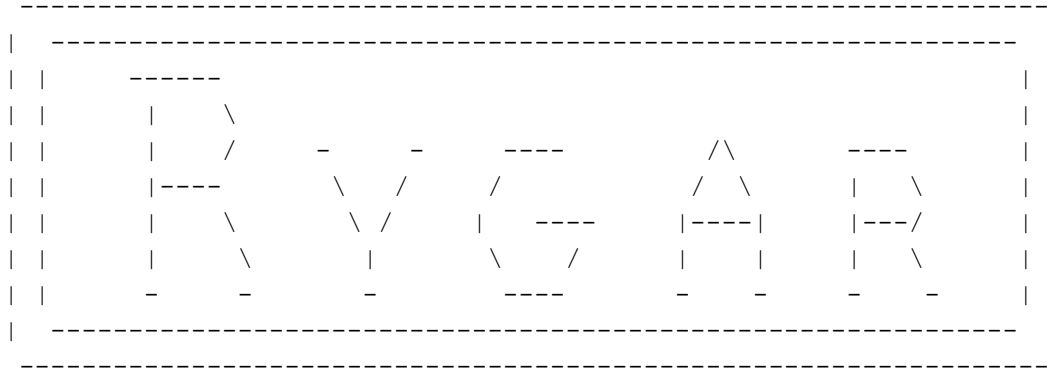


Rygar FAQ/Walkthrough

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Updated to v1.0 on May 28, 2008

This walkthrough was originally written for Rygar on the NES, but the walkthrough is still applicable to the PS2 version of the game.



F O R T H E 8 - B I T N I N T E N D O

V e r s i o n 1 . 0

M a d e B y S t a r F i g h t e r s 7 6

Welcome all to my walkthrough on an unde-rated action adventure game called Rygar for the Nintendo Entertainment System. 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!

|TABLE OF CONTENTS|

SECTION 1: Intro

- A: Version Guide
- B: The Story Of Rygar
- C: What Is Rygar
- D: About This Walkthrough
- E: Control Configuration
- F: Status Screen

SECTION 2: Walkthrough

- A: Before The Walkthrough
- B: Area 1: Let The Journey Begin
- C: Area 2: Over The River And Through The Woods
- D: Area 3: Exploring The Dark Cave
- E: Area 4: Invading The Enemy's Palace
- F: Area 5: Venturing Through The Cold
- G: Area 6: Climb To The Highest Mountaintop
- H: Area 7: Final Showdown In Sky Castle

SECTION 3: The Goodies

- A: Items

B: Magic

SECTION 4: The Baddies

A: Enemies

B: Bosses

SECTION 5: In Conclusion

A: What's To Come

B: PayPal Donations

C: Special Thanks

D: The Disclaimer

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SECTION 1: |INTRO|

A: |Version Guide|

Version 1.0: Just finished making the walkthrough for the game,
and submitted it to GameFAQS (05/27/08)

B: |The Story Of Rygar|

"There was nothing but peace throughout Argool. However that peace
was ended quickly once the evil creature known as Ligar invaded
with his hordes of monsters. Only a mighty warrior can stop this
evil from spreading. To that end, the Indora God's risen the
fallen Rygar from his grave. Along with his powerful Diskarmor,
Rygar must set out on a quest, to find the Indora God's and defeat
the evil Ligar!"

C: |What Is Rygar|

Rygar is an overworld and side-scrolling action/adventure game
with a few RPG elements thrown in. Your job is to battle your way
through various locations with your Diskarmor and bring peace to
the planet of Argool by defeating the evil forces that are
threatening the land. With the help of the Indora God's, you will
get useful treasures and wise advice that you can use to help you
on your quest for peace. Can it be done, only you can decide that!

D: |About This Walkthrough|

Several times throughout the walkthrough I will probably repeat
myself. A few times would possibly be necessary, such as a Boss
guide, as well as a few other things. Sometimes I do this without
even realizing it, and sometimes I do it to make it easier for
people to find what they are looking for on this walkthrough. This

guide, like others, is described on how I played/beat the game. You have your methods as do I. This is just my way of doing it. I hope this helps out in anyways possible.

E: |Control Configuration|

These are the basic control configuration for both overworld and side-scrolling areas:

CONTROLS FOR OVERWORLD PLAYING:

'B' BUTTON = Allows you to use your Diskarmor
'A' BUTTON = Allows you to jump
START BUTTON = Brings up Status Screen
SELECT BUTTON = Does nothing
D-PAD = Allows you to move up, down, right or left

CONTROLS FOR SIDE-SCROLLING PLAYING:

'B' BUTTON = Allows you to use your Diskarmor
'A' BUTTON = Allows you to jump
START BUTTON = Brings up Status Screen
SELECT BUTTON = Does nothing
RIGHT & LEFT D-PAD = Allows you to right or left
UP D-PAD = Allows you to climb up ropes
DOWN D-PAD = Allows you to duck or climb down ropes
UP D-PAD + 'B' BUTTON = Lets you throw your Grappling Weapon upwards.
DOWN D-PAD + 'B' BUTTON = Lets you drop your Grappling Weapon downwards.

Please note that you must have the Grappling Weapon in your possession before you can use it.

F: |Status Screen|

To access this screen, press the START Button. When you do, you will see the following screen:

| | | |
|----------------|-----------|-------------------------------|
| ----- | POTENTIAL | 1. TONE: This determines your |
| TONE 30 | ----- | strength. The higher the |
| | ----- | number, the stronger you |
| LAST 10 | POWER UP | become. Max is 4095 Tone. |
| | | 2. LAST: This determines your |
| MIND | ATTACK & | defense. The higher the |
| | ASSAIL | number, the more you can |
| # # # # # # # | | take attacks. Also after a |
| # # # # # # # | RECOVER | certain amount of Last |
| ----- | ----- | Points, you will gain more |
| | -- -- -- | Health Points. Max is 4095 |
| ----- | | Last. |
| | -- -- -- | |
| | -- -- | 3. MIND: When you collect the |
| ----- | | One Star or Two Star, they |
| | -- -- | will go here. Max is 7 Mind. |

4. POWER UP, ATTACK & ASSAIL, RECOVER: These are your magic spells that you can use your Mind Points on. More info on these is at the bottom of this walkthrough.
5. REMAINING SCREENS: These are where your items will be held. More info on these is at the bottom of this walkthrough.
6. POTENTIAL: I have no idea why that's there *shrugs*

Now as I said before, the higher the Last Points are, the more Health Points you get. Similar to RPG's when building experience. You start off with 3 Health Points, and the highest you can reach is 12 Health Points. Here is an Health Point chart to keep track of while going through your adventure:

| HP | LAST | HP | LAST | HP | LAST |
|----|------|----|------|----|------|
| 4 | 50 | 7 | 350 | 10 | 2000 |
| 5 | 100 | 8 | 500 | 11 | 3000 |
| 6 | 200 | 9 | 1000 | 12 | 4095 |

 ||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||

 SECTION 2: |WALKTHROUGH|

 A: |Before The Walkthrough|

1. To make things easier to understand, I will label each time you leave the screen as another floor. Example being, When you start off in the Gran Mountain, the screen you are on is the FIRST FLOOR. Each screen going up, the floor number will go up and each screen you go down, it will be BASEMENT *insert number*. Each stage you start off on will always be the FIRST FLOOR unless otherwise noted. As for overhead levels (Garloz Plains, Dorago Palace and Sky Castle), I will break them down by screens. While I have maps of all of these areas on the FAQ Section, I have made smaller maps for the overhead areas, to help you navigate through my walkthrough easier.
2. The Stat Requirements is something I came up with, just to make things more interesting for the game. While you don't have to meet them, it is a good idea to level up your stats as you progress through the game.

