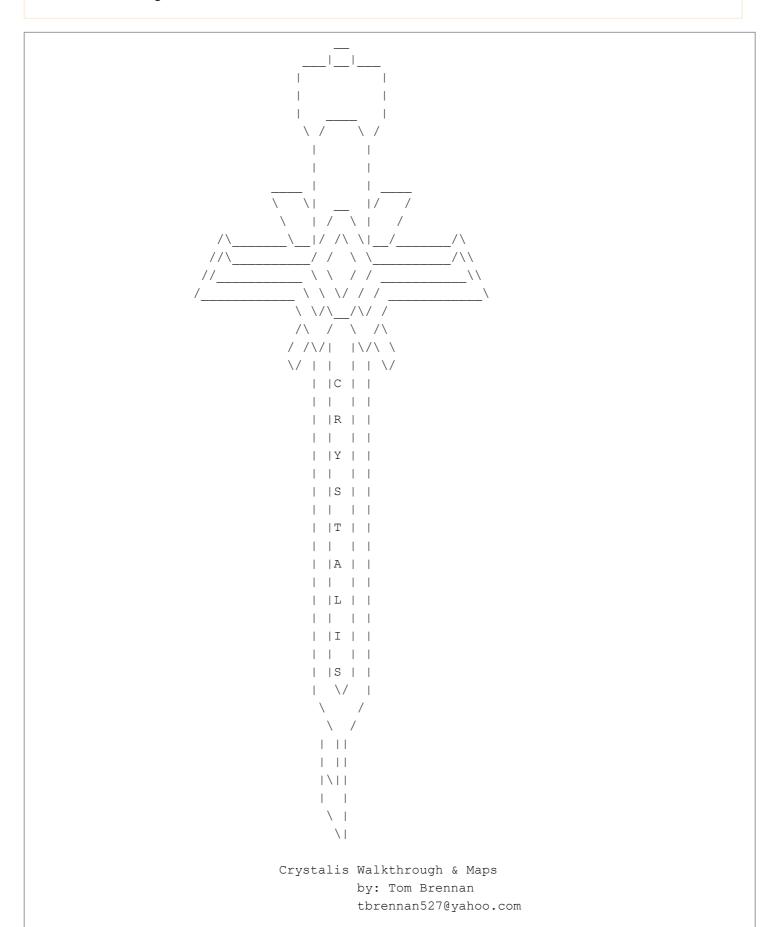
Crystalis FAQ/Walkthrough

by tpb68

Updated to v1.77 on Jan 29, 2007

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



--> Check out my Crystalis website, Tom's Crystalis World, for more Crystalis stuff at http://tpb68.tripod.com

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N.B.: To jump quickly to any of these sections just put "Section #" in the find box (Ctrl & f)

WARNING: This walkthrough contains some spoilers

NOTE: If this whole thing looks oddly formatted, try maximizing it in your browser or notepad

Crystalis was released by SNK for the Nintendo Entertainment System (NES) in 1990. The game is of the adventure/RPG genre, and has a similar gameplay to Zelda 1. Crystalis was re-released for Game Boy Color in June, 2000, and included an updated story, new music, and a few other new gameplay elements. This Walkthrough is based solely on the NES version, but could easily be applied to the GBC version as well. I attempted to make this walkthrough as simple as possible, and you will probably notice its brevity in relation to other FAQs and walkthroughs. In each section I created an outline that tells you all encessary steps, the more detailed bullets contain how to achieve these

objectives. The maps, however, provide basically all necessary instruction for the game, as dungeon exploring is the primary objective of the game. Furthermore, I want to provide as much freedom to the gamer in regards to purchasing, leveling up, etc., although leveling up is often necessary to defeat certain bosses and enemies.

My reason for making this FAQ/Walkthrough/etc.: I have had a very large and fairly popular Crystalis web site for almost 5 years now, and I had previously posted others' FAQs because of convenience and practical reasons, but I recently decided, although the present FAQs are more than adequate, to write a very simple walkthrough: one that would concisely contain all necessary info and a good, but not too wordy, walkthrough. Also I felt sorta lazy not making my own seeing as many of my web site visitors view me as an authority on the subject. Furthermore, this is my first Gamefaq's faq; I did write a Faxanadu faq as well but that was for an RPGClassics shrine and was not easily transferable to text. Although much of the information is probably repeated in other FAQ's, I researched it all myself unless noted otherwise (biggest exception minimum levels for bosses and such, which I obtained from a very cool Nintendo Power two-issue walkthrough on Crystalis... I still remember one of the parts was the issue with Ken Griffey Jr. on the cover)).

If you find anything missing, incorrect, or something that should be added, please email me at tbrennan527@yahoo.com.

Outline: I. Get Sword of Wind and \$100 in town, buy Alarm Flute

- II. Wake windmill guard and ge Windmill Key
- III. Start Windmill, complete Sealed Cave
- -After awakening from the cave, go to the house in the NE area of town of receive \$100
- -Go to the elder in the NW building to receive the Sword of Wind and some info
- -Go to the item shop and purchase the Alarm Flute for \$50, or if you prefer, buy some Herbs and Antidote or the Carapace Shield or Tanned Hide, and then fight enemies to buy the Alarm Flute later; regardless, the Alarm Flute is necessary
- -MAKE SURE ALL WEAPONS/ARMOR ARE EQUIPPED
- -Visit Zebu, a wise man, in the Western cave for some information, after you talk to him, the Windmill guard will appear as discussed next
- -Go to the cave in the Northeast and use the Alarm Flute on the sleeping guy
- -Use the Windmill Key on the keyhole in the windmill, thereby opening up the Sealed Cave
- -Enter the Sealed Cave, and receive Refresh Magic from Zebu
- -Note: you must be at level 2 to kill the monsters in here
- -Using the Map, get all the treasures, especially the Ball of Wind, which is necessary to break the Rock Walls and progress through the cave
- -The Vampire stands in the way of the cave exit, so in order to defeat him, I recommend simple jabs when he is on the screen, and projectile shots when you can't get close to him. He should die fairly easily, leaving the Rabbit Boots; be sure to maintain HP with Refresh, or Medical Herbs if necessary, and try to avoid his bats. He leaves 10 exp. You must be up to at least

Sealed Cave Map

-A Note about Maps: corresponding stairs are indicated by the same letter (or #), entrance is abbreviated "ent," the exit is also labeled. Treasure chests are abbreviated "Tr" with the item inside named nearby. The types of wall barriers are abbreviated as follows: rock = "Rk," ice = "Ic," and iron = "Ir;" Water Bridges are abbreviated "IB." Floating platforms have a PF and []. |--| indicates stairs (not stairwells, just the ladder like stairs you sometimes see on mountains and in the tower).

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Outline: I. Go to Brynmaer

- II. Find Onyx Statue, trade for Gas Mask
- III. Go to Poisonous Swamp, find town of Oak
- IV. Defeat Stom at Tornel's Training Center
- V. Rescue Oak child, get Sword of Fire
- VI. Defeat Giant Insect and get Ball of Fire
- -Head southwest and enter the town of Brynmaer
- -Buy new equipment, rest up, etc. and be sure to talk to the man named Akahana standing near the entrance of town
- -After hearing about Akahana's lost statue, head northeast, then go south over the bridge and head west; search (walk around) the high grass in the area that juts out into the river and you should discover the Statue of Onyx
- -Bring the statue back to Akahana and receive the Gas Mask in return
- -Journey east of the where you found the Onyx Statue and enter the Poisonous Swamp, making sure you have the Gas Mask equipped
- -Go to Oak (map) and talk to some townspeople
- -Leave the Swamp, then head north of the bridge into Tornel's training house
- -Defeat Stom by jabbing as fast as possible; leveling up makes beating him easier
- -Return to Poisonous Swamp and talk to the people in Oak again; in the southwest house there is a parent with a missing child
- -Find the missing child (map) and return him to the parent to receive the Insect Flute. Talk to the Oak elder to receive the Sword of Fire
- -Go to the edge of the Giant Insect area and use the Insect Flute; use Level 1 attacks with the Sword of Fire in between the Insect's spitting things to kill him, avoid the greenflies as well. The Giant Insect will give you 50 exp. and The Ball of Fire
- -Talk to the Oak people and Stom again

Poisonous Swamp Map

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Outline: I. Enter Mt. Sabre SW

