



Note : Alright, the US version is finally out! Thanks to some kind people I've gotten quite a bit more help. I've also translated most, but probably not all, English names for characters, items and locations. Finally, I've found all the game's secrets. Phew; can't get any more complete than that!

*\*New\** for version 2.0

- Added a new section called Extra Information for all the bits and pieces of extra stuff.
- Corrected and clarified stuff here and there. Also added some new info that I've uncovered.
- To everyone who is better than me at this game, please read the "Unsolved Mysteries" section in Extra Information and help me out!

*\*New\** for version 3.0

- Changed the most of the names to the ones used in the US version.
- Obtained the Ultimate Lv5 sword - finished the silly passing game.
- Obtained the Ultimate Lv5 shield - solved the blue statues puzzle room.
- Obtained the last puzzle piece - its no.49 in my list.
- Removed the "Unsolved Mysteries" section - there's nothing left unsolved!
- Added miscellaneous info here and there.

Newest Updates of this FAQ can be found at

<http://www.gamefaqs.com/>

<http://www.cheatcc.com/>

If you spot any mistakes, feel free to email me at [jiyau@yahoo.com](mailto:jiyau@yahoo.com).

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## / Controls & Menu

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### Controls

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- D-Pad - Moves Flint around.
- L Analog - Same as above.
- R Analog - Nothing.
- Square - Hacks the enemy with your sword. Later in the game you obtain sword combos (tap Square) and a special Sunburst Attack (hold down Square then release).
- Cross - Jumps. You'll use this button a lot, trust me.
- Triangle - Uses a highlighted item/ring.
- Circle - Interact button. Press it when your sword is drawn to put it back. When running, press this to do a slide. Finally, use this button to talk to people, flip switches, lift small blocks or push/pull large blocks.
- L1/R1 - Rotates the screen in case something is obstructing your view.
- L2 - Opens your pocket screen; here you can switch between your three equipped items or rings for use with the triangle button.
- R2 - Run Button. Press it once to make Flint run around. You can jump further if you run then jump, by the way.
- Start - Goes to the inventory screen. Here you can equip items to your three pocket slots, examine your special items list, ring list, or option screen.
- Select - Lets you switch camera zooms - three different types available.

### Menu

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- Pockets - Lets you un-equip your current pocket  
-> Un-equip

- > Cancel
- Option 1 - Lets you use or equip items.
  - > Equip
  - > Use
  - > Cancel
- Option 2 - Lets you equip rings, only appears after you gain a ring. You can only equip one ring at a time, and a ring always occupies the first slot in your pocket.
  - > Equip
  - > Cancel
- Option 3 - Views all the quest items you have at the moment
- Option 3 - The sub menu.
  - > Screen Adjust
  - > Game Options
    - > Change Font (4 options)
    - > Message Speed (Fast, Medium, Slow)
    - > Dual Shock (On/Off)
    - > Auto Run (Disabled/Enabled)
    - > Window (Normal/Special)
    - > Sound (Stereo/Mono)
    - > Background Music Volume
    - > Sound Effect Volume
  - > Character Statistics
  - > Controller Options
  - > Brightness Adjust

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## /\_Major\_Characters\_\_\_\_\_/

### Flint

He's the hero of the game... you, basically. His family was killed by a group of pirates, and he's been hunting them ever since. He's also a wanted man in the Kingdom of Varuna. In a strange turn of events later in the game, he will be forced to work together with the pirate family.

### Alexia

Princess of Varuna. She's searching for her father, the King of Varuna. Follows Flint around most of the time and, like most Princesses, gets kidnapped pretty often.

### Lord Prunewell

The old servant of Alexia, appears near the start of the game to coach you in the ways of the game. He hides a submarine in a strange cave under the sea; you'll bump into him there later in the game.

### Zeppo

The leader of the pirate family. He, like the rest of the pirate family, is there for comic relief, really. He's unstable, violent, but pretty dumb. Later in the game he will befriend Flint.

### Ruby

Daughter of Zeppo. Extremely bossy and hot-tempered (just like dad). She's basically there to annoy the hell out of everyone else. Later in the game she develops a crush on Flint.

### Albert

Son of Zeppo. Quiet and calm. The brains (?!) of the pirate family, but then that's not really saying much. Later in the game he becomes friend to Flint.

### Mephisto

The master of the magic screw. His screws, when attached to a living organism, turns them into killing machines. He's the main villain of the game.

Baron Diaz

He's taken over the throne after the disappearance of the King of Varuna; also in cahoots with Mephisto. Desperately wants to marry Princess Alexia.

Nunugi

Assistant/bodyguard to Baron Diaz. Strong and silent type.

Natasha

The Baron's well-meaning daughter; she's not a crook unlike her dad.

Mileena

The pirate queen, and also the mother of Ruby and Albert. She's got some business deal with Mephisto.

Belgar

Mileena's assistant/bodyguard; looks suspiciously like Flint's dad. Another strong and silent type.

Children of the Crown

A bunch of royal kids who follow Prunewell's orders and help you out here and there. Spies on you at the start appearing as three ducks.

King Varuna

The muscle-for-brains ruler of Varuna Kingdom who gets kidnapped and replaced by a wooden doll. Alexia is traveling the land looking for him.

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/ \_Walkthrough\_\_\_\_\_ /

Prologue : Flint and the Pirates

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The game begins with Flint sneaking on board an airship following the pirate family. Once inside, you'll be in a straightforward dungeon. It's more of a tutorial than anything, and you'll learn the basics of jumps, running jumps, camera moving and item equipping. Destroy the statue at the end to proceed.

In the next area, pick up the key on the floor then proceed to the next room. Go to the far end to witness a little scene with the pirates. After that, hit the nearby switch, then go through either side doors. Slay the enemy there, enter the other door, and you'll be in a small room with three bots. Slay them all to release a treasure chest containing a herb, then enter the lower door to a save room. Now return to the room where you hit the switch, and you'll encounter the pirates. You'll have to fight the boss, Zeppo.

Boss : Zeppo

Here the game turns into a side-scroller! This one is easy; just hop to avoid the floor waves, then slash him. Avoid the pitifully weak butt hop. If you find yourself losing too much life (why?!), feel free to use a herb.

After the battle, it appears that all that racket has attracted the attention of a bot. After some scenes, you'll have to fight this one too.

Boss : Hammer Bot

A simple fight. There will be enemies falling down onto the tiny platform, but you'll manage. Just keep swinging that sword!

The platform collapses after the fight, and sends you and the pirate gang

down into the waters below. After witnessing the horrific power of Mephisto's Screw, you pass out. Next you'll awake on a beach, and an old man will rescue you (shades of Alundra?)

My Little Town...

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Once you wake up, you'll have a chat with the family that took you in, and be introduced to an old man Lord Prunewell, and Princess Alexia. Break the piggy bank in the corner for some cash, then leave the hut. The village of Paco is ridiculously small, with one other hut (a healing circle is here) and a shop (where exactly does everyone else live?). Talk to the guard and then everyone in the village, especially the little girl on the hillside that shows you Paco Ruins (you'll be quite familiar here much later in the game), then go back to the hut you started in and talk to everyone inside. Hey, you can rob the kid's money bank again if you want. After this you'll be allowed to leave the village.

Your next destination is the Kindra Forest. Ah... now the game begins to share a resemblance to the old Alundra. Hack bushes for gold and stuff. This is essentially a large training area. Hack the bushes and monkeys nearby, and pick up the herb in the nearby chest (you'll need to kill the nearby monkeys to drop it). Further along is another chest with another herb. Then, follow the path to your first training spot. Here, learn to pick up the box, put it by the cliff side, then use it to climb up. You can try tossing the crate at Prunewell, for fun. After getting up, look at the trees above for an opening. Talk to the man inside and he'll ask for a herb. Give it to him (option 1) and he'll give you a compass. YOU NEED THAT! Go back out. The push block is next. These blocks can only be pushed once, remember that! Look carefully and you'll figure out which to push. Come on, it's not that hard! If you mess up any of these puzzles, leave the screen and return and they'll reset. Next, kill the forest gnomes to activate the elevator block. In the next screen there's a path in the cove with a hidden 100G chest.

Now you'll meet the pull block. These can be pulled or pushed thanks to the handle on them. Like the push blocks, they can only be moved once! Figure this puzzle out (pull one, push the other) then hit the switch on the floor (you may not see it; in that case rotate the camera a little). Before you go, you might want to check out the path Prunewell appeared from... Now hop up. Next, slay all the forest gnomes to make the blocks vanish. In the next screen, there's a healing circle, use it if you want. Now cross the bridge and enter the guardhouse. Talk to the guard to get pass. Take the herb and continue along. Jump up the cliff near the chest to reach the exit.

In the next area, Mt. Sparrowhawk, you'll bump into Princess Alexia. She'll give you a puzzle piece and show you a large metal structure in the cliff side. There's a healing circle in the tree. Use it if you want, then follow Alexia into the structure. Look familiar? After a chat with Alexia, follow her. Watch out for that steam! Do a bit of climbing to pick up two herbs at the top. The left passage at the top leads to another herb, and the right passage moves you along. You'll find a healing circle and a save book; use them if you want, then ride the platform. Exit the room Alexia is in to meet up with game villain Mephisto. He'll send a hoard of bots after you, kill a few then enter the passageway they came from. After a little scene, you'll have to fight his key-enhanced feline.

Boss : Mephisto's Cat

This kitty is pretty tough for a first real boss. It first does a dashing attack if you hit it; can be dodged by running sideways. After injuring it enough, it'll hop onto one of the four corner blocks and start breathing fire; run out of there! Once it comes down it'll straight away do a dash

attack; dodge it and hit. Easier said than done, really.

Once it's down, grab the money and open the chest for a crest that increases your maximum life. Once that is done, talk to Alexia then leave. Follow the few scenes to be introduced to a giant metal roller bull, the Ox Tank, which will start bombarding Paco Village. Once you've returned, talk to everyone. Pray at the statue on the hillside to open it up. Step into the warp and you'll enter Jeehan's Place (aka the Puzzlemaster's Place). Throughout the game, when you've found puzzle pieces, give it to him. Once you've given him enough he'll teach you extra combo hits. Also, talk to the boy. Then, go to the last remaining hut and enter the toilet, stand on the toilet (don't ask me why, I found this by accident) and you should hear a little chime; now go back and talk to the boy for a gauntlet, which gives you the useful Sunburst Attack. If nothing happens, try again later (Hint from Valeria\_ii - he's actually writing a washroom essay - visit three of them, one on the airship, one in Paco, and one in Toroledo, I believe?).

Anyway, once you're done, leave town and a new location will pop up. This is another forest leading to Tortuga Beach. There's a chest with another herb here (can't they find something else to put it there?!), do some little jumping to pass. Here there's a treasure chest you can't reach; come back later. When you find a snake-headed pillar on a platform, break it, then do a running jump to the next platform. Break the other pillar, then hop to the top slope. Break the pillar there for a treasure chest. And this time there's no herbs in it but only money! Finally. In the next screen, toss the rock at the golden pillars to break them. There's a chest here behind a crumbly block. Pick up a nearby torch and toss it at the bomb conveniently placed above it to break it and score yourself a puzzle piece. Next, you can pick up another herb in a chest, then in the next puzzle, toss water at the blue statues (you can get water by breaking the nearby snake pillar and stepping on the switch hidden beneath it). You can get money from the chest held by the blue pillar.

Next area. Some good running jumps will net you a herb (again...). More good jumping will allow you to reach a switch and activate a nearby platform lift. In the pit, slay all the boars to open up and exit and a chest containing 200 coins. The next area contain footwalls; well, do a sliding kick (run with R2 and press circle). Past that, you'll see a strange scene, then meet Princess Alexia at the exit.

#### A Whole Lotta Bull

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Now this is a real town! First off, head to the inn (should be the first building you see). In the second floor bathroom there's an exit. Go out, hop into the window of the adjoining house, then grab that chest for a puzzle piece. There's another piece in the back door of the inn. In the item shop, you can trade the key you've picked up all the way from the airship for a... cow? A cow statue? Who knows? In the shed next to the item shop is a tonic. Once you've done all that, head to the little path behind the inn to meet a few familiar faces... after that amusing little spectacle, leave this area through the other exit behind the cow barn. Here there's a Jeehan Statue. Right on the path behind it is another puzzle piece. Give the Jeehan the pieces you've picked up. Go all the way back to the inn, head towards the other exit down the road. They'll be a little scene here. Now return to where you met the pirate family. Try to go up the stairs. Another scene develops. Go back to the house the man came from. You can now use the door here to gain access to another exit from Toroledo.

