river.

| MTH - Leads to Mt. Hydra | MED - Medical Herb |
| :--- | :--- |
| FPR - Fruit Of Power | PIT - Pit drop |
| PSD - Psycho Shield | SPK - Spikes |
| WAT - Use Level 2 Water Blast | TH1 - Sword Of Thunder |




G: |Goa Fortress|

This section will cover the following locations: Goa Fortress 1st Floor, Goa Fortress 2nd Floor, Goa Fortress 3rd Floor and Goa Fortress 4th Floor. Legends are located with each area.

1. |Goa Fortress 1st Floor|

NOTE: Numbers conntect to one another (example 1 connects to 1). Also '.' represents upper level. You see any of these, that means you're on the upper level of this floor only.
GOA - Leads to Goa OPL - Opel Statue
THN - Use Level 2 Thunder Blast 2ND - Leads to 2nd Floor
BS7 - Boss \#7: General Kelbesque


2. |Goa Fortress 2nd Floor|

NOTE: Numbers conntect to one another (example 1 connects to 1). Also '*' represents shorelines, and anything that's in between them is a river.
1ST - Leads to 1st Floor LYS - Lysis Plant
THN - Use Level 2 Thunder Blast BS8 - Boss \#8: Sabera
WAT/WA - Use Level 2 Water Blast 3RD - Leads to 3rd Floor
FPR - Fruit Of Power RPN - Fruit Of Repun

3. |Goa Fortress 3rd Floor|

NOTE: Numbers conntect to one another (example 1 connects to 1).
2ND - Leads to 2nd Floor ANT - Antidote
MGR - Magic Ring THN - Use Level 2 Thunder Blast
SPK - Spikes BS9 - Boss \#9: Mado
OPL - Opel Statue SSH - Sacred Sheild
PIT - Pit drop 4TH - Leads to 4th Floor

4. |Goa Fortress 4th Floor|

NOTE: Numbers conntect to one another (example 1 connects to 1).
3RD - Leads to 3rd Floor WBT - Warp Boots
FLG - Learn Flight Spell MGR - Magic Ring
(must defeat Karmine first) B10 - Boss \#10: Karmine
PT - Pit drop
IVR - Ivory Statue
THN - Use Level 2 Thunder Blast
TH3 - Storm Bracelet
SPK - Spikes
OSC - Leads to Oasis Cave




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OSC

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H: |Oasis Dessert \& Cave|
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This section will cover the following locations: Oasis Dessert 1 and Oasis Cave. Legends are located with each area.

1. |Oasis Dessert|

NOTE: This entire dessert is made up of poisonous sands.
GOA - Leads to Goa Field \#\#\# - Use Flight Spell
OSC - Oasis Cave OSD - Leads to Oasis Dessert
CSH - Cave leading to Sahara SHA - Leads to Sahara

GOA





2. |Oasis Cave|

NOTE: Numbers conntect to one another (example 1 connects to 1). Also '*' represents shorelines, and anything that's in between them is a river.
OSD - Leads to Oasis Dessert PWR - Power Ring
FPR - Fruit Of Power THN - Use Level 2 Thunder Blast
ACD - Acid pool
GFT - Leads to Goa
WAT/WA - Use Level 2 Water Blast
BAR - Battle Armor
Fortress 4th Floor
LTH - Leather Boots


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I: |Great Pyramid \& Floating Tower|

This section will cover the following locations: Great Pyramid Dessert, Great Pyramid, Pyramid Basement and Floating Tower. Legends are located with each area.

1. |Great Pyramid Dessert|

NOTE: This entire dessert is made up of poisonous sands.
SAH - Leads to Sahara (via cave)
GRP - Great Pyramid
\#\#\# - Quicksand (Use Flight Spell)
PBS - Pyramid Basement

2. |Great Pyramid|

NOTE: Numbers conntect to one another (example 1 connects to 1).
GPD - Leads to Great MGR - Magic Ring
Pyramid Dessert B11 - Boss \#11: Draygona
TRH - Bow Of Truth PAR - Psycho Armor



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3. |Pyramid Basement|

NOTE: Numbers conntect to one another (example 1 connects to 1).
GPD - Leads to Great B12 - Boss \#12: Draygona
Pyramid Dessert FTW - Leads to Floating Tower
PIT - Pit drop OPL - Opel Statue
SPK - Spikes



NOTE: Once you get to the Floating Tower, you can not go back to the Pyramid Basement.
SRT - Starting Point
STP - Staircase (each floor must be
completed for these to appear)
CRY - Sword Of Crystalis
B13 - Boss \#13: DYNA

B13


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CRY
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|  | STP |
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| SRT | STP |

A: |What's To Come|

I honestly do not know what would be to come of this FAQ, but if anything does come up, I shall post it here.

B: |Special Thanks|

First I want to take a couple of lines here, to say I want to dedicate this walkthrough and any others I may do (especially map walkthroughs), to my grandma. Since I was younger, she always believed in me, not to mention kick my butt into studying for school. To this day, she is proud of anything I do, even if she don't understand it. Okay so this took 6 lines to say, hehe ^_^.

Personal Thanks To:
ExoSquad18: Simply because of his confidence and belief that $I$ will be very successful at this stuff ^_^.

On-line Thanks To:
To GameFAQS for hosting my walkthroughs, as well as many more.

To anyone who help made this game possible. Thanks! ^^^

C: |The Disclaimer|

Making maps is one of my favorite things to do, and making an ASCII map is more of a challenge for me, that's why I had so much fun making it (not to mention $I$ really love Crystalis). I hope this walkthrough helps you out in any way possible. Now here comes the important stuff you need to read.

Ok, I'll make this quick and simple. This walkthrough is my work. I've made this walkthrough, describing the game the best possible way I can. You can use whatever info you want, so long as you give me credit and don't alter anything. All you have to do is email me at StarFighters76@hotmail.com if you're gonna do anything with this walkthrough. And to show that I'm not a complete selfish bastard, if you have something you wanna add, email me and I will give you full credit ^_^. This walkthrough, like many others are intended for GameFAQs ONLY. You want it on your site, well you better start emailing me. Failure to comply with this, and I will be mad, among other things.

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