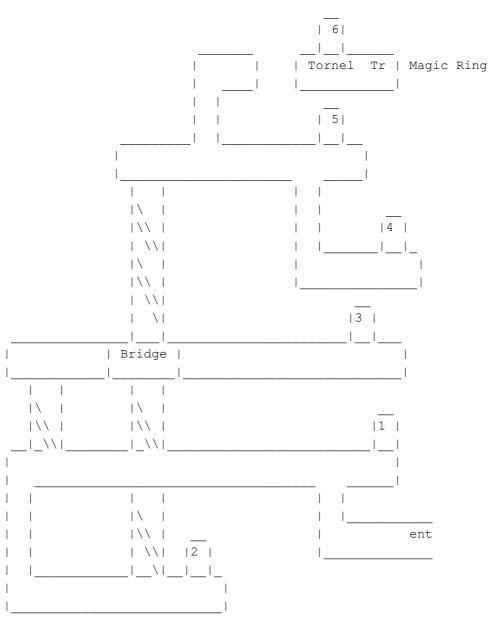
II. Find Tornado Bracelet, see Tornel

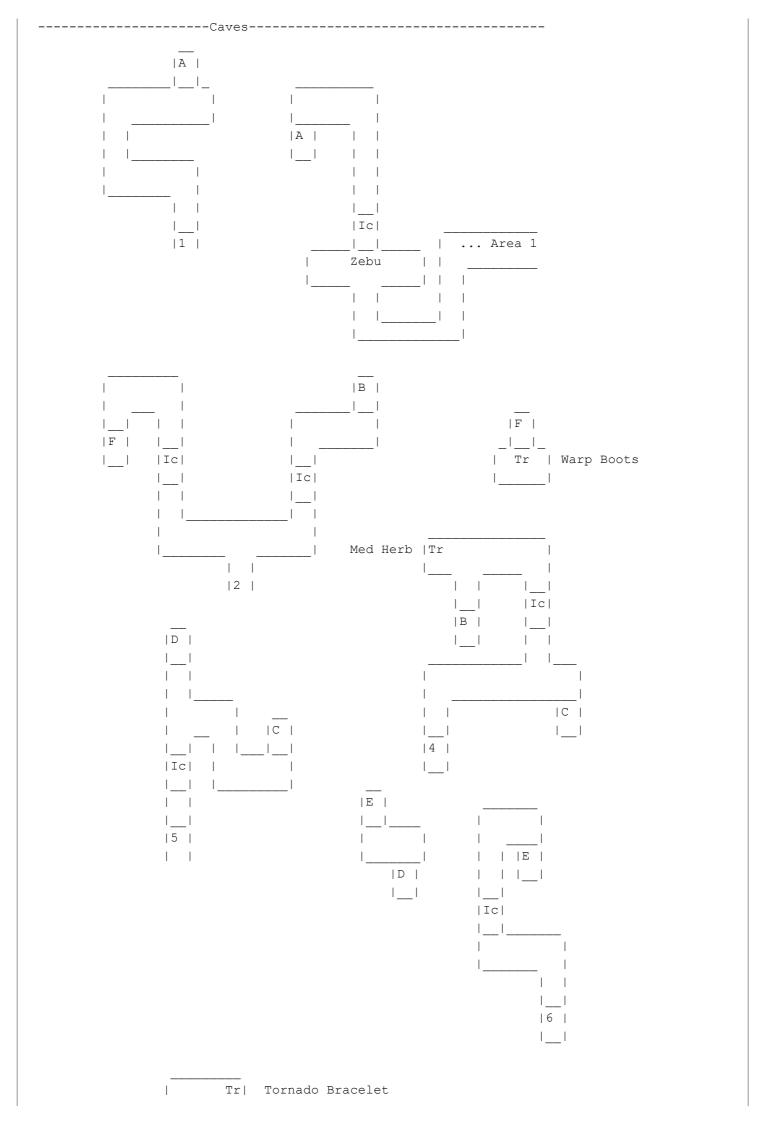
III. Go to Mt. Sabre N

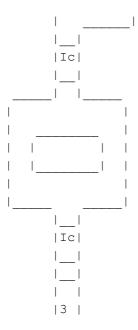
IV. Rescue Leaf people, defeat General Kelbesque

- -Make a pit stop at Brynmaer, then head southwest towards the Mt. Sabre, and notice the really quick change from nice grass to frost. I'll cleverly refer to this area as Mt. Sabre SW
- -Using the map, go into Cave 1 (and notice the sudden change of frost to green stuff), talk to Zebu and return to Leaf
- -In Leaf, go into the shed and talk to the dog (yes I thought the same..), then return to Mt. Sabre SW
- -Using the Rabbit Boots (make sure magic is unselected), hop up the small Ice Slide and enter Cave $\mbox{3}$
- -Get Tornado Bracelet (it's usually better not to have Bracelet's selected so you don't waste MP)
- -Go to Cave 2, get treasures, and talk to Tornel to get the spell Teleport
- -Map notes: Ic = Ice Wall, The long slopes with \\ are the Ice Slides, numbers correspond to caves on the frozen outer part, letters for the inner green parts

Mt. Sabre SW Map







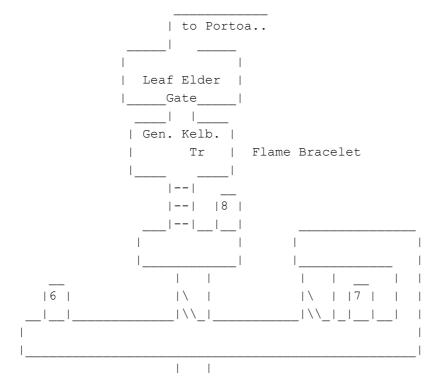
-Head northwest of the Poisonous Swamp, then north, to enter Mt. Sabre N

-Follow path for a while; heal up at Nadare's, talk to the dying man, then head southwest

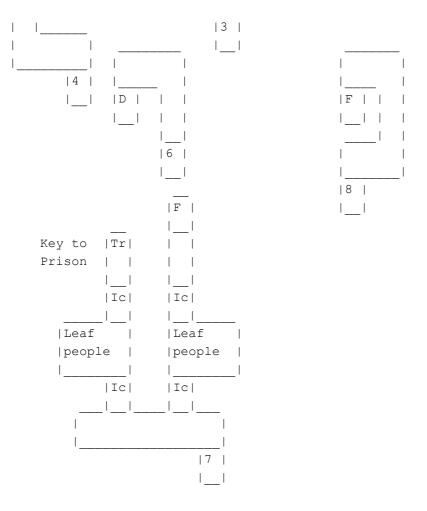
- -Listen to the soldiers talk, then kill them and enter the cave
- -The most direct path to the top, using both maps as guides, is ent-A-1-2-B-C-D-6-7 (get Prison Key)-F-8
- -Follow the MT. Sabre N map to obtain the Prison Key, then make your way up to fight General Kelbesque: Use the Wind Sword and hit him with projectile shots while avoiding the stuff he scatters across the screen, you must be at least at Level 7 (NP). You'll get the Flame Bracelet and 100 exp. for killing him
- -Use the Prison Key and proceed through the gate and talk to the Leaf
- -Proceed southwest out of the cave to Portoa and receive the spell of Paralysis from Tornel (or someone's voice. Or maybe it's Zebu's voice, as he gives it to you in the Game Boy rerelease)

Mt. Sabre N Map

Note: The upward arrow means you can hop up the slide



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Outline: I. Go to Portoa

II. Waterfall Cave (Sword of Water)

III. South Lake (Ball of Water)

IV. Amazones

V. Kirisa Plant Cave

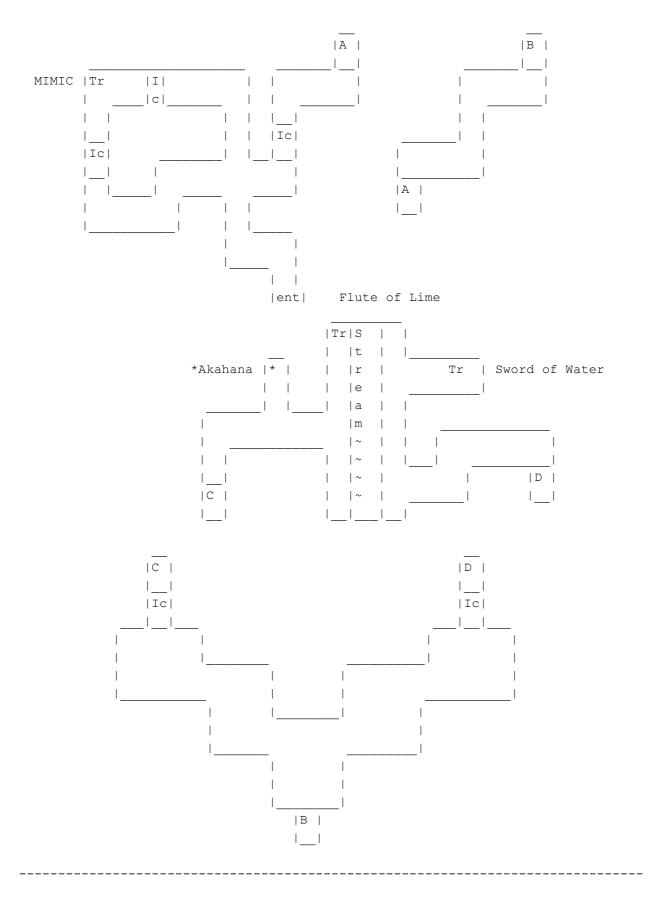
VI. Fog Lamp Cave

VII. Portoa/Sea

- -In Portoa, buy new items/armor if you wish then head to the large castle in the northwest part of town
- -Speak to the Queen, then exit the castle and walk right back in, but DO NOT step forward, step left and then use Paralysis on the guard the Queen's room. Proceed into the Queen's room and enter the door in the northeast part of the room; you can't go anywhere in here so just leave the room entirely and head to the fortune-teller, in the northeast part of town. Talk to the fortune-teller (who'll direct you back to the castle) then return to speak to the Queen.
- She'll tell you about the Waterfall Cave and give you the Flute of Lime -Leave Portoa and head northeast to the Waterfall Cave (map), cleverly placed behind the waterfall
- -In the Waterfall Cave, use the Queens's Flute of Lime to cure the two stoned people. It's not mandatory, but you should definitely un-petrify Akahana, with the Flute of Lime from the treasure chest, to get the Shield Ring; you should also equip that immediately unless you like hopping with Rabbit Boots
- -The primary purpose of the cave is to obtain the Sword of Water

Waterfall Cave Map

Note: Mimics are the treasure chests that attack and follow you; don't touch them



- -Return to Portoa and see the fortune-teller, she says to go to the south lake
- -Leave Portoa and head southwest to an area with yellow grass
- -Head north and talk to Rage, he will give you the Ball of Water; equip the Ball and use a level $2\,$
- attack to form a bridge to the tree across the lake
- -Go into the tree and talk to Mesia
- -Return to Portoa Castle and do into the area behind the Queen's room
- -Making Ice Bridges, head West and enter the altar room, talk to Asina and receive Recover magic
- -Making sure you have a Medical Herb, go North a bit(outside of Asina's

Room) and talk to the green thing

- -Use a Medical Herb on the dolphin and receive the Shell Flute in return, this will come in handy later
- -Teleport to Brynmaer
- -Head east, make an ice bridge, then head south into Amazones
- -Buy stuff if you can afford it, then making sure you don't go into the eastern part of town, cast Paralysis on the guard outside the eastern house before she covers the door (if she does exit and re-enter the town), then enter the house, before talking to the Chief in the chair, head down the stairs behind her throne and open the chest to get the Blizzard Bracelet
- -Return to Portoa
- -Head south for a while, then create an Ice Bridge on the eastern river
- -Enter the cave to the east
- -Get the Treasures in the cave (map), and find the Kirisa Plant by walking around the flowers in the light green area. The Kirisa Plant will come in handy later on