 B: |Area 1: Let The Journey Begin|

LOCATIONS EXPLORED: Gran Mountain
 ITEMS FOUND: None
 STATS REQUIRED: 100 Tone Points/5 Health Points

FIRST FLOOR:

Here we go, the first ummmm, place? Anyways, from the start, admire the lovely sunset and head right and Rock Turtles and Roly-Polys will come out, so blast away at what gets in your way. This area isn't too tough, and gives you a good feel on how to play the game. Continue doing this while jumping over several pits. After the somewhat long trek, you will be at the otherside. When you do, go into the door and you'll be in the next section. Here you will notice that the sun is coming up (guess day became night then to day again while passing through the door O_o). Anyways, more of the same enemies here, so be careful. Continue along this pathway going right, taking out more Roly-Polys and Rock Turtles until you reach a wall and a rope. Climb up the rope and jump on the wall to the right and continue onwards and you will then see another rope. Here you need to get to the rope and climb upwards. As you get here, at the right ledges, you will notice how you can jump over the large pit to the otherside. You will be going that way, but not right now, so just climb the rope to the next floor.

SECOND FLOOR:

Up here, you will see a doorway right away. Go in it to find one of the Indora Gods. He will say the following: "In the "Gran Mountain" lies the entrance to "Garloz"". Okay, that's something to keep in mind as that's where we're heading to next! Leave the gods room, jump over the door and continue going right along the branches until you reach another rope. Climb down it to go the floor below.

FIRST FLOOR:

Once down here, drop off to the right of the branch and continue going right. Soon Rock Turtles will come out as well as Fish Lizards. Take out what you see and soon you will come to a small island floor between two pits. Now this is where people tend to level up for the first part of the game, and I would suggest the same for you. So while on here, kill enough enemies until you're at 5 Health Points. Don't worry, no enemies will appear while you're on this island. This could take a while to do, but it's worth it. Once this is over, continue going right, past the rope and jumping over the pits. Once past the slew of pits, continue going right past the next rope and you will see a doorway. Go in it and you'll be in another God's Room. This one will say the following: "When you get to "Garloz", first go west, then go north" Another goodie to keep in mind. Now exit here and head left to the rope you just past up. Climb up it and continue going left to find another doorway. Enter it and you will be outside on Garloz Plains, which will be discussed at in Area 2.

C: |Area 2: Over The River And Through The Woods|

LOCATIONS EXPLORED: Rolsa Valley, Eruga's Forest
ITEMS FOUND: Grappling Weapon, Wind Pulley

| | |
|--------------------------|---------------------------------------|
| -- -- | LEGEND FOR |
| 02 - 03 | GARLOZ PLAINS |
| -- | 01 = Gran Mountain/ Tower Of Garba |
| -- -- -- -- -- | |
| - 01 - 04 - 05 - 06 - 07 | 03 = Grappling Weapon |
| -- | 05 = Rolsa Valley/ Eruga Forest |
| -- -- -- -- | |
| - 09 | 06 = Refill Life |
| -- -- | 07 = Ragua Sando/ Sky Castle |
| -- -- -- - - 08 | 08 = Life Potion |
| 12 - 13 - 14 - -- -- | 11 = Mount Primeval/ Sagila's Cave |
| -- -- | |
| -- -- | |
| - 11 - 10 - | 13 = Dorago's Palace |
| -- -- -- -- | 02, 07, 12 = Messages |

G A R L O Z P L A I N S

SCREEN #01:

You are now on the Garloz Plains overworld, which means where you were was underground (yet it shows the sun *shrugs*). From where you start off at, head upwards, taking out any Tricera Crawlers you may see. Keep going until you see a 4-way intersection and then go through the left side.

SCREEN #02:

Once here, head up the upper pathway until you reach a split. Once there, take the right pathway upwards and you'll see a Demon Tree which you should take out. Continue along the path and go through the right side.

SCREEN #03:

Upon entering here, you should see a doorway on the otherside as well as a staircase. Go over there and enter it to find a God's Room. He will then tell you the following: "The Grappling Weapon will help you complete your quest." With that, he presents you with the GRAPPLING WEAPON, which will come in handy very much. Now leave here and head back the previous screen.

SCREEN #02:

Once here, all you need to do is head downwards, taking out the Demon Tree, and into the right side after that. Once here, head across to the otherside, and go through the right side.

SCREEN #04:

Carefully make your way upwards along the narrow path. Be careful because if you get close to the edge, you're sunked (literally). Once you make at as high as you can, go right and come back down the otherside until you see the opening on the right, which you will go through.

SCREEN #05:

On this new screen, simply head upwards, climb the staircase and enter the doorway, which will take you to Rolsa Valley.

R O L S A V A L L E Y

FIRST FLOOR:

We first start off in Rolsa Valley, and what we see is what appears to a rocky area. So from the doorway head right a bit and you will be faced with some Flying Fishmen, so take them out. Continue along here until you reach a green platform. Now, you have your Grappling Weapon and you can grapple upwards, but there is nothing up there but a small platform, so just ignore that (talk about pointless). Continue onwards however to the next green platform. Once there, climb up the rope to the next floor (because you really can't go much further at this point).

SECOND FLOOR:

Once up here, head right along the platforms and soon you will come to a doorway (watch out for the Vampire Bats). Enter into the doorway, and you will be in another God's Room. This one will say "Above here, in the skies of "Rolsa" is a floating castle". Why must they quote the names for? Either way, keep this in mind as it will become very important much later on. Now leave here and continue right a bit more (more Vampire Bats) and you'll see another doorway. Go in it and this one will say "From here you can't go on without the Grappling Weapon". And well what do you know, you got the Grappling Weapon! Now leave here, and for now, don't worry about using your Grappling Weapon yet. Instead, see the rope going down, well climb down it which will take you down one floor.

FIRST FLOOR:

Once getting back down here, head right, take out any Flying Fishmen (and soon Vampire Bats) in your way, and continue along here. Jump across the rocks and soon you'll be at some more green platforms.

SECOND FLOOR:

Here climb up the rope to take you up one floor. Up here, grapple up to the pillar, then go right, jumping across the pillars. At the otherside, simply climb down the rope, which will take you down one floor.

FIRST FLOOR:

Once down here, just like before, head right carefully jumping over the rocks and taking out any Flying Fishmen that would pop up. After a short walk, you will see a doorway, which you will enter. This will take you to Eruga's Forest!

E R U G A ' S F O R E S T :

FIRST FLOOR:

Here we are in the dark forest of Eruga's Forest. From where you start off at, head right taking out any Flying Fishmen you see, until you reach the second rope. Once there, climb up it and the rope above that to head one floor up. Up here, you might be greeted by a Vampire Bat, but either way, get to the edge of the left branch (from where you start) and use your Grappling Weapon to climb to the branch above that. Up there, jump left again onto the next branch and grapple upwards. Climb

up that to get one floor up.

SECOND FLOOR:

Once up here, you will see a doorway which you will enter. Here is another God's Room, and this one tells you "Welcome! Take a rest to regain your strength". There are a few of these scattered throughout the game, and by coming to one, you will regain ALL of your Hit Points back. Now head out and climb back one floor down. Now down here again, head right, taking out the Vampire Bats, jumping from branch to branch until you reach the otherside. Once at the otherside, there will be branches just past that, but they are no use to you, so ignore them. Instead you will see a rope going downwards, so climb down it taking you one floor down.

