# **Crystalis Game Maps (ASCII)**

by StarFighters76

Updated to v2.0 on Jun 22, 2004

This walkthrough was originally written for Crystalis on the NES, but the walkthrough is still applicable to the GBC version of the game.

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F O R	THE 8-BIT NINTENDO
	V e r s i o n 2.0

Welcome all to my walkthrough on a game that has been known as a classic for it's time. That game is called Crystalis. I hope this walkthrough helps out as much as possible. Below is nothing but spoilers on the game, so if you don't want to be spoiled, please take a detour and hit the Back button now. However if you want to be spoiled or need some help, please scroll down as far as you need to. Consider this as your Spoiler Warning!

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section as well as change the style a bit. No new information to report. (08/02/03)

B: |The Story Of Crystalis|

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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.

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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.

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SECTION 2: |WALKTHROUGH|

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A: |Wind Valley & Caves|

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

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#### 1. |Wind Valley|

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WMC - Windmill Cave

WDM - Windmill

CVN - Wind Valley North Cave

CVW - Wind Valley West Cave

LEA - Leads to Leaf

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CVW			1
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		LEA	

2. |Wind Valley: West Cave & North Cave| Wind Valley: West Cave Wind Valley: North Cave WVL - Leads to Wind Valley WMK - Windmill Key RFR - Learn Refresh Spell (learn WML - Leads to Windmill after starting Windmill) WVL - Leads to Wind Valley FIR - Use a Level 2 Fire Blast CRD - Leads to Cordel Field WMK \_\_\_ 1-----1 1 |----| CRD | | 1 1 FIR | ----- | RFR | | ---- | | | 1 1 1 1 WML WVL 1 1 | -----| -----WVT. 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 ----| |----| WBT | ----| | ----| |----| | | 1 5 | | 2 1 1 WIN ---2 | | 3 | ----- | |--- | -----|----| WVL 7 \_\_\_ ANT |----|----| 5 | | WIN | BS1 | 7 | | |----| | RBT | |----MED |--- | WIN

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### 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.

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#### 1. |Cordel Field|

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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

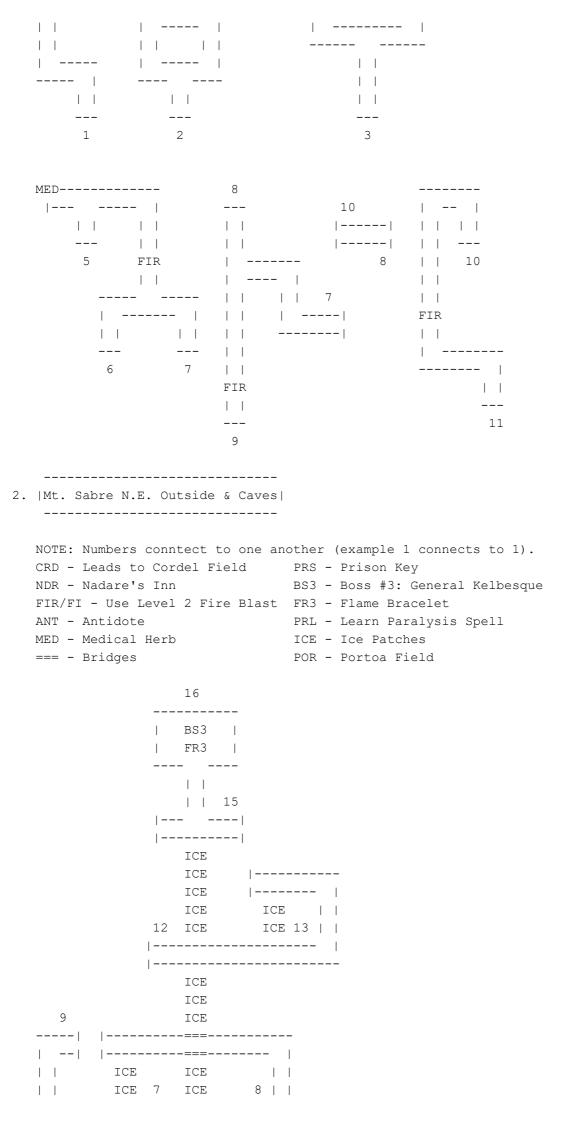
| TRL | | TPY | MSN --------| |---- | | | ---| |----- | |BYN | ----- \ -----| | | FMZ | |----WAT MSS \_\_\_\_\_\_