Kirisa Plant Cave Map

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- -Now go directly east of Portoa and form an ice bridge; then enter a cave to the east
- -Navigate the caves(map), find the Fog Lamp, then return to Portoa

Fog Lamp Cave Map

					
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-Go to house on west side of Portoa and give the man the Fog Lamp

-Hop in boat and go into the building on the shore and talk to Kensu

Outline: I. Go to Joel

II. Find Love Pendant

III. Evil Spirit Island (Broken Statue)

- -Leave building and use the Shell Flute to call the dolphin
- -Head a bit northwest and go onto the shore to enter the town of Joel; talk to people, especially in the elder's house
- -Leave Joel, head west and then south when you see an opening guarded by an octopus; enter the cave south of the octopus

- -Nose around the north part of the stream until you find the Love Pendant (you're actually behind Portoa castle right now)
- -Leave cave, head north and a bit west to enter another cave (map)
- -Make sure you pick up the Iron Necklace in the cave, and be aware of the monsters' status affects and sword immunities

Evil Spirit Island Cave Map

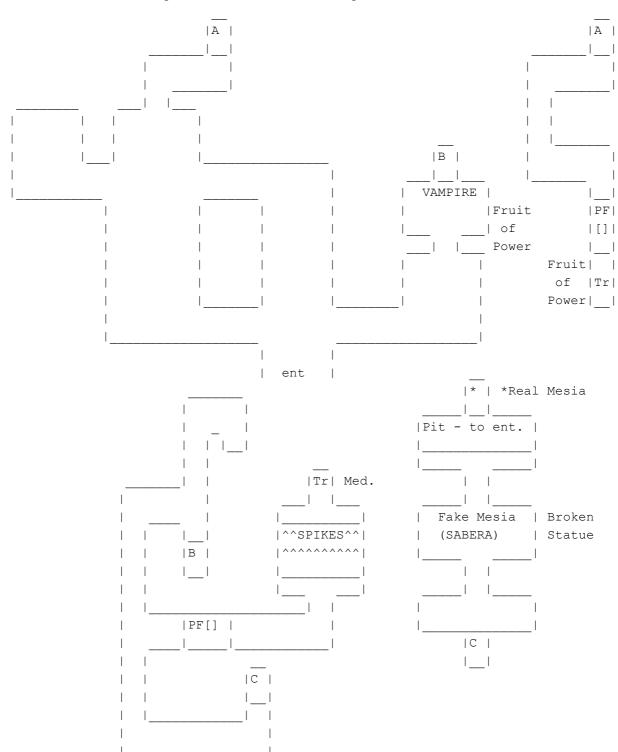
Note: Floating Platforms are indicated by |PF| and |[]| Places to form ice bridges are indicated by IB

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-After entering the Zombie Town, go into the first building on the left, down the stairs and then talk to Clark

- -Go through the gate at the north end of town to enter the Evil Spirit Island Fortress (which includes more caves)
- -Defeat Vampire by jabbing with the Sword of Wind, you must be at level 10 (NP), to receive a Fruit of Power and 524 exp.
- -When you encounter "Fake Mesia" (or shall we call her Fesia?) repeatedly jab her to reveal Sabera
- -Use the Sword of Fire, you must be at level 11 (NP), to defeat her, I recommend using level 2 attacks. You will get $800 \, \mathrm{exp.}$ and the Broken Statue

Evil Spirit Island Fortress Map



- -After killing Sabera, return to the Zombie Town and talk to people
- -Return to where Clark was and talk to him; he will give you the Eye Glasses
- -Teleport to Leaf and buy an Alarm Flute (cheaper than at Joel); teleport back to Joel
- -Enter shed and use Eye Glasses
- -Go to Lighthouse, wake up Kensu and receive Glowing Lamp
- -Leave Joel, head all the way west, then north, and go on the shore above the octopus
- -Use Glowing Lamp on the Altar to make Gold Statue
- -Use Gold Statue on Altar to remove whirlpools
- -Listen to cool sound effect, then head north through the pass and receive Barrier

Outline: I. Enter Swan and Obtain Change Magic

II. Return to Amazones for the Bow of Moon

III. Find Way Through Town Gate

- -Head east, then north; go on shore to Swan
- -Go into shed and talk to Stom
- -Go into Tavern and use Paralysis on all the soldiers; talk to the standing one
- -Go into building on east side, use Paralysis on the girl in the bottom left, talk to her (Kensu) and then use the Love Pendant; get Change Magic
- -Now for a small sidetrack... Teleport to Amazones and become a woman. Talk to the Amazonians who have become much friendlier; they'll tell you how Aryllis, their queen, wants the Kirisa Plant to make some perfume. O wait... you already have the Kirisa Plant. Sweet. Go into Aryllis' house and give her the Kirisa Plant. You'll get the Bow of Moon which you'll need later
- -Now to head into the Draygonian Empire... Using Change magic (Wonder Twin Powers also suffice) take the shape of a Draygonian soldier and talk to the soldiers in the west part of Swan, they'll let you through the gate
- -Head a bit west and enter the big castle building, the fortress town of

Outline: I. Go to Shyron in Mt. Hydra

II. Receive Key to Styx from Zebu

III. Get Sword of Thunder from Cave of Styx

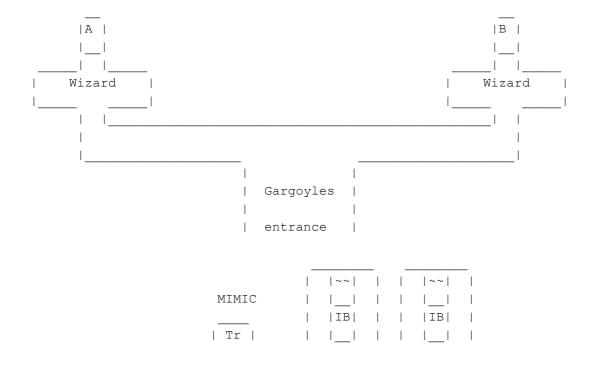
IV. Return to Goa

V. Defeat Mado in Shyron and get Ball of Thunder

- -Go directly west of Goa to the entrance of Mt. Hydra
- -Go north then west, across an ice bridge, and through a small cave to the outside of Shyron. Change into Stom and the guards will let you through
- -In Shyron you may want to make use of the good deals on Magic Rings and armor (you will not always be able to buy goods in Shyron). Then head to the north part of town of talk to Zebu. He will give you the Key to Styx (or Stxy as the typo will tell you) and tell you to find the Sword of Thunder there

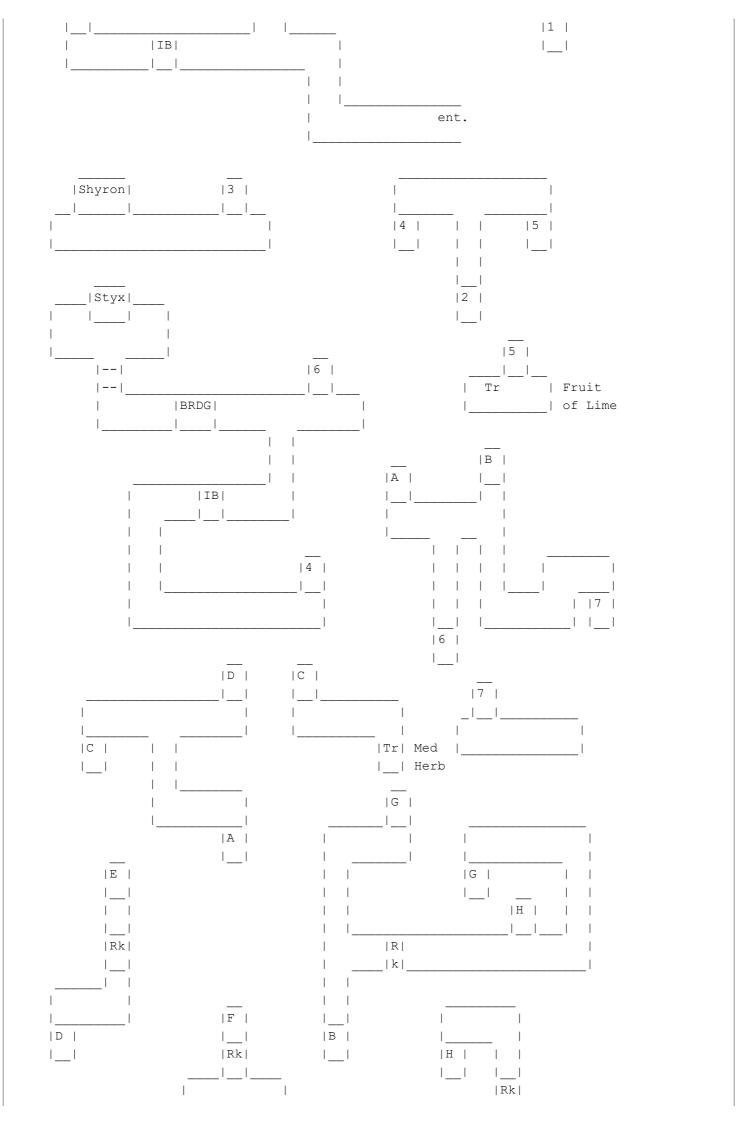
- -Make your way to the Cave of Styx, using the Key to Styx to open the gate (see the second map for how to get to Styx from Shyron)
- -Use Barrier magic to deflect the stuff coming from the statues as you first walk in
- -Until you learn Flight Magic, there is no need to go to the right, so head left. An easy way to defeat the Wizards on the right and left is to slowly walk into the room they are in. See if your shot will make the hit noise when it goes through them, if it doesn't inch up until it does; you can reach a place where you can hit the Wizard with Level 1/2 shots before he starts shooting stuff at you
- -The rest of the cave is pretty self explanatory. I prefer hopping (with Rabbit Boots) through the spikes all the way rather than waiting for the platform. As soon as you obtain the Sword of Thunder you'll be teleported back to Shyron. Watch out for the butterflies and eyeballs in that room, they can paralyze and petrify you respectively
- -After speaking to Azteca and three of the wise men, return to Goa. You'll notice the shops are no longer guarded by Draygonian soldiers so you can check them out. Talk to Kensu, disguised as a soldier, in the north part of town right next to the fortress entrance. Then enter the fortress, use Barrier to deflect the statues, and as you approach the big wall you'll receive a message saying that Shyron is under attack
- -Heal up at the Inn if you haven't yet done so and make your way to Shyron, there isn't a huge need to Teleport beacause it's not a dangerous walk there
- -You'll notice everyone in Shyron has been murdered and the wise men have been taken away. Be sure to talk to Akahana, who will mention something he left with a friend in Goa, and Stom
- -In the hall at the north end of town you will fight Mado. Using the Sword of Water he should take about 12-15 level 2 hits. Mado has pretty much the same battle techniques throughout the fight, so be patient and concentrate more on avoiding his cannonball and ninja stars than on attacking. It's best to attack him from afar. You must bat level ??????? to beat him. Have a charged level 2 shot ready when you enter the hall and let go of the attack button when he starts talking. You should get a quick free shot of him. He will give you 1008 exp. and the Ball of Thunder when you defeat him
- -Now it's time to return to Goa and enter the fortress

