

Alundra 2 FAQ/Walkthrough

by DKamikaze

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ALUNDRA 2

Guide to all items and secrets in Alundra 2 (PS)

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Version: 1.5

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Status: Complete, but maybe needs more work!

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1. LAYIN' DOWN DA LAW!

NO-ONE MAY PUT THIS ON THEIR SITE WITHOUT

MY DUE PERMISSION! Failure to do so will result in me getting out the chainsaw which I hold so dear and chopping off hands and fingers!!!

I have had walkthroughs stolen before, but now I am getting nasty! I used to review games, I was a reporter for a website- I know what I have to do if anyone steals my work. And my friends a solicitor (lawyer to americans!). She informs me that if you value the money you earn, you must not steal other peoples works! Anything which could even be accused of a copy has been hastily edited or I have credited that person (I read FAQ's a lot for some useless reason and sometimes pick things up subconsciously!)

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this FAQ, please e-mail me, as well as any questions, comments, or corrections, to the address

below. You will be credited!

e-mail: kamikazekintaro@aladdinscave.net

2. ALUNDRA 2 INFO!

Alundra 2 is the sequel to the utterly fantastic Alundra. However, whereas the original went for 2D, this is a strict 3D game. The graphics are seriously dodgy but thankfully the fun gameplay shines through. The 3D look allows for new puzzles and some rather fun minigames! But the 3D engine isn't very good, so do expect glitches and expect people to think you're a complete nutcase for wasting money on this!

Alundra 2's story is set in the kingdom of Varuna. A madcap sorcerer called Mephisto is using wierd clockwork keys to turn humans and animals into cyborg slaves- *jesus*, new light to the term of getting screwed. Anyhow, you play Flint, a famous Pirate Hunter, and now the kingdom is being ruled by a supporter of the pirates, you are now an outlaw! Oops! Best time to take that extended holiday then! Oh, lol, Flint is after the pirates which killed his parents- well, the holidays off then I guess. He follows a pirate family (who are total idiots with as much intelligence as the stuff I sometimes have to scrape off my boot!) into a wierd airship. This is where the adventure begins... and what an adventure you're in for!

3. ITEMS!

Heres the basic list of items you can get/buy/win. These are common and can be bought regularly! So keep a good stock of them, you'll need it!

Herb - 40G in shops or 10 tokens on Gamar Island
Herbs let you regain 100 HP and are cheap, so keep a good supply of them for emergencies!

Tonic - 200G in shops or 100 tokens on Gamar Island
Tonics regain 300HP. These are the ones you should really keep stocked up, you'll be using them a LOT!

Elixir - 500G in shops or 250 tokens on Gamar Island
Elixirs are for serious, SERIOUS emergencies! Restores 600HP in a flash, which is why I said emercencies only!

Lorient Nuts - (150G in shops).
Regain 200EP. You won't find these until about halfway through the game though, so keep these at hand!

Grapes of Eru - 500G in shops
Regains 500EP and is not found until you are 2/3rds of the way through the game. Keep them handy as well!

Bone Darts - 300 tokens on Gamar Island
Find in chests and from enemies too. Each dart is one throw at Deadeye Zach's Dart Game... you'll need lots of these!

Pancea - 2000pts at Deadeye Zach's or 1500 tokens on Gamar Island
The daddy of all recovery aids. Totally restores HP and EP. But I will admit I never needed to use them!

4. SPECIAL ITEMS

These are all the special items in the game... they are usually usable in your pocket, but some are not usable or activate automatically.

(If I've left any out- WHOOPS! Tell me!)

Compass - In the second area in Kindra Forest, after you jump up the ledge via that box, enter the gap in the trees nearby. Give the man a herb and he'll give you the compass.

USAGE: When equipped into your Item Pocket, it acts like a...erm... compass?!?! What else did you expect?

Gauntlet - Check the toilets (yes!) in The Airship, Paco Village and Toloredo. Then talk to Jeehan's Student. He'll give you the Gauntlet!

USAGE: Automatic, don't need to equip or put in a pocket. Charge up your sword to see the results! The earlier you get this, the easier the game usually is!!!