2. |Poison Forest Maze|

. | TOISON FOLESC MAZE

CRD - Leads to Cordel Field BS2 - Boss #2: Beetle OAK - Leads to Oak FR2 - Ball Of Fire BOY - Lost Boy

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               BOY
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|
   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
                    11
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           | ----| | PRT |
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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.

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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					
		1		WFC		
	ICE ICE		   	     	   	   
    POR 				     WAT 		WFE   
	     				      -	
	 		     WAT		-    KRC 	
LTL 	  - 		     		  -  -	

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

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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)

WT2 ------| | LPT\*\*\*\* |

3. |Waterfall Cave|

NOTE: Numbers connect 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

FIR FIR SHD LME----| | \* \* | | | -----| | ---------- \* \* | | | | | | ------ \* \* ------ | | ----- | 1 1 \_\_\_ 3 4 2

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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

----W---| 1 --

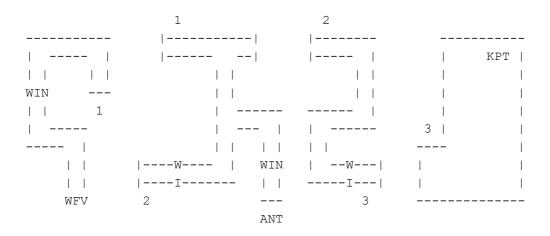
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1 1	1 1		WIN		1 1			1 1
4	1							1 1
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					7			

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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.

1. |Angry Seas|

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NOTE: Once you leave Portoa on the boat, you can not reenter it

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) ----|SWN | |-----| | BER | -----| |------| \_\_\_\_ |ALT| ----|LMP|JOL| | ASC | | CPP | |----| CBN | | POR 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  ${\tt WAT/WA - Use \ Level \ 2 \ Water \ Blast \ IRN - Iron \ Necklace}$ MGR - Magic Ring ESI - Leads to Evil Spirit Island MGR ---2 ----| WIN | ---| | | | | ----- | | -- -----WIN | \* \* | | WAT | | \* \* | \*\*\*\*\*\*\*\*

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unless you teleport there. Also you must have the Shell Flute to

SEA | \* \* | | \* \* | | \* \* | | \* \* | | \* \* | | \* \* | | \* \* ---- \* \* | ---- \* \* | WAT | | \* \*\*\*\*\*\* \* | | - \* \* ---| |- \* \* | \*\*\*\*\*\*\* | | | | \* \*\*\*W\* | | \*\*\* \* | -----| \*\*\*\*A\*| |\*\*\*\*\* | 1 ---------| ----| | ----| | ----| | ---| IRN\* \* | | | 3 | | 2 | -----| | \* \* | 1 1 | \* \* | 3 | ---- | PIT WIN | \* \* ----| | | | \* \* ----| | | ----- | WIN WIN --- PIT | WAT | ---------1 1 ---| | LYS 1 1 | ----- | | ---- | | -----1 1 |---- | |----ESI 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

1 1 ----| | ---| | -----| | --- | 1 1 1 1 1 1 2 | ---------- | ----- | | --- | MED PIT | | 1 1 1.1 | | ---SPK -- --| BS4 | 1 1 1 1 | | 2 SPK | FPR | PIT 1 1 SPK | BS5 | PIT PIT | --PPPPP---- | | PIT | --TTTTT----- -- --| --- | 3 --- | -----| ---FPR ----| \_\_\_ ESI

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F: |Goa Field & Mt. Hydra|

This section will cover the following locations: Goa Field, Mt. Hydra and Cave Of Styx. Legends are located with each area.