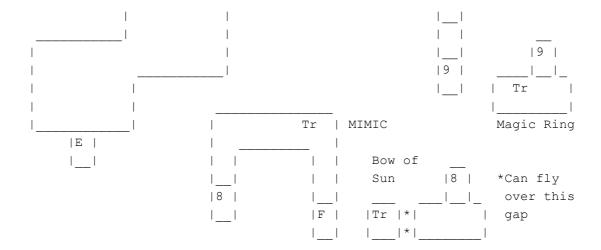
Cave of Styx Map



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Outline: I. Enter Goa Fortress

II. Defeat Kelbesque, Rescue Zebu

III. Defeat Sabera, Rescue Tornel

IV. Defeat Mado, Rescue Asina

V. Defeat Karmine, Rescue Kensu, Get Flight

VI. Leave to Death Desert Oasis

- -Head to the north part of town as before and enter the fortress $% \left(1\right) =\left(1\right) +\left(1\right) +\left$
- -After going through the statues you will be able to destroy the iron wall with a level 2 Thunder shot
- -In the map below I didn't take pains to map every single possible path; there is only one path worth taking, that which goes to General Kelbesque. Basically you want to head all the way NW, take the stairs on your right and follow the upper path east, and eventually go south when the path forks. Follow the path of \$\$ in the map below
- -As before, General Kelbesque is only susceptible to the Sword of Wind. You must be at least level 13 before killing him; he takes about 10 level 2 Wind shots. His attacking methods are different than in your first encounter with him. The key is stay as far away as possible, the General moves quite quickly. If you keep a safe distance, you should be able to fire off level 1/2 shots fairly easily as he only attacks in a 90 degree range. You'll get 2032 exp. and an Opel Statue for defeating him
- -After defeating Kelbesque head up and you'll find Zebu who will restore your HP/MP and tell you to rescue the rest of the wise men

Goa Fortress Rough Map (Outer Area)

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-After meeting with Zebu, head north

- -There are a few treasures in this cave area, but nothing too spectacular. To get to Sabera (map), head south, then east, then north, then east, then northwest; it's less complicated then it looks. Avoid the flying bugs at all costs unless you have protection from Paralysis; they are quite a nuisance as you will need many level 2 Water attacks to build bridges
- -When fighting Sabera use the Sword of Fire. This battle is pretty similar to the previous one with Kelbesque, and this time you can get a free shot right from the start. You need to be at level 13 to defeat her; she takes 12-15 level 2 Fire attacks to kill and she will leave you a Fruit of Repun and 2032 exp. for the fight. As in the last fight, don't hesitate to use Refresh as often as possible; Tornel will heal you up right after the battle

Goa Fortress, Sabera Area Map

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-There are many great treasures in the Mado area of Goa. Make sure to pick up the Magic Rings and Opel Statue. If you're looking to build experience, the passage you can reach from the NW and SW has experience rich and relatively easy tarantulas

⁻Use Rabbit Boots to hop through the spikes

⁻When heading towards Mado, the passage with the Shadows can be a pain if they knock you off the platforms with their spells. If you can't outrun them, I recommend using a level 3 Fire attack to expose them; the Fire level 3 attack often kills them outright, but if it just exposes them, you can stab them to finish them off

⁻Mado is very difficult. Make sure you switch Rabbit Boots to the

Shield Ring or Iron Necklace before the fight, you'll need it. You must be at level 14 and use the Sword of Water to defeat him. Mado moves crazy fast when in his cannonball form. It's hard to formulate a strategy because he moves all over the place, but I try to stick all the way against the right wall, and when I see him nearing the wall I go as far away along the wall as possible. Then it's just a matter of waiting till he stops to get a decent level 2 shot off at him. If he stops near you, you may be able to get a few jabs at him, these can be very helpful. You can also get a freebie shot after the dialogue. As before, use up your magic as Asina will heal you afterwards. Mado leaves 2032 exp. and a Sacred Shield after the battle.

## Goa Fortress, Mado Area Map

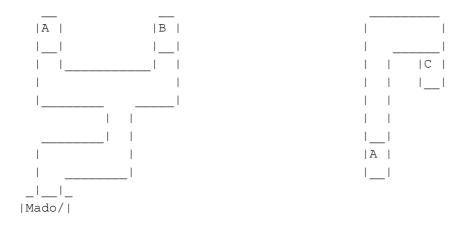
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- -Now only Karmine remains. Karmine's area can be a bit confusing without the aid of a map. My recommended path is to go A-C-Talk to Kensu-H(take treasure)-I-Kill Karmine-Return to Kensu-Leave through back
- -The monsters in this area can be a pain... status ailments abound... but the path outlined above avoids some of the badder areas
- -Use Rabbit Boots to get through the spikes, but make sure to equip Iron Necklace or Shield Ring before fighing Karmine
- -Karmine is a bit easier than Mado, but avoid his blue ring of fire at all costs; that turns you into a little monster like Kensu, and only Fruit of Repun can cure that state. This battle is made much easier by the fact that you use the Sword of Thunder, it's not hard to hit a boss with a level 2 Sword of Thunder attack. Get the freebie shot at the start of the fight; he takes about 12-15 level 2 shots to kill. There's no real strategy here, just run around a bunch and get off shots while you can. It's best to keep some distance, as it can be hard to tell when he's going to shoot out his curse ring. He leaves 2032 exp. and the Ivory Statue when you defeat him.
- -Go just north into the corridor and get the Storm Bracelet
- -Now return to Kensu the way you came and use the Ivory Statue on him. Don't ask me why Fruit of Repun won't work on him like it does on everyone else. I don't know. He gives you Flight magic for saving him and tells you that Mesis and Draygon have gone to the Pyramid. Follow the back door out of Goa as he recommends
- -After flying over or jumping through the purple stuff (right out of the Sunny Delight commercial) pick up the Fruit of Power and fly over the stream. you are now officially in Death Desert territory

Goa Fortress, Karmine Area Map



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- Outline: I. Get Leather Boots, Battle Armor, & Power Ring in Oasis Cave
  - II. Get Warrior Ring in Town of Goa
  - III. Get Bow of Truth on Mt. Hydra
    - IV. Get Psycho Shield in Cave of Styx
- -You are in the Desert Oasis Cave, if you head to the stairs directly south, you'll find yourself in Death Desert, directly south of Goa. Instead go the stairs SE of the stream, to enter the heart of the cave
- -The Oasis Cave is fairly confusing so I outlined the path you should take on the map. Having Flight to easily cross over streams comes in handy. There are 3 treasures you should definitely pick up, the Fruit of Power is merely optional
- -Basically go like this: head south of 'A' and fly over the stream to pick up the Fruit of Power; fly back over and head north past 'A', turn left and follow the path to get the Leather Boots; head back south down the stream, then cross over to the east when you reach the ice bridge; go slightly south and head east through the short corridor; head all the way north along the stream, turning right as it does; fly over the next streams heading east then head up a bit to pick up the Battle Armor; now head south, flying over two streams then walk around clockwise to get to 'B'; then simply go up, destroy the iron wall and get the Power Ring; simply leave the cave through the stairs leading to the desert when you're done
- -The only monsters in this cave are annoying flying bugs who have a tendency to paralyze you. It shouldn't be too big a deal, however, as Kensu just healed you up. Beware of the iron wall near the Power Ring, it shoots fire at you. The Leather Boots protect you from lava and swamps and such in addition to being much more stylish than the Rabbit Boots. Now you don't have to hop to ge through that stuff. The Battle Armor has a decent rating but more importantly protects you from poison. The Power Ring is great when facing bosses
- -I know this map looks pretty sucky, it was quite hard to make (due to width constraints) but the \$ path should help, that's all you really need to know about the Oasis Cave

Oasis Cave Map

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#### A small sidetrack:

- -Now it's time to stock up on a few important items with the help of Flight
- -Before having your Flight fun, return to Goa (Teleport or head north out of the desert, then north through the field) and talk to the townsfolk, who are pretty happy you kicked everyone out of the Fortress. Remember Akahana talking about something he left with a friend in town? Well it doesn't really matter if you do or not, but in any case head into the NE building of town and use Change to take the form of Akahana. Talk to the lady and she will give you the Warrior Ring, a pretty sweet item
- -Now return to Mt. Hydra
- -Referencing the Mt. Hydra map above, follow the path 2-4-6-A-D-E-F-8 to get the Bow of Sun
- -Now go to the Cave of Styx, head right past the gargoyles, kill the Wizard, fly across the stream, and pick up the treasure chest in a little path off to the left (the other 2 are Mimics). You'll get the Psycho Shield. Super Sweet. The Psycho Shield has the best attributes of the Sacred Shield and Mirrored Shield (plus great defense). Equip it. And don't even think about unequipping it.