Gold Badge: Make your way through the Pirates Obstacle Course! You'll get it when you reach the top.

USAGE: Basically easier access to Milleena's Mansion and the Seagull Ruins.

RINGS

Lvl 2+ rings will let you summon an Elemental by pressing Square and Circle.

Newt Ring Lv2 - Win 2500pts at Deadeye Zach's.

USAGE: Use Fire Elemental 1

Siren Ring Lv2 - Win 1500pts at Deadeye Zach's.

USAGE: Use Water Elemental 1

Pixie Ring Lv2 - Win 1000pts at Deadeye Zach's.

USAGE: Use Wind Elemental 1

Dryad Ring Lv2 - Win 2000pts at Deadeye Zach's.

USAGE: Use Earth Elemental 1

Newt Ring Lv3 - Win 7500pts at Deadeye Zach's.

USAGE: Use Fire Elemental 2

Siren Ring Lv3 - Win 4500pts at Deadeye Zach's.

USAGE: Use Water Elemental 2

Pixie Ring Lv3 - Win 3000pts at Deadeye Zach's.

USAGE: Use Wind Elemental 2

Dryad Ring Lv3 - Win 6000pts at Deadeye Zach's.

USAGE: Use Earth Elemental 2

Vita Stone - Win 30,000pts at Deadeye Zach's... good luck earning them. You'll need it! (Hint- Chance=Bullseye).

USAGE: One of the three items you'll need to get the Lvl6 Vilar Shield!

Elf Steel - Find it in the Underwater section of Firedrake Mountain, it's not hard and is generally noted in walkthroughs... you can't miss it really! HONEST!

USAGE: Another of the three items you need to get the lvl6
Vilar Shield!

Dwarf Stone- Go back to where you earned the Gold Badge, in the pirates obstacle course. At the first room where you stacked barrels to obtain a puzzle piece, a man is standing by two new fire barrels (why is a mystery!) that were NOT there before. Talk to him a couple of times and he will tell you that he dumped the old barrels in the Seagull Ruins. Go back there, and work your way to the room with three blue statues squirting steam. (You have been here before!) Now there will be two barrels in the corners! Use them and the large stone box to get to the black chest on the other end to obtain the dwarf stone! Phew...

USAGE: The final thing you need to get that wonderful Lvl6
Vilar Shield!

Amulet - Win 9000pts at Deadeye Zach's. Hmm...

USAGE: Fire 2 element shots for the price of one.

Wonder Orb - Found in the RC mini-game circuit S- thanx to my cousin Launa for having an inhuman amount of patience and getting this despite losing countless nights of sleep!

USAGE: Restores HP like EP. But really, it is fairly useless...

Ticket - Outside Toloredo Bull Fighting Arena! Costs 500G.

USAGE: It lets you take part in the betting pastime of Toloredo, just be warned... it is very obviously rigged!!!

Elf Ring - In Gamar Island, costs 2000 tokens.

USAGE: Increases sword damage by 50% when in a pocket.

Guard Ring - In Gamar Island, costs 2500 tokens!

USAGE: reduces damage by 25%. Works automatically in a pocket.

SP Elf Ring - In Gamar Island, get the Elf Ring first. Costs a ridiculous 4000 tokens! Worth it tho >.<

USAGE: Doubles your sword damage! DOUBLES! Just put it in a pocket and go hit things with your sword- hehehehehehehe!

SP Guard Ring - In Gamar Island, get the Guard Ring first. Costs a stupifying 4500 tokens!!! Is it worth it... erm...

USAGE: Reduces damage taken by 50%- funnily enough, it also works in The Shooter minigame (Gamar Island)! Which is why you should try to get it...

Element Charm - Get the NEWT RING first! At the Church of the Key dungeon, past the room with the line of gold statues, use your Newt Ring to carefully launch the box across the pit via the fire statues. This is VERY tricky so take your time...

USAGE: Reduces EP costs by 1/2. Get it when you can, it comes in highly useful much later on in the game!