1. |Goa Field|

GOA - Leads to Goa MTH - Leads to Mt. Hydra

SWN - Leads to Swan OAD - Leads to Oasis Desert 1

GOA | SWN |MTH| ----1 1 OAD

2. |Mt. Hydra| -----

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.

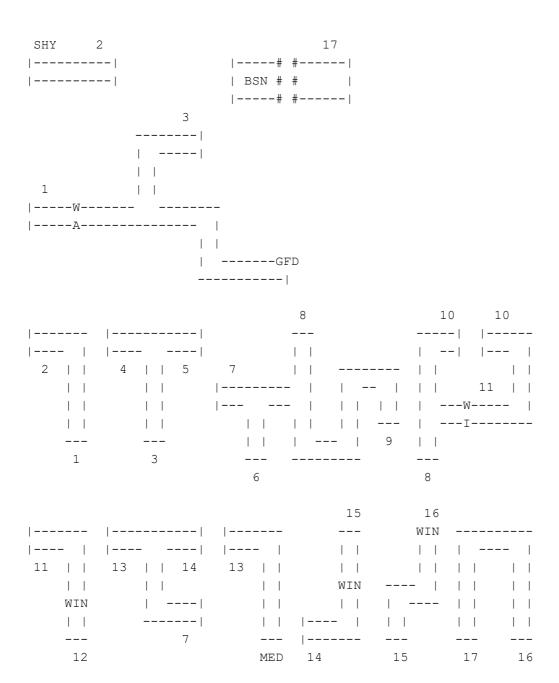
GFD - Leads to Goa Field MGR - Magic Ring

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

STX 1 6 -----| |-----| |----| | | | |-MGR--| |----| | -----| | 4 5 | -----| -----| |----FRL



### 3. |Cave Of Styx|

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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

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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.

OPL - Opel Statue GOA - Leads to Goa

THN - Use Level 2 Thunder Blast 2ND - Leads to 2nd Floor

BS7 - Boss #7: General Kelbesque

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### 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.

RPN - Fruit Of Repun

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

2 3RD | | FPR THN 1 1 | \* \* | ---\*\*\*\*\*\*\* | \* \* ---- WAT ----- \* \* | ---| \* \* | | \* \* | | WAT | | | | \* \*--| \* \* | \_\_\_\_\_ \_\_\_ | \* \* | | \* \* | | BS8 | ----- \* \*-- | \* \* ----| RPN | \*\*\*\*\*\* \*\*\* \*\*\* \*LYS | \* \*\*\*\* \* \* ---- \* \* --------- \* \* | \* \* | | \* \* | | WAT | | \* \* | | \* \* | | WAT | 2 \* \* ---- \* \* ----- \* \* | \* \*\*\*\*\*\* \*\*\*\*\*\*\*\*\* \*\*\*\*\*\* \* | ----- WAT - -- \* \* --- \* \* ---

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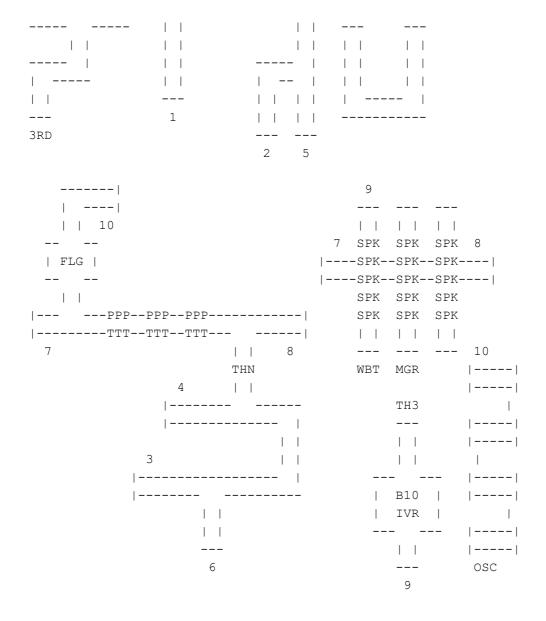
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          | *****A*****
          _____
3. |Goa Fortress 3rd Floor|
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  NOTE: Numbers conntect to one another (example 1 connects to 1).
  2ND - Leads to 2nd Floor ANT - Antidote
  MGR - Magic Ring
                     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
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  |----SPK-- --SPK---- ANT---- |
                                       PIT
                                               4TH
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4. |Goa Fortress 4th Floor|
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  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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## H: |Oasis Dessert & Cave|