FIRST FLOOR:

Down here, head right a bit and you will encounter a Killer Catepillar here. Head left slightly and wiggle around and it will be out of the screen (funny how glitches works ^_^). After that, continue onwards and you'll see another Killer Catepillar. Try and do the same glitch trick to get rid of it then climb up to where it was. After that, keep branch jumping to the right, taking out the Vampire Bat. Seeing as you can't go any further, using the Grappling Weapon, go upwards to the next floor.

SECOND FLOOR:

Right away you will see a doorway, which you will enter. As per usual, this is a God's Room and the message here is "A monster, "Eruga" lives deep within this forest". Oh goodie, a boss fight coming soon! After that, leave this room and continue going right, branch jumping a little bit more till you reach a rope. Climb down it to go one floor down.

FIRST FLOOR:

Down here, go right a bit to find another Killer Catepillar, then another one after that. Same glitch trick as before, then continue onwards. Flying Fishmen will be your next challenge, so get around that. Continue going right for awhile, jumping over branches and killing Flying Fishmen. Soon you will come to what seems like a long jump, and it is (you'll see what I mean). To get across it easily, "run jump" off the right edge and you should land safely at the otherside. The problem is, Flying Fishmen will get in your way. Once successful, continue a short bit to find a doorway. Do not enter it yet, because you need to build up your experience till you hit atleast 7 Hit Points, as well as 7 Mind Points and all your life filled. When you are ready, enter the doorway. Entering here, you will see a monster ahead of you. Get ready for your first boss fight!

BOSS #01: ERUGA

STATS REQUIRED: 400 Tone Points/7 Health Points

ITEM RECEIVED: Wind Pulley

What you have here is a two-headed turtle type creature that will shoot fireballs at you (which will cause 2 Hit Points damage). By being on the top ledge you can dodge these fireballs. To defeat this one, don't use the Power Up Magic because it won't work well. If you go with Attack & Assail, it should be taken out in one round (of ten hits). If you go

with Recover, head up to it, and blast away until you have 1 Hit Point then quickly use Recover and you should be able to defeat it that way. Either tactic you use, you will be able to take Eruga out with some ease.

And with that boss gone, a doorway will appear. Enter it and you will be in another God's Room. This one will tell you "I'm "Indora" I'll give you a pulley you must use to cross", and will present you with the Wind Pulley! After that, you will be taken back outside to Garloz Plains, which will continue in Area 3.

D: |Area 3: Exploring The Dark Cave|

LOCATIONS EXPLORED: Primeval Mountain, Sagila's Cave
ITEMS FOUND: Crossbow
STATS REQUIRED: 600 Tone Points/8 Health Points

G A R L O Z P L A I N S :

SCREEN #05:

We are now back on Garloz Plains, so where is our next adventure gonna take us? Well, we now got a Wind Pulley, so let's go use it! From where you are, head down the stairs, taking out any Tricera Crawlers that may get in your way, and go through the left side taking you to the next screen over.

SCREEN #04:

Now see where the rope is, well you can use your Wind Pulley on it to cross the river. Now the problem here is that it's really tricky to use, because you could die from trying to use it. Walk up to the left of the stump if you're left (or right if you're going right) from below it and you will hear a ping. That means it works, but if not, just waddle around carefully and you'll get it. I apologize totally if it doesn't work out for you either, I've always had a time using the Wind Pulley myself. So now cross this river, and at the otherside, go south along the path, past the left side, until you reach all the way south then left.

SCREEN #09:

In here you will see another stump. Cross over this water from here using the Wind Pulley and follow the path to the left.

SCREEN #10:

On the next screen, continue following the path left to the otherside, and go through that to next screen.

SCREEN #11:

Now on this screen, you will see a doorway at the top. Head up to it and enter it and get ready, as you're going into Primeval Mountain!

P R I M E V A L M O U N T A I N :

FIRST FLOOR:

Welcome to Primeval Mountain! Enemies here will include Roly Polys and Rock Turtles from before, and now Flying Egg Droppers (which you need to watch out for the eggs they drop). Now this may not be that easy as they will all try to gang up on you, so don't give up! From the start, head right, jump across the pit, and then keep going right until you reach a stump. With your Wind Pulley, you can climb across this rope (it's much easier than using it on the overworld). Cross over, and continue onwards as more of the same enemies will come out. Soon you will come to another stump and rope. Cross over this one and continue onwards as you were, trying to take out whatever you can that gets in your way. After the long walk down the pathway you will come to a doorway, which you will enter taking you to Sagila's Cave.

S A G I L A ' S C A V E :

FIRST FLOOR:

Okay before we get started, I just want to say that this is a bit of a maze level, so if you want, you can check on my map found in the FAQ Section to help you get around. Now you won't be going through alot of this, so if you want to see what you're missing, you're on your own, but use my map to help you. With that out of the way, let's get started! But before we get started, let's do a little sidetracking, but for a good reason. From the start, head right, taking out any Scurry Slugs and Rolling Claws that may appear until you get to a rope that goes downwards. Head to it and climb down and you'll be one floor down.

BASEMENT ONE:

Once you are down here, head right, taking out any Scurry Slugs that comes out until you get to an area where you can use your Crossbow. Use it and climb down to the lower portion and then head left. More Scurry Slugs will be popping out as well as Rolling Claws. Continue going left and at the otherside you will come to a doorway. Enter it and you will be in a God's Room, which this one will tell you "Welcome! Take a rest to regain your strength". WOOHOO A life refilling station, just what we need! Now leave here, and head right, back to the area where you used your Crossbow beforehand. Climb back up it then go left to the rope and climb up it taking you one floor up.

FIRST FLOOR:

Now back up here, head right, taking out any Scurry Slugs and Rolling Claws that may get in your way. Soon you will come across Purple Flying Serpents, so be careful with that. At the otherside, jump over the pits from one platform to the next. After that, you will come across a stump and rope, so with your Wind Pulley, cross the rope, but watch out for Purple Flames that shoot up. After that, continue going right, taking out the Rolling Claws and Scurry Slugs that might in your way, and soon enough you will come to a doorway, which you will enter.

OUTSIDE AREA:

You will now be back outside (look at the pretty sunset!). From where you start, head right, jumping over the pit and just continue onwards. Enemies here are Roly Polys and Rock Turtles, so take out whatever gets in your way. At the otherside is another doorway, which you will enter, taking you into a different part of the cave.

FIRST FLOOR:

Back in the cave, head left, and you will come to a spot where ropes normally hang from. Using your Grappling Weapon, climb down it and you'll be down one floor.

BASEMENT ONE:

Down here, head left to find Scurry Slugs and Purple Flying Serpents, as well as another rope rock thing. Climb down from there and go left a bit (Rolling Claws will come out) more to find another one. Climb down that and you will be down one more floor.

BASEMENT TWO:

Down here might be slightly tricky. You are to go left, jumping from platform to platform until you reach the otherside. Purple Flying Serpents and Purple Flames will come out. To get around the Purple Flames, strike at two of them at once, then jump over the pit. Continue making your way across and more Purple Flying Serpents will come out, but they shouldn't be too tough. Another Purple Flames obstacle will come about, so get through that, and shortly afterwards is another rope platform thing. From there, go down one floor.