It's time for the Ox Tank! Use the black tracks to climb up the roller bull. Inside proper, climb the ladder on your left for a save book and a heal circle. Now go back down and flip the switch (turn your camera properly to

see it). This will retract the shaft and open one of the doors. Climb up to the ledge then flip the switch from up here. Go through the open door for a key. Flip the switch again, then use the key on the one locked door here. Hit the floor switch, then hit the other one when it opens up. Pick up the puzzle piece here. Return to where you picked up the key, hit the switch here. Proceed through the now-unblocked door. Here, throw the flame at the bomb above the cracked block to blow it up. Next, drop down and destroy the monsters below to activate the ladder. Up here, you'll see an unreachable chest, a door and a ladder, and a couple of fire-breathing monsters. Climb the ladder, grab that bomb and put it near the cracked block, then knock a monster near it and let the monster set it on fire to grab the chest, containing a puzzle piece. Now, enter the door to watch a scene between Alexia and a couple of wind-up humans. After that, grab that key in the nearby chest and get out. Use it on the locked door above the ladder. In the next room, talk with the windup humans if you want, then get to the other doorway. Here you'll find a healing circle.

Pass this is a little donkey-kong inspired room; get to the switch and hit it. Return to the previous room and step on the elevator. Take the left elevator going up. After that little scene with Alexia, you'll go further up; hit the switch here and grab the herb in the chest. Go back down and slaughter the cat-things to activate the other elevator on the right. Keep going up in the next screen, open the chest for some money. Exit through the ramp. Here, climb down the ladder, go all the way left, drop down, then enter the ramp here to be where Alexia was previously. Grab the key she ignored, then return to the rolling ball room and use it on the locked door (you'll have to go all the way back up again). More donkey-kong madness! First go right and enter the ramp. Slay the monsters here to activate the right elevator, but ignore that and enter the left one. Exit this room and you'll be back at the roller ball room. Fall down onto the switch. Go down the elevator now and enter the door at the lowest ramp. A bomb, a cracked block, and a torch. You know what to do by now, right? Grab the key. Now go back to where you activated the elevator previously and ride that up. Use that key here. Climb up to the highest ramp.

There's a timed puzzle here. Notice the footsteps and the line? You'll need to do a running jump at the line to clear the obstacle. Hit the switch then go for it. You'll have to reach the block without making more than one mistake to clear it. You know what to do next. Hit the switch, then climb the ladder that becomes usable. Here, you have to knock your enemies into two of the three holes, then jump into the third. Don't worry, there's an unlimited supply of enemies if you accidentally kill them. The next room tests your running jump ability; should be too difficult to get up to the switch. Nab the money in the chest before you go up. Use the save book if you want, then hit the switch and climb up to meet Alexia and the Pirate family, as well as the dungeon boss.

You start off with a little racing challenge. You dash down the slope, dodging the rolling minotaur, while picking up power-ups. When you reach a checkpoint, you'll be able to start here if you mess up anywhere before the next checkpoint. Here are some stuff that you can pick up:

- Bubble Rock - Drops a rock that slows down the minotaur
- Silver Coins - Worth 10G
- Gold Coins - Worth 20G
- Tonic Bubble - Drops a tonic that you can pick up if you're fast enough
- Rockets - Speed you up.

Can't really help you here; you'll need to practice this event by yourself. Watch out for pits and blocks, particularly pits that appear all over near the end. And watch out for those Rockets too; some are placed right before a pit, sending you speeding into it!

Boss : Minotaur

You'll start the boss fight proper after the race. Here it gets even more difficult! Stay away from the minotaur as he punches you. When he punches the boulder, dodge that by staying close to the minotaur; he won't attack. It will then hit the minotaur and dizzy him. Then strike him. Repeat. After a while the boulder will stop falling. He will start doing his rolling attack, now run in circles to dodge it. He will get dizzy after a while, use this opportunity to strike him. Repeat. As with all bosses, it's easier said than done, but keep practicing and he'll be down soon enough. Grab the money and the crest then get outta there!

After this, you chat with Alexia and you'll see a scene involving the farmer's prized cow (previously the Minotaur) returning to the paddock. Return to town and go to the inn. Chat with everyone inside, talk to people around town and then leave town through the other exit on the main road. A new route should open up.

The next area is Howling Cave. Watch the scene, then hop onto the elevator and go after the man. Next, a familiar puzzle (those who played Alundra should recognize this!). Use the torches to burn all the thorns. Position the bomb near one switch, then light it with a torch, then hit the other switch as soon as the bomb goes off. This will activate the elevator; pick up that puzzle piece. Proceed to the next area. In this hut you can play a game of darts with all those darts you've picked up. You can trade for some neat stuff if you get a lot (and I mean a lot) of points. Go back to the previous area. Now the man starts to toss rocks at you. Stack them up to climb the cliff, then exit to the next area.

Dun Webb, The House of Screw  
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The next area is a mansion. What are all those people queuing up for? Climb the ladder, then grab the chest up there for a tonic, then go through the door up here to reach the balcony. Enter the first door you see. There's a save book here as well as a puzzle piece chest (just do a running jump to reach it). Proceed through the other door here. Watch what happens. Go back to the balcony, then grab that herb at the far end and take the other door. You'll be in a room full of conveyer belts. Grab all the chests here, especially the puzzle piece. Leave through the exit and you'll be tossed out onto a hillside with rolling balls and monsters. Ignore the large double doors and climb up the staircase. Enter the first door you come across to meet Alexia. Watch what happens. Now slay all the monsters to unlock one of the doors. Proceed. Beware of the portal that draws you in! They teleport you back out onto the hillside. Flip the switch immediately to the right (watch your head!), then go down. There's a herb here, grab it if you want. Knock down the foot wall (you should know how) and hit the switch. There's another herb nearby this switch. Hit the next switch nearby while dodging the rolling blades. Now go up the stairs and hit the fourth switch protected by floor spikes. Once this is hit a door opens, enter it. You'll be back at the entrance, this time without the queue. Of the two new doorways here, one will lead you back to the room where Alexia gets captured; take the other one. There's a monster here that sneezes out bombs; lure him to the chest on the crumbly block to shatter it. Now you'll get the first spell ring of the game, the Pixie Ring! This ring, when equipped, allows you to paralyze your enemy. You also gain a special ability when equipped with this ring; jump and hold jump and you'll gain the ability to hover! A new bar, the EP bar, appears with a level of 200EP. Note that your EP goes up if you stand still. Now, take the other exit. You'll be back to the room where the man got...well, screwed; notice that the other doors have opened. Now return to the room where the queue once was. Use your new ring on the green crystal here to open the wall and access the elevator.

Proceed through the lowest door. There's a save point and a healing circle here, if you need them. In the next screen, slay all the monsters to release a switch that will unlock one other door in the circular room. Go there. Here, you can use your spell on the green statues to move them; shoot them



both once. Knock down the foot wall, and grab the herb in the corner. Now comes the hard part - you have to lead one of those chasing fireballs to the torch in the corner. Shoot the second of the two statues so that it can shoot fireballs again, then lead the fireball to the torch. Hit the switch. Another door will open in the circular room. Go there. Watch out for those suckers! The "lead the fireball" thing gets even harder here, as its very easy for the fireball to get snuffed out. Drop down the pit that opens up. More herbs and monsters here. Hop to the flaming barrel and pick it up, then get to the thorns and burn them. Follow the path and hit the switch at the end to open yet another door in the circular room. So get over there! You'll be blocked off when you enter this doorway; slay all the monsters to un-block yourself. Follow along and hit the switch to open the final door in the circular room. The room contains a switch that will open up the wall blocking you and Alexia. Don't forget to grab the puzzle piece here. Go back down to the lowest door, save the game, then take the elevator. Enter the large double doors. Shoot the green crystal for a herb and a tonic, then use the healing circle. Take a deep breath, then go into the door. It's time for...

Boss : Spider Lady

Ugly, ain't she? Tough, too. She has a number of attacks, including a nasty claw slash, a hard-to-dodge homing energy ball, little spiders, and a slowing floor web. Run circles round the other perimeter to dodge the homing ball, then dash at her with a running slash to knock her to the wall. After a few hits, the wall crumbles. Be careful not to fall off! Knock her off to end the fight.

At the bottom you'll pick up money and an elemental orb; go rescue Alexia. It's mind cart madness time! The aim here is, like the previous race, is to get to the other side intact while passing through check points. You toss rocks at enemies on either side with R1 and L1, dodge down to avoid spikes with down, jump over obstacles on the track with the jump button. Enemies will try to attack you from either side, and even from an opposite track. Toss rocks at the former, just dodge the latter. This one is pretty easy and fun, shouldn't take you too long to clear. You'll eventually reach Yagin Harbor.

Puerto Medusa

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Alexia will leave you for a moment, giving you an pancea (restores HP and EP). Talk to the everyone here; a blacksmith hidden in the corner outside the inn will trade your cow statue for a hammer. Now, enter the inn, and go talk to Alexia. You'll force your way on board a ship, but leave Alexia on the shore. Whoops. Anyway, on board, take all five crates and drop 'em at the front of the ship. After this you'll reach land. Walk around the port and you'll see those three ducks again. Hmm... Explore the port a little. Try to buy the new sword available here if you have the money, and if you really have a lot of money, buy the crest too. You can also load up on Lorient Nuts. For a laugh, go to the room behind the innkeeper and check out the posters. Now climb to the attic of the inn. Watch the scene that unfolds, then stand on the crack on the floor. Talk to the guy in room. Now go to the lighthouse and talk, then something will happen. Now go to the item shop and head to the back room and talk to the man there. He's a blacksmith if you can't tell by now; he promises to build you a magnificent shield if you can find three stones for him. That you'll do much later. Finally, go rest at the inn then talk to the innkeeper behind the counter. You will now be able to enter the house next to the shop (the one with the woman standing guard). There's an exotic dancer Axelya here - say, doesn't she look a little familiar? Try to leave and see what happens.

Once you're back to you old self, go upstairs, then exit and go to the hut at the top. There is a little stacking puzzle here. First put the barrel near the lower platform that contains a crate. Put a crate next to the barrel. Put a

barrel on top of the crate. Put a crate on top of the higher barrel. You can then get the crate above. Now repeat the above for the other platform, except you have to stack the other crate above the highest one. Now you can grab that puzzle piece. Now exit through the lower door and enter the next hut. Pass the little obstacle course here (watch out for the second treasure chest). In the next room, grab that tonic. Here you can simply run through all the crushing walls, but to get the chest above the door you'll have to do some really good jumping (your hover ability works wonders here) if you want to score a puzzle piece. Can't help you much here. In the next room, use the flame-spitting chest to light the torch above you. Do a running jump, light the next torch from another chest further up. The wall will disappear. Exit. The next hut has more obstacles, including crushing boulders, spiked balls and flying pots. Once you clear this, you would have done the pirate's obstacle course, and get a prize for your efforts - a gold badge. Anyway, enter the large archway to reach Mileena's Mansion, and encounter the pirate family again. You'll also encounter the pirate family's mother Mileena, who appears to be the head of the house. There's also a strange ninja fellow Belgar, who is Mileena's assistant/bodyguard. Go to the garden shed for a save book and a healing circle. Grab that tonic!

Now hop into the pit while pressing in the north-west direction as you fall (check your compass) and you'll land on a ledge. Enter and kill everything in there (hint : to kill the pot snakes real quick, just pick up the pot and toss it). A puzzle piece is yours. Now continue falling down the pit. Enter the west doorway and kill everything in the room. A treasure chest will fall, but you can't reach it yet. Go back and through the north passage. Watch out for those chests, then kill everything in the room to open the doorway. Go in and flip the switch. Hop the blocks, avoiding the odd-colored ones. After some trial-and-error you'll get up there. Once again, kill everything to open the door. A save book and healing circle combo is in the next room. Pass the crusher walls is a elixir, which restores up to 600HP... useful. You shouldn't have any problems dodging the walls here. But pass that it gets a wee bit more difficult...

Boss : Mushroom Croco

Isn't that the most bizarre thing you've ever seen? He doesn't have much attacks, just a rushing bite and that mushroom that spews poison when you hit him. The problem is he's huge, and very hard to dodge. Hit his body/base of the mushroom. It takes a while of practice, but it'll go down soon enough. As always, grab the his piggy bank and big crest once he expires.