Element Ring - In the Eden Island Dungeon, jumping down the pit, light the two unlit torches by the side of the platform on the spikes. Go in the new room to get your reward!

USAGE: Wen in a pocet, lets you regenerate EP at double speed. Easiest to et, so do so when you get the newt ring!

5. SWORDS AND SHIELDS

This section tells you where the swords and shields are, how much they cost or

how you get them, and how powerful the swords are.

SWORDS

- 1) Long Sword - You start with this YOU FOOL!
Very weak sword! Max I ever got was 10HP damage.
- 2) Bronze Sword - Shopkeeper, Paco Village for 500G.
Hmm, max I saw was 18HP damage.
- 3) Broad Sword - Shopkeeper, Puerto Medusa for 1000G.
Expect 20-24HP damage.
- 4) Rune Sword - Funny bone collector on Eden Island for 2000G.
About 28-34HP damage... ish!
- 5) Shining Sword - In the bomb factory, solve the bomb toss puzzle.
Anything up to 44HP damage.
- 6) Rising Sword - The final reward for the Trading Quest!
Yeah baby! 60HP damage! Yeah baby yeah!

SHIELDS

- 1) Buckler Shield - Hmm, look in your inventory at the start!
- 2) Small Shield - Buy it at Toroledo for 1000G.
- 3) Titan Shield - Buy it at Gwaba Town for 1500G.
- 4) Mithril Shield - Buy this from the man trapped in the demon whale for 3000G.
- 5) Adamant Shield - In the Old Varuna Ruins, solve the stacked push block puzzle deep in the dungeon to earn this... but useless if you've got...
- 6) Valar Shield - You obtain this by giving the Puerto Medusa blacksmith the three items needed for the shield - Vita Stone (from Deadeye Zach's), Elf Steel (the swimming bit under Firedrake Mountain) and the Dwarf Stone (in Seagull Ruins). See SPECIAL ITEMS for more in-depth descriptions on how to get them!

6. LIFE CRESTS AND ELEMENTAL ORBS

You'll need as many of these as possible. As always, what you get after boss battles should normally suffice but hey- it doesn't hurt to be prepared a little, does it?

LIFE CRESTS

Come in 100HP and 25HP varieties!

- 1) Can be bought in Paco Village for 800G (+25HP).
- 2) Obtained after defeating the Cyborg Cat boss (+100HP).
- 3) Obtained after defeating the Leo the Minotaur (+100HP).
- 4) Can be bought in Puerto Medusa for 1000G (+25HP).
- 5) Obtained after beating the Mushroom Croco (+100HP).
- 6) Below Milleenas Mansion trapdoor, but get the Siren Ring first! (+25HP)
- 7) Obtained after destroying the first Living Statue (+100HP).
- 8) In the same place as puzzle piece no.13 (+25HP).
- 9) Play the "Bomb Field" game in Kindra Forest - see MiniGames (+100HP).
- 10) In the dungeon just below Varuna Castle Prison (+25HP).
- 11) In the Church of the Key dungeon, after lighting the three torches (+25HP).
- 12) At the Seagull Ruins at Puerto Medusa, light the two torches (+25HP).
- 13) In Old Varuna Ruins, at the blue-flame-dousing puzzle (+25HP).
- 14) Obtained after beating Mantis Man (+100HP).

ELEMENTAL ORBS

Always give you 100EP boost!

- 1) Get one at Deadeye Zach's if you earn 5000 points.
- 2) After defeating the Spider Demon at the Dun Webb mansion.
- 3) Obtained after defeating the Wierd Shark in the underwater ruins!
- 4) Buy it on Eden Island for 4000G.
- 5) Get it after defeating the second Living Statue.
- 6) Solve the Green Block puzzle at Turnkey Dam (WARNING! Hard!)
- 7) Beat Blood Fang.

8) At Tortuga Beach, on top of a red throwing statue.

7. PUZZLE PIECES!

You will need these to get the combos from Jeehan. You only need the three-hit combo really, but having the 5-hit combo is very handy and useful.

1) In the Kindra Forest, after you've done the pull blocks, go into the path Prunewell came out from. You can't really see it very well, so be careful.