BASEMENT THREE:

Once down here, you need to make your way right, jumping from platform to platform once again. More Purple Flying Serpents and Purple Flames will get in your way, so definitely be careful through here. Keep going across here like you did before, and soon once you get to the otherside you will see a doorway. Now make sure you have all your life as well as your Mind Points filled, because a boss battle is right inside the doorway!

BOSS #02: SAGILA

STATS REQUIRED: 700 Tone Points/8 Health Points

ITEM RECEIVED: Crossbow

For this fight, we get to deal with a giant spider. This is rather easy actually. The boss will roam around quickly on its web, but won't ever drop to the floor you're standing on. To take it out, for each time it comes to you, quickly strike at it and it will go the opposite direction. If it's coming down from above, duck and it won't hit you. Obviously Attack & Assail will get the job done quicker, and if that don't help, just attack it a couple more times and it'll be done. I don't think you'll need Recover or Power Up for this one however. Soon the boss will be gone!

After that, a doorway will open, taking you to a God's Room. Go in it and this one will say "I'm "Indora" I'll give you this Crossbow". WOOHOO, we got the Crossbow item! Now get that and you will be taken back to the Garloz Plains, which will continue in Area 4.

E: |Area 4: Invading The Enemy's Palace|

LOCATIONS EXPLORED: Dorago's Palace
ITEMS FOUND: Suit Of Armor
STATS REQUIRED: 1100 Tone Points/9 Health Points

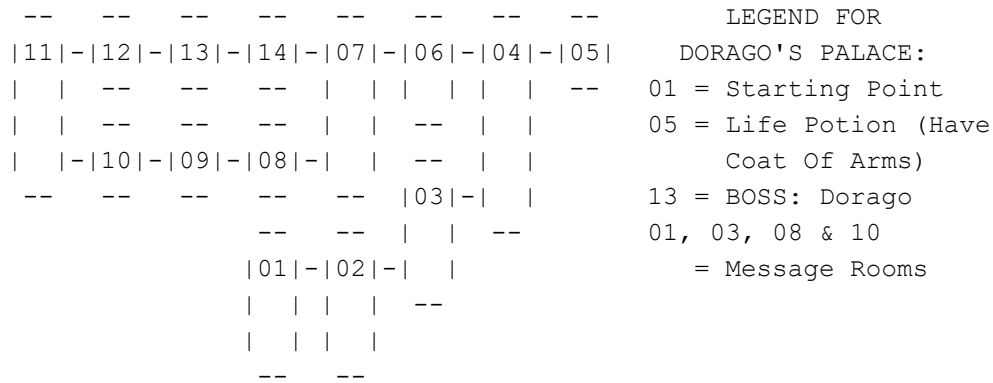
G A R L O Z P L A I N S :

SCREEN #11:
After completing Sagila's Cave, you now be back on Garloz Plains. From where you are, head west and then south then left to the next screen.

SCREEN #12:
Once here, head north and follow the path upwards and you will see a doorway. Go in it, and you will be in a God's Room, where this one will say "You can see the palace of "Dorago" above this island", which oddly enough is where we are heading to next. So head back outside, and continue going north, then at the top, go through the right to the next screen.

SCREEN #13:
Upon entering here, you will see a stump, so go up to it and stand right below it. Press 'B' BUTTON to activate your Crossbow, which will shoot across the water attaching itself to the other stump. Now climb across it and carefully make your way around the small island until you reach the door. Enter it and you will be in Dorago's Palace.

D O R A G O ' S P A L A C E :



SCREEN #01:
Okay now, this is a overhead stage, so be ready! From where you start off at head north, and you will encounter Tricera Speeders, Demon Deadwoods, and Crab Walkers coming at you, so be careful. Once you make it to the north side, you will see a doorway, which you will enter. In here is a God's Room, and this one says "Well done, but you will face more difficuly challenges". Like that wasn't obvious enough. Leave here, and now head east to the next screen.

SCREEN #02:

In here, go to the east wall then follow it south, taking out any Tricera Speeders that may appear. At the bottom, head through the bottom right opening, taking you to the next screen.

SCREEN #03:

Over here, head north, and more Tricera Speeders will come out. At the top is a doorway, which is a God's Room. This one will say "Defeating "Ligar" will again return peace to "Argool"". Now go up the narrow path just to the right of the doorway and continue going up, to find a Demon Deadwood, then head through the right entrance taking you to the next screen.

SCREEN #04:

Here will be Demon Deadwoods and a Crab Walker. Take those out if you want some experience, then head up to the upper left corner to find a white stump. Use your Crossbow and cross over to the otherside and head over to the east wall and go north to the east side. Watch out for Crab Walkers and Demon Deadwoods, and go through to the next screen.

SCREEN #05:

Over here, you will see a doorway which is a God's Room. Inside he will tell you "Do you have the God's Coat Of Arms yet?". Well not yet you don't O_o. Anyways leave here, and head left to the previous screen.

SCREEN #04:

Once there, continue going left to the next screen, avoiding all enemies that may appear.

SCREEN #06:

Over here is more Crab Walkers and Demon Deadwoods, but avoid those and continue going left to the next screen.

SCREEN #07:

There you will see a Demon Deadwood, so simply take it out and head south (nothing is to be gained by going left, which is SCREEN #14). You will see another white stump so use your Crossbow and cross over the gap to the otherside. Once there, head south then west to the next screen.

SCREEN #08:

Crab Crawlers will be in here so be very careful. There is also a doorway here, which is another God's Room. This one will say "Your quest is half completed, fight on!" Wow, pretty short game if you ask me?! Anyways leave here, and head left (watch out for the Crab Crawlers and Demon Deadwoods) to the next screen.

SCREEN #09:

Once here, simply head to the otherside and go through to the next screen.

SCREEN #10:

Here you will see two paths, so which to take? Well for now, go north and follow the path all the way and you'll see a doorway. Inside is a God's Room, which he will say "If you see "Dorago"

ask him to "release my daughter", yeah that's on my list of things to do. Head outside, and follow the path south back to the main path. Once there, head west and keep following the path to the next screen.

SCREEN #11

Over here, head north, taking out any Crab Crawlers and Tricera Speeders that is in your way. After the long journey to the top, head right going to the next screen.

SCREEN #12:

Cross over to the otherside and go into the next screen.

SCREEN #13:

Once here, you will see a Demon Deadwood, and further south another one, and even further is another one as well as a Crab Crawler. Here's what you should do, go up and down (because they will regenerate) until you mak out your Mind Points and your life is full (this could take awhile). Once all of that is done, head up between the two walls of pillars, taking out the Demon Deadwoods in your way and you will soon come to a doorway. Go in it and get ready for another boss fight!

BOSS #03: DORAGO

STATS REQUIRED: 1900 Tone Points/10 Health Points

ITEM RECEIVED: Suit Of Armor

Now this fight might pose a problem. What we have here is a mutant solider that will shoot fireballs of some sort at you, which you should dodge (though it won't be that easy). I would suggest use Attack & Assail on him, but you'll have to jump back and forth dodging his fireballs when you do, so jump and shoot will work. If you want a real challenge, make sure you all of your life filled, and start attacking him. He'll do some damage but when you are close to losing life, use your Recover Spell, this should work too. Either tactic you use, after enough hits, he will be defeated!

With that boss gone, a doorway will open, taking you to a God's Room. Inside this one will say "You can use "Indora's" Suit Of Armour for Protection", and presents you with the Suit Of Armor. Now get that and you will be taken back to the Garloz Plains.