>From the elevator, take the higher exit, shoot the green block with your magic, then climb up if you want to leave the dungeon. If not, take the other exit. Here, ignore the chest and go left (south) to a messy-looking room. Hop to the adjacent exit to claim the puzzle piece you've missed before. Now hop down and kill everything (don't miss the tiny little blob) to activate the lift. Now go up. The treasure chest on the side contains a tonic and requires a well-timed jump; grab it if you think it's worth it. Take the small lift. In the next room, activate the lift by killing everything in the room. The chest further up contains an Lorient Nuts. Use the hopping green blocks to get further up. There's a tough running jump at the top that takes you to the exit and to a 200G chest.

After observing a rather amusing way of torture, leave the room and you'll be in the mansion proper. Explore it; there's even a fan of yours in one of the rooms. Talk to her, then talk to the people guarding the stairs, finally talk to the fat fellow in front of the fireplace. Do it right and he'll leave. Go inside and climb down. You'll be in a bedroom. Go through the door in the next room and you'll be in a kitchen. Hit the switch to open the trapdoor leading down back to the dungeon. Remember

this point; there's a chest here you'll need the Siren Ring to obtain. Go through the kitchen door to reach the dining room; enter the fireplace here and pay the guy 50G, but you won't get anywhere. Now go outside and talk to the pirate nearest to the fireplace, then you'll be able to access the ladder there. It leads to a closet room. The door leads to a safe room (save book + healing circle). The doorway leads to a balcony. Search the corner for a un-spottable chest containing a puzzle piece, then, climb the vines here to get to the top of the mansion. Now observe the scene here. You'll then be tossed out of the house, back to town.

#### The Cave of Prunewell

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The town gets covered with Mephisto's goons. Go to where Alexia is, and talk to her. Slay the bots, then watch the scene. You'll eventually get captured by Mephisto and taken onboard his ship. Flint will then tell his sad family tale to Alexia. Say, doesn't Flint's dad look like someone you've already met? A while later, Alexia gets taken by Mephisto, and Flint gets thrown overboard.

You survive, again. What does it take to drown you, anyway? The man whom you meet is a shopkeeper, buy stuff from him if you need it. The next room is a safe room, SAVE! There are five other exits, in the north-east, north-west, south-east, south-west, and north. The north exit is blocked by 4 locked doors. And would you believe it, there's a key at the end of each of these four side doors! Note: in this dungeon some of the traps and monsters are invisible. There will be a green crystal here in this case; shoot it to reveal the monsters for a short while.

#### South-east exit:

Kill all the monsters get the 500G chest. Now light up the room with the green crystal then hit the switch to open the south door. In the next room kill all the monsters to open the door again. In the room after that, slay all the monsters then guide the fireball to the torches. Mind you there are obstacles in the room you can't quite see. Okay, next room. Light the green crystal here and a sign appears. It tells you to use your hovering ability. So use it! Once you've hovered for awhile, the door opens and you'll meet the boss...

#### Boss : Evil Eyes

This boss surrounds itself with smaller eyes. Just rush right into the circle and start hacking and it'll go down fast. Claim your treasure - a tonic, and Lorient Nut and a key.

#### North-east exit:

Read the sign. There are three consecutive rooms with red pillars, yellow pillars and blue pillars. Go to the rooms in this order - Red, Yellow, Blue, Yellow, Red, Yellow, Blue. Basically two rooms forward, two rooms back, then two rooms forward. Finally go forwards. You'll be in a room with a sign. It's a test of courage! Read the sign and three monsters will appear. Stay absolutely still and eventually they will vanish and the door will open. And behind it...

#### Boss : Evil Eyes

Two of the eyes drop unlit bombs, and the large eyes tosses fireballs. Got it yet? Grab an unlit bomb, light it with the fireball, wait about 3s, then toss it at the large eye. Repeat. For your efforts, a tonic, a nut and a key!

#### North-west exit:

Here, light both green crystals to spot a flame and an unlit torch. Toss the flame into the torch to light it and open the door. In the next room, there is a fireball spitting pillar and a statue. Lighting the green crystal causes the statue to throw a spear at the unlit torch. Time it in such a way that the spear hits the fireball so that it lights up the torch. That will open the door. The next room is yet another lead-the-fireball room. Light the green crystal to get an idea where the obstacles are. Shouldn't be a problem. In the next room, light the green crystal and a switch will appear randomly. Rush to it before it disappears and step on it to kill all the monsters and open the door. In the next room, use your magic to turn all the statues away from the switch, then step on it. Next...

Boss : Evil Eyes

This trio is too high for you to reach, but drops bombs constantly. Pick up a bomb then toss it at the largest eye; don't keep it in your hands too long! Do not bother attacking the smaller ones. Once again, the spoils are a key, a tonic and a nut.

South-west exit:

Here use your magic to blast the green blocks towards the switch above. Only blast one block once, hop onto it, blast the next, and soon. At the very top, make a running jump to the switch and hit it to open the door. The next room requires you to step on the switch on the invisible platform above you to open the door. You don't really need to light up the room with the green crystal - you should be able to see them. In the next room you see three green blocks. The left and right ones hop when you shoot them, and the middle one just moves. The idea is to make the hopping block hop, then position the middle block under it to stack. Do it for both hopping blocks and you'll be able to reach the switch above. In the next room slay all the monsters to open the door. Hitting the green switch reveals two treasure chests containing a tonic and darts. Next room contains...

Boss : Evil Eyes

Pitifully easy. These eyes attacks with laser beams. Kill the two smaller eyes first, then the large eye. Well, you know what you're gonna get by now, right?

Use the four keys you've picked up on the 4 locks sealing off the northern exit in the safe room. Observe the scene here. You'll encounter your old tutor Prunewell. You then leave the cave in a submarine. Prunewell will then tell you more about the King of Varuna's disappearance, and his... err... substitute. You then arrive in Varuna Castle, just to get tossed in the castle dungeons. A few scenes later, you are released.

Four if by Sea

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Leave Varuna and proceed to the next point on the map, Gwaba Town. Talk to the man on the bridge (Nunugi) to obtain some scroll. Now take the side path that goes under the bridge and talk to the old man staying there. You'll just end up annoying him. Now go enter the town. It's pretty big, so you'll have to explore the place a little to get familiar with it. On the second floor lift lobby look around for a elixir. That done, go down to the first floor.

In one of the houses next to the item shop there's a girl on the second floor who will offer you a puzzle piece for a price - all your money! In the item shop, try to buy the shield if you have 1500G; it's gonna be useful soon enough. Stock up on elixirs too if you have the cash. In another house in the south there's a small platform lift that will take you to a room with a chest and a bomb. To the other end of the room is a flame behind a crumbly block. There's also a barrel on the block. To reach the flame, throw the bomb

diagonally at the flame. Grab the darts in the corner. For the other chest, you'll have to come back later. In yet another house, this one with a small library, there's another elixir in a chest upstairs. This is the south-eastern most house. Next, go to the town center and look for a staircase nearby. This leads to a messy-looking house. Climb the ladder to the roof and pick up a puzzle piece here. From the first floor, look for a side exit from town. You will find a Jeehan Statue here - now go unload all those puzzle pieces you've amassed! There's the Church of the Key nearby, if you're curious. You'll be back here much later. This screen also leads to the port.

In the inn on the first floor you'll meet Albert. After talking to him, go to the lift lobby of the first floor and talk to Ruby. Then go back to where Albert was and Ruby will be there. Talk to her. Now go to a house next to the inn and you'll find Albert there. Go back to the inn and talk to both Albert and Ruby. Now go to any house's rooftop and you'll spot Zeppo, Albert and Ruby leaving the market place. Now go look for Zeppo - he's found in a random building in town (hint: remember which exit he went off to). Chat with him and Albert and Ruby will appear. After all that chatting, leave town and look for the old man under the bridge. He'll be a little more receptive this time, and you'll obtain the Siren Ring from him. If you leave town now a new path opens up that leads to a Deadeye Zach's dart house, use it if you want. With the Siren Ring in hand, return to the house with the chest you couldn't reach. Place the barrel between the two blocks on the north wall. Now use your new ring to douse the torch, then use it and the treasure chest as stepping stones to the large blocks. Grab that puzzle piece! Now, with all that done, go to the port. Zeppo and gang are waiting for you on their ship (now when did they get so chummy all of a sudden?). Choose the first option to cast off!

On board the ship, go to the treasure-chest-shaped room to save the game. Now hop off the plank by Albert to float down into the sunken ship that the old man talked about. Aided by your Siren Ring, you'll be able to breath underwater. Anyway, to swim, tap the Jump Button without your sword drawn. On the ocean floor to the far right is an Lorient Nut, and to the far left, a herb. There are two crumbly blocks, on the rear of the ship, one on the deck. Lure a mine near these and then touch the mines to shatter the blocks. The blue statues release mines when you fire your Siren Ring at them. The top deck entrance leads to a long path filled with traps, and ends in a dead end with a chest containing 5 darts. If you feel that's worth the trouble, go ahead. The other entrance is a lot bigger. The exit going down right in front of you has traps, monsters, and a chest with a elixir. To pass the seaweed, just whack it. Go for it if you want. Back at the entrance corridor, swim all the way right (watch out for the spears!). Going up then all the way left and whacking away the seaweed will score you 5 more darts. Take the second exit down (near the spears) and it will lead you to a smaller corridor with exits to the right and down. If you go right you can pick up 200G. Go down, whack the weeds away, then lure the mine to the crumbly block (you may need to manually detonate it with you Siren Ring). There's a few dangerous traps here. At the end, use the mine on the blocks again to let you into a safe room. And you know, where there's a safe room, there's a...

Boss : Giant Shark

Not too tough. Initially, launch a mine, then stay in front of it and eventually the shark will bite into it. Then quickly shoot a Siren Ring at the mine to burst it and injure the shark. A few hits later, he will use his vacuum breath. Dodge the flying debris, and hide behind the blue statue. Once the debris is cleared, shoot the statue and the mine will be sucked into the mouth of the shark. Detonate it. No problem, right?

Once you've sunk the shark, take everything from the chest. The ship will

start collapsing, and debris will be falling all over the place. Dodge them, then get your butt outta there! Back on the ship, go talk to Zeppo in the captain's room. Watch the scene that unfolds. Oh dear, it's that whale monster that you help create! The ship capsizes, but thankfully Zeppo successfully builds a raft (in mid air, even).

#### Puerto Medusa II : The Return

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Use the Jeehan Statue if you want, then return to the town by going left all the way. Here, two doors that are guarded by a single pirate will now be available to you, and inside one of them is a mini-games To the right is "catch the pot", where you have to catch falling pots by watching for their shadows on the floor. Later, spike balls large and small will fall together with the pots; the pot's shadow is always smaller, so you should have no problem. It costs 30G to play, and once you've successfully won it you'll get 10 darts and 500G as your prize. Climb the ladder after this, then use the pot and the man as a stepping stone to a puzzle piece. To the left door, hidden behind water pots are two chests with 500G and a herb. But don't go demolishing those pots yet! Talk to the man in the room, then throw a pot at him. Talk, throw pot, repeat until he stands up and the music goes back to normal. And... well, something happens. Apparently, he realizes that he can get money from the pots easily, and he promises to repay you. Also, this is a good time to return to the mansion to pick up the one chest you've missed (below the trapdoor of the kitchen) - it holds a small crest that ups your max HP by 25.

After doing all your town stuff, return to where you arrived on this island a second time and check out the large eye in the cliff. It will open up and let you in. In the first room, douse the flames to open the door. In the next room, kill all the monsters to open the trapdoor. You can't get the black treasure chest until you have the Newt Ring first. You can get the other chest by dousing the flame with your Siren Ring, though; it contains a tonic. Proceed. In the next room, destroy the blue statue and enter the secret door behind it. After that destroy the other blue statue and use the crate to weigh down the switch. Proceed. The next room holds a simple puzzle. Here, there is a fireball spitting blue statue. You must avoid hitting the red statue with those fireballs as it will launch a water pot and destroy the blue statue. First run right to the front of the blue statue. Then quickly run to the right to light the torch there, then back to the front, then to the left to light the torch there. Once that is done, a chest is liberated, containing a puzzle piece. Now, return to the corridor where you found the secret doorway and take the ladder on the other side.

