Azure Dreams Info Stream

by DiegoS

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Updated to v3.64 on Oct 30, 2003

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by Diego Sanzo'

AZURE DREAMS INFO STREAM (FOR THE SONY CONSOLE PLAYSTATION VERSION)

•Contact me

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- •Copyright Notice ©
- •About this Document
- •Version History
- \cdot Walkthrough
- •Controls
- •Beldo's Story, the end of the game
- •Buildings
- Characters
- •Conquering Girls
- •Game Credits
- •Game Intro Script
- •Familiars
- •Faq (Fairly asked questions)
- •Items
- •Monsbaiya Items
- •Magic Spells
- •Monster Book Quick List
- •Monster Book Original
- •Quests
- •Saved Games
- •Tower Information
- •Traps

#~~~ #~~~ This is a compilation of facts that happen when you play the game "Azure Dreams", and although written facts are not copyrighted, the compilation of facts are, I am not violating the rights of the game creators because I am just pointing facts about the game they made and although the info on this document could have diminished their profits when they released the game five years ago, this is not the case because I begun this about a week ago. Subjected to Law N°11.723 of Argentina. In case of copyright infringement the Argentinean law will be applied.

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http://WWW.NEOSEEKER.COM (in my opinion the best site lots of info and high download speeds)

http://www.gamefaqs.com (lack of pics, lots of info)

http://www.ign.com (lots of pics and info)

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#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~
I MADE THIS DOCUMENT WITH PLEASURE FOR EVERYONE INTERESTED IN THE GAME
; PLEASE ENJOY IT!
This Document was designed to be viewed with a fixed width font
(I personally made it using the font "lucida console" on bold
with a size of 16 pt)
I know that these are fixed pitch fonts:
-Courier
-Courier New
-Fixed Miriam Transparent
-Fixedsys
-GulimChe
-Lucida Console (I like this one because it looks like a fusion of
Verdana and Courier)
-MingLiU
-Modern
-MS Gothic
-MS Mincho
-OCR A Extended (this is nice)
-Terminal ( I like this one)
KONAMI COMPUTER ENTERTAINMENT TOKIO MADE
AZURE DREAMS FIVE YEARS AGO, NOT ME, THEY ARE THE OWNERS
OF THE GAME'S TRADEMARKS AND COPYRIGHT.
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Version
                    dd/mm/yy,h:mm:ss a.m/p.m.
0.3 beta UNPUBLISHED 05/08/03,4:21:11 a.m.:
Will I release this? It needs willpower...
_____
0.88 beta UNPUBLISHED 05/08/03,6:07:25 a.m.:
This can be released;)
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        UNPUBLISHED 05/08/03,8:47:24 p.m.:
1.00
Ready to Strike...
_____
1.21 UNPUBLISHED 06/08/03,5:58:14 a.m.:
Added the items list, that was very tiring...
-----
1.23
        UNPUBLISHED 06/08/03,4:04:44 p.m.:
Fixed the width of the items list so they
can fit on the screen...
Added buildings section
_____
        UNPUBLISHED 06/08/03,7:59:04 p.m.:
Added conquering girls section
Added controls section
Added Game Credits section
Added Ouests section
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        UNPUBLISHED 07/08/03,5:15:02 p.m.:
Added Beldo's Story, the end of the game section
Added Familiars section
Added Monsbaiya Items section
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        UNPUBLISHED 07/08/03,6:33:02 p.m.:
Medium fixes to "esthetics" of the document.
2.55
       UNPUBLISHED 09/08/04,2:57:58 a.m.:
Added Tower information section
Added Traps section
Small fixes to "esthetics" of the document.
2.66
      UNPUBLISHED 09/08/04,9:16:34 p.m.:
Small fixes to copyright notice section.
Small fixes to "about this document" section.
Fixes to "esthetics" of the document.
2.7
         UNPUBLISHED 13/08/03,2:02:19 a.m.:
Made spell checking
Minor changes to the Walkthrough section.
Changed the order of some sections.
Added the Magic Spells section.
Added the Saved Games section.
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        UNPUBLISHED 16/08/03,4:06:06 a.m.:
Mayor modifications to the Familiars section
 (now all the tables fit on screen) :)
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       UNPUBLISHED 20/08/03,3:36:54 a.m.:
Added a lot of info to the Magic Spells section
now you can learn everything about spells
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       UNPUBLISHED 20/08/03,4:27:55 a.m.:
Mayor fixes to "esthetics" of the Magic Spells
section.
       PUBLISHED 21/08/03,2:37:16 a.m.:
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Spell checking.
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This is my first walkthrough, I hope you enjoy it!!
Well everything begins in heaven when an angel tells you are going to be born
so you have to choose your name (in fact that is the only thing you can choose
here), after that you watch a sequence that shows your birth, part of your
childhood and the disappearing of Guy at the top floor (this happened when Koh
-the hero- was 7 years old!) After that you are "kindly" woken up by Nico,
pick [good morning Nico] if don't want to make her angry or pick
[Can't you be a little more gentle?] to make her angry , then go left to meet
Jorda , the priest, he explains you that now that you are fifteen you can enter
to the tower and then he begins to pray, then Koh's hit by Jorda, you have to
pick between to dialogue lines but there is no big difference among these so
```

pick either, Jorda will ask you if you want him to explain the specifics of the tower, if you want to skip this pick [I don't need you to tell me],

Jorda's Teachings of the tower

Jorda: I'm going to teach into you thoroughly so, listen up.

First point:

When entering the dungeon of the tower, you'd be able to obtain rare items and monster eggs. If you bring that back with you, you'd be able to exchange these for money. But the tower is a monster nest. Danger will always follow you. You may be an adult now, but in the eyes of veteran hunters you're still a kid. Whether or not you can survive the dungeon all depends on your ability to control the monsters .That's a quality your ancestors had, so you were born with those skills. You should be able to have monster eggs hatch, and train the young monsters to fight for you. In other words, the key to your success depends on how well you can train monsters to fight for you .As you know you can also sell monsters, but they are not as valuable as the unhatched monster eggs. Also the value of the eggs themselves can differ. Give some thought to

which eggs you want to use as your monsters and which you want to sell.

Second Point:

There are three secrets to the tower.

First, it is said you will always get lost when entering the tower. Why do you think this is? There a spell cast on the inner structure so that the interior will change .This is the firs secret. Next, even the warriors that repeatedly challenge return after only reaching the lower levels... Why do you think this is? Because there is a spell cast on the entrance to reduce the power of human beings. That's why every one starts at the first

level each and every time. This is the second secret. The last secret as to do with what you have. If you try to enter the tower with too many items, the entrance will close, not allowing you to enter. Probably because it's the monster tower, a place where [Monsters] with empty heats, rest.

After the explanation pick either [yes] or [I'm going no matter what] because there will be no difference, you will receive the Red collar from Wreath, your mother, the item that allows you to use familiars in the tower, finally the priest leaves, your mother asks you if you are going to the tower, pick either answer to receive a pita fruit and finally you are free to go to the tower. Go directly to the tower (the entrance is in the middle upper side of the town) to meet Kewne who will join (no matter which answers you pick he'll join you) and invite you to enter the tower.

The first floor of the first trip:

Kewne will teach you the Basics of the game, you'll get an egg, a sword, a magic ball, a shield, you'll fight your first monster (a pulunpa). The only thing to do here is follow the route and pick all the items

Kewne's Teachings:

After you enter the tower: About Saved games: The only time you can stop

(and save) the adventure while you're within the tower is when you are in the elevator moving up to the next level. It erases the record at the tower from the adventure data that you loaded. So, never, ever press the Reset button or turn the machine (Playstation) off. All you have done will be ruined (you'll lose all your items and money got in the tower). Handle data with extreme caution during the adventure.

•About the map: Places you have been to once before shown green on the map. Select button gives you the full view The shining yellow dot on the map is Koh. Blues are items and Reds are monsters .Familiars have red lights too because we are monsters ourselves .

After getting a fire ball: About Magic Balls: It's a ball that has magic inside. You can use the magic inside, but after you use all the magical power, it just becomes a regular ball. When you become able to tell the magic balls from the regular ones , you will see the a remaining number after the name, a number like '5' , that shows how many times you can use them .

After getting a copper sword: About equipment: Once you get your weapons and armor , you have to put them on. Otherwise they won't work . Press button to select your [Items] and [Equipment] yourself with the necessary weapons and armor. You will not lose turns by changing directions and equipment. A [+1] after a name means that the weapon has an additional power of one. But a [-1] means there is weakened power as well .

- •About picking and throwing items and enemies: You can lift the object placed next to you hex by pressing button while you're pressing button. You will not lose turns with this motion . To put an object which you lifted, press button ,. If you want to throw it , press button , while you are pressing button ,. These two motions will cost turns . If it's an easy enemy, you can push them aside by continuing to press Directional button .
- •About view control: When it's hard to locate the enemy because of a difference in the level, you should look from a different angle. The camera view will rotate left or right by pressing button or button. If you want to change the angle higher, press button while you're pressing button.
- •About turn skipping: When Koh has nothing to do, or if you want to recover HP at a grip, press button while you're pressing button. This will make you skip your turn as long as you want. But you have to be careful, our MP is going down in the meantime.

After getting your first egg: About eggs: To hatch a familiar from an egg, select an egg and [Heat up] it. Each time you press button, it is incubated, and once it gets warmed up completely, a familiar will be born. It's better to hatch them at home. A familiar born in the monster shed will go home with Koh after leaving the tower, but one that was born in the tower will leave from the bag. They don't have any attachment to Koh's house. No problem. It's a dirty hovel, right? Let's bring back some eggs if we want to increase the number of familiars.

•About magic: Familiars have three main abilities. Start from the ones that have least MP consumption. [Mixture Magic] increases the attacking ability of Koh.Second, [Direct Attack] is just physical force.
[Direct Magic] will use most MP. Some monsters have special abilities

though they cannot use magic. There are three magic categories: fire, water, and wind (or air). Fire is always stronger than wind, and wind is stronger than water, and water is stronger than fire. Fire magic, for example, will be effective against monsters that belong to the wind category.

- •About Ai :Familiars help Koh to general strategies . Change the content of your strategy with [Change AI] in command [Line up]. You lose more MP with strategies on the left. You can also give detailed orders at each turn. If you decide the movement of familiars and direction with [Command], the order will be executed at the next turn.
- •About Damage: Damage is greater when you attack from a high position. So let's avoid fighting at lower positions as much as possible.

When the first enemy monster approached: About simple plain attack: Face enemy monsters and attack with button !.

When approaching to the first : •About traps: There are many hidden traps in this tower that react when you step on them, Monsters can get caught on these traps too .Once you find the traps, you can deactivate them by swinging in front of the trap once . But the traps you have found using items you have to be careful and swing once or your one step will activate the trap .

When approaching to the first lift: About HP recovery: Koh and familiar like me can recover HP as time passes. Familiars have to eat something to restore HP. MP may be consumed just by walking and once it's gone you won't be able to move at all .If I can't move, you'd be in trouble, right Koh? I'll tell you how to restore HP of familiars. Select food with [Items] . Then choose command [Give] . Then decide whom you want to give it to . Press or buttons which corresponds to color of a collar, and select with the button . We are monsters so we can eat almost anything , there are differences in the amount of MP restored depending on the food and the monsters . So be cautious .

Then you can take the lift

The second floor:

Three things can happen here :

Α.

ITEMS: Random

If it is your first trip: The floor will be a random created one (as most of the one in the tower) and the monsters you'll find will be the same you found on the first floor.

В.

ITEMS: Medicinal herb

Wind Crystal (random)

If it is not your first trip and you did not talk to Selfi: You'll find Ghosh so you can:

1.Fight:Pick [I feel lonelier] and then pick
[I accept your challenge] after fighting

(and wining) you can receive a medicinal herb and sometimes a Wind Crystal too. If you lose you get nothing but you will remain in the tower (you will not faint).

2.Leave:Pick either [No thank you] or
[I don't have time for that]

С.

ITEM: NONE

exception: if you save Selfi from the pulunpa you'll get an egg in Monsbaiya.

Meet Selfi or meet Selfi and Ghosh arguing.

Floors 3 to 39

ITEMS: Random

About all these floors:

The enemies that appear on these floors are listed in the tower information section.

The items that appear on these floor are random, excepting the eggs (see FAQ) and Quest items.

Well how to make it to the top....that is the subject of this Walkthrough, all the other Stuff about the game can be found in the other part of this document. Forty floors separate you from the final battle and the end of the game. The floors's labyrinthine structures are never the same (with the exceptions of the first and second floor).

Raise the power of your familiars

Each time you enter the tower your level goes back to 1, but it is a relief that this does not apply to familiars hatched on the hut (and Kewne). So the best way to go stronger is to raise the status of your familiars. Resuming, to finish this game fast and to fully enjoy it you have to concentrate on your familiars , concentrate on leveling them up and using every item you have on your power to increase their abilities.

How to raise the power of your familiars

- -Give your familiar a Medicinal herb when its current hp is at max to raise its max hp by one (this applies only to herbs found in the tower, the ones bought in Monsbaiya do not have this property)
 -Give your familiar a Pita (or big pita or meat) when its current mp is at max to raise his max mp by one
 -Give a mazarr seed to your familiar to raise its experience level by one
- (I recommend doing this when your familiar is on high exp level because it is harder to raise levels normally at high exp levels)
- -Give a Hazak seed to your familiar to raise its attack
- -Give a Shomuro seed to your familiar to raise its defense
- -Give a Tovar seed to your familiar to raise its luck (Status change resistance and Hit deflection)

Raise Your power

Each time you re-enter the tower your level is always 1, but you still can raise your defense and attack power using your preferred couple of non rust equipment weapon and shield. Why I say non rust? Because the rusteable equipment will become useless very fast if you step on a couple of rust traps during your trips in the tower. This way you can help your familiar when fighting in the tower or do a part (or the entirety) of the way to the top floor alone! Yes, it is possible to do a trip to the top floor alone but you need a very good weapon and a very good shield.

How to raise Your power

Here is a list of the weapons and shields that do not rust and how to level them up.

Shields that do not rust:

- •Wood Shield
- •Leather Shield
- •Mirror Shield [Reflects Magic Spells -not 100% effective on this matter-]

Diamond Shield

-Use Blue sands on the shield to raise its defense level

Sword that does not rust: • Gold Sword

-Use Red sands on the sword to raise its attack level

Wand that does not rust: •Trained Wand

-Use Red sands on the wand to raise its attack level

Priorities (for surviving in the tower):

- •Find a Wind Crystal.
- •Never save inside the tower or have a backup save if you do. At the beginning of the game it is better to use Ai 3 .You and your familiar work well and lose little mp but as the status of your familiar raises it is better to use other strategies for example letting the familiar to do all the job with Ai 4 or 5 (I had a Dragon so powerful it killed every enemy in one hit).

The floors 16,26 and 36

On these floors you find Barong monsters (not always) ,if you throw an item to these monsters they'll eat it and spit out a different one. The chance of getting rare items is enhanced so give it a try! If lucky you can get a roche fruit ,if this happens I recommend to pick up the roche fruit and keep throwing other items to the barong till it loses all his MP (a monster or familiar that has lost all his MP sleeps and flashes) , then throw the roche fruit to the Barong to turn it into an egg and then HATCH IT AT HOME so you can get rare items easier by taking it to the tower and throwing items to it!!

The 31st floor

You meet Beldo's projection who challenges you to get to the top floor and then leaves.

The top floor:

ITEMS: Seraphim Sword Ultimate Egg

-Do not cheat.

The final battle against Beldo, the one who Knows What happened to your father, is not hard, all you have to do is your best. Practically I can tell you that by getting this far you have completely finished the game but if you still have problems finishing it follow the next steps:

-Maybe at some point you think that everything is over because Beldo is defeating you, but it is part of the plot of the game, wait and see. After Beldo's Defeat Kewne will apologize for having tricked you, depending of your answer he will leave or not, I recommend to stick with him pick the first answer, take the ultimate egg located in the center of the floor and you are done.

Enjoy the end of the game!!!You have finished Azure Dreams! After the credits you still are able to play the game but Beldo won't be found in the top floor again, in fact nothing will be found in the top floor so if you manage to get there again and you do not have a wind crystal or an oleem and a familiar to sacrifice, you will not be able to leave the tower so be careful from now on.

#~~~