2) When you reach the next area past Kindra Forest, Alexia will give you one. Gee, that was hard...

3) A puzzle piece is revealed after Paco Village is destroyed, look around the grounds near the top to find it.

4) In the second screen past the Tortuga Beach area, detonate the bomb on top of the block. Or you could wait until you get the Newt Ring, but there's a flame nearby anyway so use it.

5) In Toroledo, exit through the second floor toilets of the inn and proceed to jump into the Cow Princesses bedroom window (heh heh!)...

6) Go through the back door of the inn at Toroledo into the storeroom.

7) Behind the Jeehan Statue at Toroledo.

8) In the Ox Tank, the room with two floor switches. It's fairly obvious!

9) In the Ox Tank, the room with the bomb and flamethrower droids.

10) In the stoney area just past the Ox Tank, burn those bushes, then solve the bomb puzzle- doesn't require help...

11) In Dun Webb mansion entry area, in the room with a big pit and a save book. The jump is very tricky, so be warned you won't get it first time...

12) In Dun Webb, the room with the conveyer belts. Obvious.

13) In the circular room beneath Dun Webb, beyond the green door.

14) Clear the stacking puzzle on Puerto Medusa after meeting Axelya/Alexia. First room of the Pirates Gauntlet...

15) Past puzzle piece 14, in the room with the crusher walls, above the door. Requires some timing and skilled jumping, your Pixie Ring helps a lot!

16) In the shed of Mileenas Mansion, fall northwest into the room and kill all monsters there to reveal the piece.

17) Two rooms past the MushroomCroc boss, jump to the opposite 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 low door to the left).

18) At Mileenas Mansions balcony- it cannot be seen but isn't hard to find.

19) In Gwaba Town, in a house next to the item shop, a girl will exchange it for all your money- go buy stuff first so you have as little money left to waste as is humanly possible! Don't waste 3000G for gods sake!

- 20) In one of the houses off the main square of Gwaba Town- find the steps, enter the house and go up the ladder.
- 21) In Gwaba Town, in the house attic with the torch, you're gonna need the Siren Ring to extinguish the flame, then use the barrel, line up your jump and then go for it. Patience is a virtue...
- 22) After winning the "catch the pots" game when you return to Puerto Medusa. It's the right door of the warehouse BTW.
- 23) In the Seagull Ruins, solve the fireball-launching blue statue puzzle. Avoid letting the fireball launcher hit the statues. You are supposed to light the red torches. Again, a little patience goes a long way here!
- 24) In the same dungeon as #23, solve the puzzle two rooms past the spikey room. One clue to this is to use your head- hit the switch and run in between the blocks. This puzzle is so obvious I won't say any more...
- 25) Nearby piece #24, solve the four transparant pedestals task.
- 26) Still in Seagull Ruins, in the large room with the multiple jumps, the bomb and the crumbling block.
- 27) On Eden Island, in the shed in the village. This is so clear to see that if you can't find it I am ashamed of you!
- 28) In the Eden Island ruins, in the spike filled room, where there are gold statues that depress spiked platforms. Speed is of the essence here. Be very, VERY fast but very careful at the same time. Patience perseveres!
- 29) One room after puzzle piece #28, jump down one of the pits. Simple, but takes a bit of memory power.
- 30) In the Eden Island ruins, in the room with a large pit and L-shaped pathway, drop down at the correct position- it takes practice and a good memory!
- 31) In the Eden Island ruins, after solving the gold statue and crystal puzzle, below the pit next to the treasure chest with the grapes.
- 32) In the Eden Island ruins, in the room with the maze and loads of gold statues.
- 33) Behind the doorway on the hill in Paco Village. You can only get it after beating up the second Living Statue.
- 34) After playing the "Puppy Mania" mini-game in the Kindra Forest, behind the path blocked by a gold statue.
- 35) The "REMOTE CONTROL FREAK" game in Kindra Forest, in circuit A.
- 36) The first floor lobby of Gwaba Town, behind the two gold statues.
- 37) In the Church Dungeon, hidden underneath a gold statue.
- 38) In the Church Dungeon, hidden under a stone statue in the lava pool. Expect to take damage unless you returned here with the Newt Ring.
- 39) In the Church Dungeon, at the area above where the thorn pillars are, use those pillars to get to the chest. You should be a master at jumping by now!