## Back to the regular flow of things:

- -Return to Death Desert, equip your Leather Boots and head SE until you come upon a cave blocked by two lava whirpools. Fly over the whirpools and into the cave. Go through the cave and you'll enter a yellow field with a bunch of rabbits
- -Talk to the rabbits until you come across Deo, a rabbit friend of Stom's who will wonder about Stom's whereabouts. Change into Stom and Deo, angered by Stom's death, will give you Deo's Pendant to help avenge Stom
- -Now head south into the town of Sahara and talk to the elder there -Head east through the small cave and you will arrive in a small desert area. Go slightly east and fly over the lava pools into the Pyramid
- -The Pyramid may appear intimidating, but it is nice and symmetrical. There is really only one place to go, 'I', aside from the Magic Ring
- -Draygon is not a very difficult boss. You must be at level 15 and you must have the Power Ring equipped in order to hurt him. Any sword works, but the Sword of Thunder is best. Before the battle heal up by raising your MP with Deo's Pendant. Draygon's attack pattern is very predictable. He only takes about 8-12 level 2 Thunder attacks. Use Refresh as needed and you will not have too many problems. He leaves 2032 exp. and the Psycho Armor when you defeat him. As with the Psycho Shield, equip the Psycho Armor as soon as you get it don't think of unequipping it. In addition to great defense, it has the same effect as Deo's Pendant except for HP
- -As soon as you defeat Emperor Draygon you will be teleported to the beginning of the Pyramid face to face with Azteca. Azteca tells you that you must rescue Mesia through the back entrance to the Pyramid and gives you the Bow of Truth to use on the Emperor

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	DRAYGON     (Psycho     Armor)	

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-Now head NE of the pyramid to find a small stairway in the desert blocked by two lava pools; fly over to enter the back entrance of the Pyramid

- -There's no need to heal up anywhere; use Deo's Pendant and the Psycho Armor to restore your HP and MP
- -At this point I recommend you have your tool item line filled only with Magic Rings, Fruit of Repuns, and Opel Statues. There is no need for any other item past this point
- -Here's where the Bows of Sun and Moon will finally become handy. Walk around the path until you see two dog-like statues who threaten you. Simply use the two Bows (there's no need to aim them) and the path will be opened to you

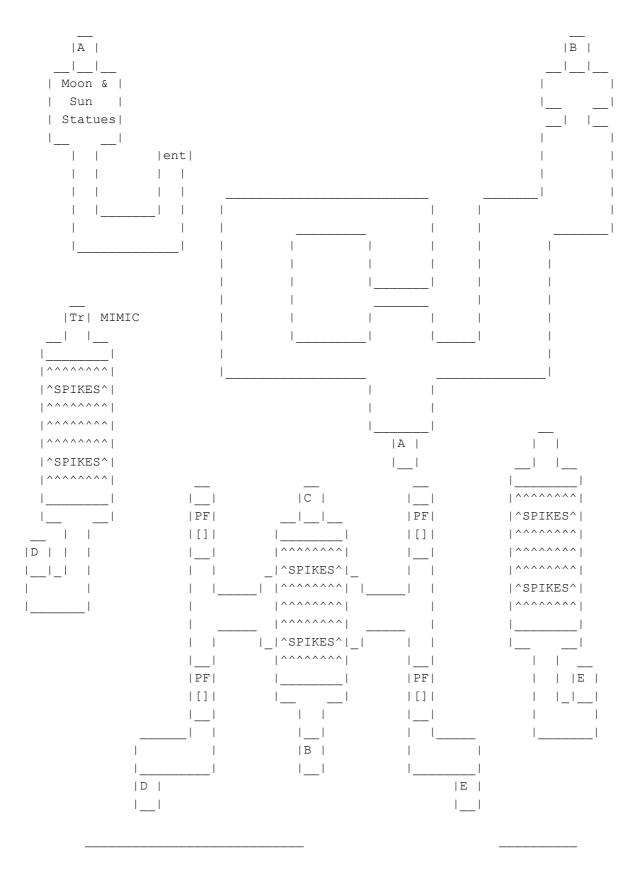
Note: If you DON'T have either of the Bows:

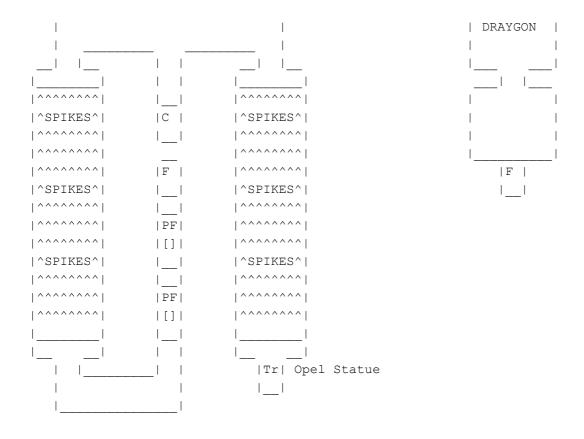
- -The Bow of Sun can be found on Mt. Hydra (Area 7, see map)
- -The Bow of Moon can be obtained by giving the Amazones Chief the Kirisa Plant. See Area 4 Kirisa Plant Cave Map for info on the Kirisa Plant, Area 6 for exchanging for the Bow.
- -A major word of caution: the Warlock guys running around everywhere cast Curse on you with their fire rings. Curse is a pain. Avoid it all costs
- -If you do become cursed, going into a new room (via pit or stairwell) will cure you (try to save Fruit of Repuns for the boss fight)
- -This place is pretty tricky. Before the next boss fight you will be able to heal up with the Deo's Pendant/Psycho Armor combo, so keep that in mind. You can only kill the Warlock characters with the Sword of Wind, but that takes awhile so I generally just run away
- -You need to be at level 16 to fight Draygon, so if you haven't reached it already, you can get 1920 exp. from each Warlock or Orange Blob (located in the spikes near stair D) you kill
- -The only treasure here is an Opel Statue which is quite optional to get. Otherwise head straight up to 'C' then around to 'F' to reach Draygonia
- -I advise using Flight to cros the pits rather than the platforms; it's much safer
- -Fighting Draygon the second time is not too tough. When you first see him, he will look the saem as before. Immediately use the Bow of Truth to reveal his true form. For this fight I recommend the Storm Bracelet and the Power Ring. Draygon has many means of attack: Sabera-esque balls, lasers, fire, his big bulky body, but the only one to really avoid is his occasional curse-ring. Draygon can only be hurt when the red sphere on his chest is opened. This occurs while he is using his lasers. Have a level 3 attack stored up and release it as soon as it opens up. The level 3 Sword of Thunder attack does not need to be aimed (and it has unlimited range, unlike Draygon's attacks); you only need 3 or 4 of these to kill Draygon. If you're quick you can get two of these shots off during one phase of his having his chest open. You must be at level 16 to kill Draygon -After defeating Draygon Azteca and the wise men will appear and you will be teleported to the tower. You're HP and MP will also be fully restored

I must explain... I didn't want evil in my mind, and I tried to push all corrupting thoughts away. But Draygon began to read my negative ideas and became absorbed by them. The fact that you & Mesia are awake means the tower's cycle has begun. There's so little time.

Kensu... I'm sorry... I feel Draygons evil... was
my fault. He saw the temptation of using his power
for self glory and evil, but I could do nothing...
Now we must be apart... I'm... sorry...

Pyramid, Back Entrance Map





Outline: I. Kill a Whole Lot of Monsters

II. Get Crystalis
III. Destroy DYNA

- -Not much farther to go... Your mission is to find Mesia
- -You advance floors of the tower by defeating all of the robot enemies on each floor (the walking brown ones and the walking blue ones, who appear after you kill the brown ones). A stairwell will appear when all the requisite enemies have been killed (the screen will also blink)
- -I recommend using the Warrior Ring and Sword of Thunder and just unleashing on everyone. Try to stay away from the Sensor thing that goes along the track and shoots at you; you can only kill it when it's firing at you. Lure the robots away from it. The only real advice is to avoid getting trapped at either end of the corridor on each floor
- -After advancing past the first floor...

Hero's Name! Mesia! These messages are for you. You both were part of a team of scientists who created this tower. As the most critical link, you were preserved to witness our future race; to judge if there's hope for humanity. When the tower began operating, your life systems were engaged and you both were awakened.

-After advancing past the second floor...

Did you find Azteca? He was an android created by us, and programmed to lead the people in a positive direction. We can only hope he will succeed. We used all our resources to create him. If he fails then it will be up to you to decide their fate.

- -On the 4th floor you will find Mesia; the Swords of Wind, Fire, Water, and Thunder will be turned into Crystalis
- -Mesia will instruct you to destroy DYNA the sentinal computer of the Floating Tower:

You must destroy DYNA the central computer. If you succeed, stick Crystalis into it's main raector!

-While advancing to DYNA...

Hero's Name! Mesia! By the time this is activated, we will no longer be alive. We hope we have made the right decisions, and that all people will realize their mistakes before it's too late. Hero's Name! Mesia! As old friends, we wish your safety. Good luck!