You're now in a lava pit. Hit all the switches and weigh down the round switch with the crate that falls. In the next room, shoot at the 2nd blue statue from the left (assuming you are facing north) and hit the switch to open the door. The other switches summon monsters. Pass that, grab the elixir then destroy both the fireball-spitting statues with your spell to drop the switch, hit that, then go to the elevator. Grab the nut, then carefully douse all three flames. In the next room, careful jumping will get you to a switch and a money chest (200G). The switch will open a pit. But before you hop merrily in, smash the statue blocking the door and go in. Grab the 10 darts, then smash the statue there, then in the next room hit the switch and stand in between the four blocks. Now that's using your head! Grab the puzzle piece. Now go back to the spike room and take the other door. Here, use water to make the two vases appear at the north wall, then use the flames to make the two torches appear at the south wall. You'll liberate another puzzle piece. Now you can hop into that pit. A safe room is here, and the door will take you near to the dungeon's entrance.

Ride the platforms, then whack that... thing... to knock it down, then stand on

it to get to the treasure chest containing 200G. Next room. Hey, remember this one? First go and hit the nearest blue switch. Then jump to towards the floating spike ball and you'll eventually be brought to the other blue switch. Hit that. Take the path touching the wall to ride to the other side of the room. There are two blue switches here. Hit the one closest to the door. Now hit the other one. Then, hit the it again but this time don't walk off the switch! From the switch, hop to the block that just came up and hop over to the conveyer area. Take any conveyer and it will take you back to the door. Take the circuit again. This time, ignore the first switch, then hit the second switch. If you did it right, you'll be able to access the two red switches. One opens the door, the other opens a trap. Doesn't really matter, since the trap is pitifully easy to avoid anyway. Proceed. In the next room, kill all the monsters to activate the lift, then hop to the chest for a key (watch out for the steam). Not quite sure how to get that other treasure chest though... Go back to the floating platform room and use your key on the locked door there.

You'll be in a large room now. Shoot at the four torches all over the room to open the trapdoor. Grab the nut and then go down. Here, destroy the monster generator, then use the platform monster to get across the spikes. In the next room, hit the switch furthest away, then the one in the middle of the room, then the switch nearest to the entrance. Hope you have a herb or two handy, you'll get spiked a lot. Kill all the monsters to procure a key in the next room. Go back three rooms. Use the key, then kill all the monsters in the room to drop the switch. Hit that... what, another lead-the-fireball? It's not too hard. After this, you'll have access to the ladder. Another large room. Here, do some jumping to get the key in the corner, and even more jumping will get you to the switch. Some more jumping will get you a bomb. Turn the green statue (with your Pixie Ring) in the direction of the crumbly block, then light the bomb with it. Boom! Grab that puzzle piece. Now use the key on the locked door here. In the next room, grab all the treasures (breaking that blue statue makes things a lot easier...) then proceed. Use the warp plate in the next room. Time to use your head again! Same concept here, but the statues really move fast, and to act as a human platform requires some skill. After some practice, you'll knock down the chest that contains an pancea, and also acts as a platform to get you up. Grab the 500G in the corner before going up. There's a safe room above, and you know what that means! Knock the walls down, then look at the wall mural for a hint on how to defeat the boss. Now go next door and...

Boss : Living Statue I

He's actually very easy... if you know the trick. First, run circles around him to dodge the lasers. When he goes on one foot and starts swinging his fist, do a sliding kick to knock him down. Then whack at the gem on his head. After a while, he will replace his swinging punch with a ground pound. If you fail to knock him down, the ground pound will send blocks falling from the ceiling. No problem here either; just repeat what you were doing before and he'll go down real quick. No sweat, really.

Once he's down, grab the crest and another object. go back and save (you don't want to do all that again, do you?). Then step on the warp plate. Step on the other warp plate. Proceed along and you'll eventually end up outside. There's a cave and a Jeehan Statue here. Go into the cave.

Going Native

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You're in a new land - welcome to Eden Village! First, locate the puzzle piece in the shed (it's not that hard to spot), then go to the hut with the save book. Choose option 1 when talking to the old man to rest, and choose option 2 when talking to the young man to buy stuff. There's a new sword and elemental orb here; buy them if you have the cash. Talk to all the natives, and then talk to the man with the bird on his head. He will

offer to give you the Dryad Ring if you catch his bird, the Goo Goo bird. Keep trying and you'll eventually learn where the bird stops at, and then you'll catch him. Return him to the old man to get the Dryad Ring. Use it on the gold statue next to him to get a quest object. Note that you can now go back to all the gold statues littered about and shoot them to pick up more puzzle pieces and other treasure. If you leave the town, you'll reach a Deadeye Zach's, if you want to use it. Now return to the dungeon before. In the room just before the exit, another door will open. Use your new ring to break the golden blocks, then hop down the pit.

There's two unlit torches here, ignore them until you've found the Newt Ring. Instead, look for a red switch and hit it. Go inside the open doorway and slay all the monsters, then hit the blue switch that appears. This will open the door in front of you. Next, kill the monster near the platform so you can hop on to access the safe room and grab that key. Go back a room. To reach the locked door, hop to the large platform above the spikes and fire at the switch from afar. Behind the locked door is a large room filled with spikes. To one side, hit the red switch to drop golden statues. Then shoot the statue, jump onto where it was sitting, shoot the other one, jump there, then to the chest. You'll need to do this real quick. You'll get a puzzle piece for your efforts. On the other side, use your ring to reveal platforms. Grab that torch then toss it at one of the thorn pillars. Repeat for the other thorn pillar. Don't worry, you have plenty of time. In the next room, destroy the monster generators, and grab that herb. The doorway will open and you can climb down. But before you go down, jump down one of the other pits to reach a room with a elixir and a puzzle piece. Return back up and take the exit pit. There's some EP restoring Grapes of Eru here, and a few gold pillars. Destroy them to get to the switch, while watching out for that spear. Ride the platforms and grab the torch, and use it on the thorn pillar. Go down. Here hit the crystal with you spell, then hop along and hit the switch. Climb up the ladder. In the next room, the monster here can only be slain by your magic. Once killed, grab the tonic, the key, and hop onto the teleporter. Once you come back to this old room, use the key on the locked door and proceed.

Next room. Here, destroy the yellow block then run forwards to avoid breaking the flame. Toss it at the thorns. If you go down the stairs you'll reach a small room with some monsters and two treasure chests. You can get the elixir here, but for the puzzle piece, you'll have to drop down from the pit above. Back up, lure the shelled monster to the ledge then use his shell as a stepping stone. Then hit the switch, kill the monsters, and proceed. In the next room, hit the red switch. Now you'll have to do some tough jumps, and do them quick, too. When you reach the other switch, hit it and the way opens. Dodge the obstacles next and hit the switch here to open another path. Now hit the blue switch grab the key, hit the blue switch again, use the key and continue. In the next room, toss the flame at the switch to continue. Here, ignore the steps and walk around the bend. Hit the red switch. The trick here is to reach the other switch above by hopping on the gold statues, and to do that, you must hit the crystal without hitting the statue. For the first crystal, lean to the wall and shoot it diagonally. The gold statue will drop near the high switch. Finally, toss the rock over the other gold statue and hit the crystal. Now you can use the crystal, platform and the statues to reach the switch. Hit it and continue. In the next room, grab that grape in the chest and then drop down the pit nearest to it. You'll end up in a room with a crest and a puzzle piece, nice. Hit the switch and exit, go back up and to the area where you took the grapes, then hit the switch while dodging all the spears. Continue pass the vanished block. Hit the switch to stop the spears. Now there's two exits here.



Take the north exit first. Kill all the monsters and proceed. In the next area there's some grapes, and a whole mess of gold statues blocking two chests. This is honestly not much of a puzzle! Just break the left statue, then the other statue right behind it. Grab the chest, then hop to the other chest. Duh. Return to the junction and then take the south exit. Watch out, there's traps aplenty here. Shoot the crystal at the end, then run to the switch that is lowered, dodging the spears all the way. No problem. With that go to the little area the switch opens, kill everything inside, then proceed. In the next area, you have to weigh down five switches with barrels. It takes some time and patience (okay, a lot of patience) but its not difficult. Remember how to throw near and far and you should be fine. On the other side of the room is a somewhat simpler puzzle; just toss the flame at the switch. Beyond the two doors you've opened is a safe room. You know what this means...

#### Boss : Living Statue II

This one is also easy if you know the trick. Dodge the lasers, then when he creates pillars on the floor, hit the switch and then hop to the elevator that appears. Whack his head, then jump down and continue whacking. After a while he will gain a new flame attack that's pitifully easy to dodge. Repeat and he'll be history soon enough.

You'll get three treasures after the fight, two artifacts and an elemental orb. Go back and the warp plate falls down. Use it! Back at the square room, you can open yet another door. This leads to a warp plate, which you will use, of course. Enter the north double doors ahead and then use your Siren Ring on the torches in the corner. A chest will fall containing another quest item. The other chest is empty, by the way. Another scene develops when you try to leave. The double doors in the south lead to a puzzle piece and gold statues. Shatter them all and leave. Surprise! You're back in Paco! Look around for chests nearby where you can open with your new-found abilities.

#### Mini-Game Mania

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In the Kindra Forest, by the bridge there's a ladder going down into the water. With your Siren Ring equipped, jump into the water and follow the river until you reach another ladder. Here there's a mini-game where you must create a line of bombs to destroy the crumbling blocks. You can only leave 10 bombs on the field. Behind those blocks are :- a herb, a nut, two elixirs and a big crest, with the more valuable treasure being further away. Your main aim is the furthest block with the big crest, all the rest aren't important.

Further along the forest is a path blocked by a gold statue. Shouldn't be too hard to pass now, right? Another mini-game awaits you here! Here you must lead dogs to jump onto switches so that you can grab treasure that falls. As you proceed, you'll get better treasure, but more dogs and switches! The treasure you get, in order, is :- a herb, a tonic, an Eru Grapes and a puzzle piece. It actually gets quite difficult once you get to the puzzle piece, since there's four dogs and four switches, and two of those dogs are almost twice your speed. The trick is to jump aside when they are close by and they'll jump forwards. Past this you'll find a black chest on the ground... and it's empty? Don't worry, you're not missing anything, it's part of the plot (Thanks to Alex Siew).

Further past that, beyond the pull blocks, is a round clump of trees and a blue statue. Break that and go in for... yeah, yet another mini-game! Here you have to guide a RC car around a large area littered with power ups. Problem is, there's a lot of tough jumps and obstacles to avoid, making this the hardest of the mini-games. And there are plenty of important power-ups found here too! In circuit A you'll find a puzzle piece and in circuit S a Wonder Orb. The Wonder Orb is especially useful as it lets you regenerate HP like you do with EP. However, the chances of actually getting either of these are incredibly slim, due to the ridiculous difficulty, so go for it only if you have lots of money and even more patience. Now, you can leave this forest. Other stuff of interest : you can go to Toroledo and participate in the Bull Fighting Tournament (in the most literal sense!) - you just earn money by betting here, no big deal.

Once you're done with all those fun-filled mini-games, return to the dungeon you came out of. Now go and take the east teleporter, which brings you back to the entrance at Puerto Medusa. Go to the port there and Zeppo will bring you back to Varuna...

#### In The Belly of the Beast

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Well, at least he tries to. Zeppo's new ship gets sunk again by the monster whale. Now you're on the whale! Feel like Jonah? In the first room, there's an pancea hidden behind one of the pillars. Use the save book here, then drop down the pit. The room here looks huge, but is really a simple timed puzzle. Grab the elixir in one corner, then hit the nearby switch. Quickly run to the switch that appears, hit that, run to the next switch, hit that, and finally a door opens. No real tricks here; just some practice required. Grab the key behind the door, use it on the locked door and proceed down the pit. You'll meet the pirate family here, after the chat, go talk to the man behind the bars to buy stuff from him; he has a powerful shield for 3000G, buy it if you have the cash. Now take the other ladder up. Kill all the monsters and grab the treasure at the end to give the whale a bad case of indigestion. Return back to the room with the shop.

Take the open door and climb your way up (you may want to destroy the monster generator first) and whack that big glob of stuff. Hit the switch inside it and hop into the hole. Here, go down and kill all the monsters. Go down and watch for the rolling balls, then in the next room dodge the traps. In the room after that, time the switch so that the rising platform re-directs the rolling ball into the other switch. Past that, hit the switches in this order : assuming you're facing east, hit the right, left then finally the middle switch. Go through the open door, dodge the spikes, then proceed. Here, kill the monsters to activate the lift fan. Then hit the switch and immediately jump into the closing pit. If you fail you'll have to repeat it again.