40) Firedrake Volcano, in the room with the teleport blocks, in the dead end. Not too hard to find.

41) In Dragonia Bomb Factory, in the room with the invisible-ish soldiers.

42) In the bomb factory, after the save room, in a high platform. Very hard to reach. I'll explain how to, but be patient.

You need to light the skull-bomb and run underneath the block to catch the now-lit bomb. Throw it onto the next two blocks, being careful not to light the other bomb. Now there are two unlit bombs. Throw them over the flamethrower traps- being very careful not to light them! Use one to reach the rising platform with the torch. Then extinguish the torch and place the other bomb on top of it. When the platform has reached it's highest point use the siren ring to hover- when the platform is at its lowest point, release and fall onto the torch. Jump onto the bomb, and then you will be able to reach the bomb. Phew. Once this is done, give yourself a pat on the back, a beer or a good cuban cigar (depending on your age!). You've got the toughest piece in the whole game. Don't that make ya feel good?

43) Couple of rooms past piece #41, solve the spinning flamethrower puzzle. It's so blatantly easy I am not gonna bother explaining it.

44) In Gwaba Town, next to the house where you found piece 21, the attic has four objects that can be activated by your four element rings. This is obvious really!

45) In one of the Toroledo cow barns, there's an unlit torch. Light it with the newt ring and hey presto!

46) At Yagin Harbor (where your mine cart ride ends), in the inn there's an unlit torch. Light it and a chest appears!

47) Back at the Ox Tank, where there is a thorn pillar in the second rolling ball ramps area. Hmm, I wonder what you do here...

48) In the Ox Tank, by the save room JUST before meeting the Minotaur, light those three green crystals with your Pixie Ring then burn the thorn pillars with your Newt Ring.

49) At the top of the Ox Tank, one room past piece #48, total the invisible block thats under that large cannonball with your dryad ring.

50) In the Dun Webb Mansion, at the hillside with the rolling balls and spiders, enter the topmost door to get to this piece.

51) In the Seagull Ruins at Puerto Medusa, beyond the now formerly locked door in the floating platforms room. This is the room with the gold statue, spinning blades and torches that you extinguished. 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 (or the exit of the church dungeon). A puzzle piece is hidden right behind the entrance- can't miss it.

53) Back to the Puerto Medusa obstacle course (groan), in the second hut with gold statues, one of them hides a chest conaining a piece.

54) Back at Mileenas Mansion, in the master bedroom, there's an unlit torch. Light it. (BTW note

that their form of torture is now in high demand! Look at the queue and laugh!))

55) In the Old Varuna Ruins, the large room with the row of torches and the two green statues - jump to the chest in the corner (you must be in the largest of the two parts of the room).

56) In the Old Varuna Ruins, at the room where money and monsters keep appearing, keep killing all the monsters and soon the piece will fall down. A good place to stack up on cash too...

57) In the Old Varuna Ruins, where there are visible and invisible blades. The piece is at the far end, it can be tough to get to without taking some damage so expect injuries!

58) The Giant Screw, solve the four-switches puzzle in the south door. It's not hard!

59) The Giant Screw, solve the falling platform puzzle in within the rotating rooms. Anyone detecting the later pieces are easier to get to than ones earlier in the game?!?!)

60) The Giant Screw, in the room with a single stone statue, behind the wall. You MUST avoid destroying that statue. Then relax. You have all 60 puzzle pieces!

EDITORS NOTE: I didn't realise I wrote these in exactly the same order as someone else. Sorry for doing this, but this is the order I got them in! Maybe great minds think alike, but for safety purposes I will add you to the Credits section. Anyway, your walkthrough is great and if this is in GameFAQs his walkthrough is here too! If you need in-game dungeon help go there, or if you're lazy: http://db.gamefaqs.com/console/psx/file/alundra_2.txt

8. SPECIAL MOVES!

This isn't the largest section but hey! It's been requested!