- -Head up the long stairwell to reach DYNA. Heal with Psycho Armor/Deo's Pendant
- -DYNA is not too hard. This is the last battle so don't hesitate to use every last item and MP you've got. I recommend using the Warrior Ring. DYNA can be harmed when it opens up its blue eye, just left of center. Nail it with 6-8 Warrior Ring shots from Crystalis to destroy DYNA. My only real recommendation is to stay towards the middle of the screen; you can get sort of trapped if you go off to either side

Floating Tower Map

	  Mesia  	DYNA
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- -YOU MUST EQUIP WEAPONS AND ARMOR IN ORDER FOR THEM TO BE EFFECTIVE
- -In towns, talk to everyone
- -Don't have any magic selected other than Refresh, otherwise you might easily waste some MP by an accidental button tap; same goes with tool items
- -When approaching bosses, have a level 2 shot ready and walk into where they are directed straight at them; you can release the attack button when they start talking to you, and as soon as the dialogue ends, you should get a quick free shot on them
- -Recover magic is costly, therefore always try to avoid status ailments; for instance if a monster poisons you on contact it's wise to lay back and kill him with projectile attacks rather than stabbing him
- -The best armor or shield isn't necessarily the one with the highest defense; status protection often comes in handy
- -Sell old and worthless armor/shields at Pawn Shops
- -Immediate armor/shield purchase at every new town isn't always wise as there may be a town with better or cheaper products coming up
- -Watch out when walking under bridges, sometimes there are monsters you can't see
- -Always have at least 20MP available to use Teleport for emergency use
- -Having trouble in a certain area or against a certain boss? Level up

1) The Sword of Wind: Attack +1

Found: Given to you by the town elder in Leaf

a) Ball of Wind: Destroys Rock Walls

Found: Sealed Cave (see map)

b) Tornado Bracelet: 8MP attack

Found: Mt. Sabre SW (see map)

2) The Sword of Fire: Attack +2

Found: Given by Oak elder for rescuing the missing child

a) Ball of Fire: Destroys Ice Walls

Found: Defeat Giant Insect in the Poisonous Swamp

b) Flame Bracelet: 16MP attack

Found: Defeat General Kelbesque on Mt. Sabre  ${\tt N}$ 

3) The Sword of Water: Attack +4

Found: Waterfall Cave northeast of Portoa

a) Ball of Water: Forms Ice Bridges at certain locations

Found: Given by Rage, located southeast of Portoa

b) Blizzard Bracelet: 16MP attack

Found: Room in Amazones Queen's house

4) The Sword of Thunder: Attack +8

Found: Cave of Styx on Mt. Hydra West

a) Ball of Thunder: Destroys Iron Walls

Found: Defeat Mado in Shyron

b) Storm Bracelet: 40MP attack

Found: Defeat Karmine in Goa Fortress (it's in the

hall behind Karmine)

5) Crystalis: Attack +16

Found: Given to you by Mesia in the Floating Tower by

combining all four swords

1) Tanned Hide: Defense +2

Special Protection: None

Where Obtained: Leaf - \$100

Pawn Value: \$50
2) Leather Armor: Defense +6
Special Protection: None

Where Obtained: Brynmaer - \$140

Pawn Value: \$70
3) Bronze Armor: Defense +10
Special Protection: None

Where Obtained: Portoa - \$600

Pawn Value: \$300 4) Platinum Armor: Defense +14 Special Protection: None

Where Obtained: Portoa - \$2200, Amazones - \$1800

Pawn Value: \$1000 5) Soldier Suit: Defense +18

Special Protection: None

Where Obtained: Swan - \$3000

Pawn Value: \$1500 6) Ceramic Suit: Defense +24 Special Protection: None

Where Obtained: Swan - \$6500, Shyron - \$5500

Pawn Value: \$3250
7) Battle Armor: Defense +20
Special Protection: Poison

Where Obtained: Found in Oasis Cave (map)

Pawn Value: Can't Sell

8) Psycho Armor: Defense +32

Special Protection: Gradually restores life when not moving
Where Obtained: Defeat Emperor Draygon in the Pyramid's main

entrance

Pawn Value: Can't Sell

Where Obtained: Leaf - \$80, Brynmaer - \$70

Pawn Value: \$40
2) Bronze Shield: Defense +6
Special Protection: None

Where Obtained: Brynmaer - \$220

Pawn Value: \$110 3) Platinum Shield: Defense +8

Special Protection: None

Where Obtained: Portoa - \$1500, Amazones - \$1300

Pawn Value: \$750 4) Mirrored Shield: Defense +12 Special Protection: Petrification
Where Obtained: Amazones - \$2000

Pawn Value: \$750 5) Ceramic Shield: Defense +18 Special Protection: None

Where Obtained: Swan - \$2500

Pawn Value: \$1250 6) Sacred Shield: Defense +16

Special Protection: Paralysis

Where Obtained: Amazones - \$9000, Shyron - \$6000, Defeat

Mado in Goa Fortress

Pawn Value: \$3000
7) Battle Shield: Defense +24
Special Protection: None

Where Obtained: Swan - \$6000, Shyron - \$5000

Pawn Value: \$3000 8) Psycho Shield: Defense +32

Special Protection: Paralysis & Petrify

Where Obtained: Found in Cave of Styx on Mt. Hydra. Flight

required.

Pawn Value: Can't Sell

=======A. Tool Items

-Tool items are generally used to improve your present status or eliminate certain ailments; you can only carry 8 at a time, however. They are good for only one use.

1) Medical Herb - Used to replenish 32HP

Where Bought: Leaf - \$30, Brynmaer - \$35, Oak - \$50,

Nadare's - \$60, Portoa - \$90, Joel - \$120, Swan - \$180, Shyron - \$180, Goa - \$500

Where Found: Sealed Cave (x2), Mt. Sabre SW, Mt. Sabre N,

Evil Spirit Is. Fortress, Cave of Styx, Mt. Hydra

Pawn Value: \$10

2) Antidote - Cures Poison

Where Bought: Leaf - \$40, Brynmaer - \$45, Oak - \$60,

Nadare's - \$70, Joel - \$150, Swan - \$200, Shyron -

\$200, Goa - \$600, Sahara - \$1000

Where Found: Sealed Cave, Mt. Sabre N, Kirisa Plant Cave, Goa

Fortress (Mado Area)

Pawn Value: \$20

3) Lysis Plant - Cures Paralysis

Where Bought: Portoa - \$200, Amazones - \$150, Goa - \$700

Where Found: Fog Lamp Cave, Evil Spirit Is. Cave, Goa Fortress

(Sabera Area)

Pawn Value: \$95

4) Fruit of the Lime Tree - Cures Petrification

Where Bought: Portoa - \$180, Shyron - \$300

Where Found: Mt. Hydra

Pawn Value: \$90

5) Fruit of Power - Restores 1/4 of max MP

Where Bought: Oak - \$80, Nadare's - \$100, Amazones - \$150,

Joel - \$180, Swan - \$350

Where Found: Evil Spirit Is. Fortress (x2), Goa Fortress

(Sabera Area), Oasis Cave (x2)

Pawn Value: \$65

6) Magic Ring - Restores ALL of MP

Where Bought: Shyron - \$800, Sahara - \$4000

Where Found: Mt. Sabre SW, Evil Spirit Is. Cave, Mt. Hydra,

Goa Fortress (Mado Area x3, Karmine Area),

Pyramid (Main Entrance)

Pawn Value: \$500

7) Fruit of Repun - Cures Curse (when you're turned into a little purple blob)

Where Bought: Sahara - \$3000

Where Found: Goa Fortress (Sabera Area x2)

Pawn Value: \$1000

8) Warp Boots - Teleports you back to a town you've already visited Where Bought: Leaf - \$60, Brynmaer - \$65, Nadare's - \$80, Portoa - \$120, Amazones - \$100, Swan - \$300,

Goa - \$800, Sahara - \$1500

Where Found: Sealed Cave, Mt. Sabre SW, Goa Fortress (Karmine

Area)

Pawn Value: \$30

9) Opel Statue - If you die (and it's selected) you will return to the exact spot with full HP

Where Bought: Nowhere

Where Found: Goa Fortress (Kelb. Area, Mado Area), Pyramid

(Back Entrance)

Pawn Value: \$300

10) Alarm Flute - Wakes people up

Where Bought: Leaf - \$50, Joel - \$300

Where Found: Nowhere Pawn Value: \$25

======B. Worn Items

-Worn Items are found or received, and when equipped (they can only be equipped one at a time) they provide a certain advantage or ability.

-Order determined by when you aquire the item

1) Rabbit Boots - Allow you to hop

How Obtained: Defeat the Vampire in the Sealed Cave

2) Gas Mask - Allows you to breathe in Poisonous Swamp

How Obtained: Return the Statue of Onyx to Akahana

How Obtained: Given by Akahana in the Waterfall Cave after you un-petrify him

4) Iron Necklace - Doubles level-based armor defense (Armor's defense value doesn't affect the doubling)

How Obtained: Find in Evil Spirit Is. Cave (see map)

5) Leather Boots - Allow you to walk through lava and purple stuff unharmed

How Obtained: Found in Oasis Cave (map)

6) Power Ring - Doubles level-based attack power

How Obtained: Found in Oasis Cave (map)

7) Warrior Ring - Allows you to shoot a continuous wave of level 1 sword attacks. Great for stunning enemies

How Obtained: Change into Akahana and talk to the woman in the NE building of Goa the town after you have freed the four wise men from Goa Fortress

8) Deo's Pendant - Gradually restores MP while standing still How Obtained: Change into Stom and talk to Deo the rabbit outside of Sahara;

======C. Event Items

-Event Items are found or received and usually used only once in order to progress the game or receive a necessary item or spell.