If you thought that was annoying, wait till you see this room! Here you will have to ride platforms over a large pit. Fall down and you'll be in a pit full of treasures. Trust me, you'll be down here a for a while - there are near impossible to dodge spike balls that always send you over the edge, and some platform-to-platform jumps require some real good timing. There's also some switches that you'll have to hit carefully to get the platforms moving in another direction and make other platforms appear. After some frustration, you'll eventually reach a ladder. Use the safe room at the bottom! Chat with Ruby and Albert,

use the warp plate to get back to the shop if you want. Now go back up the ladder, jump to a nearby door, and you'll find Zeppo, chat with him. Go back to Ruby and Albert and they'll let you pass. Hop into the pit and grab the elixir there. Here, proceed along until you find a pull block, then pull it. Take the path above. Next, look for a red switch above and hit it, then proceed. No problem. Next, kill all the monsters and the monster generator, hit the switch that appears, and proceed. Keep going and you'll reach some maze-like tunnels. Destroy the monster generator and continue.

In the next room, carefully navigate past the traps to get 200G and hit a reach switch and go through the door it opens. If you grab the chest here (100G) monsters will fall down and you'll be forced to fight them to proceed. Finally destroy the monster generator and then ride the platform. Take the key and talk to the man there. Go back a screen and unlock the door here, then locate a crate (there's a pirate standing near it, and requires some jumping to get to). Use the crate to weigh down a nearby switch. A tough jump later and you'll reach the exit. Do some simple jumps next room to get to the exit as well. In the next room, talk to the man, use the healing circle if you want, then use the near door. Next room is a screw puzzle. First, put one red screw into one red hole, one blue screw into one blue hole, and one green screw into one green hole. Then put the other green screw into the other blue hole, put the other blue screw in the other red hole, and finally the other red screw in the other green hole. Grab that artifact and leave. Now leave through the other door.

Here, talk to the pirate, then grab the elixir in the corner. Hop into the water (you'll need the Siren Ring equipped for that). You'll be back at a familiar area, except this time it's flooded. You can reach a chest you couldn't before (10 darts). Swim all the way left. Once you're back on dry land, talk to Albert and Ruby then save the game. Now go back up. The area is flooded, allowing you to reach yet another doorway to the north-east. To pass this room, douse the flame then jump to the treasure chest quickly (the two pillars you need to use will slowly shorten). If you mess this you must exit and return again. The chest contains 5 darts. Go up the ladder. Here, go up the hill while dodging all the balls, then hit the switch and play human platform again. Lead the statue to the button, grab the chest with a elixir then climb up and go through the new path that opens up. Destroy the monster generator and all the pesky little monsters and climb your way up with the help of the switch. Grab that key and return to the locked door one room back.

In the next room, kill all three monsters to raise the platform; you might want to be on the platform when that happens, by the way. Fire your Dryad Ring at the gem to open the door. A platform appears at Zeppo's side. Now, grab the chest that appears (500G) and then go back to the shop (take the warp near Ruby and Albert). Notice all the crates on the floor? Stack them up so you can reach the high door. Here, destroy the glob and monsters will appear. Kill them all and the door opens. You can ignore the switch for now. Next room is a time puzzle. Don't you just love these? Here, the door will also close if you are hit twice. Remember that you can slide under the steam. Also, go grab the chest (Lorient Nut) first. There's another timed puzzle after this, and the 2-hit rule still applies. Hit the green block with your Pixie Ring first, run the gauntlet. Takes a little bit of practice, but it's actually not too hard.

The next room is trapped filled, but not too hard to pass. Before you

climb the ladder grab the darts in the corner first. In the next room, destroy the all the globs if you want; there may be some treasure hiding behind them. Note that one of the small ones can act as a stepping stone. Collect all the treasure in this room then exit. In the next room, first destroy the bottom of the stacked globs, then the top; use the middle one as a stepping stone to get the crate. Next, destroy all the globs below except the one on the platform. When you find the switch, weight it down with the crate and then use the glob as a step. Next, go kill all the monsters then shoot the green crystal (with your Pixie Ring, naturally) to switch off the warp plates. Then swing your sword at both switches to open the door. Then hit the red switch. The second segment of the bridge will join the first, forming a bridge for Zeppo, who refuses to cross. Hmm... Anyway, grab the chest that appears and go back. Remember to grab treasures on the way back (you'll miss them if you take the warp plate). Talk to everyone, then save the game. Now go to the bridge. You have to kill three monsters to pass. Make sure you keep moving; there are spike balls falling down that just seem to know where you are. Proceed into the core, then be prepared for...

Boss : Metal Heart

Tricky, this one. He drops monsters, which are basically there to distract you from the lasers he shoots. Look carefully at the small shooters at the bottom so you can dodge the lasers. If you successfully dodge them, the heart will lower itself. Whack it hard. After a while, it gains a new attack at which the causes the core below him to explode, sending fireballs all over the place. This is very hard to avoid, so hope you have some elixirs handy.

After you successfully destroy the metal heart, the whale goes back to normal, and you'll be propelled all the way back to Varuna Castle. Go into the castle and watch the scene.

The Church of the Key

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Gee, just in time to stop the marriage. You still end up getting tossed in the cells, though! To continue, examine the save book (you don't need to use it) and the healing circle. After the little cut scene involving the gathering of villains, you'll be busted out. So jump down that hole!

First, grab the crest here. Next is the tricky bit - you have to flip the switch, then flip the next one before it disappears. Quite a task, since the switch only appears for less that half a second! Fire your magic diagonally at the switch, then straight away do a dashing slash at the switch that appears. You'll need some practice, but it's not impossible. Go through the door it opens. Here, flip the switch, then destroy the blue statue (you should know how by now) and catch the flame as it falls. Then light the torch with it. Proceed. Next, run pass the torches when the fireball-spewing statue is in front of it to launch a fireball and light the torches. Light all three grab that elixir in the corner and proceed. Hit the final switch, go grab that chest (500G), then leave. Now wasn't that a short dungeon? Try entering the castle and see what happens. Now leave Varuna Castle and go to Gwaba Town.

With your new powers, you can grab another puzzle piece on the 1st floor lift lobby. Okay, from Gwaba Town, if you go to the port, you can take a trip to Puerto Medusa, and from there, you can go back to the northern lands (option 1), back to Gwaba Town (option 2), or go to

Gamar Island (option 3). At Gamar Island you can go play some cool arcade games to earn some tokens, which can be exchanged for treasure and special items. The games, from left to right, is The Run, The Rally and The Shooter. The Run is a basic pac man-ish run where you control a little Flint running about a maze dodging some familiar enemies. The Rally is a basic racing game. The Shooter is a real tough four-way... shooter. Fun to play, but nothing really important.

Now go to the Church of the Key (near the port). There's a dungeon waiting for you... First off, grab that elixir. Now head south. Here, assuming you are facing south, hit the 2nd switch from the left to open the door and the 1st switch from the right unveils the treasure chest. You'll have to hit the 3rd switch from the left and kill the monster to reach it, though. And you'll need to; there's a key in there. Unlock the door. In the next room, ignore the stairs going down for a moment and go kill all the monsters (those rocks help). Here, shoot the middle green block, the right block, then the left block (if you're facing south), then quickly hop to the switch and hit it. Now grab the key in that chest, then go through the door at the bottom. Then grab that chest (10 darts) and go up to the safe room. Go up and use the key.

In the next room, run to the far end. Do not destroy any of the golden statues. Kill the monsters there and a chest will fall (elixir); use the chest as a stepping stone, jump on the golden statues all the way to the far end. Be careful, the chest you first see is a trap. Grab the money and the key. Now you may destroy the gold statues; one of them hides a puzzle piece. Grab it, then proceed through the locked door. In the next room, grab the chest (grapes) then run to the door in the far end. Next room, use the fireball chests to light all three torches. To light the middle torch, go near one of the two chests in the east then jump onto the floating platform. Go through the left (south) door. In the next room, some nifty jumping will net you a key. Take the exit. Here, just walk carefully and grab the treasure chests. When you reach the pushing block, push it forward then take the warp back to the fireball chest room. There's a new chest here with a crest, grab it!

Take the right door now (north). Underneath the first statue is a bomb, the second is a switch, and the third is a puzzle piece. If you want the piece, you'll have to wade through lava - always not a pleasant experience. Go shatter the fourth statue to open a path. The chest here is a trap too, so ignore it. Proceed to the next room. Back to this room! Grab all the treasure (push the block to get to the other one), then use your key on the locked door and keep going. Here, guide the fireball to the bomb above a cracked block to reveal an exit. But when you try to exit...

Next, kill everything in the room then put the barrel on the highest step, then jump to reach the chest (500G). Take the exit. There's another 500G here. Use the thorn pillars to get to a puzzle piece, then leave. Can't do much in this room, so take the other door out. Run across the dam, then kill everything in the next room. Once all the green blocks appear, shoot the second highest one and climb aboard to get to a chest with grapes. Now back to the puzzle at hand. The lowest block acts as a reset in case you mess up. First shoot the second highest block, then ride on it. Shoot the other two blocks when you pass by them, then jump on them as they go up. Takes some practice, but it's not hard. The hover ability works great here. Talk to the fellow up there, then grab the elemental orb. Go back to where you saw the boat, and take the newly-activated elevator. Keep going up. Next, take the lift up and

talk to Prunewell's crew up there. Some scenes later, the door below will open. Go through.

#### Flint vs. the Volcano

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Once you get deposited on the beach, leave and go to the new area that appears. What do you know, it's a volcano! Firedrake Volcano, to be precise. Gotta have one in every RPG, you know. Climb up enter the doorway. Next, douse the flame to access the safe room. Drop down and grab that chest below (grape) and hurry back to land; those platforms sink! Ignore the switch for now, and take the nearby exit. Slay the monsters to clear a path. At the end, carefully scale the lava fall and proceed. Above, kill the monsters to clear the path again. Then, cross the lava river and grab the flame. Walk downstream to avoid the fireballs, hitch a ride on those platforms, then bring it to the bomb and detonate it. Keep going. Next, toss the bomb to the block while lighting it with the fireball. No biggie. Next, toss the bomb to the small platform, use the torch to light it, then quickly hop to the moving platform and toss it at the block. No biggie either. A few simple jumps later and you'll be outside. Cross the bridge. In the next room, destroy all three blue statues and go grab the treasure chest. The Newt Ring is yours! Not only does the ring let you light up torches bombs and monsters, it also lets you walk comfortably on lava.

With that, return to the start of the dungeon, where you ignored the switch. Hit it, then run over to the platform and use it before it vanishes. Grab the chest (tonic) then light the four torches. Hit the switch that appears. Now go back to where you picked up the Newt Ring. Tedious? Well, at the lava fall, if you light the two torches, you can find a lift that brings you straight to the top, so you don't have to do all at scaling again. Otherwise it's pretty straightforward. In the next room, hit the first switch you see then proceed to a dead end to get the puzzle piece. Locate another switch (there's a elixir next to it) and hit it. Go to the path it opens and hit the switch there. Now go back to the first switch you hit and hit it again. The exit now opens up.

After that short scene, ride the platform. Use the save book, then switch to your Siren Ring and hop in. Here, lure the mine to shatter the lower blocks, and grab the grapes behind them. Now repeat with the higher blocks and proceed. More mine-luring here, except it's a lot further. Hint : Take the lowest path, it's easiest. In the next room... even more mine-luring. This one is actually a little easier than the last. The next one is a bit trickier. First lead the mine to the left and shatter the crumbling blocks that are on the ceiling. This leads you to the Elf Steel, which is one of the stones the blacksmith at Puerto Medusa wants you to find. Now lead the mine to the crumbling blocks at the far end. Hint : try following the current for a short while; the closest path does not work. Once you clear this, you'll return to land.

Go help the man you see. He's a shopkeeper; you can buy from him after you kill the two monsters. Go up to the safe area and save, then climb the ladder. Jump of and fire your Pixie Ring to break the green blocks. At the top ladder, use your hover ability to avoid the spike ball coming down. At the very top is an observation deck. Slay all the monsters, then grab the chest (key). Try looking through all the telescopes, particularly the north one. Hmm... once you're done sight-seeing go back down and enter the cave near the safe area.