2-Hit Combo: Give Jeehan 6 puzzle pieces.

3-Hit Combo: Give Jeehan another 12 puzzle pieces.

4-Hit Combo: Give Jeehan yet another 18 puzzle pieces.

5-Hit Combo: Give Jeehan the last 24 puzzle pieces.

Sunburst Attack: Get the gauntlet from Jeehan's Student. You must have visited the three toilets in the Airship, Paco Village and Toloreda.

SUMMONS: Lvl 2 element rings or higher- press Square and Circle together.

These cost 200EP (Or 100 with the Element Charm!)

9. MINIGAMES!

Finally! This is where you most want to be obviously! Where they are and what you must do to succeed. See, I am too nice to you...

THE BOMB FIELD!

Where?- Equip your Siren ring, go to Kindra Forest, and jump into the river. Go upstream and you'll find a place to jump out eventually! Exit into the bomb field.

What do I do?- You can use a maximum of 10 bombs, you must line them up so they each

detonate

like dominoes. Line them up to the blocks in the field to destroy them.

How tough?- Not that tough. Stand behind a bomb and throw it normally to achieve the correct

distance for closer blocks, for further blocks stand on a bomb and throw to get the right distance. Too close or too far apart and your chain is useless. But a bit of thought pays dividends here- trust me, it's not too difficult!

What do I get?- There is a herb, a lorient nut, two elixirs and a life crest. The best treasures

are further away, but I'd advise destroying all the blocks.

PUPPY MANIA!

Where?- The second area of Kindra Forest, theres a gold statue. Destroy it with your Dryad Ring

and enter the new area- where this mad game is.

What do I do?- This is tough, no sugar-coated lies here. Your job is to make the dogs hit the

switches without catching you at the same time. It sounds easy, but those puppies have been

fed something to make them faster! They are hard to dodge and hard to avoid. But once they jump

they can't change direction (unlike you!), use this to your advantage!

How tough?- Ridiculously tough! This is not the toughest minigame, but is the second hardest

minigame. I think you'll rely more on luck here, but persevere and you will succeed.

What do I get?- After stage 1, a herb. Stage 2, a tonic. Stage 3, eru grapes and if you do beat stage 4, reward yourself with a puzzle piece!

REMOTE CONTROL FREAK!

Where?- Third area of Kindra Forest, look for the rounded clump of trees with a blue statue. Use

your Siren Ring to destroy it.

What do I do?- Simply enough, drive a remote-control car to collect items without hitting any

obstacles along the way. Thats where the simplicity ends though!

How tough?- Umm... err... this is the TOUGHEST minigame of all. Sorry, it has to be said, it's

definitely the hardest. Credit to my cousin Launa for getting the items in circuits A and S- how

does she do it? Do all women have that much patience? Oh, OK...

What do I get?- Nothing special in C or B circuits. But in Circuit A theres a Puzzle Piece, and in

Circuit S theres a fabled (but totally pointless!) Wonder Orb. But the likelihood you'll get either

of these is very slim- try and get the puzzle piece but don't worry too much over the Woner Orb.

Trust me, you're rarely still enough to recover EP, let alone HP!

POTTY!

Where?- Puerto Medusa. Warehouse right door.

What do I do?- Catch the pots, avoid the spike balls.

How tough?- Look for the smallest shadow- it's the pot! Stick to this rule and win!

What do I get?- Puzzle Piece.

THE BULL ARENA!

Where?- Toroledo. Buy the ticket and enter the arena. Can't miss it.

What do I do?- Bet on bulls, if yours wins you get the multiple of money you bet on it. Pay attention to stats but trust me, this minigame is so rigged it's downright mean!

How tough?- You only have to bet. But I stress again, it's rigged totally.

What do I get?- Each bull has a bet multiple- so if you bet 100G on a bull with a win value of X10, you get 1000G back. That is, if you win...