F: |Area 5: Venturing Through The Cold|

LOCATIONS EXPLORED: Ragau Sando, Lapis

ITEMS FOUND: Coat Of Arms

STATS REQUIRED: 2,100 Tone Points/11 Health Points

G A R L O Z P L A I N S :

SCREEN #13:

You are now back on Garloz Plains, so where do we go next from here? Well for starters get around this island and cross back

over to the otherside. So now where, well go south and follow the pathway all the way around and head to the right, leading to the next screen.

SCREEN #14:

Now just continue following the path southward and then keep going east and north till you reach the next screen.

SCREEN #09:

Now keep going south and you will see a stump and rope. Climb across the ropeway with your Wind Pulley, and once at the otherside, simply follow the path east to the next screen.

SCREEN #04:

Over here, head north until you reach the first stump and rope and crossover the ropeway. I know, this is kinda getting boring now. Anyways, head south and follow the path to the next screen.

SCREEN #08:

Once over here is a Demon Tree, which you will take out with ease. North of that is a doorway, leading to a God's Room. This one will say "Do you have the God's Coat Of Arms yet?". Remember this spot as you'll be coming back to it. Now that you are back outside, head south (killing the Demon Tree) and go back to the previous screen.

SCREEN #04:

Once there, continue going northwards, passing up the stump and rope and keep going till you reach the second stump and rope. From there, head through the east entrance taking you one screen over.

SCREEN #05:

Here, simply head north, taking out any Tricera Crawlers and Demon Trees that may get in your way. Close to the top, go through the east pathway taking to you the next screen.

SCREEN #06:

Over here, head north, taking out any Tricera Crawlers, and head through the doorway at the top. In here, you can refill your life again (WOOHOO!!). Now after that, leave here and head south all the way, taking out more Tricera Crawlers and Demon Trees. Ignore the staircase on the left, why it's there is beyond me. However there will be another east opening which you will go through.

SCREEN #07:

Over here is some Demon Trees, which you should easily get rid of. Just south of that is a doorway leading to a God's Room, which this one will say "It's 2AM and time for the monsters to be awaken". So like, they can tell time now, furthermore, it's a little bright to be 2AM O_o. Anyways from there, head north and along the rightside, where you will go up a staircase and into this doorway. Get ready to take on Ragau Sando!

R A G A U S A N D O :

FIRST FLOOR:

Welcome to Ragau Sando (now I want spaghetti)! Okay this is somewhat simple enough. Your enemies here will be Flying Egg Droppers, Roly Polys and Rock Turtles. With that in mind, head right and continue onwards taking out all enemies in your way. At the otherside is a rope, which you will climb upwards, taking you up one floor.

SECOND FLOOR:

Once up there, do a little branch hopping to the right and go in the doorway. Get ready to freeze a little, as you are about to step into Lapis!

L A P I S :

SECOND FLOOR:

Okay get ready because things might get a little bumpy from here on out. From where you start at, head right, jumping from platform to platform. Your enemies here will be Red Flying Serpents, so take them out. Now climb up the two ropes you see, and you will be one floor up.

THIRD FLOOR:

Up here is a doorway, which you will enter, taking you to a God's Room. In here, this one will tell you "You need the Grappling to continue past "Lapis". Well gee, it's sure is a good thing we have it now! Wait, did he forget to say "Grappling Weapon"? Anyways, leave here and head back down the rope one floor.

SECOND FLOOR:

Down here, take out the two Red Flying Serpents again, then head right crossing the small gap and at the edge of the next platform, use your Grappling Weapon upwards and it will latch onto a platform. CLimb up it and you will go one floor up.

THIRD FLOOR:

Once up here and you'll be at a doorway. Enter it and in this God's Room, you will be told "From this point you can't go on without Crossbow". Good thing we have that too!. Leave here, and you will see a Robo Solider coming down. Now these are tough, but they are worth some good experience (but watch out for it's laser blast). Anyways, head to the right where the stump is, and use your Crossbow (press 'B' BUTTON) then climb up the rope, and at the top, do the same again to go downwards. Now at this point, simply head right platform jumping until you reach another doorway, with you guessed it another God's Room. This one will simply say "Fight! Fight! Fight!". Gee, how original. Anyways, leave here and well, gee, which way now? Well, let's try going down, so from where you're standing at, use your Grappling Weapon downwards, to go one floor down.

SECOND FLOOR:

Well what do you know, more platforms, well just one for now. Anyways, head to the stump and use your Crossbow to get across downwards. Down at the bottom, head left to find a Red Flying Serpent and soon a Robo Solider, so take them both out. Just a little bit past there, you can use your Grappling Weapon to go

downwards one floor.

FIRST FLOOR:

On this next screen two Red Flying Serpents are here so take them out. Now head over to the stump and with your Wind Pulley, climb downwards, then jump over to the next platform. As you make your way right, you will get bombarded with an army of Robo Soliders and Red Roly Polys. At the otherside is a doorway, leading to a God's Room. This one will tell you "Please go down from here, "Lapis" awaits you", which sounds logical. Leave here, and do as you were told and use the Grappling Weapon downwards, going down one floor.

BASEMENT ONE:

On this next screen, you'll land on a platform, which has a stump and rope, so Wind Pulley yourself across the rope. Once at the otherside, just head left, taking out Red Roly Polys, Robo Soliders and Red Flying Serpents that will get in your way while you're platform jumping. Soon you will come to a doorway (which you can barely see), but before you enter it, as always, max out your Mind Points and make sure you have alot of health on you. When you're ready, head into the doorway, which will be another boss fight!

BOSS #04: BELZAR

STATS REQUIRED: 2900 Tone Points/11 Health Points

ITEM RECEIVED: Coat Of Arms

What we have here is a two headed plant creature, that will shoot down fireballs at you. This of course is rather easy to dodge. So here's what you do. Power Up may help, but you must climb up to it when using it. Attack & Assail obviously will work as well with eight strikes while on the lower path. Or if you choose to go the Recovery route, use your Grappling Weapon to climb up at it and strike it constantly, and when your health is low, use Recovery and your sure enough to defeat it. Either tactic you use, after enough hits, it will be defeated!

With that, a doorway will appear, which you will go through. Inside is a God's Room, who will tell you "O'great Warrior, I'll also give you a Coat Of Arms" and presents you with the Coat Of Arms. After that, you will be taken back to Garloz Plains!

G: |Area 6: Climb To The Highest Mountaintop|

LOCATIONS EXPLORED: Gran Mountain, Tower Of Garba
ITEMS FOUND: Pegasus Flute, Full Life Potion
STATS REQUIRED: 3,000 Tone Points/11 Health Points

G A R L O Z P L A I N S :

SCREEN #07:

You are now back on Garloz Plains, and the journey is almost

over! And with alot of goodies, it's time to take on the place. To get there however, you must go through Gran Mountain first. Now I know this is gonna sound harsh, but, kill yourself now. I know this is whacked for me to say, but trust me, this will be alot easier than trekking back.

SCREEN #01:

When you die, start your game and you will be right outside of the doorway leading Gran Mountain. Now enter the doorway and you will back in the Gran Mountain.

G R A N M O U N T A I N :

FIRST FLOOR:

Upon entering back here, you will see a rope, which you need to climb up taking you one floor up.