~~~Reference~~~

x = x button (;this is pretty obvious!)

o = circle button

s = square button

t = triangle button

L1, L2, R1, R2, directional buttons = the respective buttons (;these 5 are pretty obvious!)

[hold] = keep the button before pressed.

Monsbaiya Controls

Move character/Move cursor on inventory/Move cursor when buying:Directional buttons Run: o+directional buttons

View Inventory:s

Cancel commands/return to previous menu when buying or on inventory: Jump/Sort items on inventory/Finish paying or selling:t Talk: Approach to the one you to talk to with the directional buttons.

Tower Controls ~~~~~~~~~~~~~~~

Rotate camera to the left:L1 Rotate camera to the right:R1

Move character/Move cursor on inventory/Move cursor when buying:Directional buttons Map Display: Select button

Cancel commands/return to previous Menu:o

Set up Commands/Attack/Place hand held items one square away:x

Opens Command Menu:s

Skip your turn:t[hold]+o

Alter the direction you are facing:t[hold] + Directional buttons

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You can grasp an object, which is one square away:o[hold]+x
You can throw the object you are holding:o[hold]+x
Run (if no enemies are chasing you):o[hold] + Direction
Set up camera and map options:t[hold]
Camera Zoom control:t[hold]+L1
Change camera angle:t[hold]+L2
Map View control:t[hold]+R1
Change status-guage display: t[hold]+R2
Red Collar Familiar Quick Menu: R2[hold]
Change the direction in which the familiar faces: R2 [hold] + Directional Buttons
Displays the formation screen: R2 [hold]+o
Displays the health status: R2 [hold]+x
Returns the familiar to the bag: R2 [hold]+s
Displays the command screen: R2 [hold]+t
Blue Collar Familiar Quick Menu:L2[hold]
Change the direction in which the familiar faces: L2 [hold] + Directional Buttons
Displays the formation screen: L2[hold]+o
Displays the health status: L2[hold]+x
Returns the familiar to the bag: L2[hold]+s
Displays the command screen:L2[hold]+t
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#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~
¿WHAT HAPPENED IN THE TOWER SEVEN YEARS AGO WHEN GUY DISAPPEARED?:
THIS IS THE ANSWER:
Extracted from the game:
[Arriving the top Floor]
[Meeting Beldo]
Beldo: Well done. You have trained him and led him here. Well done.
Koh:[????]
[Kewne fuses with Beldo]
Beldo:quite reasonable that you are so surprised but this guy is
part of me!
Beldo: Now I shall tell you everything, just as I promised
Beldo: Seven years ago your father Guy and I met in the tower,
and together we tried to reach the top floor.
Beldo: The top floor is where the ultimate egg can be found.
The story begins:
[Seven years ago, top floor of the monster tower:]
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Guy: Wow! this is the ultimate egg!
[Beldo attacks Guy]
Guy: W...what're you doing , Beldo!!
Beldo: I owe you for what you have done so far , Guy.
I appreciate that. But this egg belongs to me.
Beldo: I am the one who is going to use its power.
I'm the properciate bearer of the ultimate power..
Guy:B...Beldo...You are...g
Beldo:I am the best and the only monster tamer in the
world who can fuse with monsters.
Beldo: I shall take this egg. It will be part of me and
the world will be mine.
Guy: I won't let you
[Guy cuts beldo's arm with a sword attack]
Beldo:Wooooow...!
[Guy and Beldo are fighting]
Guy: Ha Ha ..!
Guy: The Fire, The Water, The Wind . And the power of all nature!
[Guy casts a spell]
Guy: Born between the fine line of humans and monsters,
let this egg be sealed for the sake of my blood. Abra cadabra!
Beldo: You Idiot!
[Beldo kills Guy with a magic attack]
Beldo: You will regret your stupidity! Although... Almost..
But you have died and I have survived...
Beldo: Haaaa!
[Beldo fuses with Kewne (Guy's Familiar) ]
Huh...
Beldo: The netherworld... Sealed by the blood of a monster
tamer...Well, that's alright. All I need is the blood of
a monster tamer. The blood of someone who is strong enough
to reach the top floor or the blood of a monster tamer who
is even stronger.
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~End of Beldo's Story.

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Beldo:Do you understand, Mr. ?
Beldo: Thats right! The blood is yours.
[Beldo strikes the Hero and blood spreads in the room]
Beldo: Now I've got new blood to open the seal of the
monster tamer's blood.
Beldo: Three gods and souls. I command here on the blood
of the monster tamer .Break this spell!
[The seal is broken and now Beldo can take the ultimate
Egg and rule the world, but before that...]
Beldo: You are going to be killed by the sword of you
own father.
[;Fight against Beldo!]
[After the battle:]
[Suddenly Kewne separates from Beldo]
Beldo:Ohhh?! W...what happened!
Beldo: You are part of me now . You won't survive without
Kewne: This man is my master. Koh, he is the very best
monster tamer in body and mind.
Kewne: I can't take any command but his.
Kewne: Koh! This is the sword of Guy, your father. It
is a masterpiece, Soul Shooter !
Kewne: Please avenge Guy with this!
[Koh receives Soul Shooter from Kewne]
[Koh uses Soul Shooter against Beldo]
Kewne: Woooo! For the blood and love of your father!
Lethal Soul Shooter!
Beldo:Oh my god! I do' wanna die...
[Koh gathers power...]
[;And Beldo receives a fatal Strike!]
Beldo:Oh my god!
Kewne: You will regret your stupidity
[Beldo is defeated]
Kewne:Hmmm... Oh yeah... I didn't die. What...
```

Kewne: Ah!

Kewne: Well looks like I am your master now ! [Kewne eats Beldo] Kewne: I'm so sorry, Koh. I tricked you. Kewne: But you always took good care of me. Just as your father did. Kewne: That's why I couldn't leave you to die. Kewne: NO . Ever since the first time I sensed Guy in you, you were to have been my master. Kewne: Would you...Can you forgive me? [Depending of the answer to this questions different things will happen] Koh: [Not bad to have a talking one] if you pick this Kewne stays with you. Kewne: Koh! [Kewne kisses you spins around you and then stays above you] [Now all what you have to do is...to take the ultimate egg] Koh: [Betrayal is never forgiven] if you pick this Kewne leaves and you will never find a Kewne again. After this all what is left to do is to take the ultimate egg... Kewne:Of course. I'm sorry. But I really liked you, Koh. Good-bye. [Now all what you have to do is...to take the ultimate egg] #~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~ #~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~ Koh's house You can store up to 10 items here , get pita fruits and Save your game (talking to Koh's mother). You can see the monsters you know in the monster book (talking to Koh's sister) , You can access the bath (which is on the right side of the house) and the Monster Hut (which is in the upper left side of the house) Koh's hut

You only have room for 4 familiars here (including Kewne-You first

Familiar-).

The Rode Family house

Here you can meet with Selfi Rode (Ghosh's Sister) after your first trip on the tower, after conquering her she will not appear here anymore. There is nothing to do inside this place.

Monster Shop

~~~~~~~~~

Nothing important in this place excepting that you can sell eggs (and sell only, although it is a monster Shop you can only sell anything, but not buy eggs) here and get different advices from the hunters as you reach higher levels.

Blacksmith's

~~~~~~~~~

You can buy medicinal herbs and copper swords here

Restaurant

~~~~~~~

You can do only two things here: Eat food and (through this) conquer Patty

Bar

~ ~ ~

You can get advice from the hunters here (what they tell you change as you reach higher levels in the tower), drink juice (100 gold) or milk (120 gold) and finally (after reaching enough levels in the tower) be able to find the blue Warrior (but what you find of him is his cape) .

Nico's house

~~~~~~~~~

Nico and her father live here. Most of the houses in Monsbaiya look like Nico's Home.

The fortune teller Mademoiselle Sheila's House (a.k.a. Fortune Place)

You can have fun here answering Sheila's questions to get some clues about Love life(conquering Girls), Fighting in the tower (Similar to Kewne's Teachings and Jorda's Teachings) and Life improvement (all the things you can do in the game)

Hospital

~~~~~~

You can buy medicinal herbs here 15 gold cheaper than in the blacksmith's. You can upgrade this building.

Cherrl's House

~~~~~~~~~~~

You will notice (at the beginning of the game ) that you can not enter this house. If you want to enter you will have to upgrade the hospital.

Temple

~~~~~

You can receive advice from the priest (Jorda) here.

Expand 1

~~~~~~

The house is quite run-down.

Weedy has grown-up too.

```
Cost:6000
How to build: Just go to the Carpenter's and buy it.
Location: Fixed
Advantages: You can Store more furniture (from Fur's General Store) and
you can Store up to 30 items in the house's safe(talking to Wreath ,
Koh's mother)
Expand 2
~~~~~~
A huge House with a swimming pool!
Cost:60000
How to build: Build expand , then go to the carpenter's and buy it.
Advantages: You can Store even more furniture (from Fur's General Store)
and you can Store up to 60 (talking to Wreath , Koh's mother)
Hut
I should expand the Monster Hut before it becames full
Cost:4000
How to build: Buy it at the carpenter's
Location: Fixed
Advantages: You can have up to 9 familiars
Hut 2
I should expand the Monster Hut before it becames full
Cost:6000
How to build: Buy it at the carpenter's after buying hut
Location: Fixed
Advantages: You can have up to 16 familiars
Hut 3
I should expand the Monster Hut before it becames full
Cost:20000
How to build: Buy it at the carpenter's after buying hut and hut 2
Location: Fixed
Advantages: You can have up to 36 familiars
Hut 4
I should expand the Monster Hut before it becames full
Cost: 60000
How to build: Buy it at the carpenter's after buying hut , hut 2 and hut 3
Location: Fixed
Advantages: You can have up to 64 familiars.
Casino
~~~~~
Wow, a casino.
Cost:100000
How to build: Upgrade the temple then Speak with Jorda and he'll suggest
```

you to build it, then go to the carpenter's and buy it. Location: Selectable.

Advantages: You can get lots of money here if you are good enough with the slot machine of the main room (tip: Take the greater wage, then try to get three 7's ,it is the easiest way to get money in this game \$\_\$), you can get money with the mini game in the left room but it is harder.

## Alley

~~~~

Bowling must be a part of recreation to relieve stress.