#### The Bomb Factory

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Use the key and proceed. After passing the traps, drop down the pit. Avoid touching the red tiles, then enter the doorway down there. Here, light the two torches, then stand in front of the floating platform. Quickly fire your ring diagonally at the two statues, then hop onto the platform. You are rewarded with the shining sword! To get back up, alternatively hop on the two small platforms, while pausing every now and then to let the spike ball pass (don't pause too long!). At the top do a running jump to the chest to score a key. Then drop down to the platforms directly below and jump across. Knock the foot wall down to make a quick shortcut. Next, toss the bomb over the flames and then slide under them. Go ahead and put out the flames, then come back and toss the bomb to the platforms. Climb up using the doused torches. Toss the bomb over the flames again then bring it to the crumbly block, light it to shatter the block and reveal another exit. However, don't take this exit just yet. Go take the other one. Here, use your Newt Ring to light the bomb marked with skull and crossbones. Quickly grab the other bomb as it falls and toss it at the next block. With that, use the last bomb on the last block. Slay everything in the room to claim a puzzle piece. Now take that other exit. Here, there will be bomb-tossers; use their bombs to destroy all the crumbly blocks to reveal an exit. Grab the two chests (pancea and money) and then go up.

Now, go grab that chest (grapes) then hit that rotating bomb dispenser with your Newt Ring to shatter the two blocks; hit the switch hidden under them. Next kill all the monsters to proceed. Take the next door you see to reach a safe room. Go back. Here is a really difficult puzzle. It's no problem if you want to just pass; simply repeat the trick :- light the skull and crossbones bomb, then use the bomb on the next block, repeat. You'll have to be a little faster now, though. But if you want the puzzle piece, you'll need some real skill. First, light the first skull and crossbones bomb, then immediately slide under and grab the next bomb. You'll need very good timing. If you catch it, quickly toss it at the middle of the two other blocks, so that they detonate and leave the bomb on top of them unlit. Now there should be two bombs in this room unlit. Keep them that way. Douse the torch on the other end, then use one bomb as a stepping stone to reach the torch. Put the other bomb on top of the torch. Use the hover ability to get to the top of the torch, then jump to the bomb on it and finally to the chest to get the puzzle piece. Phew! In the next room, observe the bomb thrower. He sometimes tosses an unlit bomb. Take that to the crumbly block and light it. Then jump to the key. Don't bother killing the blue monsters; they regenerate. Just use the key and get outta there. In the next room, stand on the flame thrower then put the bombs on the switches and quickly hop to the chest using one of the bombs as a step, and grab that puzzle piece. Now go take the exit. In the next room, you can pick up a elixir in the chest. Run to the switch (you'll probably get injured along the way) and hit it. Go in and keep killing the monsters until one of them falls onto the switch. Then exit, grab the key, use it and continue.

After checking out the big green dragon, grab the money around the bend then go upstairs. Kill the big monsters to liberate the key, then use it. Go down and chat with the dragon, then leave. You'll be at a spiral staircase with a safe area below. Run upstairs, using the small platforms to avoid the boulders, then hop on the lift at the top and take a ride to...

Boss : Blood Fang

The hardest boss of the game, period. He first only has two

attacks, one where he runs around the perimeter of the room (stay in the center) and one where he jumps to the center of the room and start swinging his bolo, then smashes it on the ground (stay in the perimeter and keep running around him). The only time you can hit him is using a running slash when he is running around the perimeter, and 90% of the time you either miss or get injured. Assuming you do manage to hit him a few times, it gets even more ridiculous when he gains a diving attack that is next-to-impossible to dodge. Your only hope is to jump into the air as he's coming down and try to hit him, and most of the time you'll get nailed instead. Hope you have lots of tonics; you'll need them. After that ridiculous battle, grab those treasures; you've earned it.

(Hint by Valeria\_ii - Face him when he does his dashes around, and slash combo him. It does more, AND you can get him to stop more often, just requires timing. He always runs counter-clockwise, so run clockwise until he smashes that ball thing. For the leg cannon, one thing real easy to do. Go to the opposite corner, and SLIDE into him when he charges up. If you're not sliding into the same corner as him, you'll actually knock him down without taking damage!!)

#### Odds and Ends

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Go back down, SAVE and return to the dragon. He will break loose, chat a little, then with him you can now go to any spot on the map. You should now go and explore the land again to pick up treasures you couldn't get before. And also deposit all the puzzle pieces at your local Jeehan Statue. Stuff of interest :- back at the first town of the game, if you talk to the shopkeeper, you'll exchange your hammer for a replica of a red trigger statue. Go back to Puerto Medusa and give that to the blacksmith's daughter and she'll give you a little earring with the mark of the pirates on it. Then, take it to Bull Town and enter the house next to the inn. Go upstairs and talk to a young girl, the Cow Princess, to trade that for a autograph. Now head over to Varuna Castle and talk to the guard on the left. You'll get a Vanilla Wafer. Then go bring that to Eden Village and talk to the elder who gave you the Dryad Ring after all the bird-chasing. You'll gain his, erm... Goo Goo bird. Take the bird to Gwaba Town and give it to the shopkeeper there. He'll give you a Crimson Cloak. Now go to Mileena's Mansion and talk to Belgar (the guy who looks like Flint's dad). Taa-daa, the awe-inspiring level rising sword is yours! (Thanks to "Ginger Knute" and "Merlin1860" for being the first to send all the trading info after receiving the autograph).

How about that level 6 shield? First, you should know that a blacksmith on Puerto Medusa will offer to build you one if you have three stones - the elf steel, dwarf and vita stones. The elf steel you should have already (it is in the water passage under Firedrake Volcano). The vita stone can be obtained at Deadeye Zach's by winning 30000 points. Finally, for the dwarf stone, first go back to where you earned the gold badge (in the obstacle course). At the first room where you stacked barrels to obtain a puzzle piece, a man is standing by two new fire barrels that wasn't there before. Talk to him TWICE - he'll tell you that he left the old barrels in the Seagull Ruins (the one by the cliffside in Puerto Medusa). Go back there, and proceed to the room with the large pit and floating platforms. Cross it and proceed to the next room with all the conveyer belts. Pass that (you should have been here before, by the way) and then you'll be in a room with three blue statues squirting steam. Now there will be two barrels in the corner; use them and the large block to get to the black chest on the other end to obtain the dwarf stone! (Thanks to Josh Chalmers for the dwarf stone



info!). Now go back to the blacksmith and the cool valar shield is yours!

In the Eden Island dungeon, decent back down the pit. In the next room, light the two torches to receive a somewhat useful Element Ring. In the church dungeon, past the room with the gold statues, use your Newt Ring to launch the black chest across the pit to pick up a VERY useful Element Charm, which halves your EP spending. Finally, spend your money on Gamar Island to win elf/guard rings and your darts at your local Deadeye Zack dart house to up the level of your spell rings.

Next up, you should check out the list of puzzle pieces I've wrote up in the "Extra Information" section and pick up the puzzle pieces you've missed. You should be satisfied once you've picked up the three-hit combo - the four-hit combo isn't too useful and it sure isn't worth hunting down all those puzzle pieces, unless you're a perfectionist who just wants everything complete like me.

Also, for some more useless trivia :- at Gwaba Town, you can visit the fortune teller Omega by the market place and answer some of her questions. She will then tell you who's your best female match! Possible candidates are (1)Alexia, (2)Mileena, (3)Emma, (4)One princess from Children of the Crown, (5)Ruby, (6)Cow Princess, (7)Natasha. Pointless, but it's in the game, so I'll report it (Thanks to Alex Siew).

Done your exploring? Okay, now return to Varuna Castle and then talk to everyone. You'll be transported to another location, the Old Varuna Ruins; talk to everyone again. Ruby will give you a herb - keep talking to her and she'll keep giving them to you; stock up to nine. Anyway, exit the room to reach a safe area, then proceed into the dungeon.

#### The Nightmare Dungeon

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This dungeon is the largest one you'll ever encounter (so large that I've split it into two chapters), and it's also your toughest. The puzzles are ridiculously tough, they can and will drive you up the wall if you don't have this walkthrough. Heck, some puzzles will drive you up the wall even if you do have this walkthrough!

First, a simple puzzle to get you started. Hit the blue switch, then hit it again and jump to the rising platform from the top of the switch.  
>From there, do a running jump to the wall and grab that chest by the wall (elixir). Drop down and hit the switch, then from the top of the switch do a running jump back to the wall. Go through the door it opens. Here, grab the chest (grapes) and then light the torches in the order of the highest one first (you'll have to use the lower torches as steps to do that). Note the locked door, then go through the door that opens up. Here kill the skunks (or the farting blue squirrels, depending on how you look at it) then go through the doorway. Next, you can take the door here and go through a trapped corridor for more grapes if you want. Either way, take the flame and throw it at the torch, and then hit the blue switch to reveal another exit. Take that. Next, kill all the monsters. Next, toss the bomb onto the switch, and use it and the switch as steps to get up to the platform with spikes. You can run through the spikes if you want, or you can light the bomb, and when it activates the switch run pass the retracted spikes. Hop to the platform, then the chest to procure a key. Now return to where you saw the locked door.

Beyond the locked door is another bomb puzzle. Here, place the two bombs on top of the nearby switch. Put the bombs as far as you can from the wall but still keep them on top of the switch, then hop out using them

as steps. Do not hit the switches. Now go under the two blocks, hit the blue switch then the red one; now if all goes well a chain reaction will open a path for you. Hit the blue switch again and take the exit. Below, simply light the torch then toss the bomb it, then hit the switch and exit. The next room tests your sword attack speed. If you have a three-hit combo and above from Jeehan you should have no problems. Next, hit the switch then ride the platform. Now light all the torches, and as soon as you light the last one jump to the doorway and it should open. Then hit the next switch so you don't have to do all that again. The next room requires some skill. The idea is to toss the barrel to the switch above by riding the platforms, which isn't easy since fireballs will be shooting out at you. Use your shield! Face the fireball-spitters and don't do anything and you'll block them. First toss the barrel onto the platform moving nearest to the switch, then, when you reach it, hide behind the barrel (no, the fireballs wouldn't destroy it) to block the fireballs coming behind you, then use your shield on the fireballs on the other side. Finally toss the barrel at the switch once you get close.

The next room requires you to kill all the monsters while dodging the spinning blades. No problem, right? Next room is trickier. First shoot the only torch you can reach (stand on the pot) to open the door. Now, run to the torch by the platform and quickly jump onto it, jump to the next torch when the fireball lights it, then repeat for the other torches. Once you're safely to the other side and all the torches are lit, a path opens. Hit the switch so you don't have to do all that again. In the next room, assuming you're facing east, place the bomb onto the right switch. Go grab the other bomb from the newly-opened passage, drop it onto the next switch. Avoid hitting any flip switches you see unless you get stuck. Now go to the next opened passage, grab that bomb there and put it in between the two bombs. Light the unmarked bomb then run to the closed metal door on the left passage. The chain reaction opens it and lets you hit the switch, which disables all the traps and opens another door. Next, hit the switch then do a series of running jumps before the platforms disappear. No sweat. Take the exit.

The next puzzle borders on outright frustration. Here, you have to ride the moving platform, block the fireballs, grab the crate, bring it to the other platform, use it to grab the barrel, toss the barrel onto the moving platform, toss the crate onto the platform and then jump on the platform yourself, all while the platform is still moving forwards. The time frame is ridiculously short, and you'll still have fireballs that can knock you off easily, making this very difficult. But practice and persevere, and it can be done. At the end, use the crate and barrel as stepping stones up. Hit the switch and jump into the hole. Beyond this is a safe room (about time!).

#### Light It Up

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Here you have an option of either taking the south or north doors. Your target is placing those large lanterns you've been picking up on the pedestals at the very end of these paths. You'll have to take 'em both, and this walkthrough I took the south door first. The puzzle here looks somewhat intimidating, but it's not all that hard, really. First, place the barrel right under one of the two torches furthest away from the door. You'll have to go into the grassy pit to do that. Next, douse one of the two torches closest to the door. Then douse the lit torch that falls. Now use the remaining platform to jump to the other side of the room. From there, douse the torch that the barrel isn't under. The platform will disappear and the last lit torch will fall onto the barrel. Douse that and the door opens. Beyond the door, kill all the monsters, then hit the switch.

Go down the hole. In the next room, the green statues that face each other will form a platform between them when you hit the switch. First make the south statues face each other, and the north statue facing south. Hit the switch, then hop on the platform it creates, then hit the south-east statue and quickly hop to the new platform that appears. Then hop onto the large platform. Next run through the platforms without falling to reach the other side. Hit the switch, kill the skunks and continue to the next room.