SECOND FLOOR:

Now up here head right and keep going till you reach another rope, taking out any Rock Turtles, Roly Polys and Fish Lizards. Climb up it then head right, jumping over the gaps and soon you will see a doorway. Enter it and you will be in a God's Room, which this one will say "If you dare, approach Garba found atop of this mountain", I take it that this is a hint on where to go next. So with that, leave here, and head left, taking out enemies and jumping across the gaps until you reach a rope. Climb up it, taking you one floor up.

THIRD FLOOR:

Now up here, head left and you will see a spot where a rope can be used, so use your Grappling Weapon and climb upwards (make sure you get in the middle), and then climb up the one next to it, taking you to the next floor up.

FOURTH FLOOR:

Here you will see a doorway, which you will enter. This is a God's Room, but this is a good one. This one will say "O'Great warrior, you have earned the Coat Of Arms", and will refill your life back to full. He'll also give you the Full Life Potion, which will full refill your life, but use in desperate needs. Now if you don't have the Coat Of Arms, he will ask you if you have it yet. Now leave here, and head back down to the previous screen.

THIRD FLOOR:

Once there, simply head right and keep going along the lower path (a Flying Egg Dropper might come out) until you see the doorway. Enter it and you'll be in another God's Room. This one will say "From this point you can't go on without Crossbow", which is pretty obvious, because if we could, this game would have been done an hour ago. Anyways leave here, and head to the stump and use your Crossbow and climb across the rope. At the otherside, your enemies will be Flying Egg Droppers, Roly Polys and Rock Turtles. Go ahead and max out your Mind Points here, because you won't get the chance soon. After that, head right to the next stump, use the Crossbow, then use it again on the stump following that. Go right a little bit more and you will see a doorway. Make sure your Mind Points are at full and you

have 11 Health Points. Now you can enter the doorway which will take you to the Tower Of Garba!

T O W E R O F G A R B A :

FIRST FLOOR:

Upon entering here, you will see that this room is empty, so head over to the rope and climb up it to the next floor.

SECOND FLOOR:

Here you will see a Large Snail, so take it out quickly and when you do, a rope will appear behind it. Climb that to the next floor.

THIRD FLOOR:

On this first screen is nothing, so just head right to the next screen. Here you will see another Large Snail, so take it out quickly before it shoots energy blasts at you. On the screen past that is another Large Snail, so take it out and a rope will appear. Climb up the rope taking you to the next floor.

FOURTH FLOOR:

Up here, you'll find yet a Rolling Porcupine. Stand in one stop and take it out and then a rope will appear, which you will climb up taking you one floor up.

FIFTH FLOOR:

Get ready because once you get up here, you will instantly be engaged in another boss fight!

BOSS #05: GARBA

STATS REQUIRED: 3700 Tone Points/11 Health Points

ITEM RECEIVED: Pegasus Flute

This here is a two-headed beast that will shoot energy blasts from both of its mouths. So to take it out, you need to avoid it's energy blasts, which might not be too easy. Attack & Assail is the obvious way to go, and if that's your choice, jump and attack will work and 4 or 5 hits will do it. Power Up will work here too because you will be able to defeat him without using Recovery. Either tactic you use, you should defeat him easily. Just don't fall into the hole or else!

With this boss defeated, a doorway will open. Go in it and you will be in a God's Room. This one will tell you "Play this instruments atop of the "Tower Of Lile". And that be where? He will present you with the Pegasus Flute! After that, you will be taken back to Gran Mountain, just outside of the Tower Of Garba.

G R A N M O U N T A I N :

THIRD FLOOR:

You are now back at Gran Mountain, so head left, taking out the Roly Polys, if any comes up. Make your way across the two sets of stumps with your Crossbow, and at the otherside, use your

Grappling Weapon once more. Now continue going left until you see the rope going downwards and climb down one floor down.

SECOND FLOOR:

Down here, head right, taking out the Fish Lizards, Roly Polys and Rock Turtles that will appear and continue going until you see another rope going down (on the lower path). Climb down it to the floor below.

FIRST FLOOR:

Once down here, simply head left and go through the doorway which will take you back onto Garloz Plains.

H: |Area 7: Final Showdown In Sky Castle|

LOCATIONS EXPLORED: Rolsa Valley, Sky Tower (Tower Of Lile)

ITEMS FOUND: Full Life Potion

STATS REQUIRED: 4,000 Tone Points/12 Health Points

G A R L O Z P L A I N S :

SCREEN #01:

Okay you are now back on Garloz Plains, and now you must make your way to the Tower Of Lile, which I will tell you it is in Rolsa Valley. So, let's head there now, again. In case you forgot how to get there, well I shall guide you. From where you are at, head north (taking out Tricera Crawlers and Demon Trees) along the right side and go through the east entrance taking you to the next screen.

SCREEN #04:

Over there, either use your Wind Pulley to cross over the rope or just go north and around to the otherside. Keep following the path and go through the east entrance, taking you to the next screen.

SCREEN #05:

Here, simply head north up the staircase and into the doorway. You will now be back at Rolsa Valley.

R O L S A V A L L E Y :

FIRST FLOOR:

Being back here, head right, taking out the Flying Fishmen that may come at you. Keep going right jumping across the boulders until you reach the green platform. From there, continue going right, jumping across the boulders and you will be another green platform, which has a rope on it. Climb up the rope and you'll be one floor higher.

SECOND FLOOR:

Now up here, climb onto the pillar and continue going right, taking out any Vampire Bats you see. Ignore the first doorway,

and make it to the second one. Now don't go in it, but instead, get onto the green platform to the left of it (use your Grappling Weapon). Now, from there, use your Crossbow upwards and you will be one floor higher.

THIRD FLOOR:

A Vampire Bat will greet you so take it out, and then get onto the upper right platform. Stand in the middle of this one and use your Crossbow upwards to go up one floor higher.

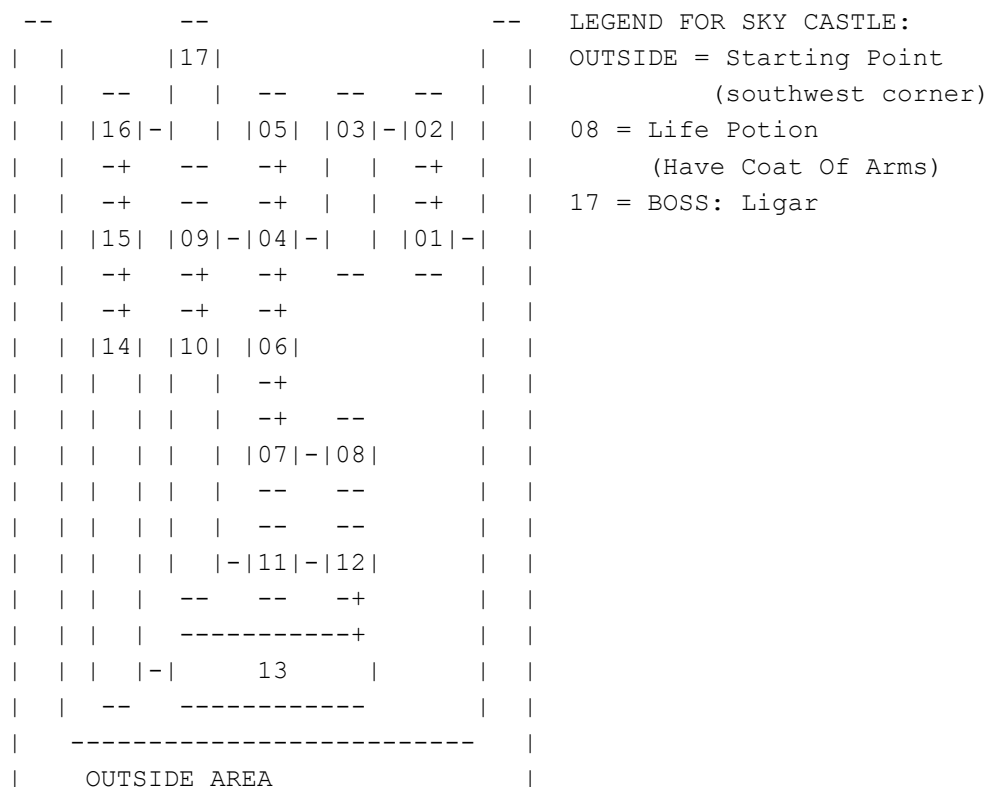
FOURTH FLOOR:

Being up here, there might be Vampire Bats up here. If so, take them out and continue to use your Crossbow upwards to go up one more screen and you'll be one more floor higher again.