How to build: Upgrade the temple. Jorda will suggest you to build it.

Cost:40000

Location: Selectable

Advantages: None, but you can play a bowling mini-game.

Amusement Center

~~~~~~~~~~~~~~~~

Cost:3000

How to build: After reaching enough high levels in the tower (which I should check) speak to the carpenter's apprentice once before going to the tower, keep dong this and after a time he'll ask you to pay him for building it.

Location: Selectable

Advantages: Unlocks the Takapoo and Soilclaw and you can play two mini-games

## Gym

~~~

Cost:30000

How to build: After reaching enough high levels in the tower (which I should check) speak to the blacksmith once before going to the tower, keep dong this and after a time he'll ask you to pay him for building it.

Location: Selectable

Advantages: Unlocks the Mashroom and Mailing monsters on the monster book and you can play a mini-game

Theatre

~~~~~

Fon talks about the show all the time. Is he going to show me something...

Cost:8000

How to build: speak with fon (he is at the right side of the carpenter's entrance) and pick the following answer:

[I am the entertainment!]. Then enter the Carpenter's and buy the theatre.

Location: Selectable.

Advantages: You can play a mini-game (to finish this mini game push the buttons in the following order during it: 0, x, 0, 0, x, 0, 0, x, x, 0, x, 0) with fon and without this building you are unable to advance in the conquering of Vivian.

## Fountain

~~~~~

Cost:2000

How to build: Begin Conquering Nico till you finish step 5 Location: Fixed at the center of Monsbaiya.

Advantages: Without this building you are unable to advance in the conquering of Nico and Selfi.

Circuit

~~~~~

You can either be a jockey or multiply your money!

Cost:30000

How to build:Go to the last house in the upper left corner of Monsbaiya and try to talk with the Nyuels inside pick either of the answers but at the end select [I'm building a racetrack!] and [Money is not a concern] .Then go to the Carpenter's and buy it. Location:Fixed at the upper-left corner of Monsbaiya.

Advantages:You can buy tickets here and then ride a Nyuel (as a jockey), if the result of the race is equal to you wager you'll get money (\$ \$).

Temple Upgrade

~~~~~~~~~~~~

Cost:4000

How to build: Build Expand and then go to the temple ,speak with Jorda and offer him to build a new temple and that you'll give him the money. He'll accept your help.

Location: Fixed at the old temple.

Advantages: If you talk to the priest , he'll suggest the casino and

Library

~~~~~

Cost:8000

How to build: After reaching enough high levels in the tower (which I should check) speak to Doctor Hal (he lives in the house located in the furthest middle east of Monsbaiya) once before going to the tower, keep dong this and after a time he'll ask you to pay him for building it.

Location: Fixed at the middle-east of Monsbaiya

Advantages: You can meet Mia here.

Hospital Upgrade

~~~~~~~~~~~~~~~~

Cost:4000

How to build: After reaching the ?? floor go to the Hospital and the Doctor will ask you to make an upgrade. Pick the affirmative answers to build it.

Location: Fixed at the old hospital

Advantages: You can enter on Cherrl's House (after meeting with her)

About selectable locations

You have 5 vacant lots in Monsbaiya to build on. You can freely choose in which lot to build each building. You can not build in a lot which is not vacant.

The Hero of the Game [Default Name: Koh]

This energetic youth has the blood of the Monster Tamer in his veins. Though his father is dead the boy wants to be an adventurer like him. Now he is searching with all his might for Monster Eggs within the Monster Tower. If he is successful, he believes his family will be able to live a better life. He is 15 years old.

Guy

Koh's father. A renowned monster hunter. Guy hasn't been heard of since he entered the Monster Tower seven years ago. He should be 34 years old (but he was 27 when he disappeared on the tower seven years ago).

Wreath

~~~~~

Koh's mother. After her husband Guy passed away, Wreath single-handedly raised Koh and Weedy. She is 33 years old.

## Weedy

~~~~

Weedy, Koh's sister, was still unborn when her father disappeared. Caretaker of the monster book. She is 7 years old.

Kewne

~~~~

This demon waits for the player at the entrance of the tower. Being the only monster that talks, he will become the player's good friend. But where did he come from? In combining (fusing) with another, this demon will not change in shape or colour.

## Jorda

~~~~

The priest of Monsbaiya

Nico Southey

~~~~~~~~~

Friend of Koh since childhood, you can think of her as the hero's other sister...but not for long [;!].She is 15 years old

## Selfi Rode

~~~~~~~~

The younger sister of Ghosh Rode. She wants to be a sorceress. She is 16 years old

Patty Pan

~~~~~~

Patty is the waitress in his father restaurant. She is 14 years old.

## Fur Gots

~~~~~~

Fur ,the owner of the General Store, only thinks about money, or is that what she thinks?

She is 15 years old.

Mia Myria

~~~~~~

Fanatic of Yuki Katsu's Books, usually shy...but talkative in confidence...those glasses hide a beautiful face. She is 13 years old.

#### Cherrl Child

~~~~~~~~~~

The girl living in the house you can not reach till you upgrade the hospital. She tires easily due to a disease only Koh can help to cure... She is 16 years old.

Vivian Merca

~~~~~~~~~

This beautiful dancer came to Monsbaiya looking for fame and large stage to dance on...but she will find more than what she expected... She is 18 years old.

## Ghosh Rode

~~~~~~~~

How can I describe this character? Got it! He's vanity made flesh. He can't stand Koh and thinks that belonging to the wealthiest family in Monsbaiya makes him superior to Koh. You can find him on the second floor of the tower. He is 16 years old.

Beldo

~~~~

Little is known about the Man who knows what happened in the top floor 7 years ago...

But he is the game's ultimate enemy!

## Patty

~~~~

Conquering her is really easy but you need money to do it. 1-Eat everything in the restaurant (eat once each kind of food).

2-Go to the tower and come back to Monsbaiya.

3-This time Patty will be alone but you have to use the same strategy, pick every kind of food at least once in the restaurant, treat Patty well.

4-Go to the tower.

5-After going back she'll be practically conquered by you. 6-Repeat steps one and two and Speak to Patty.

Selfi

~~~~

1-Talk to her after the first trip to the tower (she in the second house on the right of Koh's house)

2-After that , enter the tower and reach the 2nd floor to meet with her ,

3-After leaving the tower, go talk to her (at least once) and pick either answer

4-Enter the tower and reach the 2nd floor to meet with her. 5-Repeat steps three and four until you find Selfi being attacked by a pulunpa (inside the tower), pick the first answer to help her out. (This will ONLY happen if you have

built the fountain)

6-after leaving the Monster Tower, go south the fountain and you'll meet with Selfi who will reward your help with an egg, after that you will watch a scene where Ghosh and Nico appear.

7-Go to the second floor of the tower and a scene will

happen with and U-Boat that will attack you , Selfi will save you.

8-Repeat steps three and four until she admits she loves you.

#### Nico

~~~

1-Go to Nico's house and talk to her father after a little dialogue Nico will enter in the house and begin to talk you about her plan to make Monsbaiya a better place.

2-Go to the tower.

3-After leaving the tower go to the east side of the town's pond , you will find Nico collecting money to build a fountain .Here you can donate 0, 1, 100 or 1000 Gold, donate as much as possible, after that (if you donated more than zero Gold) you will watch a small scene and see how Ghosh tries to impress Nico.

4-Repeat Steps two and three until the amount of donated money to Nico surpasses 1400 Gold. Finally go to the tower.

5-After leaving the Tower, go to Monsbaiya's center .Now the fountain is complete!

6-Go to the tower again.

7-Now Nico and Ghosh will be dating.(it won't be like this forever so take it easy;))

8-Go to the tower once again, after going back, you'll notice a new character in the fountain (a musician called Chello) just talk to him and hear his music to trigger a scene, no matter what answers you choose here (this will ONLY happen if step 6 of conquering Selfi has already happened in the game).

9-To finish conquering Nico go to her house to talk to her and then go to the tower, repeat.

Vivian

~~~~~

1-Make the Theatre and finish the Blue Cape Quest.

2-Go to the bar to meet with Vivian.

3-

a-Afterwards ( if the theatre was built), Vivian will star to work as dancer in the theatre, although her dancing skill will not be perfect

b-Continue visiting her after your trips to the Tower.

4-After several times of repeating step 3 b Vivian will want to go to the bar, go with her, after the scene Vivian will recover her trust, the only thing left is to repeat step 3 b until she becames the best dancer of the theatre (when she appears in the middle of the stage you will need to repeat step 3b one more time).

## Cherrl

~~~~

1-Upgrade the hospital.

2-Go to Cherrl's house, approach to the girl on the window, after the scene take the and bring it to the girl. Enter the house, have a chat with Cherrl and her mother.

3-Go to the tower.

4-Talk with Cherrl after coming back from the tower.

5-Repeat steps three and four until Cherrl asks you to go outside, agree with her to watch a scene. After this scene the Doctor will cure Cherrl with the healing herb you brought to her.

6-Talk with the doctor to begin the Healing herb Quest.

7-Finish the healing herb quest.

8-Depending on your answers to the doctor and Cherrl she will stay at home or become a nurse, but after this ,keep visiting her after our trips to the tower to finish conquering her.

Mia

~~~

1-Build the library.

2-Go talk with Mia after your trips to the tower and always pick the answers that express that what she says is interesting. 3-Repeat step 2 until one day you will watch a scene where Ghosh makes Mia lose her glasses.Repeat step 2 once.
4-Mia will ask you to go to the pool, there you two will meet with Ghosh who will realize how beautiful Mia is and leave. Mia will also leave.Go to the library to talk with her.
5-Keep repeating step 2 until one day after entering the library and not finding her, Mia will begin following you through Monsbaiya.Keep entering and leaving the library until you watch her trying to leave , but she'll stay on the side of the library, go talk to her and pick and tell her not to follow you.

Fur

~ ~ ~

1-Talk to her after buying or selling (or picking the answer [Just looking] ) stuff on her store every time you come back from the tower.Keep doing this. :) (the easiest girl to conquer, no real strategy to conquer her, depending on your answers it will take you more or less time, but at the end she will be yours;))

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Scenario written by : Yamada Koji

Horio Kenichiro

Character design by : Yamada Koji

Monster design by : Hattori K-suke

Background design by : Horio Kenichiro

Assistant directed by: Inaba Haruhiko

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Special Thanks to : Harada Masaki

Supervised by : Yoneoka Masaki

: Kitane Kazumi Produced by

Presented by Konami Development by KCET

Eggs and tame monsters

#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~ #~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~

Deep in the burning sands of the desert, a distant town. Looming over the town, the Monster Tower. Whiten this gigantic, ancient Tower, a hoards of monsters swarms and breeds. Despite the long hazardous desert journey, the town is a mecca treasure hunters they come seeking the golden hoards hidden in the tower. But even more, they are lured by the monster eggs, a prize found nowhere else. When a monster is grown up from the egg, it can be tamed