-Order determined by usage

1) Windmill Key - Used to start the Windmill and open the Sealed Cave

How Obtained: Wake the windmill guard with the Alarm Flute in the Windmill Cave

- 2) Statue of Onyx Given to Akahana in order to receive the Gas Mask How Obtained: Found in high grass near Brynmaer
- 3) Insect Flute Used to call the Giant Insect in the Poisonous Swamp

How Obtained: Talk to parent after rescuing missing Oak child

- 4) Key to Prison Opens gate at top of Mt. Sabre North
  - How Obtained: Find near Leaf townspeople in Mt. Sabre North
- 5) Flute of Lime Used to return petrified people in Waterfall Cave to normal

How Obtained: Received from Queen/Fortune Teller of Portoa (see walkthrough for Area 4 for details); another one (for Akahana) is also found in Waterfall Cave

6) Fog Lamp - Man in Portoa will lend you his boat when you give him this

How Obtained: Found in Fog Lamp Cave just west of Portoa

7) Shell Flute - Calls your dolphin pal when you're in the Angry Sea/Ocean area

How Obtained: In the area behind the Queen/Fortune Teller's rooms in Portoa, give the dolphin a Medical Herb

8) Broken Statue - Becomes Gold Statue when combined with Glowing Lamp on Sorceror's Island

How Obtained: Defeat Sabera in Evil Spirit Is. Fortress

- 9) Eye Glasses Use to see hidden passage to windmill in Joel shed How Obtained: Talk to Clark in Zombie Town (Evil Spirit Is.) after defeating Sabera
- 10) Glowing Lamp Combine with Broken Statue on Sorceror's Island to form the Gold Statue

How Obtained: Wake Kensu in Joel Lighthouse

11) Gold Statue - Use on Sorceror's Island to calm whirlpools in the Angry Sea

How Obtained: Formed by using the Glowing Lamp on the Broken Statue at Sorceror's Island

12) Love Pendant - Give this to Kensu in Swan in order to receive Change Magic

How Obtained: Find in the stream behind the Queen/Fortune Teller's rooms in Portoa; you must use the sea entrance to find it

13) Kirisa Plant - If you give this (in the "Change" shape of a woman) to Aryllis, the Amazones Chief She will give you the Bow of Moon

How Obtained: In a strange field in the Kirisa Plant Cave southwest of Portoa

14) Key to Styx - Opens Cave of Styx on Mt. Hydra How Obtained: Given by Zebu in Shyron

- 15) Ivory Statue Restores Kensu from curse status How Obtained: Defeat Karmine in Goa Fortress
- 16) Bow of Moon Used on Moon Statue in the Pyramid, back entrance
  How Obtained: Received from Aryllis, the Queen of Amazones, in
  return for the Kirisa Plant
- 17) Bow of Sun Used on Sun Statue in the Pyramid, back entrance How Obtained: Found on Mt. Hydra (map); need Flight to get it
- 18) Bow of Truth Use to reveal the Emperor's true form

  How Obtained: Given by Azteca after defeating Emperor Draygon

1) Refresh - Restores HP

MP cost: Around the ratio 2HP per 1MP

How Obtained: Given by Zebu upon entering the Sealed Cave

2) Telepathy - Allows you to communicate with Wise Men

MP cost: 8

How Obtained: Defeat Stom in Tornel's training house near Brynmaer

3) Teleport - Essentially same function as Warp Boots; transports you to previously visited town

MP cost: 20

How Obtained: Talk to Tornel on Mt. Sabre Southwest after getting the Tornado Bracelet

4) Paralysis - Freezes people/enemies, doesn't work on wise men

MP cost: 4MP

How Obtained: Received from some voice (Tornel probably) when leaving Mt. Sabre N and entering Area 4

5) Recover - Cures status ailments

MP cost: 24MP

How Obtained: Given by Asina when you meet her behind the  ${\tt Queen/Fortune\ Teller's\ room\ in\ Portoa}$ 

6) Barrier - Protects you from projectiles and attacks

MP cost: Roughly 7MP per second

How Obtained: After Removing the whirlpools from Angry Sea, receive from Asina

7) Change - Allows you to change form: Stom, Draygonia Soldier, Woman, or Akahana

MP cost: 20MP

How Obtained: From Kensu in Swan in exchange for Love Pendant

8) Flight - Allows you to fly

MP cost: Roughly 4MP per second

How Obtained: Kensu will give it to you after you use the Ivory
Statue to cure his curse state

## 

1) Leaf

Inn - \$16

Carapace Shield - \$80

```
2) Brynmaer
       Inn - $20
       Items - Medical Herb - $35
              Antidote
                            - $45
              Warp Boots
                            - $65
       Armor - Leather Armor - $140
              Bronze Shield - $220
              Carapace Shield - $70
       Pawn Shop
       Tavern
3) Oak
       Inn - $40
       Items - Medical Herb - $50
              Antidote - $60
              Fruit of Power - $80
4) Nadare's
       Inn - $50
       Items - Medical Herb - $60
                       - $70
              Antidote
              Fruit of Power - $100
              Warp Boots - $80
5) Portoa
       Inn - $100
       Items - Medical Herb
                                   - $90
              Warp Boots
                                    - $120
              Lysis Plant
                                    - $200
              Fruit of the Lime Tree - $180
       Armor - Bronze Armor - $600
              Platinum Armor
                                   - $2000
              Platinum Shield
                                  - $1500
       Pawn Shop
6) Amazones
       Inn - $80
       Items - Warp Boots
                            - $100
              Warp Boots - $100
Lysis Plant - $150
              Fruit of Power - $150
       Armor - Platinum Armor - $1800
              Platinum Shield - $1300
              Mirrored Shield - $2000
              Sacred Shield - $9000
7) Joel
       Inn - $120
       Items - Medical Herb - $120
              Antidote - $150
              Fruit of Power - $180
              Alarm Flute - $300
8) Swan
       Inn - $150
       Items - Medical Herb - $180
                          - $200
              Antidote
              Warp Boots - $300
              Fruit of Power - $350
       Armor - Soldier Suit - $3000
              Ceramic Suit - $6500
```

Ceramic Shield - \$2500 Battle Shield - \$6000

Pawn Shop Tavern

# 9) Shyron

Inn - \$150

Items - Medical Herb - \$180

Antidote - \$200

Fruit of Lime - \$300

Magic Ring - \$800

Armor - Ceramic Suit - \$5500

Sacred Shield - \$6000

Battle Shield - \$5000

## 10) Goa

Inn - \$300

Items - Medical Herb - \$500

Antidote - \$600

Lysis Plant - \$700

Warp Boots - \$800

Tavern

## 11) Sahara

Inn - \$500

Items - Antidote - \$1000

Magic Ring - \$4000 Fruit of Repun - \$3000

Warp Boots - \$1500

Pawn Shop

# 

Level	Exp. Needed	HP	MP	Attack	Defense
1	-	48	34	1	1-1
2	30	64	34	2	2-2
3	60	80	51	3	3-3
4	150	96	68	4	4-4
5	300	112	85	5	5-5
6	700	128	102	6	6-6
7	1200	144	119	7	7-7
8	1600	160	136	8	8-8
9	3500	176	153	9	9-9
10	5800	192	170	10	10-10
11	8000	208	187	11	11-11
12	10000	224	204	12	12-12
13	20000	240	221	13	13-13
14	30000	255	238	14	14-14
15	40000	255	255	15	15-15
16	50000	255	255	16	16-16

⁻All "bosses," so to speak, are in caps.

⁻In the status section, (T) means you become afflicted by touching the monster, while (P) means they shoot something out at you.

(Pow) means it comes from the monster's powder, as in butterflies.

-In some instances a monster may appear to be immune to a weapon but is in fact not; this is the result of an inadequate Attack attribute. One example I noticed is that Mimics require a pretty high Attack power in order to hurt them with the Sword of Fire. I thought about trying to find the necessary attack level for the monsters, but that would be rediculously tedious; if you can't hurt with the right swords, increase your level.

## Note about STATUS EFFECTS...

- -Poison is always caused by contact with certain monsters, it result in gradual degradation of HP. It can be cured by an Antidote or Recover.
- -Paralysis prevents you from charging your sword. It is caused by monsters' powder or a projectile that looks like your own Paralysis spell. It can be cured by the Lysis Plant or Recover.
- -Petrify turns you to stone for a brief amount if time. It is caused by a ball-like projectile from certain enemies. Interestingly, if you get petrified with your word in the out position and a monster walks into it, they are harmed. Petrify can be cured by Fruit of the Lime (Tree) or Recover, or simply by waiting a bit.
- -Curse turns you into a little purple blob. You can't attack or use spells while cursed. Curse is caused by a projectile ring of small fires. Curse can be cured by entering a new room or by Fruit of Repun.
- -MP Drain gradually eats away about 30MP. It is caused by a sticky web like projectile from certain enemies. You can curtail the damage by entering a new room as soon as possible.

Name	Experience	Gold	Sword Immunities	Status Effects
Blue Blob	1	1	Thunder	-
Tiger Man	1	2	None	-
Green Slug	2	2	None	-
Red Blob	2	2	Thunder	Poison (T)
Bat	1	0	None	-
Green Dragon	3	4	None	-
Rock Guy	4	4	Fire, Water	-
*Big Blue Blob	6	4	Thunder	-
*Big Red Blob	20	8	Fire, Water, Th.	Poison (T)
VAMPIRE	10	0	None	_

^{*}Formed by attacking Blue/Red Blob with Thunder Sword

Name	Experience	Gold	Sword Immunities	Status Effects
Walking Warthog	5	4	None	-
Blue Mushroom	8	4	Wind	-
Big Blue Blob	6	4	Thunder	-
Evil Pollen	6	0	None	-
Caterpede	8	4	None	-
Redfly	8	4	Wind	-
*Greenfly	0	0	Wind	-
GIANT INSECT	50	0	Wind	-

^{*}Appears during battle with Giant Insect

Name	Experience	Gold	Sword	Immunities	Status Effects
Snow Zombie	12	8	Wind		_
Green Brain	8	8	Fire		_
Red Dragon	10	8	Fire		Poison (T)
Green Cyspider	8	8	Wind		_
Red Draygonia Soldier	25	8	Fire,	Water	_
Red Brain	15	8	Fire		Poison (T)
Blue Tentacle Head	15	8	Wind		_
Ice Man	35	8	Wind		_
Red Bat	1	0	None		_
GEN. KELBESQUE	100	0	Fire		_

Name	Experience	Gold	Sword Immunities	Status Effects
Green Masked Dude	25	16	Fire	-
Purple Tentacle Head	40	16	Wind	-
Red Mollusk	30	16	Fire	Poison (T)
Mimic	126	500	Wind, Water	Poison (T)
Lamia	50	50	Wind, Fire	Petrify (P)
Purple Gargoyle	60	30	Wind	_
Pink Slug	22	16	None	Poison (T)
Red Cyspider	120	30	Wind	Paralyze (P)
Purple Tentacle Head	100	30	Water	Poison (T)
Purple Dragon	10	8	Fire	Poison (T)
Indigo Mushroom	80	30	Wind, Water	Poison (T)
Flying Caterpede	592	8	Wind, Water	Paralyze (P)
Indigo Tentacle Head	100	30	Water	Poison (T)
Blue Bat	1	0	None	-