The next puzzle is more of the similar puzzle from before, which is the form-platforms-when-facing-each-other thing. This one requires a fair bit more explanation. This is how the room looks like (facing north):-

```

                [Start]
    O   [A]   O   [C]   O

[E]                [F]                [G]

    O   [B]   O   [D]   O
```

[Switch]

O - Statues

[A-G] - Possible platform formations

[Start] - Your starting point

[Switch] - The switch you have to reach

Basically, statues facing each other will form platforms. Know that you can shoot other statues from afar, and turn them appropriately to form the next platforms you need. First, form [C] and jump onto it. Form [F] then quickly jump to it ([C] and [F] can't appear together since they share a common statue). Then form [D] and jump to it. Again, quickly form [G] and jump to that. From here, fire at the statues from afar to form [B]. Do a running jump from [G] to [B], then jump to the switch. There, that wasn't too hard, was it? Next, kill all the monsters to activate the fan, then climb up and jump down. In the next room, first destroy all the blue statues (you need to do it in a certain order) then proceed into the opened door. Climb the slope then hit the switch up there to open a door, then go in. Here you have to douse 4 blue torches. First look out for a red switch on the other end. When you douse the moving torches they stop, and when all four torches are doused, the red switch falls. You must douse them in such a way that you can reach the switch afterwards and they must form a path for you to jump to the chest (everything except the torches and the switch disappears after you hit the switch). It's not too hard. Claim your small crest. (Thanks to GodReborn for this info!)

Now, go back a room then kill a monster so that it dies on the switch, then jump to the switch and hit it. Yes, even if it doesn't look like it, you can step on the platform the switch is on. It takes an annoying amount of time, but it can be done. Proceed through the door. In the next room, hit the switch to move the statue then hit it with your Pixie Ring so that it will land onto the weigh switch. I actually got it on my first try, so it isn't all that difficult. Make sure the block is moved north and the statue is facing south before you start moving it, then keep hitting it with spells. No biggie. Then use the activated fans to get to the ladder.

Next room. Make the statues face each other to get hold of the key. You can't get the other chest yet. Go back and use the key on the locked door. In this room your speed is tested (again). Hit the green

crystal in the center with your Pixie Ring, then very quickly hit the four other crystals that appear. Shouldn't be too tough. Proceed. Now you can go grab that chest you miss (puzzle piece) by jumping on top of the statue. Next, assuming you are facing west or east, douse the 2nd and 4th torch, then hop along to reach the key. Use it. In the next room, scale up by using fans and doused torches. Use your hover ability when you get to the vanishing platforms and you'll do fine. You'll now fit in some.. well... thing, and then you can warp out. You'll be back to the safe room. This time, go north.

Simple puzzle here. Just shatter all the gold blocks to reveal water pots, then toss them at the statue above to break it. Note the locked door, then proceed. In the next room, destroy the middle two statues only. Use the barrel and crate and the statue closest to the door to get the higher crate. Now destroy the statue you just used to reveal another barrel. Toss one barrel and one crate to the top of the last remaining statue, then use the other crate and barrel to climb up it. You will then reach the chest; grab that key! Go back a room and use the key. Next, hit the blue switch, then wait until the statue is below the block, then hit the blue switch again. Now run under the block and hit the red switch. Proceed. In the next room, destroy all the statues except the furthest north-east and furthest south-west one. Take the barrel and place it next to the water pot above (yes, there is room for it). Then use it to climb to the highest gold statue. From there, jump to the switch (you'll need to use the raised area in the south-east part of the room). Hit the switch so you don't have to do all the jumping again. Next is an optional part. If you go in the door and kill all the monsters, a chest will fall containing money. If you grab it, the room closes again and more powerful monsters appear. Kill them and then another chest appears. There's more money here, but opening it again closes the door and sends monsters again. But if you keep repeating eventually a puzzle piece will appear. The monsters are dangerous, so it's your choice whether you want to risk it or not. Either way, once you're done go take the ladder.