```
fetch high prices in gold.
And rare breeds of monster
can make a vast fortune for the hunter.
The town has grown rich from
buying and selling monsters.
So the town is called...
Monsbaiya.
In Monsbaiya
There lives a certain youth.
His father
understood the hearts of the monsters,
and gained renown as the greatest
monster tamer of all.
Sadly, he died early,
leaving their mother to bring up
the youth and his sister alone.
The small family struggled to survive.
"To hunt for eggs
and make my fortune..."
The youth had inherited skills as
monster tamer form his father.
He longed with all his heart to hunt for eggs.
But the entrance to the tower is strictly
forbidden to those not yet fifteen.
The mighty tower is a nest
for countless monsters.
A maze to confuse the unwary, its dark
depths are filled with danger.
Even old, experienced egg hunters
Venture but a short way into its vast interior
The law against entering is strictly enforced,
so year after year the youth can only
dream impatiently of his goal.
Slumbering in the depths
of the great ruin
lie the eggs of monsters
no man has ever seen
He yearns to brave the dangers of the tower,
to seize these priceless eggs.
Today is the day...
The youth is fifteen and free to enter the tower...
#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~
Takapoo, Mashroom, Mailing and Soilclaw can not be used in battle.
|Number|Name
            |Element|Magic (natural)|Magic (available |
| after a fusion) |
______
   Kewne
            |Fire |Brid
______
     |Dragon |Fire |Breath
                               _____
103
     |Kid
            |Fire |Breath
_____
     |Ifrit |Fire |Sled
______
105
    |Flame
            |Fire |Sled
```

| 06  | Grinuet  | Fire  | Rise     |          |  |
|-----|----------|-------|----------|----------|--|
| 07  | Griffon  | Fire  | Rise     |          |  |
| 08  | Troll    | Fire  |          | Brid     |  |
| 109 | Balloon  | Fire  |          | Breath   |  |
| 10  | Volcano  | Fire  |          | Sled     |  |
| 11  | Barong   | Fire  |          | Poison   |  |
| 12  | Weadog   | Fire  |          | Brid     |  |
| 13  | Naplass  | Fire  |          | Rise     |  |
| 14  | Killer   | Fire  |          | Sled     |  |
| 15  | Tyrant   | Fire  |          | Rise     |  |
| 16  | Maximum  | Fire  |          | Breath   |  |
| 17  | Saber    | Water | DeWall   |          |  |
| 18  | Snowman  | Water | DeWall   |          |  |
| 19  | Ashra    | Water | DeMirror |          |  |
| 20  | Arachne  | Water | DeMirror |          |  |
| 21  | Battnel  | Water | DeHeal   |          |  |
| 22  | Nyuel    | Water | DeHeal   |          |  |
| 23  | Pulumpa  | Water | <br>     | DeHeal   |  |
| 24  | UBoat    | Water |          | DeRock   |  |
| 25  | Blume    | Water | <br>     | DeWall   |  |
| 26  | Manoeva  |       | <br>     | DeForth  |  |
| 27  | Kraken   | Water | <br>     | DeRock   |  |
| 28  | Viper    | Water | <br>     | DeMirror |  |
| 29  | Mandara  | Water | <br>     | DeForth  |  |
| 30  | Glacier  | Water | <br>     | DeMirror |  |
| 31  | Takapoo  | Water | <br>     | <br>     |  |
| 32  | Mashroom | Water |          |          |  |
| 33  | Death    | Air   | LoDown   | <br>     |  |
| 34  | Clown    | Air   | LoDown   | <br>     |  |
| 35  | Univern  | Air   | LoBlind  | <br>     |  |
|     |          |       |          |          |  |

| 36 | Unicorn  | Air    | LoBlind  |         |            |
|----|----------|--------|----------|---------|------------|
| 37 | Block    | Air    | LoBind   |         |            |
| 38 | Metal    | Air    | LoBind   |         |            |
| 39 | Noise    | Air    | LoSleep  |         |            |
| 40 | Dreamin  | Air    |          | LoSleep |            |
| 41 | Cyclone  | Air    |          | LoGrave |            |
| 42 | Picket   | Air    |          | LoDown  |            |
| 43 | Stealth  | Air    |          | LoBlind |            |
| 44 | Zu       | Air    |          | LoGrave |            |
| 45 | Garuda   | Air    |          | LoDown  |            |
| 46 | Golem    | Air    |          | LoBind  |            |
| 47 | Mailing  | Air    |          |         |            |
| 48 | Soilclaw | Air    |          |         | - <b>-</b> |
| 49 | Hikewne  | Fusion | DarkWave |         | - <b>-</b> |
| 50 | LazyFrog | Water  |          |         | - <b>-</b> |
|    |          |        |          |         |            |

|Number|Name |Traits \_\_\_\_\_ |01 |Kewne |Unbrainwashable |02 |Dragon | |Kid | 103 \_\_\_\_\_ |04 |Ifrit | |Flame \_\_\_\_\_ |06 |Grinuet | 107 |Griffon | |Troll | 108 \_\_\_\_\_\_ |09 |Balloon | |Volcano | \_\_\_\_\_ |11 |Barong |Growth promoted \_\_\_\_\_ |12 |Weadog | \_\_\_\_\_

| 13 | Naplass  | HP increased                 |
|----|----------|------------------------------|
| 14 | Killer   | Atrocious                    |
| 15 | Tyrant   | 1                            |
| 16 | Maximum  |                              |
| 17 | Saber    |                              |
| 18 | Snowman  |                              |
| 19 | Ashra    | Strength Increased           |
| 20 | Arachne  | Strength Increased           |
| 21 | Battnel  | PoisonProof                  |
| 22 | Nyuel    | PoisonProof                  |
| 23 | Pulumpa  | I                            |
| 24 | UBoat    | 1                            |
| 25 | Blume    |                              |
| 26 | Manoeva  |                              |
| 27 | Kraken   | Electric Shock               |
| 28 | Viper    | Lowering Attack may not work |
| 29 | Mandara  | l                            |
| 30 | Glacier  | I I                          |
| 31 | Takapoo  | I I                          |
| 32 | Mashroom | 1                            |
| 33 | Death    | Magic level increased        |
| 34 | Clown    | Magic level increased        |
| 35 | Univern  | BlinderProof                 |
| 36 | Unicorn  | BlinderProof                 |
| 37 | Block    | Hard                         |
| 38 | Metal    | 1                            |
| 39 | Noise    | SpellProof                   |
| 40 | Dreamin  | SleepProof                   |
| 41 |          | Magic consumption decreased  |
|    |          | ·                            |
| 42 | Picket   |                              |

| 43  S         | tealth  Ru   | stProof                                                        |             |
|---------------|--------------|----------------------------------------------------------------|-------------|
| 44  Z         | ı   Pa       | ralisisproof                                                   |             |
| 45  G         | aruda        | I                                                              |             |
| 46  G         | olem         | I                                                              |             |
| 47  M         | ailing       | l                                                              |             |
| 48  S         | oilclaw      | l                                                              |             |
| 49  H         | ikewne       | l                                                              |             |
| 50  L         | azyFrog      | I                                                              |             |
|               |              |                                                                |             |
|               |              |                                                                | _<br> <br>  |
| N  <br> u     |              |                                                                |             |
| m  Name<br> b | Abiliti<br>  | es(as ally)                                                    |             |
| e  <br> r     | 1            |                                                                | <br>        |
| 01   Kewne    | <br>         |                                                                | -<br>       |
|               |              | any item to recover MP                                         | _           |
|               |              | metal ones refill 50 MP                                        | <br> <br> - |
| 03 Kid        | Same as      | Dragon                                                         |             |
| 04 Ifrit      |              |                                                                |             |
| 05 Flame      | l<br>        |                                                                |             |
| 06 Grinu      | et  <br>     |                                                                |             |
| 07 Griff      | on           |                                                                |             |
| 08 Troll      | Can use      | three different weapons                                        |             |
| 09 Ballo      |              | te you to the next floor                                       |             |
|               |              | g as its experience level is or greater of the floor to reach) |             |
| <br> 10 Volca | no  Can put  | Volcanic Rocks as obstacles                                    | -<br>       |
| <br> 11 Baron |              | throw him an item it                                           | -<br>       |
|               | swallow <br> | rs it and vomits a different one                               | <br> -      |
| 12 Weado<br>  | =            | Meat to lure our low MP familiar/s<br>an attack them           | <br>        |
| <br> 13 Napla | ss  Can Sle  | ep to recover HP quicker                                       | -<br>       |
| 14 Kille      | r  Can inc   | rease the critical hit percentage                              | -<br>       |
| 15 Tyran      | Go bers      | erk (raises attack power) and                                  |             |

| 1 1                   | attacks everyone (even Koh)                                                                                                    |             |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------|-------------|
| 16 Maximum            |                                                                                                                                |             |
| 17 Saber              |                                                                                                                                |             |
| 18 Snowman            | Can Break obstacles (like the  ones the volcano creates)                                                                       | <br> <br>   |
| 19 Ashra              |                                                                                                                                |             |
| 20 Arachne            |                                                                                                                                |             |
| 21 Battnel            | I                                                                                                                              |             |
| 22 Nyuel              |                                                                                                                                |             |
| 23 Pulumpa<br>   <br> | <br> <br> <br>                                                                                                                 | <br> <br>   |
| <br> 24 UBoat         | Can dive and Scout (Get full                                                                                                   | <br>        |
|                       | information about the current floor)                                                                                           | ŀ           |
| 25 Blume              | Can brainwash enemy monsters                                                                                                   |             |
| 26 Manoeva<br>        | Can copy the shape of any nearby item<br> /familiar/enemy (can not copy Koh's shape)                                           |             |
| 27 Kraken             |                                                                                                                                |             |
| 28 Viper              | Weakens enemy attack                                                                                                           |             |
| 29 Mandara            | Can confuse the enemies.                                                                                                       |             |
| 30 Glacier<br>        | Attack with an iceberg that pushes<br> the enemy until making contact with<br> something(pit,familiar,enemy monster, obstacle) | <br> <br> - |
| 31 Takapoo            | <br>                                                                                                                           | <br>        |
| 32 Mashroom           | n                                                                                                                              | <br>        |
| 33 Death              |                                                                                                                                | <br>        |
| 34 Clown              | <br>                                                                                                                           | <br>        |
| 35 Univern            |                                                                                                                                |             |
| 36 Unicorn            |                                                                                                                                |             |
| 37 Block              |                                                                                                                                |             |
| 38 Metal              |                                                                                                                                |             |
| 39 Noise              | Nullifies the target's spells temporally                                                                                       |             |
| 40 Dreamin            | Put an enemy to sleep temporally                                                                                               |             |
| 41 Cyclone            | Makes an enemy unable to eat temporally                                                                                        | I           |

| 42 Picket<br>                                      | Can steal items to nearby targets                                      |             |
|----------------------------------------------------|------------------------------------------------------------------------|-------------|
| 43 Stealth                                         | Can make himself invisible                                             | 1           |
| 44 Zu                                              | Can paralyze our enemies                                               | <br> <br> - |
|                                                    | Takes the target to another<br> location of the current floor          |             |
| 46 Golem                                           | Can use a strong long range attack                                     |             |
| 47 Mailing                                         | 1                                                                      |             |
| 48 Soilclaw                                        | ·I                                                                     |             |
| 49 Hikewne                                         | I                                                                      |             |
| 50 LazyFrog                                        | 1                                                                      |             |
|                                                    |                                                                        |             |
| <br> N  <br> u  <br> m  Name<br> b  <br> e  <br> r | Abilities(as enemy)                                                    | <br>        |
| 01 Kewne                                           | Invincible when fused with Beldo                                       |             |
| 02 Dragon<br>                                      | <br>                                                                   | <br> <br>   |
| 03 Kid                                             | <br>                                                                   |             |
| 04 Ifrit                                           | <br>                                                                   | . — —<br>   |
| 05 Flame                                           | <br>                                                                   |             |
| 06 Grinuet                                         | 1                                                                      |             |
| 07 Griffon                                         | 1                                                                      |             |
| 08 Troll                                           | Can use three different weapons                                        |             |
| 09 Balloon                                         | 1                                                                      |             |
|                                                    | '<br>                                                                  | <br> <br>   |
| 10 Volcano                                         | Can put Volcanic Rocks as obstacles                                    |             |
|                                                    | If you throw him an item it<br> swallows it and vomits a different one |             |
| 12 Weadog<br>                                      | Throws Meat to lure our low MP familiar/s                              | 1           |

| 13 Naplass            | Can Sleep to recover HP quicker                                                                                                      |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| 14 Killer             |                                                                                                                                      |
| ·                     | Go berserk (raises attack power) and  <br> attacks everyone (even Koh)                                                               |
| 16 Maximum            | I I                                                                                                                                  |
| 17 Saber              |                                                                                                                                      |
|                       | Can Break obstacles (like the                                                                                                        |
| 19 Ashra              |                                                                                                                                      |
| 20 Arachne            |                                                                                                                                      |
| 21 Battnel            |                                                                                                                                      |
| 22 Nyuel              |                                                                                                                                      |
| 23 Pulumpa<br>   <br> | The dark green ones found over the 19th floor    can steal red and/ or blue collar/s    from the familiar confining them to the bag. |
| 24 UBoat<br>          | Can dive.                                                                                                                            |
| 25 Blume              | Can brainwash familiar/s                                                                                                             |
| 26 Manoeva<br>        | Can copy the shape of any nearby item      /familiar/enemy (can not copy Koh's shape)                                                |
| 27 Kraken             |                                                                                                                                      |
| 28 Viper              | Weakens target's attack                                                                                                              |
| 29 Mandara            | Can confuse Kohand/or familiar/s                                                                                                     |
|                       | Attack with an iceberg that pushes   you back until making contact with   something(pit, familiar, enemy).                           |
| 31 Takapoo            |                                                                                                                                      |
| 32 Mashroom           | .l<br>                                                                                                                               |
| 33 Death              |                                                                                                                                      |
| 34 Clown              |                                                                                                                                      |
| 35 Univern            |                                                                                                                                      |
| 36 Unicorn            |                                                                                                                                      |
| 37 Block              |                                                                                                                                      |
| 38 Metal              | I I                                                                                                                                  |

| 39 Noise      | Nullifies Familiar spells temporally                                                              |             |