Name	Experience	Gold	Sword	Immunities	Status Effects
Harpoon Guy	144	50	Water		_
Cycloptopus	176	100	Water		_
Turtle Shell	160	30	Water		Poison (T)
Red Mushroom	80	30	Wind,	Water	Poison (T)
Red Flying Tentacle	40	16	Wind		-
Green Dragon	176	50	Fire		Paralyze (P)
Indigo Flying Tentacle	40	16	Wind		-
Mimic	126	500	Wind,	Water	Poison (T)
Orange Draygonia	25	8	Fire,	Water	-
Purple Gargoyle	60	30	Wind		-
Shadow/Lich*	256	100	Water		Paralyze (P)
Blue Butterfly	208	0	None		Paralyze(Pow)
VAMPIRE	544	0	Water		-
SABERA	800	0	Wind,	Water	-

^{*}Liches are revealed by attacking Shadows with any level 3 sword attack

no enemies in this area

Name	Experience	Gold	Sword Immunities	Status Effects
Green Draygonia	256	100	Fire	_
Purple Gargoyle (fie	eld) 288	50	Wind	_
Purple Gargoyle (Hyd	dra) 60	30	Wind	_
Green Lizard Maceman	n 320	100	Wind, Fire	Poison (T)
Red Mollusk	30	16	Fire	Poison (T)
Red Morph Blob	304	100	Fire	Poison (T)
Wizard	672	100	Fire	-
Red Iguana	608	200	Fire, Water	Poison (T)
п п	11	"	11 11	MP Drain (P)
Purple One-Eye	272	50	Wind, Water	Petrify (P)
Purple Butterfly	208	0		Paralyze(Pow)
MADO	1008	0	Wind, Fire, Th.	_
Purple Bat	1	0		-
Red Blob	2	2	Thunder	Poison (T)
*Big Red Blob	20	8	Fire, Water, Th.	Poison (T)
Mimic	126	500	Wind, Water	Poison (T)

^{*}Formed by attacking Red Blob with the Sword of Thunder

Name	Experience	Gold	Sword	Immunities	Status Effects
Dark Knight	560	100	Fire,	Water	Poison (T)
Red Vampire Bat	672	100	None		-
GENERAL KELBESQUE	2032	0	Fire,	Water, Th.	-
Blue Lizard Maceman	320	100	Wind,	Fire	Poison (T)
Blue Flying Caterpede	592	8	Wind		Paralyze(Pow)
SABERA	2032	0	Wind,	Water, Th.	MP Drain (P)
Lamia	50	50	Wind,	Fire	Petrify (P)
Orange Vampire Bat	672	100	None		-
Tarantula	1280	200	Wind,	Water	Poison (T)
п	11	11	11	11	MP Drain (P)
Green Butterfly	208	0	None		Paralyze(Pow)
Shadow/Lich*	256	100	Water		Paralyze (P)
MADO	2032	0	Wind,	Fire, Th.	-
Mace Knight	1600	400	Wind,	Fire, Water	-
Skeleton Guy	1280	200	Wind,	Fire, Water	Poison (T)
II II	11	11	11	11	MP Drain (P)
Blue One-Eye	1440	400	Wind,	Fire, Th.	Poison (T)
II II	11	11	11	11	Petrify (P)
Blue Butterfly	208	0	None		Paralyze(Pow)
Orange Morph Blob	1920	400	Wind,	Fire	Poison (T)
II II	11	11	11	11	MP Drain (P)
Red Iguana	608	200	Fire,	Water	Poison (T)
ıı ıı	11	11			MP Drain (P)
Mimic	126	500	Wind,	Water	Poison (T)
Green Dragonia	256	100	Fire		-
Red Mollusk	30	16	Fire		Poison (T)
KARMINE	2032	0	Wind,	Fire, Water	Curse (P)

^{*}Liches are revealed by attacking Shadows with any level 3 sword attack

Name	Experience	Gold	Sword Immunities	Status Effects
Lava Zombie	208	50	Fire, Water	_
Purple Gargoyle	288	50	Wind	_

Blue Flying Caterpede	592	8	Wind	Paralyze(Pow)
Red Scorpion	1440	200	Wind, Fire, Water	Poison (T)
Orange Morph Blob	1920	400	Wind, Fire	Posion (T)
" "	"	"	п п	MP Drain (P)
Shadow/Lich*	256	100	Water	Paralyze (P)
Blue Scorpion	1440	200	Wind, Fire, Water	Poison (T)
Mummy	1760	400	Wind, Fire, Th.	Poison (T)
" "	"	"	" "	Petrify (P)
Blue One-Eye	1440	400	Wind, Fire, Th.	Poison (T)
" "	"	"	" "	Petrify (P)
DRAYGON	2032	0	None	-
Warlock	1920	400	Fire, Water, Th.	Curse (P)
Skeleton Guy	1280	200	Wind, Fire, Water	Poison (T)
п п	"	"	m m	MP Drain (P)
Green Butterfly	208	0	None	Paralyze(Pow)
Blue Butterfly	208	0	None	Paralyze(Pow)
DRAYGONIA	0	0	None	Curse (P)

^{*}Liches are revealed by attacking Shadows with any level 3 sword attack

Name	Experience	Gold	Sword Immunities	Status Effects
Cyborg	0	0	None	-
Copter	0	0	None	-
Sensor	0	0	None	-
Blue Robot	0	0	None	-
DYNA	0	0	None	_

## Wild Warp Code

There is one non-Game Genie style code for Crystalis...

This was probably taken from the "Classified Information" section of an ancient issue of Nintendo Power.

This is called the Wild Warp Code

How: At any point in the game, press and hold A and B on Controller 1, then press A on Controller 2; this will warp you to somewhere else in the game; this warp can be repeated as often as desired.

The warp proceeds sequentially; the first time you warp, you go to #1, then #2, and so forth. The Warp is quick way to get around if you know where you're going and can serve as a free Teleport.

- 1. Town of Leaf
- 2. Valley of Wind
- 3. Sealed Cave (inside)
- 4. Sealed Cave Exit, North of Brynmaer
- 5. Poisonous Swamp
- 6. Mt. Sabre West, South of Brynmaer
- 7. Exit of Mt. Sabre North, North of Portoa
- 8. Area where Rage lives, South of Portoa
- 9. Leaving Portoa (on the boat)
- 10. Entrance to the Cave behind Portoa
- 11. Town of Swan
- 12. Field Surrounding Goa
- 13. Mt. Hydra
- 14. Entrance of the Desert South of Goa
- 15. Fortress of Goa

Warning: If you use this code in the Tower, you can't get back in again (a.k.a. you can't finish the game)

Warning #2: This was submitted by a reader of this walkthrough, Kris; basically the idea is that if you warp past the Swan gate too early on, you can mess stuff up:

"This trick is cool to use, but if you use it too early in the game you can potentially cause a fatal glitch in the game. About half-way through the game when you get to the town of Swan there are two Draygonian soldiers that guard a red gate directly to the west of the city. I'm sure you know where I mean (you use Change magic to change into a Draygonian soldier, they then open the gate, and all is well).

The problem is that if you warp to the spot where the gate is before you actually get the guards to open it, the guards never appear and there is no way to get the gate open. I believe that doing this prevents a trigger from going off & you can't progress past that point in the plot, effectively screwing up the game for that character. Note that this only occurs if you actually warp to that spot in the game BEFORE the guards open the gate for you. As long as you wait until after that point in the game to actually warp there, there is no problems (ie you can warp to the first few warp spots but just stop before you actually warp to the gate)."

#### Cheap Apparel Glitch

This very cool trick was sent to me by Frank Amoroso. When buying items or armor, you can get a better deal on expensive items by quickly pushing A as you move from a cheaper item adjacent to the more expensive item you wish to buy. You'll receive the more expensive item, but pay the price of the cheaper item.

Some great uses include:
Platinum Armor in Portoa for \$600
Sacred Shield in Amazones for \$9000
Ceramic Suit and Battle Shield for \$2500 in Swan
Magic Ring for \$1000 in Sahara

- 1.00: Completed and posted on my site on 10/18/02. Not Posted on GameFaq's until June 2004. Covers basically everything up through Swan. For the missing stuff, check out my website.
- 1.01: ASCII Crystalis art added; 05/31/04
- 1.05: Wild Warp Code added; 07/28/04
- 1.10: Done up through Area 8, Goa; 08/08/04
- 1.30: Everything through Goa Fortress finished, up to Pyramid. Experience Chart, Towns, Worn Items, & Magic all finished; 08/10/04
- 1.45: Walkthrough completed. All maps completed. Event Items & Swords completed; 08/14/04
- 1.60: Added Cheap Apparel Glitch & pawn values of items/armor; 12/11/04
  - 1.75: Completed/double checked monster section. Let me know if anything is missing. Corrected some east/west errors. At this

point the walkthrough is pretty much complete content-wise, but I'll certainly add strategies and fix typos if possible; 08/03/05

- 1.76: Fixed small error in map for Mt. Sabre SW (missing door), thanks to Dark Lord 8RF for pointing it out; 07/05/06
- 1.77: Added second warning to Wild Warp Code, which was submitted by a reader named Kris; 01/29/2007

- -SNK for making the game, Nintendo for re-releasing it
- -Nintendo for the NES and years of childhood memories
- -Some guy named Craig who drew the very sweet cover/box art
- -All the visitors over the years to Tom's Crystalis World
- -Gamefaqs for having the best video game resource around
- -RPGClassics.com, the best RPG site on the internet
- -All the other Crystalis fans and FAQ makers out there

Any inaccuracies in this FAQ? Anything missing? Anything unclear? Just want to say hello?

drop me an email at tbrennan527@yahoo.com

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