FIFTH FLOOR:

Once up here are two more Vampire Bats, so take them out quickly. Here lies another doorway which you can enter. Inside is a God's Room, which this one will tell you "You must meet the 5 "Indoras" to reach the castle", which you already do, seeing all the loot you got. Now leave here, and quickly take out the Vampire Bats again. Now jump over the doorway and land on the spot next to it and (using your Crossbow), climb up on top of the pillar. You will see a giant lion shape castle in the background, but how do we get to it? Well whip out your Pegasus Flute and use it (Welcome to Warp Zone! Oh wait, wrong game). Anyways you will now see a doorway appear with a rope hanging off of it (how is this possible?). Climb the rope and enter the door, and you will be in the Sky Castle!

S K Y C A S T L E :



OUTSIDE AREA:

Welcome to Sky Castle, also known as the Tower Of Lile. Here we

go, the final battle is ahead. Once again this is an overhead view area. A warning, don't drop over the side or you will lose your afterlife. So from the start, head east across six screens and once there, head north. Keep going north up the long path and you'll see a doorway in the left wall, which you'll go in.

ROOM #01:

In this next room you will see a Shadow Demon, so jump and attack it then go in the doorway behind.

ROOM #02:

In here is two more Shadow Demons, which will be extremely tough to get through (use your Full Life Potion if you have it, SAVE your Mind Points). Once through that, head north to find a Shadow Vampire and through the west doorway.

ROOM #03:

Right away you will see a Shadow Crawler (easy) and just south of that is another Shadow Demon, so take all of that if you want. After this, go in the west doorway.

ROOM #04:

In this next room is another Shadow Demon and Shadow Crawler as well as four choices. The north doorway, which leads to ROOM #05 is empty and goes nowhere. Instead for now let's go through the south doorway.

ROOM #06:

In this next room it's pretty empty. Knowing that, keep going through the next south doorway to the next room.

ROOM #07:

Again, another empty room, so head through the east doorway.

ROOM #08:

For this room, you will see a Shadow Demon. Take it out and go through the east doorway which will be a God's Room. This one will say "O'Great warrior, you have earned the Coat Of Arms" and will refill your life as well as give you a FULL LIFE POTION. Now leave here, head through the west doorway then go north two rooms back to ROOM #04. Go on, I'll wait for you ^_^.

ROOM #04:

Once you get back here, take out the Shadow Demon and Shadow Crawler, and this time head through the west doorway.

ROOM #09:

Another empty room, so head through the south doorway.

ROOM #10:

In this next room is a stump where you can use your Crossbow. Use it and cross over to the otherside, then head south down the middle to find another stump. Cross over that, then through the east doorway.

ROOM #11:

In this next room is a Shadow Crawler, so take it out and head through the next east doorway.

ROOM #12:

In this room, there are two Shadow Demons, so be careful dealing with those, and then head through the south doorway.

ROOM #13:

In here, is nothing so go west two screens over (nothing will attack you) and then go through the west doorway.

ROOM #14:

In this new room is a Shadow Crawler, so take it out and head north to find more Shadow Crawlers. Just stick it out here till you have all of your Mind Points and your life is fully maxed at 12 Heart Points as well as 4095 Tone Points. Now, head up and you will see a stump which you can use your Crossbow at. At the otherside is two Shadow Demons, so get around those carefully and head through the north doorway.

ROOM #15:

In here, simply head through the north doorway as this room is empty.

ROOM #16:

In this next room is a Shadow Demon and Shadow Vampire, so get around those and head through the east doorway.

ROOM #17:

In this next room will be a stump, so go up to it and use your Crossbow and get across there. At the otherside is a temple with a doorway. With everything ready to go, enter it and prepare for the final battle!

BOSS #06: LIGAR

STATS REQUIRED: 4095 Tone Points/12 Health Points

ITEM RECEIVED: None

This boss is a lion/lizard/plant combo that will continuously shoot fireballs at you, which won't be easy to dodge. Tactics, well Power Up is definitely out of the question. Attack & Assail will work but not fully. After that, just run up and beat the crap out of it and it will be defeated in a few hits. You will also have your Full Life Potion as a backup incase your life gets low. You could do Recover and Full Life Potion which would be the same as using the Attack & Assail plus Full Life Potion combo, only longer. But you can use it for an extra challenge. Either tactic you use, stick with it and you will have defeat the final boss!

And with that, you will see a door open, showing you the bright future of Argool. You will receive the following message:

"The door of peace was opened and peace did again come to Argool. People regained their smiling faces. The warrior who finished his fight returned to Argus. The warrior of Argus - you are really a true hero. The End".

And with that, I say congratuladations on completing Rygar for the Nintendo Entertainment System!



SECTION 3: |THE GOODIES|

A: |Items|

This is a list of all the items in the game that are found after defeating enemies:

1. ONE STAR: These orange and red stars will give you one Magic Point to use.
2. TWO STAR: Unlike One Stars, these are two stars that will give you three Magic Points to use.
3. LIFE POTIONS: These red potion bottles will refill one Health Point for each pick-up.

This is a list of all the game story items that are found in various locations:

1. COAT OF ARMS: This will raise your attack just by a little bit. This is needed to get Full Life Potions.
2. GRAPPLING WEAPON: Allows you to climb up or down, possibly finding new areas to explore.
3. CROSSBOW: You can use this to help you cross pits that has stumps. Wind Pulley needed with this.
4. WIND PULLEY: Allows you to climb across roped areas. Kinda tricky to use. Crossbow might be needed.
5. PEGASUS FLUTE: When getting this, you will be able to to the Sky Castle from Rolsa Valley.
6. FULL LIFE POTION: This will refill all of your life, but it can be used once (you can get more). Use it very wisely.
7. SUIT OF ARMOR: This will raise your defense only by just a little bit however.

B: |Magic|

This is the list of all the magic in the game, which you get all three at the start of the game:

1. POWER UP: This will increase your attacking power for an extended period of time. Cost 3 Mind Points.
2. ATTACK AND ASSAIL: This will do massive damage to all enemies, and can only be used 10 times. Costs 5 Mind Points.
3. RECOVER: This will fully recover all lost Health Points, only use it when you're low on life. Costs 7 Mind Points.



SECTION 4: |THE BADDIES|

A: |Enemies|

This is a list of enemies in the game. They will be grouped by the stages they can be found in.