|---------------|---------------------------------------------------------------------------------------------------|-------------|
| 40 Dreamin    | Put a Familiar to sleep temporally                                                                | -           |
| 41 Cyclone    | Makes a Familiar unable to eat temporally                                                         | -           |
| 42 Picket<br> | Can steal items to Koh or to our Familiar/s<br> (no effect if our familiar/s has/have no item/ s) | -<br> <br>  |
| 43 Stealth    | Can make himself invisible                                                                        | _<br> <br>_ |
| 44 Zu         | Can paralyze our familiars and Koh                                                                | <br> -      |
| 45 Garuda<br> | Takes the target to another<br> location of the current floor                                     | I<br>I      |
| 46 Golem      | Can use a strong long range attack                                                                | -<br>       |
| 47 Mailing    |                                                                                                   | _<br> <br>_ |
| 48 Soilclaw   | 7                                                                                                 | _<br> <br>_ |
| 49 Hikewne    | I                                                                                                 | <br> -      |
| 50 LazyFrog   | rl<br>                                                                                            | <br> -      |
| Faq (Fairly   | #~~~#~~~#~~#~~#~~~#~~~#~~~#~~#~~#~~~#~                                                            | #~~~#~~     |
|               | ero -Koh- get Married?<br>v in the Japanise version of the Game.                                  |             |
|               | e the Salamander or Frog Monsters as Familiars?                                                   |             |
| A.As far as   | re Monsbaiya? I know you can not leave the town, the game is about the Monster Tower.             | ut          |
| O What is th  | ne hest monster?                                                                                  |             |

Q.What is the best monster?

A.This is hard to answer...In my humble opinion the best monster is the Dragon because it can eat anything to recover MP and metal based items recover it 50 MP. But if you want me to tell you what is technically the best monster... I think that the answer is "The one you like" because if you raise any monster well it will have the same final Status:

Final Max Available Status for a Familiar \*\*\*\*\*\*\*\*\* 255 Attack 255 Defense 255 HP 255 MP

100 Luck (hidden)

Q.What is the best elemental alignment?

A.The fusion elemental alignment is the best one (this Koh's elemental alignment since he's not a monster and Hikewne type familiars because of their nature).

Q.What is the best magic Spell?

A.For its effects Dark Wave is The best, But my favourite is Breath.

Q.Which familiars evolve, and in what do they turn into?

A.The familiars that evolve are: Kid evolves into Dragon

Flame evolves into Ifrit
Griffon evolves into Grineut
Snowman evolves into Saber
Arachne evolves into Ashra
Nyuel evolves into Battnel
Clown evolves into Death
Unicorn evolves into Univern

Block evolves into Metal

Q.How do I do the duplication trick?

A.Well you have to be in the tower, have a Manoeva, a Picket, the blue collar and the item to duplicate.

1-Take both monsters out of the bag.

2-Use the command morph (Manoeva) on the Picket.Now the Manoeva will look like a picket.

3-Put the item that you want to duplicate on the floor.

4-Use the morphed Manoeva's command steal to make it pick the item up.

5-Put the Picket in inside the bag.

6-The manoeva will go back to its original form. (but the manoeva has the item to duplicate)

7-Take the Picket out of the bag.

8-Use the command morph (Manoeva) on the Picket. Now the Manoeva will look like a picket. (now a bug occurs and the manoeva has two items of the same kind!!)

9-Use the Picket's command steal on the morphed Manoeva to take the item. Then use the command throw of the picket and take the duplicated item to add it to your inventory.

10-To keep duplicating the item repeat steps 5,6,7,8 and 9.

11-After that use the command steal of the Picket on the manoeva (on its original form) to take the original item and the command throw to be able to add it to the inventory.

Q.What does the Tovar seed do?

A.It raises luck (a hidden status) , this luck controls the character's hit deflection and status change rates. so if you have very high luck you will deflect attacks very easily and will hardly ever be poisoned, etc.

Q.Is the effect of the Tovar seed permanent?

A.I am sure that the effect is permanent on the familiars, in the case of Koh it is just temporal (lasts until you leave the Monster Tower).

Q. How does the game determines which egg type can be found on each floor? A. You can find a certain monster's egg if the egg is found in a floor which number is equal or greater than the floor in which you find the monster normally.

(for example: pulunpas appear first time on floor 1 so you could find pulunpas eggs on every floor, but maximums appear first time on floor 35 so you could find maximum egg on floors 35,36,etc).

Q.How can I get a Barong egg from a Barong monster?

A.To get a Barong monster as a familiar you will need a roche fruit and

## a Barong monster nearby:

1-Throw any item to the Barong (not the roche fruit, you will need it later) 2-Keep doing this (throwing items to the Barong monster) until the barong tires up (it will be flashing and looking asleep)

3-Throw the roche fruit to the barong (the Barong will turn into an egg) 4-Get the barong egg

#### Swords

| Name           | Characteristics                                                                    | Attack | Sale price          |
|----------------|------------------------------------------------------------------------------------|--------|---------------------|
| Gold Sword     | Coated with gold ~This sword does not rust                                         | 1      | 1000G               |
| Copper Sword   | Made of copper                                                                     | 2      | 50G                 |
| Iron Sword     | Made of iron                                                                       | 3      | 100G                |
| Steel Sword    | Made of steel                                                                      | 4      | 150G                |
| Fire Sword     | Fire genus Good against Air Genus Monsters                                         | 5      | 400G                |
| Blizzard Swore | d Water genus Good against Fire Genus Monsters                                     | 5      | 400G                |
| Gulfwind Swore | d Wind genus Good against Water Genus Monsters                                     | 5      | 400G                |
| Vital Sword    | Prevents opponent from multiplying~If you hit                                      |        | 800G                |
| Holy Sword     | Holy sword with divine protection                                                  | 7      | 10000G              |
| Seraphim Swore | d Guy's keepsake Sword Seraphim ATK 8                                              | 8      | 1000G               |
| Dark Sword     | A cursed sword~If you use a de curse Scroll<br> on this Sword its price will drops | 10     | 10000G  <br> 50000G |

## Wands

| Name                    | Characteristics                                      | Attac | k Sale pric | :e |
|-------------------------|------------------------------------------------------|-------|-------------|----|
| Wooden Wand             | A wand made of wood                                  | 1<br> | 10G         |    |
| Paralyze Wand           | Sometimes freezes Monster's mobility                 | 1     | 100G        |    |
| Gulf Wand<br> Gulf Wand | A wand of wind~Good against<br> Water Genus Monsters | 1     | 150G<br>    |    |

| Scarlet Wand | A wand of fire~Good against<br> Air Genus Monsters            | 1     | 150G<br>  | <br> <br> |
|--------------|---------------------------------------------------------------|-------|-----------|-----------|
| Stream Wand  | A wand of water~Good against<br> Fire Genus Monsters          | 1     | 150G<br>  | <br> <br> |
| Seal Wand    | Sometimes seals the special                                   | 1     | 500G<br>  | <br> <br> |
| Life Wand    | Recovers HP slightly if an opponent is hit                    | 1     | 1000G     |           |
| Money Wand   | Sometimes changes killed Monsters into mone                   | y   1 | 1000G     | <br> <br> |
| Trained Wand | Can be tempered with Red Sand~Rare item and   the best weapon | 1     | 5000G<br> | <br> <br> |

## Balls

Plus ten percent of original price by charge (i. e. an Acid Rain +2 Ball'll have a price of 960g because an acid rain ball is 800 and the other two charges are 80 each, so : 800 + 80 + 80 = 960)

| Name           | Characteristics                                                                                       | Sale price<br> (with no charges) |              |                |
|----------------|-------------------------------------------------------------------------------------------------------|----------------------------------|--------------|----------------|
| Acid Rain Ball | Contains acid rain and attacks<br> enemies ~If used inside a room<br> all enemies will receive damage | Ī                                | 80G<br> <br> | <br> <br> <br> |
| Binding Ball   | A ball that has the power to<br> bind monsters with thunder                                           | 500G<br>                         | 50G<br>      | <br> <br>      |
| Blaze Ball     | A ball that blazes along the                                                                          | 500G                             | 50G          |                |
| 1              | ground in a straight line                                                                             | I                                | 1            | I              |
| Blinder Ball   | Contains darkness which blinds<br> the eyes of enemies                                                | 500G<br>                         | 50G<br>      | <br> <br>      |
| Fire Ball      | A ball that contains a fire                                                                           | 300G<br>                         | 30G<br>      | <br> <br>      |
| Flame Ball     | A ball that contains a fireball                                                                       | L 800G                           | 80G          |                |
| Ice Rock Ball  | Contains a huge iceberg which<br> blocks one's way                                                    | 800G<br>                         | 80G<br>      | <br> <br>      |
| Pillar Ball    | Contains a fiery pillar which                                                                         | 1000G<br>                        | 100G<br>     |                |
| Poison Ball    | Contains poison contagious to  all enemies in the same room                                           | 800G<br>                         | 80G<br>      | <br> <br>      |
| Recovery Ball  | Contains a soap bubble which<br> recovers HP                                                          | 800G<br>                         | 80G<br>      |                |
| Repel Ball     | A ball that has the power to<br> repel magic                                                          | 500G<br>                         | 50G<br>      |                |

| =                      | A ball that contains Morpheus  8000<br> and puts enemies to sleep                                        | G          | 80G<br>        |                |
|------------------------|----------------------------------------------------------------------------------------------------------|------------|----------------|----------------|
| •                      | A ball that contains a water    5000                                                                     | G          | 50G            | <br> <br>      |
|                        | Contains a beam which decreases 5000                                                                     | G          | 50G<br>        | <br> <br>      |
| Shields                |                                                                                                          |            |                |                |
| Name                   | Characteristics                                                                                          | Defense    | Sale p         | rice           |
| Leather Shield         | Tanned leather shield~Does not rus                                                                       | <br>t  1   | 30G            |                |
| Wood Shield            | Wooden shield~Does not rust                                                                              | 2          | 50G            | <br>I          |
| Mirror Shield<br> <br> | Shield polished into a mirror~Does<br> not rust and reflect spells when<br> equipped (not 100% efective) | 3<br> <br> | 1000G<br> <br> | <br> <br> <br> |
| Copper Shield          | A copper shield                                                                                          | 4          | 100G           | <br>I          |
| Iron Shield            | An iron shield                                                                                           | <br>  5    | 150G           | <br>           |
| <br> Earth Shield      | arth Shield  Wind genus shield  5                                                                        |            |                | <br>           |
| Ice Shield             | Ice Shield   Water genus shield   5                                                                      |            |                | <br>           |
| Scorch Shield          | corch Shield  Fire genus shield  5                                                                       |            | 600G           | <br>           |
|                        | Sometimes retaliates when it's hit                                                                       |            | 600G           | <br>           |
| Steel Shield           | A very tough steel shield                                                                                | 6          |                |                |
| Diamond Shield         | Shield made of diamond~Does not Ru                                                                       | st 7       | 1500G          |                |
| Crystals               |                                                                                                          |            |                |                |
|                        | Characteristics                                                                                          | Sale       | price          |                |
| Wind Crystal           | Makes it possible to return to a to                                                                      | wn  200G   |                |                |
| Water Crystal          | Restores status of familiar and reco                                                                     |            |                |                |
|                        | Summons SALAMANDER, which burns up<br> enemies one after another                                         | 400G<br>   | 1              |                |
| Fruits                 |                                                                                                          |            |                |                |
| Name  Charac           | cteristics                                                                                               |            | Sale           |                |
| <br> Big Pita Food :   | for familiar Recovers MP by 100                                                                          |            | 10G            |                |

| Geropita<br>      | Vanishes MP of the monster ate this fruit~F                                                                                                                                                                                                        | Rare item                                | 100G<br>    |
|-------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|-------------|
| Laev              | MP of monsters tends to decrease on that le                                                                                                                                                                                                        | evel                                     | 20G         |
| Leva              | Familiar will not change form after the next  ~If two monsters have were feed with this,  be fused. If a monster which was feed with  to be fused with kewne, nothing will happer  that evolve will not evolve if they are feed  before evolution. | they cannot<br>this tries<br>a. Monsters | <br>        |
| Leolam            | MP of the monster will not decrease for a w                                                                                                                                                                                                        | hile                                     | 100G        |
| Limit             | Increase percentage of critical hits for a                                                                                                                                                                                                         | while                                    | 100G        |
| Pita              | Food for familiar Recovers MP by 50                                                                                                                                                                                                                |                                          | 5G          |
| Roche             | Transforms monsters into eggs Rare item                                                                                                                                                                                                            |                                          | 5000G       |
| Tumna             | Turns into a frog for a while                                                                                                                                                                                                                      |                                          | 20G         |
| Oleem             | Vanishes familiar, and the player escapes f                                                                                                                                                                                                        | from the                                 | 100G<br>    |
| Herbs             |                                                                                                                                                                                                                                                    |                                          |             |
| Name              | Characteristics                                                                                                                                                                                                                                    | Sale price                               | _<br>       |
| Antichac          | s  Herb that restores chaos                                                                                                                                                                                                                        | 20G                                      | _<br>       |
| Antidote          | Herb neutralizes a poison                                                                                                                                                                                                                          | 15G                                      | _<br> <br>_ |
|                   | Herb that restores everything~Cancels all                                                                                                                                                                                                          | 200G<br>                                 | <br> -      |
|                   | Weakens attacking power~Rare item                                                                                                                                                                                                                  |                                          | _<br>       |
| Hazak             | Recovers weakened attack                                                                                                                                                                                                                           | 80G                                      |             |
| Medicina<br> <br> | Il  Herb that restores HP~The ones found in  the tower can raise user's max HP by one  if used when current HP is at max.                                                                                                                          | <br>                                     | <br>        |
| _                 | Herb that freezes motion ~Rare item                                                                                                                                                                                                                | 10G                                      | _<br>       |
| Roeam             |                                                                                                                                                                                                                                                    | 20G                                      | _<br>       |