The next puzzle requires very fast jumping. There are six platforms in this formation (if you're facing west).

```
[Switch]  [1]  [2]

           [3]  [4]

           [5]  [6]
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Quickly jump the platforms in this order - 5, 6, 3, 2, then to the switch. If you do it fast enough you can make it. Go through the door then kill all the monsters to open the door. In the next room, shoot the gold statues and ride the platforms behind them. You have to do them fast by firing diagonally at the statues when you are moving forward, then hop onto the next platform before you hit the spikes. Finally, you have to hop to the switch, hit it and hop back onto the platform to continue. Takes some practice, but it's not too hard. Next, as usual kill all the monsters to pass. The next room holds a puzzle piece, but watch out for the invisible blades! Go back to the platform riding room and take the other door hidden in the corner. In here, kill the monsters without destroying the stone statues to proceed. The next room is a push block room. The lever above and the switch acts as a reset, by the way. Assuming you are facing west, first push the block that is furthest down to the right.

Pull the pull block down. Push the block in front of the pull block forwards. Now push the block to your right to the right. Walk forwards a step. Push the block to your right to the right. Now push the block...err.. blocking the exit to the left. Hit the switch and continue.

There's more block pushing here, and this time, it's actually quite difficult if you don't know what to do. Here, destroy the golden blocks ONLY if they are in the way of your pushing. First you must destroy a gold statue. Assuming you're facing north, that's the one that would block the north-most stack if it were pushed to the left (that's actually what you're going to do later). Now, push the southern stack of blocks up (there's a statue in the way). Now push the top block of the same stack to the left (you'll need to do a bit of statue-hopping for that). Now go ahead and push the north most stack to the left. Now, with some jumping you'll get to the chest above (elixir), and the exit near it! If you mess up, the lever acts as a reset. Go down that exit and grab the new shield. Now exit and you'll be back to the same room. Take the other exit. Here, you have to scale up using alternate-jump blocks (you've seen these before). Trick is you have to do it a lot faster, but other than that it's nothing difficult. At the top go up to the pedestal and Flint will place that other thing on the it. Take the warp tile.

You'll be back at the safe room, except now there's a warp tile here too. Take it! You'll be at the start of the dungeon again. Go back to where the others were. Watch the scene that unfolds. Wouldn't you believe it, it's time for...

Boss : Mantis Man (Baron)

Compared to the previous boss, this is positively child's play. He first does two large slashes, which you can avoid by staying at the walls. Next he will jump to the corner and throw his blades. For the first one, just run around to dodge it, for the second one stay at the very corner of the room. Then he will try to hack you, only to have his blades stuck onto the ground. Now run and strike him in the head. Repeat. After a while he gains a bomb attack which blows up the center of the room; just stay away from there while continuously moving to dodge the blade he throws simultaneously. Simple. Shouldn't take too long to defeat.

Grab the treasure that drops down, then get out via the double doors and watch the scene. After almost getting killed unintentionally by Zeppo, you land on the last dungeon of the game. Good luck!

Now That's A Big Screw

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Save your game first. Proceed to meet Zeppo in large circular room. First, take the other door to the south. There are four switches here you have to hit simultaneously, and it's pretty tough. First throw the bomb to one switch. Light it, then immediately grab the flames and toss it at another switch opposite to the one by the bomb. Now quickly fire you spell at one switch, then run to the last one and hit it. This drops a puzzle piece for you. Now take the west door in the circular room. Here you have to walk (and jump) as the platforms appears. Do it a few times and you'll know how the blocks appear, so it shouldn't be too hard. Hit the switch above. Okay, now the north door. Here, you have to use the bomb as a step to reach the switch, but you have to do it quick as the fireballs will light it up. It's really just speed involved, no problem. Finally the east door. This

isn't too hard either. Just stay near the wall and eventually the monsters will toss some bombs over the wall. Once all three switches are flipped, the wall disappears; hit the final switch.

After all this, a door will open in the circular room. Go in. Here, hitting the switch rotates the room above anticlockwise, altering the exit directions. Above, you must kill a new set of monsters each time you turn the room, so be careful! First hit the switch twice. Go up, kill everything, then go outside to the ramp and flip the switch four times, then go back in and take the other exit going down (it's nearest to the door). There's a puzzle here involving falling platforms, which is quite easy when you know the trick. First, jump on the small platform, then onto the one in front of it, then diagonally to the one with spikes. Now, climb halfway up the ladder, then jump off onto the last remaining floating platform, then jump to the chests. Claim the key and the puzzle piece. Now go back out to the south ramp and hit the switch three times. Go back in, kill everything then jump down the north most exit. Here, just press the switches in the right order or get flamed. The order is south, northwest, southwest, east, north. Hit the switch once and go back up. The exit should point east now. Slay the monsters and go out to the east ramp to claim the second key. Now go back and go down the other pit (furthest from the door). Here, slay the monsters without destroying the statue then climb halfway up the stairs, jump off onto the statue then into the area behind the wall to claim yet another puzzle piece. Then hit the red switch and go out. Now go back down the other pit. Hit the switch twice. Kill the monsters above, then enter the door (it should be on the north wall). Use your two keys and proceed. You will eventually reach a safe room. And you know what that means...

Boss : Screwed Zeppo

Gee, after turning into such a beast, he still has the same two attacks! Anyway, he's an easy boss. Just keep running from him and dodging his attacks and the falling debris. Eventually a falling debris will hit him and he becomes dizzy. Whack him hard, then repeat. After a while, he gains a new dashing attack, which is just as easy to dodge. Wimp!

After the battle, go examine the panel. Choose any option twice and then Zeppo will put in his own "password" and open up a new door. After a few amusing scenes, take the exit. To the west lies the final battle! Now you have two options - go straight to the fight, or return and prepare. If you don't want to prepare, skip the next paragraph.

If you want to prepare, return to the rotating room. Take the pit furthest away. Hit the lever here once, then go out to the south ramp. Hit that once. Go back in. Now take the pit furthest from the door and it'll take you back to the start of this rotating room bit. Go out to the south door. You'll find your dragon here, who will take you back to the map. Now do all the necessary stuff - look for missing treasure, unload your puzzle pieces, buy tonics, etc. Once you're REALLY prepared, go back. At the switch room, climb up, then go out the south doorway. Hit the switch three times. Go back in and take the pit furthest from the door, there hit the switch three times. Climb up and you'll be back at the boss area.

Either way, your final battle begins! Save the game for the last time, then take the new exit to the west.

Boss : Mephisto

His first form is pathetic. He warps to one of the four corners and then launches a barrage of magical attacks. To bad he takes so long,

you can just run to him and hack the living daylight out of him. In fact, if you're fast enough, he won't even have a chance to launch a single attack!

#### Boss : Hyper Beast Mephisto

Hideous, isn't he? This form isn't too hard, just tedious. He only has two attacks : a extended bite, which is pointless since it NEVER hits, and foot stomp, which is easily avoided. Your target is the monster's legs, and you have to destroy all four legs to injure him. The problem is, you have to do this a three times, and it gets pretty tedious after a while. Look for a place to stand by his side that lets you miss his stomp attacks, and hit his legs at the same time. Injuring him twice gives him a new attack, where he burns up the entire room when you leave him with one leg. Just go whack off his last remaining leg and he's through. Well, not really...

#### Boss : Screwed Mephisto

At least there's a bit more challenge now. The final form of Mephisto is tough, and takes a lot of time and tonics to defeat. First of all, you must destroy those three screws - they can only be destroyed when they are raised. Once all three screws are destroyed, his head begins attacking. Here, hide all the way near the back, and when his head moves to the front, run to the back of his annoying hands and stay there. Dodge the lasers then go to the side of his head and start hacking. After repeating for a lot of times (and I mean a lot - this guy has tons and tons of HP) he'll eventually go down. Make sure you have plenty of tonics handy.

Once he's defeated, Mephisto does the traditional grand act of all RPGs and try to bring you down with him, and you'll be given 180 seconds to escape. So get outta there! When you return to the turning room, go down the pit furthest away and hit the switch once. Now go back up and go out to the south ramp and hit the switch once. Drop down the furthest pit from the door and leave. Now go to the gap on the west wall. It's over! Congratulations, you've finished Alundra 2!

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#### / Extra Information /

This section contains locations and info on the many items and power-ups you can find along the course of your journey. As far as I can tell it's pretty complete, but there's always a chance I'll miss something here and there.

#### Puzzle Pieces

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Puzzle pieces are given to the Puzzlemaster Jeehan in exchange for him teaching you combo attacks. Each time you give him a set amount (6,12,18,24), he adds a new hit to your combo and also completes a picture which is then hung on the wall nearby (leave and come back to see it).

1. In the Kindra Forest, after you've done the pull blocks, go into the path Prunewell came out from.
2. When you reach the next area past Kindra Forest, Alexia will give you one.
3. A puzzle piece is unveiled after the first town is destroyed, look around the grounds.
4. In the second screen past the Tortuga Beach area, detonate the bomb on top of the block.
5. In Toroledo, exit through the second floor bathroom of the inn and proceed.
6. Go through the back door of the inn.
7. Behind the Jeehan Statue at Toroledo.
8. In the lower Ox Tank, the room with two floor switches.

9. In the upper Ox Tank, the room with a bomb and flame-throwing monsters.
10. In the rocky area pass the Ox Tank, burn all the bushes, then solve the bomb puzzle.
11. In Dun Webb mansion starting area, in a room with a big pit and a save book.
12. In Dun Webb mansion, room with all the conveyer belts.
13. In the circular room under the Dun Webb mansion, beyond the green doorway.
14. Clear the stacking puzzle on Puerto Medusa after meeting Alexia.
15. Pass puzzle piece no.14, in the room with the crushing walls, above the door. Requires some good jumping.
16. In the garden shed of Mileena's Mansion, fall north-west into a room and kill all monsters there.
17. Two rooms pass the Mushroom Croco boss, jump to the adjacent exit on the same level; you must have killed all the monsters on the other side of the gate first (when you first fell down the pit in the garden shed, use the lower west door).
18. At the Mileena's Mansion second floor balcony; cannot be seen.
19. In Gwaba Town, in a house next to the item shop, a girl will exchange it for all your money!
20. In one of the houses off the main square of Gwaba Town; up the stairs and then up the ladder.
21. In Gwaba Town, in the house attic with the torch; requires the Siren Ring.
22. After winning the "catch the pot" game when you return to Puerto Medusa, upper floor.
23. In the Seagull Ruins, solve the fireball-launching blue statue puzzle.
24. In the same dungeon as no. 23, solve the "use your head" puzzle two rooms past the spike-filled room.
25. Nearby piece no.24, solve the four invisible pedestal puzzle.
26. Same dungeon as piece no. 25, at the large room with the multiple jumps, bomb and crumbling block.
27. On Eden Island, in a shed at the village.
28. In the Eden Island dungeon, in the spike-filled room, where there are gold statues that depress spikes.
29. One room after puzzle piece no. 28, jump down one of the pits.
30. In the Eden Island dungeon, in the room with a large pit and L-shaped pathway, drop down at the correct position.
31. In the Eden Island dungeon, after solving the moving gold statue and crystal puzzle, below the pit next to the treasure chest with grapes.
32. In the Eden island dungeon, in the room with a maze and lots of gold statues.
33. Behind the doorway on the hill in Paco Village. Only available after defeating Living Statue II.
34. After playing the "lead the dog" mini-game in the Kindra Forest, behind the path blocked by a gold statue.
35. At the RC mini-game in Kindra Forest, in circuit A.
36. In the first floor lobby of Gwaba Town, behind two gold statues.
37. In the Church Dungeon, hidden under a gold statue.
38. In the Church Dungeon, hidden under a stone statue in a lava pool.
39. In the Church Dungeon, at the area above where there are thorn pillars below, use those pillars to get to the chest.
40. In Firedrake Volcano, at the room with the teleporting blocks, in a dead end.
41. At the bomb factory, in the room with the invisible soldiers.
42. At the bomb factory, after the safe room, in a high platform. Very hard to reach.
43. Two rooms pass piece no. 41, solve the rotating flamethrower puzzle.
44. In Gwaba Town, next to the house where you found piece no. 21, the attic has four objects that can be activated by your four spells.
45. At the Toroledo cow barn, there's an unlit torch. Light it.
46. At Yagin Harbor (where your mine cart ride ended), in the inn there's an



- unlit torch. Light it.
47. Back at the Ox Tank, where there is a pillar of thorns in the second rolling ball ramps area. Burn the thorns.
  48. In the Ox Tank, at the safe room just before meeting the Minotaur, light the three green crystals with your Pixie Ring then burn down the thorn pillars with your Newt Ring.
  49. At the top of the Ox Tank, one room pass piece no. 48, destroy the invisible block under the large cannonball with the dryad ring.
  50. In the Dun Webb Mansion, at the hillside with the rolling balls and spiders, enter the topmost door.
  51. In the Seagull Ruins at Puerto Medusa, behind the formerly locked door at the floating platforms room. This is the room with the gold statue, spinning blades and torches that you doused. With the newt ring, jump down into the pit there. Then run around the room, lighting each of the torches as quickly as possible. A chest with the piece will fall down.
  52. Return to the entrance of the Turnkey Dam (exit of the church dungeon). A puzzle piece is hidden right behind the entrance.
  53. Back at the Puerto Medusa obstacle course, in the second hut with gold statues, one of them hides a piece.
  54. Back at the Mileena's Mansion, in the large bedroom, there's an unlit torch. Light it.
  55. In the Old Varuna Ruins, the large room with a row of torches and two green statues - jump to the chest in the corner (you must be in the larger of the two sections of the room).
  56. In the Old Varuna Ruins, at the room where money and monsters keep appearing, keep killing all the monsters and eventually the piece will fall down.
  57. In the Old Varuna Ruins, where there are visible and invisible blades. The piece is at the far end.
  58. In the Giant Screw, solve the four switch puzzle in the south door.
  59. In the Giant Screw, solve the falling platform puzzle in within the rotating rooms.
  60. In the Giant Screw, in the room with a single stone statue, behind the wall. Must avoid destroying the statue.

#### Special Moves

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1. Sunburst Attack - You get it after obtaining the gauntlet from the boy. Hold down the attack button and release.
  2. Two-Hit Combo - Talk to Jeehan after obtaining 6 puzzle pieces.
  3. Three-Hit Combo - Talk to him again after obtaining 12 more puzzle pieces.
  4. Four-Hit Combo - Talk to him again after obtaining 18 more puzzle pieces.
  5. Five-Hit Combo - Talk to him again after obtaining 24 more puzzle pieces.
  6. Summon Attack - Upgrade a spell ring to level 3. To summon an elemental from that ring, press the triangle and circle buttons together. All summon spells cost 200EP and can do tremendous damage to all monsters on screen.

#### Life Crests

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Life Crests increase your max HP. There are two varieties of crests; a small crest that increases your max HP by 25, and a big crest that increases your max HP by 100.

1. Can be bought from the first shop in the first town for 800G (+25HP).
2. Obtained after slaying the cat boss (+100HP).
3. Obtained after slaying the minotaur (+100HP).
4. Can be bought on Puerto Medusa for 1000G (+25HP).
5. Obtained after slaying the Mushroom Croco (+100HP).
6. Below Mileena's Mansion's kitchen trapdoor, requires Siren Ring (+25HP).
7. Obtained after slaying Living Statue I (+100HP).
8. In the same location as puzzle piece no. 13 (+25HP).

9. Play the chain-reaction bomb game (+100HP).
10. In the small dungeon just below Varuna Castle Prison (+25HP).
11. In the Church dungeon, after lighting three torches (+25HP).
12. At the Seagull Ruins at Puerto Medusa, light two torches (+25HP).
13. In Old Varuna Ruins, at the douse-the-moving-torches puzzle (+25HP).
14. Obtained after slaying the mantis man (+100HP).

#### Elemental Orbs

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Elemental Orbs increase your max EP. There's only one type, which increases your max EP by 100.

1. You can trade for one at Deadeye Zach's if you earn 5000 points.
2. After defeating the Spider boss at the Dun Webb mansion.
3. Obtained after defeating the Giant Shark.
4. Can be bought on Eden Island for 4000G.
5. Obtained after defeating Living Statue II.
6. After solving the floating green blocks puzzle at Turnkey Dam area.
7. After defeating Blood Fang.
8. At the Tortuga Beach area, on top of a red trigger statue.

#### Swords

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Listed by power level.

- 1) Long Sword - You start with this.
- 2) Bronze Sword - Can be bought from the shop in Paco Village for 500G.
- 3) Broad Sword - Can be bought on Puerto Medusa for 1000G.
- 4) Rune Sword - Can be bought on Eden Island for 2000G.
- 5) Shining Sword - In the bomb factory, solve the bomb toss puzzle.
- 6) Rising Sword - From Belgar at the very end of the trading game.

#### Shields

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Listed by defense level.

- 1) Buckler Shield - You start with this.
- 2) Small Shield - You can buy this at Toroledo for 1000G.
- 3) Titan Shield - You can buy this at Gwaba Town for 1500G.
- 4) Mithril Shield - Buy this from the man trapped in the giant whale for 3000G.
- 5) Adamant Shield - In the Old Varuna Ruins, after solving the stacked push block puzzle deep in the dungeon.
- 6) Valar Shield - You obtain this by giving the Puerto Medusa blacksmith three minerals needed for the shield - Vita Stone (from the dart house), Elf Steel (the swimming bit under Firedrake Mountain) and the Dwarf Stone (in Seagull Ruins).

#### Special Items

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Most of these are obtained by winning tokens in Gamar Island or points at Deadeye Zack's Dart House and exchanging for them. I've left out the key items that are used in the quest, since you have to pick them up whether you like it or not!

1. Compass - In the first forest area, give the man in the cove of trees a herb. When used, you get to see your directions.
2. Gauntlet - Lets you use the Sunburst Attack. First talk to the boy in Jeehan's place, then visit the three washrooms in Paco, the Airship, Toroledo. Then go back and talk to the boy.
3. Newt Ring Lv2 - Win 2500pts at Deadeye Zach's.
4. Siren Ring Lv2 - Win 1500pts at Deadeye Zach's.
5. Pixie Ring Lv2 - Win 1000pts at Deadeye Zach's.
6. Dryad Ring Lv2 - Win 2000pts at Deadeye Zach's.
7. Newt Ring Lv3 - Win 7500pts at Deadeye Zach's.

8. Siren Ring Lv3 - Win 4500pts at Deadeye Zach's.
9. Pixie Ring Lv3 - Win 3000pts at Deadeye Zach's.
10. Dryad Ring Lv3 - Win 6000pts at Deadeye Zach's.
11. Vita Stone - Win 30,000pts at Deadeye Zach's. One of the three items needed for building the level 6 Valar Shield.
12. Amulet - Win 9000pts at Deadeye Zach's. This pendant allows you to fire two shots of your magic at the same time for the cost of one shot. It'll work as long as it is in one of your three pockets.
13. Wonder Orb - Found in the RC mini-game circuit S; regenerates HP when standing still. Works as long as it is in your pocket.
14. Ticket - Can be bought in Toroledo for 500G when Alexia is not with you; allows you to place bets in bull fighting.
15. Elf Ring - In Gamar Island, trade for it with 2000 tokens. Increases the damage you inflict by 50%. It will automatically work as long as it is in one of your three pockets.
16. Guard Ring - In Gamar Island, trade for it with 2500 tokens. Reduces the damage you take by 25%. It will automatically work as long as it is in one of your three pockets.
17. SP Elf Ring - In Gamar Island, after getting the Elf Ring, trade for it with 4000 tokens. A souped-up Elf Ring, it doubles the damage you inflict.
18. SP Guard Ring - In Gamar Island, after getting Guard Ring, trade for it with 5000 tokens. A souped-up Guard Ring, it reduces damage you take by 50%.
19. Element Charm - Requires the Newt Ring. At the church dungeon, past the area with all the gold statues, use your Newt Ring to carefully launch the box across the pit via the fire triggers. Cuts EP spending by half, if you have it in one of your pockets.
20. Element Ring - In the Eden Island Dungeon, after jumping down the pit, light the two unlit torches by the side of the platform on the spikes. This ring, when in one of your pockets, allows you to regenerate EP at a faster rate when standing still.

#### Other Items

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- |               |   |
|---------------|---|
| Herb          | - Regains 100HP (40G in shops or 10 tokens on Gamar Island).                        |
| Tonic         | - Regains 300HP (200G in shops or 100 tokens on Gamar Island).                      |
| Elixir        | - Regains 600HP (500G in shops or 250 tokens on Gamar Island).                      |
| Lorient Nuts  | - Regains 200EP (150G in shops).  |
| Grapes of Eru | - Regains 500EP (500G in shops).  |
| Bone Darts    | - Used in Deadeye Zach's (300 tokens on Gamar Island).                              |
| Pancea        | - Regains all HP and EP (2000pts at Deadeye Zach's or 1500 tokens on Gamar Island). |

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In no particular order :-

- |                 |   |
|-----------------|---|
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