Enemies from Garloz Plains, Dorago's Palace:

1. TRICERA CRAWLERS: To me these look like triceratops, but they call around rather fast.
2. DEMON TREES: These are possessed trees that waddles back and forth, shooting out fireballs.

Enemies from Gran Mountain (also found in Primeval Mountain):

1. ROCK TURTLES: These are small turtles that will walk back and forth. Nothing major about them.
2. ROLY POLYS: These are large creatures that simply roll around fairly fast. Again, nothing major about them.
3. FISH LIZARDS: These are creatures that are a cross between fishes and lizards. Moves fairly fast.

Enemies from Rolsa Valley/Eruga's Forest:

1. FLYING FISHMEN: These are green fish creatures that will jump up and fly downwards towards you.
2. VAMPIRE BATS: These are brown bat creatures that reside high up and will come towards you when you're close by.
3. KILLER CATEPILLARS: These are brown caterpillar creatures that reside on branches, shooting missiles from it's tail.

Enemies from Primeval Mountain/Sagila's Cave:

1. FLYING EGG DROPPERS: These are big weird looking flying creatures that will drop eggs if you are near them.
2. PURPLE FLYING SERPENTS: These purple flying creatures are just like Vampire Bats, only slightly tougher.
3. ROLLING CLAWS: These are just Roly Polys only they have a claw in them, and are slightly tougher.
4. SCURRY SLUGS: These are like Rock Turtles only they look like slugs, and are slightly tougher.
5. PURPLE FLAMES: These are fireballs that shoot up and down, usually comes in pairs. Very easy to take out.

Enemies from Dorago's Palace:

1. TRICERA SPEEDERS: These are just like the Tricera Crawlers only they are much faster.
2. DEMON DEADWOODS: These are like Demon Trees except they are a little more aggressive.
3. CRAB CRAWLERS: These are little yellow and green crabs that will stay on you until you take them out.

Enemies from Ragau Sando/Lapis:

1. RED FLYING SERPENTS: These just like the Purple Flying Serpents only a little more stronger.
2. ROBO SOLIDERS: These are tall robots that will shoot out laser beams at you. Very tough!

3. RED ROLY POLYS: These are like regular Roly Polys, only a little more aggressive.

Enemies from Tower Or Garba:

1. LARGE SNAILS: These are large slow moving snails that will shoot out three energy blasts at you.
2. ROLLING PORCUPINES: These are weird looking porcupines that are rolling around at a very fast pace.

Enemies from Sky Tower/Tower Of Lile:

1. SHADOW DEMONS: These are shadowy creatures that will travel back and forth shooting shadow balls. Very tough!
2. SHADOW CRAWLERS: These are like Crab Crawlers, only they are shadowy figures. Rather simple to take out.
3. SHADOW VAMPIRES: These are shadowy vampires that will launch bats at you. Kinda tough to deal with.

B: |Bosses|

This is a list of all of the bosses in the game:

BOSS #01: ERUGA

STATS REQUIRED: 300 Tone Points/7 Health Points

ITEM RECEIVED: Wind Pulley

What you have here is a two-headed turtle type creature that will shoot fireballs at you (which will cause 2 Hit Points damage). By being on the top ledge you can dodge these fireballs. To defeat this one, don't use the Power Up Magic because it won't work well. If you go with Attack & Assail, it should be taken out in one round (of ten hits). If you go with Recover, head up to it, and blast away until you have 1 Hit Point then quickly use Recover and you should be able to defeat it that way. Either tactic you use, you will be able to take Eruga out with some ease.

BOSS #02: SAGILA

STATS REQUIRED: 700 Tone Points/8 Health Points

ITEM RECEIVED: Crossbow

For this fight, we get to deal with a giant spider. This is rather easy actually. The boss will roam around quickly on its web, but won't ever drop to the floor you're standing on. To take it out, for each time it comes to you, quickly strike at it and it will go the opposite direction. If it's coming down from above, duck and it won't hit you. Obviously Attack & Assail will get the job done quicker, and if that don't help, just attack it a couple more times and it'll be done. I don't think you'll need Recover or Power Up for this one however. Soon the boss will be gone!

BOSS #03: DORAGO

STATS REQUIRED: 1900 Tone Points/10 Health Points

ITEM RECEIVED: Suit Of Armor

Now this fight might pose a problem. What we have here is a

mutant soldier that will shoot fireballs of some sort at you, which you should dodge (though it won't be that easy). I would suggest use Attack & Assail on him, but you'll have to jump back and forth dodging his fireballs when you do, so jump and shoot will work. If you want a real challenge, make sure you all of your life filled, and start attacking him. He'll do some damage but when you are close to losing life, use your Recover Spell, this should work too. Either tactic you use, after enough hits, he will be defeated!

BOSS #04: BELZAR

STATS REQUIRED: 2900 Tone Points/11 Health Points

ITEM RECEIVED: Coat Of Arms

What we have here is a two headed plant creature, that will shoot down fireballs at you. This of course is rather easy to dodge. So here's what you do. Power Up may help, but you must climb up to it when using it. Attack & Assail obviously will work as well with eight strikes while on the lower path. Or if you choose to go the Recovery route, use your Grappling Weapon to climb up at it and strike it constantly, and when your health is low, use Recovery and your sure enough to defeat it. Either tactic you use, after enough hits, it will be defeated!

BOSS #05: GARBA

STATS REQUIRED: 3700 Tone Points/11 Health Points

ITEM RECEIVED: Pegasus Flute

This here is a two-headed beast that will shoot energy blasts from both of its mouths. So to take it out, you need to avoid it's energy blasts, which might not be too easy. Attack & Assail is the obvious way to go, and if that's your choice, jump and attack will work and 4 or 5 hits will do it. Power Up will work here too because you will be able to defeat him without using Recovery. Either tactic you use, you should defeat him easily. Just don't fall into the hole or else!

BOSS #06: LIGAR

STATS REQUIRED: 4000 Tone Points/12 Health Points

ITEM RECEIVED: None

This boss is a lion/lizard/plant combo that will continuously shoot fireballs at you, which won't be easy to dodge. Tactics, well Power Up is definitely out of the question. Attack & Assail will work but not fully. After that, just run up and beat the crap out of it and it will be defeated in a few hits. You will also have your Full Life Potion as a backup incase your life gets low. You could do Recover and Full Life Potion which would be the same as using the Attack & Assail plus Full Life Potion combo, only longer. But you can use it for an extra challenge. Either tactic you use, stick with it and you will have defeat the final boss!



SECTION 5: |IN CONCLUSION|

A: |What's To Come|

With a game like this, who knows what else is to come. But I will keep this open if anything new develops.

B: |PayPal Donations|

Like anyone would read this but something new I've been toying around with is the idea of taking donations. After making as many maps and FAQs as I have, it tends to be a big strain on my computer (I have a cheap-ass computer). So if you like any or all of my FAQs and maps, and wish to give a little something back, you can donate as much as you want to my PayPal account ^_^ . Email me your donations at StarFighters76@comcast.net

C: |Special Thanks|

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! ^_^

D: |The Disclaimer|

Rygar one was one of the first games I played for the NES. Now I didn't understand much about it then, but I did enjoy it on some level. Playing it now, the game is much more enjoyable than what some people may think. To me one of the fun things about it is it's glitch central, which makes for very interesting game play. I do love the adventure aspects of this game as well. So while coming up with a list of personal FAQs I wanted to write, I had to make sure this one was on the list for sure! I made this walkthrough the best way I can and I hope it helps out in every 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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