|                   | Toxic herb                                                                                                                                                                                                                                         | 5G                                       | _<br>       |
|                   | Restores weakened defense~Rare item                                                                                                                                                                                                                | 80G                                      | _<br> <br>_ |
| Wake up           |                                                                                                                                                                                                                                                    | 20G                                      | -<br> <br>- |
| Seeds             |                                                                                                                                                                                                                                                    |                                          | _           |
| Name              | Characteristics                                                                                                                                                                                                                                    | Sale price                               | I           |
| Hazak             | Increases attacking power                                                                                                                                                                                                                          | 500G                                     | _<br>       |

| Lar       | Eating this seed lowers a level~Rare item                                           | 50G            |             |            |
|-----------|-------------------------------------------------------------------------------------|----------------|-------------|------------|
| Light     | Changes the genus of a familiar to fire                                             | 150G           |             |            |
| Mahell    | Increases speed for a while                                                         | 50G            |             |            |
| Mazarr    | Increases the level                                                                 | 200G           |             |            |
| Sea       | Changes the genus of a familiar to water                                            | 150G           |             |            |
| Shomuro   | Increases defensive power                                                           | 500G           |             |            |
| Slow      | Eating this seed decreased speed~Rare item                                          | <br> 50G       |             |            |
|           | Eating this seed leads to good fortune~Rare                                         | <br> 10000<br> | 3           |            |
| Wind      | Changes the genus of a familiar to wind                                             | <br> 150G      |             |            |
|           | Characteristics<br> The beam turns all items on the floor to go<br> coins~Rare Item |                |             | price      |
| De curse  | The beam removes a curse cast upon equipmen                                         | <br>nt  10     | <br>)0G     |            |
| Flat      | The beam removes steps and flattens the  entire floor~Rare item                     | 10<br>         | <br>)0G     |            |
|           | Holy beam protects the reader from enemy                                            | 15<br>         | <br>50G     |            |
| Malicious | s Malicious beam bringing chaos for a while                                         | 15             |             |            |
|           | The beam resuscitates a fainted familiar                                            | 40             | )0G         |            |
| Trap      | All traps on the floor become visible                                               | 40             | )0G         |            |
| Bells     |                                                                                     |                |             |            |
| Name      | Characteristics                                                                     | Sale           | e pr        | rice       |
| Familiar  | Bell  Call back familiars to you                                                    | 4000           |             |            |
|           | l  Chases a monster out of a room                                                   | 11000          |             |            |
|           | ·                                                                                   |                |             | - <i>-</i> |
|           | s Bell Increases the level of enemy monsters                                        | 8000           | ,           |            |
|           | s Bell Increases the level of enemy monsters                                        | 8006           | - <b></b> - |            |

| Exit loupe  Identifies the location of elevators                                                                                                                                                                                                                                                                                                                                              |                               |                             |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|-----------------------------|
| Monster loupe  Identifies the location of monsters                                                                                                                                                                                                                                                                                                                                            | 50G                           | 1                           |
| Trap loupe  Makes traps visible                                                                                                                                                                                                                                                                                                                                                               | 100G                          | 1                           |
| Treasure loupe Loupe that identifies the location of i                                                                                                                                                                                                                                                                                                                                        | tems  50G                     | 1                           |
| Glasses                                                                                                                                                                                                                                                                                                                                                                                       |                               |                             |
|                                                                                                                                                                                                                                                                                                                                                                                               | Sale price                    | - <b>-</b><br>e             |
| Star Glasses  Makes the current floor entirely visible                                                                                                                                                                                                                                                                                                                                        | e 50G                         | <br>                        |
| Truth Glasses  Identify items Even types of eggs                                                                                                                                                                                                                                                                                                                                              | 100G                          |                             |
| Sands                                                                                                                                                                                                                                                                                                                                                                                         |                               |                             |
| Name  Characteristics                                                                                                                                                                                                                                                                                                                                                                         | Sale                          | price                       |
| Blue Sand  Tempers a shield                                                                                                                                                                                                                                                                                                                                                                   | 100G                          | 1                           |
| Red Sand  Tempers a sword~Can also temper the Trained                                                                                                                                                                                                                                                                                                                                         | Wand  100G                    | 1                           |
| White Sand Increases the number of times a ball can be                                                                                                                                                                                                                                                                                                                                        |                               |                             |
| Coins                                                                                                                                                                                                                                                                                                                                                                                         |                               |                             |
| Coins                                                                                                                                                                                                                                                                                                                                                                                         | <br>price <br>                |                             |
| Coins  Name  Characteristics  Sale  Copper Coins  Copper coins Not very valuable  16-24                                                                                                                                                                                                                                                                                                       | price  4G                     |                             |
| Coins   Name   Characteristics   Sale   Copper Coins   Copper coins Not very valuable   16-24                                                                                                                                                                                                                                                                                                 | price  4G   20G               |                             |
| Coins   Name   Characteristics   Sale    Copper Coins   Copper coins Not very valuable   16-24    Silver Coins   Silver coins   Moderately valuable   80-12    Gold Coins   Gold coins   Highly valuable   1160-2                                                                                                                                                                             | price  4G   20G   240G        |                             |
| Coins   Name   Characteristics   Sale    Copper Coins   Copper coins   Not very valuable   16-24    Silver Coins   Silver coins   Moderately valuable   80-12    Gold Coins   Gold coins   Highly valuable   160-2    Troll Type Weapons    Name   Characteristics                                                                                                                            | price  4G   20G   240G        | le price                    |
| Coins   Name   Characteristics   Sale    Copper Coins   Copper coins   Not very valuable   16-24    Silver Coins   Silver coins   Moderately valuable   80-12    Gold Coins   Gold coins   Highly valuable   160-2    Troll Type Weapons    Name   Characteristics    Hammer   A mace type club weapon   Exclusive to Troll type                                                              | price  4G   20G   240G        | <br>le price                |
| Coins   Name   Characteristics   Sale    Copper Coins   Copper coins   Not very valuable   16-24    Silver Coins   Silver coins   Moderately valuable   80-13    Gold Coins   Gold coins   Highly valuable   160-3    Troll Type Weapons    Name   Characteristics    Hammer   A mace type club weapon   Exclusive to Troll type    Sword   Can't be blocked by a Shield   Exclusive to Trole | price  4G   20G   240G    Sai | <br>le price<br><br>)0G     |
| Name                                                                                                                                                                                                                                                                                                                                                                                          | price  4G                     | <br>le price<br><br>)0G<br> |
| Name   Characteristics   Sale     Copper Coins   Copper coins   Not very valuable   16-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2-2                                                                                                                                                                                                                                                                  | price  4G                     | <br>le price<br><br>)0G<br> |
| Name   Characteristics   Sale   Copper Coins   Copper coins   Not very valuable   16-20                                                                                                                                                                                                                                                                                                       | price  4G                     | <br>le price<br><br>)0G<br> |

Quest items

| Name        | Floc     | or Characteristics                                   | Sale pric           | :e |
|-------------|----------|------------------------------------------------------|---------------------|----|
| B Collar    | 12       | ~You can use two familiars at the                    | Can not             |    |
| I           |          | same time and fuse if you want.                      | be sold             | ı  |
| Oil Pot<br> | 15<br>   | A pot containing ample oil<br> to use for a windmill | Can not<br> be sold |    |
| B Cape      | 20<br>   | A worn out blue cape.<br> Not likely to fit me.      | Can not<br> be sold |    |
| Healing     | 28<br>   | Can heal disease of Cherrl.                          | Can not<br> be sold |    |
| WMedal      | 25<br>   | A water cleansing medal<br> stolen from the pool     | 2000G<br>           |    |
| Seraphim    | 40       | Guy's keepsake Sword Seraphim ATK                    | 8 1000G             |    |
| Ultimate eq | <br>g 40 | The ultimate egg                                     | 50000G              |    |

## Eggs

| Name    | Sale price | Sale price (after hatching) |
|---------|------------|-----------------------------|
| Kewne   | None       | Can not be sold             |
| Dragon  | None       | 3000G                       |
| Kid     | 15000G     | 1000G                       |
| Ifrit   | None       | 600G                        |
| Flame   | 600G       | 50G                         |
| Grineut | None       | 3890G                       |
| Griffon | 2000G      | 325G                        |
| Troll   | 800G       | 200G                        |
| Balloon | 1000G      | 135G                        |
| Volcano | 1600G      | 200G                        |
| Barong  | 8000G      | 2600G                       |
| Weadog  | 3000G      | 625G                        |
| Naplass | 7600G      | 1400G                       |
| Killer  | 8000G      | 1600G                       |
| Tyrant  | 10000G     | 2000G                       |
| Maximum | 35000G     | 6400G                       |

| Death    | None     | 375G  | 1 |
|----------|----------|-------|---|
| Clown    | 1000G    | 150G  | I |
| Univern  | None     | 1250G | I |
| Unicorn  | 3200G    | 500G  |   |
| Metal    | None     | 2000G |   |
| Block    | 4000G    | 800G  |   |
| Noise    | 600G     | 40G   |   |
| Dreamin  | 1300G    | 150G  | 1 |
| Cyclone  | 800G     | 70G   | 1 |
| Picket   | 2400G    | 320G  | 1 |
| Stealth  | 3600G    | 700G  | 1 |
| Zu       | 5000G    | 1000G | 1 |
| Garuda   | 2400G    | 280G  | 1 |
| Golem    | 23000G   | 4000G | 1 |
| Saber    | None     | 3000G | 1 |
| Snowman  | 6000G    | 1200G | ı |
| Ashra    | None     | 1000G | 1 |
|          | 2400G    |       | 1 |
|          | None     |       | 1 |
| Nyuel    | 1800G    | 200G  | I |
|          | 400G     |       | I |
| U Boat   | 1200G    |       | 1 |
| Blume    | 800G     | 80G   | 1 |
| Manoeva  | 800G     |       | ı |
| Kraken   | 2200G    | 280G  | I |
| Viper    | 4500G    |       | I |
| Mandara  | 5000G    | 1100G |   |
| Glacier  | 12000G   |       |   |
| Ultimate | e 50000G |       |   |
|          |          |       |   |

| #~~~#~~~#~~~#~~#~~#~~#~~#~~#~~#~~#~~#~~ |
|-----------------------------------------|
| General Store                           |
| Bed                                     |
| Price:2500G                             |
| Canopy                                  |
| Price:6000G                             |
| Table                                   |
| Price:500G                              |
| Bonsai                                  |
| Price:1000G                             |
| Plant                                   |
| Price:2500G    A foliage plant.         |
| Carpet 1                                |
| Price:1000G                             |
| Carpet 2                                |
| Price:2000G                             |
| Carpet 3                                |
| Price:5000G                             |
| Tiger Fur                               |
| Price:8000G                             |
| Stuffed D.                              |
| Price:100G                              |

| region.                                                                    |
|----------------------------------------------------------------------------|
| Wall P. 1                                                                  |
| Price:1000G   Tacky wallpaper. Absolutely pop.                             |
| Wall P. 2                                                                  |
| Price:5000G                                                                |
| Wall P. 3                                                                  |
| Price:3000G    Peaceful wallpaper.My mom will be happy    with it.         |
| Painting                                                                   |
| Price:1000G    Strange painting.Painted by toir, a    genius of magic art. |
| Scroll                                                                     |
| Price:5000G    A scroll painting.                                          |
| Poster                                                                     |
| Price:10000G                                                               |
| Sculpture                                                                  |
| Price:12000G                                                               |
| Something                                                                  |
|                                                                            |
| Price:5000G                                                                |
| upgrading your house)                                                      |
| TV<br>                                                                     |
| Price:2000G                                                                |
| crystal ball.                                                              |
| Fridge<br>                                                                 |
| Price:200G    A refrigerator. Keep me cool in summer                       |