NOTE: Some tell me they ccan win every time. But I will not believe you until you tell me HOW to win every time. Do that and I'll givbe you lots of credit.

THE PSYCHIC MATCHMAKER

Where?- Gwaba Town. Main marketplace. Can't miss it.

What do I do?- Answer the psychics questions truthfully.

How tough?- Umm... you're kidding right?

What do I get?- An evaluation on which girl in the game is your type.

THE RUN

Where?- Gamar Island.

What do I do?- Run around the screen, collect the gold, avoid the pirates.

How tough?- It's tricky, but kind of like pacman. So not impossible.

What do I get?- Tokens to trade to the Gamar Trade Counter.

THE RALLY

Where?- Gamar Island.

What do I do?- Collect all the tags. But this is not easy.

How tough?- Quite tough, if you managed the RCF minigame, this will be a walk in the park.

What do I get?- Lots of Gamar Tokens!

THE SHOOTER

Where?- Gamar Island

What do I do? Clear the screen of baddies!

How tough?- One word- ASTEROIDS!

What do I get- if you get to Stage 20 you get lotsa gamar tokens!

10. TRADING GAME!

This is steps for the trading game. Small compared to the trade quests in things

like Zelda, but it's still fun and you get the Rising Sword for finishing it!

i) You'll get a strange key either:

a. In the room you start in or

b. By defeating Mephistos cat (If you didn't grab it earlier!)

ii) Trade it in Toroledo's Item Shop for a Cow Statue.

iii) In Puerto Medusa, trade with the Blacksmith for his Hammer.

iv) The shopkeeper in Paco will trade for a Red Statue.

v) Back to Puerto Medusa, blacksmiths daughter will trade for a Pirate earring.

vi) Back to Toroledo, the Cow Princess trades for her autograph.

vii) Varuna City, the guard on the left gives you a Vanilla Wafer.

viii) Eden Village, the GooGoo Man gives you his... googoo bird?

ix) The shopkeeper in Gwaba will trade for a Crimson Cloak.

x) Finally, talk to Belgar, give him the cloak to get the Rising Sword!

11. HINTS AND TIPS

*Kindra Forest monkeys often give you Bone darts for free. A great place also to stock up on money since bushes regenerate!

*As above, in Kindra Forest and Toroledo there are lots of bushes. They regenerate if you leave the area/enter a house. Use this to stock up on ridiculous amounts of cash- you'll need it.

*DON'T WORRY IF YOU CAN'T GET THE WONDER ORB! I have found it totally useless anyway. So no worrying if you just can't reach it...

*Stand still to use your shield. Many people forget this...

*Only use running jumps when necessary. Or you can overstep the mark.

*Don't waste money on the inns- recovery points don't charge money...

*Get the gauntlet ASAP- it's a useful move and it doesn't cost EP!

*Summoning elementals is useful, but don't overdo it and also remember summons don't work on bosses!

*Finally, do remember to be stocked up on Tonics and Elixirs. It's a nightmare to face a boss and be under-equipped with healing aids. This should be common sense but you'd be shocked how many people ignore this!

12. FAQ

Yep- if you got questions lemme know! I'm usually able to help!

Q: Does Pierre ever get that key removed from his neck?

A: Umm, not sure, but I would risk a no...

Q: Why do I never win the Bullfighting game?

A: It's rigged- the only way to win anything is to place even bets on every bull...

Q: Why not include the minecart and minotaur minigames?

A: Coz you only get to do them once!

Q: What are those wierd ducks?

A: Thanks to EVERYONE who mailed me in the answer to this question!

Too many to list. The ducks belong to the Crown Childrens Submarine.
The reason they look at you is they are trying to keep an eye on you
to make sure you are OK. There are 50/60 people to gave me this answer,
you all know who you are and I appreciate the help, thanks!

Q: How do I beat (name enemy/boss here!)?

A: I'll do a boss guide... eventually...

Q: You keep telling us to have patience, yet what if we don't?

A: May I suggest Bishi-Bashi? Tetris? Tekken Tag?

Q: I CAN'T ***** DO THE CAR GAME!!!