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

#### 1. |Oasis Dessert|

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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

 ${\tt CSH}$  -  ${\tt Cave}$  leading to Sahara  ${\tt SHA}$  -  ${\tt Leads}$  to Sahara



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SHA
                 |CSH|
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                 ###
       |OSC|
     2. |Oasis Cave|
 NOTE: Numbers connect 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
                      THN - Use Level 2 Thunder Blast
 FPR - Fruit Of Power
 ACD - Acid pool
                     WAT/WA - Use Level 2 Water Blast
 GFT - Leads to Goa
                      BAR - Battle Armor
     Fortress 4th Floor
                     LTH - Leather Boots
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| WAT | | \* --- | \* \*\*\*\*\*\*\* \* | --\* \*-- | \* |

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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.

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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

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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
          2 3
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         |----|
         |---|
                      1.1
                 2 -- --
         1 1
   TRH
                 |-----|
                         | 8 |
            | ----|
                 |---- | |
                         | --- |
   | | ----|
                  1
    ___
                  4 | | | | | | 4
   GPD
                  |---- --- |
                    10
                   5 | | | | | | 5
                  |---- --- |
         B11 |
                  PAR |
    1 1
                  6 | | | 11 | | 6
   1 1
                 |----
          |---- --- |
                  | MGR |
          1 1
          ---
   | --- |
          11
   ---
                        8
                        7
                           10 9
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
   1 GPD
 1 1
                           PIT
                              PIT
                           PIT
                              PIT
```

1 1

PIT

| | SPK

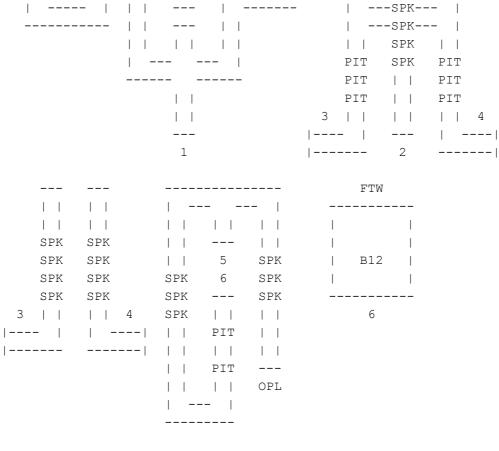
SPK

PIT

| | | | --- |

| | | | | ----- |

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#### 4. |Floating Tower|

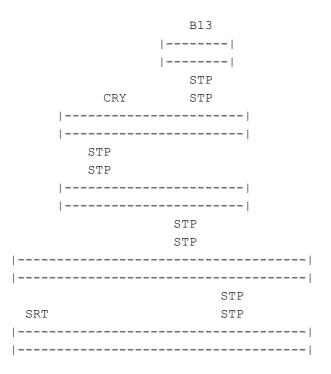
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NOTE: Once you get to the Floating Tower, you can not go back to the Pyramid Basement.

SRT - Starting Point

CRY - Sword Of Crystalis

B13 - Boss #13: DYNA



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SECTION 3: |IN CONCLUSION|

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A: |What's To Come|

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

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B: |Special Thanks|

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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:

On-line Thanks To:

To GameFAQS for hosting my walkthroughs, as well as many more.

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

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C: |The Disclaimer|

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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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