| too.                                                                       |
| W Machine                                                                  |

| Range                                                  |
|--------------------------------------------------------|
| Price:1500G                                            |
| Light                                                  |
| Price:1000G   A fancy light. Now I fell safe at night. |
| Good Vest                                              |
| Price:500G                                             |
| Jacket                                                 |
| Price:1000G                                            |
| Trousers                                               |
| Price:800G                                             |
| Shoes                                                  |
| Price:500G                                             |
| Aura Bike                                              |
| Price:20000G   An aura bike. Someday I will get one.   |
| Booster                                                |
| Price:15000G                                           |
| Telephone                                              |
| Price:5000G                                            |
| Trophy                                                 |
|                                                        |

| upgrading your house)                                                   |
|-------------------------------------------------------------------------|
| Cream                                                                   |
| Price:100G  <br> Beauty cream that makes your skin  <br> really smooth. |
| Roses                                                                   |
| Price:400G   The ones Ghosh often gives to girls.                       |
| Hand Bag                                                                |
| Price:1500G    The kind that girls like.                                |
| Ring                                                                    |
| Price:8000G    When you want to express passion .    Ruby is the gem.   |
| Duck                                                                    |
| Price:10G                                                               |
| Remove                                                                  |
| Price:2000G                                                             |
|                                                                         |
| Restaurant's Items                                                      |
| The only true use of these items is to    conquer Patty Pan's heart.    |
| Rice                                                                    |
| Price:20G<br> Yes,it's rice.                                            |
| Soy Beans/ Natto Soy Beans                                              |
| Price:30G                                                               |
| Tofu/ Hiyayakko tofu                                                    |

| Price:40G                                                                     |
|-------------------------------------------------------------------------------|
| those who don't understand this great                                         |
| taste.Yes, this tofu has taste to it.                                         |
| And the green onion used is diced                                             |
| cleanly, leaving it fresh and crispy,                                         |
| and bringing out the taste of tofu.                                           |
| Sandsand                                                                      |
|                                                                               |
| This dish uses the sand fish that                                             |
| cross the desert from the north in                                            |
| large schools every year.The sand                                             |
| fish are fish about the size of the                                           |
| palm of your hand, and live in the                                            |
| sand.Underneath its tough scales,  <br> its meat is soaked with oil and       |
| water to help it get across the                                               |
| desert.Its great taste is loved by                                            |
| everyone.Our sand fish sandwich is                                            |
| called the Sand-sand.When the chef                                            |
| here makes something using this                                               |
| fish, he can amazingly improve the                                            |
|                                                                               |
| Cutlet/ Zuroro Cutlet                                                         |
| Price:70G                                                                     |
| If you want Zuroro, with yam                                                  |
| grated into it, to keep the                                                   |
| breaded coating on your cutlet                                                |
| firm, Koppe would be the chef                                                 |
| to do it for you. This makes                                                  |
| crispy, and will bring out                                                    |
| the true taste of the meat.                                                   |
| Crystal Curry                                                                 |
|                                                                               |
| Price:80G                                                                     |
| spice pop up here under like                                                  |
| crystal balls.The curry made                                                  |
| here is not aiming to be the                                                  |
| high class curry at your common                                               |
| Indian restaurant, but more something                                         |
| out that homely flavor.It's a                                                 |
| taste that does not discriminate,                                             |
| that is fit for everyone.Having                                               |
| said that, though , it's not                                                  |
| something that you could make                                                 |
| <pre> at home.the smoothness and depth  in it's taste is something only</pre> |
| a professional chef could possibly make.                                      |
|                                                                               |
| Spiral Rice/ Spiral fried rice                                                |
| Price:90G                                                                     |

| The rice in Monsbaiya is famous<br> for its uniqueness in that when<br> the rice is fried, as heat passes<br> through, the rice grain twists.But<br> Koppe is something else.When he<br> makes fried rice, he manages to<br> get each and every last grain<br> twisted, adding texture to the<br> rice.It takes fried rice to a<br> whole new level. |      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|
| Chicken/ Yakitori chicken                                                                                                                                                                                                                                                                                                                            |      |
| Shining Prawn/ Fried Shining Prawn                                                                                                                                                                                                                                                                                                                   |      |
| Beef Rice/ Stewed Beef on Rice                                                                                                                                                                                                                                                                                                                       |      |
| Special                                                                                                                                                                                                                                                                                                                                              | <br> |

| essential, is considered a delicacy  here.The raw ingredients are covered  in batter and then fried quickly at  high temperatures, so you get tempura  that is crispy on the outside and juicy  in the inside.Since the ingredients  change daily, and it is not a heavy  dish, you have people like Mr. Ghosh  who will eat it every day.Koppe call  this dish his Special.I believe that  shows that he's most confident about  this dish out of the whole menu. |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| Red Sushi                                                                                                                                                                                                                                                                                                                                                                                                                                                          |  |
| Blue Sushi                                                                                                                                                                                                                                                                                                                                                                                                                                                         |  |
| proportion of vinegar used. This   restaurant prepares four different   lbatches of vinegared rice, each                                                                                                                                                                                                                                                                                                                                                           |  |

| used for a different selection of                                     |              |
|-----------------------------------------------------------------------|--------------|
| the sushi ingredients.This vinegared                                  |              |
| rice is slightly yellow.It has the                                    |              |
| most common tasteSo as you're eating,                                 |              |
| the taste of the rice will mix with                                   |              |
| the fresh ingredient, giving a                                        |              |
| sensation of melting on your tongue                                   | ı            |
| Green Sushi                                                           | _            |
|                                                                       | ı            |
| Price:500G                                                            | İ            |
| When vinegar is added to the rice of                                  | i            |
| Monsbaiya, the rice will change to                                    |              |
| any of seven colors, depending on the                                 |              |
| proportion of vinegar used.This                                       |              |
| restaurant prepares four different                                    |              |
| batches of vinegared rice, each                                       |              |
|                                                                       |              |
| used for a different selection                                        |              |
| of the sushi ingredients. This vinegar here is slightly green. In the | 1            |
| language of the gods, fish in the                                     | 1            |
| nearby sea is referred to as "Edomae".                                | İ            |
| Koppe says all the fish he uses are                                   | İ            |
| Edomae.How in the world does he                                       | 1            |
| bring these kind of fresh ingredients                                 |              |
| to this city, in the middle of the                                    |              |
| desert? actually, the truth may be                                    |              |
| frightening, it would probably be                                     |              |
|                                                                       |              |
| better just not thinking about it                                     |              |
| better just not thinking about it                                     | _            |
| better just not thinking about it                                     | <br> -<br> - |
| better just not thinking about it                                     | <br> -<br> - |
| better just not thinking about it                                     | <br>         |
| BlackSmith                                                            | <br>         |
|                                                                       | <br>         |
| BlackSmith<br> Copper Sword                                           |              |
| BlackSmith                                                            |              |
| BlackSmith<br> Copper Sword<br>                                       |              |
| BlackSmith<br> Copper Sword                                           |              |
| BlackSmith  Copper Sword      Price:100G                              |              |
| BlackSmith  Copper Sword   Price:100G                                 |              |
| BlackSmith  Copper Sword   Price:100G                                 |              |
| BlackSmith  Copper Sword   Price:100G                                 |              |
| BlackSmith  Copper Sword   Price:100G                                 |              |
| BlackSmith  Copper Sword   Price:100G  Medicinal Herb   Price:20G     |              |
| BlackSmith  Copper Sword   Price:100G                                 |              |
| BlackSmith  Copper Sword   Price:100G  Medicinal Herb   Price:20G     |              |
| BlackSmith  Copper Sword   Price:100G  Medicinal Herb   Price:20G     |              |
| BlackSmith  Copper Sword   Price:100G   Medicinal Herb   Price:20G    |              |
| BlackSmith  Copper Sword   Price:100G   Medicinal Herb   Price:20G    |              |
| BlackSmith  Copper Sword   Price:100G   Medicinal Herb   Price:20G    |              |
| BlackSmith  Copper Sword   Price:100G   Medicinal Herb   Price:20G    |              |
| BlackSmith  Copper Sword                                              |              |
| BlackSmith  Copper Sword   Price:100G   Medicinal Herb   Price:20G    |              |
| BlackSmith  Copper Sword                                              |              |

This is hard to explain but is very simple, the game has three basic elements, ok?

fire, wind/air and water. The spells themselves have an element that is more compatible to them, on this compatible element the spells levels up. Each spell in Azure Dreams levels up when the familiar levels up with the condition that the spell is in its original element without elemental changes (example: LoBlind). So spells of categories 1,5 and 9 level up with the familiars. Spells of category 10 always level up. the spells are also divided in three groups

Categories 1,5 and 9 are the most common, you can switch the category of a spell to other that is on the same group (but you can not change its group) by feeding your familiar with a seed that changes his genus(element) to other different(example: if you feed your dragon that has the spell Breath with a sea seed the spell will change to NeaBreath, if you use a wind seed, the spell will change to NoaBreath, if you feed him with a light seed nothing will happen). Using seeds you can change spells's category to one of the same group.

Magic spells are divided in ten categories:

1-Fire (original element) .example: Breath |levels up.
2-Fire(original) changed to water(the familiar with this spell is on the water element and the spell's name is prefixed with Nea).
example:NeaBreath

3-Fire(original) changed to wind(the familiar with this spell is on the wind element and the spell's name is prefixed with Noa).example:NoaBreath

4-Water(original) changed to fire( the familiar with this spell is on the fire element and the spell'sname is prefixed with Dea).example:DeaWall 5-Water(original element , the name is prefixed with De).example:DeWall| levels up.

6-Water(original) changed to wind(the familiar with this spell is on the wind element and the spell's name is prefixed with Deo).example:DeoWall

7-Wind(original) changed to Fire(the familiar with this spell is on

the fire element and the spell's name is prefixed with La).example: LaBlind 8-Wind(original) changed to Water(the familiar with this spell is on the fire element and the spell's name is prefixed with Le).example:LeBlind 9-Wind(original element , the name is prefixed with Lo).example:LoBlind| levels up.

10-Fusion(original).example:DarkWave |levels up.

Each magic spell can be used as Direct Magic (the familiar uses the spell on the target directly) and Mixture magic (the familiar helps Koh to deal more damage in the next strike using a different version of the same spell on Koh's weapon/fist).

In Azure Dreams spells on the fire element (categories 1, 4 and 7) are stronger against wind element familiars, wind element spells (categories 2, 5 and 8) are stronger against water familiars and water element spells (categories 3, 6 and 9) are stronger against fire familiars.

| 111         | SPELLS BY      | ELEMENT           | 111 |
|-------------|----------------|-------------------|-----|
| Fire Spells | s Water Spells | s Air/Wind Spells | 5   |
| Breath      | NeaBreath      | NoaBreath         |     |
| Sled        | NeaSled        | NoaSled           |     |
| Brid        | NeaBrid        | NoaBrid           |     |
| Rise        | NeaRise        | NoaRise           |     |
| Poison      | NeaPoison      | NoaPoison         |     |
| DeaWall     | DeWall         | DeoWall           |     |
| DeaMirror   | DeMirror       | DeoMirror         |     |
| DeaRock     | DeRock         | DeoRock           |     |
| DeaHeal     | DeHeal         | DeoHeal           |     |
| DeaForth    | DeForth        | DeoForth          |     |
| LaBLind     | LeBlind        | LoBlind           |     |
| LaBind      | LeBind         | LoBind            |     |
| LaSleep     | LeSleep        | LoSleep           |     |
| LaDown      | LeDown         | LoDown            |     |
| LaGrave     | LeGrave        | LoGrave           |     |
| Spells of I | Fusion         |                   |     |
| DarkWave    | Acid Rain      | <br>              |     |
|             |                |                   |     |

| GROUP 1 ~~~Categories 1,2 and 3~~~      | ~~~~              | ~~~~~~~~~~~~~                                                         |
|-----------------------------------------|-------------------|-----------------------------------------------------------------------|
| SPELL NAME /ATTACK TYPES DESCRIPTION    | <br> MP<br>       | MIXTURE MAGIC <br>  ATTACK NAME                                       |
| Breath                                  |                   |                                                                       |
| Direct: Attack enemy by shower or flame | 12                |                                                                       |
| Mixture:Covers sword with flame         | 0.5<br> <br> <br> | Fire sword  <br> Flay finger  <br> (if no weapon  <br> is equipped)   |
| NeaBreath                               |                   | I                                                                     |
| Direct:Chokes enemy by waterfall        | 12                |                                                                       |
| Mixture:Covers sword with ice           | <br> 0.5<br> <br> | Blizzard sword <br> Ice finger  <br> (if no weapon  <br> is equipped) |
| NoaBreath                               |                   |                                                                       |
| Direct:Attack enemy by sandstorm        | 12                |                                                                       |
| Mixture:Cover sword with wind           | 0.5<br> <br> <br> | Wind cutter    Thunder finger   (if no weapon    is equipped)         |
| Sled                                    |                   |                                                                       |
| Direct:Fire runs to the target          | 8                 |                                                                       |
| Mixture:Covers sword with flame         | <br> 0.5<br> <br> | Fire sword  <br> Flay finger  <br> (if no weapon  <br> is equipped)   |
| NeaSled                                 |                   |                                                                       |
| Direct:Chill runs to the target         | 8                 |                                                                       |
| Mixture:Covers sword with ice           | <br> 0.5<br> <br> | Blizzard sword <br> Ice finger  <br> (if no weapon  <br> is equipped) |
| NoaSled                                 |                   |                                                                       |
| Direct: Mud storm buries enemy          | <br> 8            |                                                                       |