A: My cousin Launa did that... but strangely I am a RCC
pro, so it does prove something... but yes. It's hard
so if you can't do it, don't bother!

Q: Will those pirates ever see you are really Flint?

A: Axelya/Alexia started it, and it doesn't stop. They are real
dummies so don't worry too much.

Q: Where is (enter item here).

A: Did you read this FAQ?

Q: Will you ever do a walkthrough?

A: No. Go to http://db.gamefaqs.com/console/psx/file/alundra_2.txt

Q: Where do you hide? I can't reach you on ICQ/AIM/MSNM!

A: I often stay offline to play my PS2 without interruption.

I am sorry, but do visit my forums if it's a desperate question at

<http://www.kammysgames.doctor-informatica.co.uk/cgi-bin/raccooncity/ikonboard.cg>

Q: Is David Kamikaze your real name?

A: Yep, don't wear it out kthnx.

Q: Will you marry me?

A: Stop stalking me!

13. CREDITS!

PEOPLE I HAVE TO THANK:

the list of people I have to thank...

DANIEL & CHRISTOPHER REED

Coz they're my brothers and I love them. They inspire me.

HR GIGAS

For those smutty Street Fighter pics which keep me awake laughing!!!

SANJEET SIRAH

Another buddie, but we've been pals for ages now. He's cool!

EWOUUD VAN HEEREBEEK

Yet another buddie- thanks for making me waste so much time chatting to ya!

LAUNA WILLIAMS (Juggernaught)

My cousin, and the one person with the skill and patience

DANNY KOBALÉ

My friend and webhost- cheers pal!

MATRIX SOFTWARE

Coz you created Alundra 2! Oh, and Alundra 1!

REDDEVIL6

Some guy who made me do this FAQ! Wait, does that desrve thanks?

JERROLD NG 1999

Someone pointed out that my Puzzle piece guide was in the same order- plus

Launa used his Walkthrough a lot as well (cheat!). Nice work BTW! And thanx for the Getting Screwed joke... made me laugh a lot...

YOU

For reading this guide.

ME

Coz I wrote it and deserve credit. Oh, bite me.

MUTANTS:

YOWZER42

Viruses are BAD! You nasty person. Your ISP knows BTW.

FINALFALLACY21

I have better things to do than read daily rantings and flames.

DARKSTAR

Racism might be freedom of speech but I have the right not to hear it thankyou.

PISTOLA

Don't keep complaining that I keep outsmart you. I usually do that to everyone.

WYSIWYG2001

I have family who died in NY. Your ICQ convo about how cool it was has been posted everywhere, with your IP address. You deserve to be hacked.

14. CONTACT ME!

OK, Stalkers do not read this section coz if you persue me I will have to resort to nasty things like trojans to get rid of you... don't waste my time.

OK, my e-mail address is kamikazekintaro@aladdinscave.net - I have rules about mailing me to help me filter the ton of mail I get daily!:-

*No flames. All flames get directed either to my deleted items folder or they are posted in my forums for people to take the mickey out of!

*Don't say, "Sorry to waste your time but" or something similar to it. You are not wasting my time. I enjoy getting your mail and I enjoy replying. It's fun! If you need the help, I am always more than willing to give it.

*Please for gods sake don't abuse me. If I do not reply to your mail you either flamed me and got ignored or it's been answered in the FAQ in this walkthrough! Phrases like "You b*****d you never replied to me!" are generally put in my forums and they are pointed and laughed at!

*Do not use my address to sign up to anything- you won't believe how many times people have done that and it pisses me off to a point I can't describe. I will report you to wherever you used my e-mail address and you will be removed!

*Finally, do NOT ever ever EVER use my address to spam my inbox with useless junk I won't ever read. One, stealing e-mail addys like that is an offence! And two, I get 100 mails a day and I don't need any more!!

15. END OF THIS GUIDE.

Thanks for reading. Just to spam some of my work:

BLOODY ROAR 3 Moves list

JURASSIC PARK 3: PARK BUILDER general guide and FAQ.

ALUNDRA 2 you've just been reading it (duh!)