| Mixture:Cover sword with wind        | 0.5<br> <br> <br> | Wind cutter<br> Thunder finger<br> (if no weapon<br> is equipped) |
|--------------------------------------|-------------------|-------------------------------------------------------------------|
| Brid                                 |                   |                                                                   |
| Direct:Bullet of fire                | 10                |                                                                   |
|                                      | 0.5<br> <br> <br> | Fire sword<br> Flay finger<br> (if no weapon<br> is equipped)     |
| NeaBrid                              |                   |                                                                   |
| Direct:Attack enemy with ice pillar  | 10                | <br>                                                              |
| Mixture:Covers sword with ice        | <br> 0.5<br> <br> | Blizzard sword<br> Ice finger<br> (if no weapon<br> is equipped)  |
| NoaBrid                              |                   |                                                                   |
| Direct:Attack enemy with thunder     | 10                |                                                                   |
| Mixture:Covers sword with wind       | 0.5<br> <br> <br> | Wind cutter<br> Thunder finger<br> (if no weapon<br> is equipped) |
| Rise                                 |                   |                                                                   |
| Direct:Fire pillar rises from ground | 16                |                                                                   |
| Mixture:Covers sword with flame      | 0.5<br> <br> <br> | Fire sword<br> Flay finger<br> (if no weapon<br> is equipped)     |
| NeaRise                              |                   |                                                                   |
| Direct:Ice pillar rises from ground  | 16                |                                                                   |
|                                      | <br> 0.5<br> <br> | Blizzard sword<br> Ice finger<br> (if no weapon<br> is equipped)  |
| NoaRise                              |                   |                                                                   |
| Direct:Thunder pillar spews          | 16                |                                                                   |
| Mixture:Covers sword with wind       | <br> 0.5<br> <br> |                                                                   |

| Poison                                  | I                 |
|-----------------------------------------|-------------------|
| Direct:Poison fills the room            | [8 ]              |
| Mixture:Throws a huge fireball to enemy | y 0.75 Heat Wave  |
| NeaPoison                               | <br>I             |
| Direct:Virus fills the room             | 18                |
| Mixture:Throws snow storm to enemy      | 0.75 Snow Wave    |
| NoaPoison                               | <br>I             |
| Direct:Disease fills the room           | 18                |
| Mixture:Throws heavy thunder to enemy   | 0.75 Thunder Wave |
|                                         |                   |
|                                         |                   |
| SPELL NAME /ATTACK TYPES DESCRIPTION    | SPELL'S RANGE     |
| Breath                                  |                   |
| Direct: Attack enemy by shower or flame | e Straight line   |
| Mixture:Covers sword with flame         | Melee             |
| NeaBreath                               | I I               |
| Direct:Chokes enemy by waterfall        | Straight line     |
| Mixture:Covers sword with ice           | Melee             |
| NoaBreath                               | I I               |
| Direct:Attack enemy by sandstorm        | Straight line     |
| Mixture:Cover sword with wind           | Melee             |
| Sled                                    |                   |
| Direct:Fire runs to the target          | Straight line     |
| Mixture:Covers sword with flame         | Melee             |
| NeaSled                                 |                   |
| Direct:Chill runs to the target         | Straight line     |
| Mixture:Covers sword with ice           | Melee             |
| NoaSled                                 | l I               |
| Direct: Mud storm buries enemy          | Straight line     |
| Mixture:Cover sword with wind           | Melee             |
| Brid                                    | l I               |

| Mixture:Covers sword with flame                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                         |                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|----------------------------------------------------------------------------|
| Direct:Attack enemy with ice pillar   Straight line   Mixture:Covers sword with ice   Melee   NoaBrid     Direct:Attack enemy with thunder   Straight line   Mixture:Covers sword with wind   Melee   Rise     Direct:Fire pillar rises from ground   Straight line   Mixture:Covers sword with flame   Melee   NeaRise     Direct:Ice pillar rises from ground   Straight line   Mixture:Covers sword with ice   Melee   NoaRise     Direct:Thunder pillar spews   Straight line   Mixture:Covers sword with wind   Melee   Poison     Direct:Poison fills the room   Straight line,                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Direct:Bullet of fire                   | Straight line                                                              |
| Direct:Attack enemy with ice pillar   Straight line   Mixture:Covers sword with ice   Melee   NoaBrid     Direct:Attack enemy with thunder   Straight line   Mixture:Covers sword with wind   Melee   Rise     Direct:Fire pillar rises from ground   Straight line   Mixture:Covers sword with flame   Melee   NeaRise     Direct:Ice pillar rises from ground   Straight line   Mixture:Covers sword with ice   Melee   NoaRise     Direct:Thunder pillar spews   Straight line   Mixture:Covers sword with wind   Melee   Poison     Direct:Poison fills the room   Straight line,                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                         | Melee                                                                      |
| Mixture:Covers sword with ice   Melee   NoaBrid     Direct:Attack enemy with thunder   Straight line   Mixture:Covers sword with wind   Melee   Rise     Direct:Fire pillar rises from ground   Straight line   Mixture:Covers sword with flame   Melee   NeaRise     Direct:Ice pillar rises from ground   Straight line   Mixture:Covers sword with ice   Melee   NoaRise     Direct:Thunder pillar spews   Straight line   Mixture:Covers sword with wind   Melee   Poison     Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   lin the room might   be poisoned   Mixture:Throws a huge fireball to enemy Two hits if   target is next   to Koh Straight line,   if the target is in a   room all enemy monster   lin the room might be   poisoned   Mixture:Throws snow storm to enemy   Two hits if   target is next   lin the room might be   poisoned   Mixture:Throws snow storm to enemy   Two hits if   target is next   lin the room might be   poisoned                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | NeaBrid                                 | <br>                                                                       |
| Direct:Attack enemy with thunder   Straight line   Mixture:Covers sword with wind   Melee   Rise   Direct:Fire pillar rises from ground   Straight line   Mixture:Covers sword with flame   Melee   Melee   Melee   Melee   Melee   Melee   Melee   Melee   Mixture:Covers sword with ice   Melee   Melee   Melee   Melee   Melee   Mixture:Covers sword with ice   Melee   Mixture:Covers sword with wind   Direct:Attack enemy with ice pillar     | Straight line                                                              |
| Direct:Attack enemy with thunder   Straight line  Mixture:Covers sword with wind   Melee  Rise      Direct:Fire pillar rises from ground   Straight line  Mixture:Covers sword with flame   Melee  NeaRise      Direct:Ice pillar rises from ground   Straight line  Mixture:Covers sword with ice   Melee  NoaRise      Direct:Thunder pillar spews   Straight line  Mixture:Covers sword with wind   Melee  Poison      Direct:Poison fills the room   Straight line,                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Mixture:Covers sword with ice           | Melee                                                                      |
| Mixture:Covers sword with wind   Melee   Rise                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | NoaBrid                                 | <br>                                                                       |
| Rise  Direct:Fire pillar rises from ground   Straight line  Mixture:Covers sword with flame   Melee  NeaRise   Direct:Ice pillar rises from ground   Straight line  Mixture:Covers sword with ice   Melee  NoaRise   Direct:Thunder pillar spews   Straight line  Mixture:Covers sword with wind   Melee  Poison   Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might   be poisoned  Mixture:Throws a huge fireball to enemy   Two hits if   target is next   to Koh Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned  Mixture:Throws snow storm to enemy   Two hits if   target is in a   room all enemy monster   in the room might be   poisoned  Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Direct:Attack enemy with thunder        | Straight line                                                              |
| Direct:Fire pillar rises from ground  Straight line    Mixture:Covers sword with flame   Melee    NeaRise      Direct:Ice pillar rises from ground  Straight line    Mixture:Covers sword with ice   Melee    NoaRise      Direct:Thunder pillar spews  Straight line    Mixture:Covers sword with wind   Melee    Poison      Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might   be poisoned    Mixture:Throws a huge fireball to enemy  Two hits if   target is next   to Koh Straight line    NeaPoison      Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Mixture:Covers sword with wind          | Melee                                                                      |
| Mixture:Covers sword with flame   Melee    NeaRise      Direct:Ice pillar rises from ground   Straight line    Mixture:Covers sword with ice   Melee    NoaRise      Direct:Thunder pillar spews   Straight line    Mixture:Covers sword with wind   Melee    Poison      Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might   be poisoned    Mixture:Throws a huge fireball to enemy   Two hits if   target is next   to Koh Straight line    NeaPoison      Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Rise                                    | <br>                                                                       |
| NeaRise  Direct:Ice pillar rises from ground   Straight line  Mixture:Covers sword with ice   Melee  NoaRise    Direct:Thunder pillar spews   Straight line  Mixture:Covers sword with wind   Melee  Poison    Direct:Poison fills the room   Straight line,                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Direct:Fire pillar rises from ground    | Straight line                                                              |
| Direct:Ice pillar rises from ground  Straight line    Mixture:Covers sword with ice  Melee    NoaRise    Direct:Thunder pillar spews  Straight line    Mixture:Covers sword with wind  Melee    Poison    Direct:Poison fills the room  Straight line,  if the target is in a   room all enemy monster   lin the room might   be poisoned    Mixture:Throws a huge fireball to enemy Two hits if   target is next   to Koh Straight line    NeaPoison    Direct:Virus fills the room  Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy  Two hits if   target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy  Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Mixture:Covers sword with flame         | Melee                                                                      |
| Mixture:Covers sword with ice   Melee    NoaRise      Direct:Thunder pillar spews   Straight line    Mixture:Covers sword with wind   Melee    Poison      Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might   be poisoned    Mixture:Throws a huge fireball to enemy Two hits if   target is next   to Koh Straight line    NeaPoison      Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line   room all enemy monster   in the room might be   poisoned      Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | NeaRise                                 | l                                                                          |
| NoaRise   Direct:Thunder pillar spews  Straight line   Mixture:Covers sword with wind  Melee   Poison   Direct:Poison fills the room  Straight line,  if the target is in a   room all enemy monster   in the room might   be poisoned   Mixture:Throws a huge fireball to enemy Two hits if   target is next   to Koh Straight line   NeaPoison   Direct:Virus fills the room  Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned   Mixture:Throws snow storm to enemy  Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Direct:Ice pillar rises from ground     | Straight line                                                              |
| Direct:Thunder pillar spews   Straight line    Mixture:Covers sword with wind   Melee    Poison      Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might   be poisoned    Mixture:Throws a huge fireball to enemy Two hits if   target is next   to Koh Straight line    NeaPoison      Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Mixture:Covers sword with ice           | Melee                                                                      |
| Mixture:Covers sword with wind   Melee   Poison   Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might   be poisoned    Mixture:Throws a huge fireball to enemy   Two hits if   target is next   to Koh Straight line    NeaPoison   Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | NoaRise                                 | <br>                                                                       |
| Poison      Direct:Poison fills the room     Straight line,                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Direct:Thunder pillar spews             | Straight line                                                              |
| Direct:Poison fills the room   Straight line,   if the target is in a   room all enemy monster   lin the room might   be poisoned    Mixture:Throws a huge fireball to enemy Two hits if   target is next   to Koh Straight line    NeaPoison      Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Mixture:Covers sword with wind          | Melee                                                                      |
| if the target is in a   room all enemy monster   in the room might   be poisoned    Mixture:Throws a huge fireball to enemy   Two hits if   target is next   to Koh Straight line    NeaPoison      Direct:Virus fills the room   Straight line,   if the target is in a   room all enemy monster   in the room might be   poisoned    Mixture:Throws snow storm to enemy   Two hits if   target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Poison                                  | l                                                                          |
| target is next   to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Direct:Poison fills the room            | if the target is in a<br> room all enemy monsters<br> in the room might    |
| Direct:Virus fills the room  Straight line,  if the target is in a  room all enemy monster  in the room might be  poisoned    Mixture:Throws snow storm to enemy  Two hits if  target is next  to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Mixture: Throws a huge fireball to enem | target is next                                                             |
| if the target is in a   room all enemy monster   in the room might be   poisoned                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | NeaPoison                               | I                                                                          |
| target is next<br> to Koh Straight line                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Direct:Virus fills the room             | if the target is in a<br> room all enemy monsters<br> in the room might be |
| NoaPoison                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                         | target is next                                                             |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | NoaPoison                               | <br>I                                                                      |

| Direct:Disease fills the room          | Straight line,<br> if the target is in a<br> room all enemy monsters<br> in the room might be<br> poisoned |
|----------------------------------------|------------------------------------------------------------------------------------------------------------|
| Mixture:Throws heavy thunder to enemy  | Two hits if<br> target is next<br> to Koh Straight line                                                    |
|                                        |                                                                                                            |
| GROUP 2 ~~~Categories 4,5 and 6~~~     | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                                                    |
| ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ | ~~~~~~~~~~~~~~~~~                                                                                          |
| SPELL NAME /ATTACK TYPES DESCRIPTION   | MP   MIXTURE MAGIC <br>    ATTACK NAME                                                                     |
| DeaWall                                |                                                                                                            |
| Direct:Make a protect wall with fire   | 8                                                                                                          |
|                                        | <br> 0.5 Burning Blade                                                                                     |
| DeWall                                 |                                                                                                            |
| Direct:Make a protect wall with water  | 8                                                                                                          |
| Mixture:Drops fall of blade to enemy   | <br> 0.5 Aqua Blade                                                                                        |
| DeoWall                                |                                                                                                            |
| Direct:Make a protect wall with thunde | r 8                                                                                                        |
|                                        | <br> 0.5 Thunder Blade                                                                                     |
| DeaMirror                              | I I I                                                                                                      |
| Direct:Produces anti-wind mirror       | 8                                                                                                          |
|                                        | <br> 0.5 Burning Blade                                                                                     |
| DeMirror                               | I I I                                                                                                      |
| Direct:Produces anti-magic mirror      | 8                                                                                                          |
| Mixture:Drops fall of blade to enemy   | <br> 0.5 Aqua Blade                                                                                        |
| DeoMirror                              | I I I                                                                                                      |
| Direct:Produces anti-water mirror      | 8                                                                                                          |
| Mixture:Dorps thunder to enemy         | <br> 0.5 Thunder Blade                                                                                     |
| DeaRock                                | I I I                                                                                                      |
| Direct:Summon rock as obstacle         | 6                                                                                                          |

| Mixture:Summon Suzaku to pierce enemy  | 2  Fire Shoot                                                              |
|----------------------------------------|----------------------------------------------------------------------------|
| DeRock                                 | I I                                                                        |
| Direct:Summon iceberg as obstacle      | 6                                                                          |
| Mixture: Summon Seiriu to pierce enemy | 2  Snow Shoot                                                              |
| DeoRock                                | I I                                                                        |
| Direct:Summon tornado as obstacle      | 6                                                                          |
| Mixture:Summon Biakko to pierce enemy  | 2  Gaia Shoot                                                              |
| DeaHeal                                |                                                                            |
| Direct:Recovers HP slightly by heat    | 10                                                                         |
| Mixture:Covers sword with flame        | 0.5 Fire sword<br>   Flay finger<br>   (if no weapon<br>   is equipped)    |
| DeHeal                                 |                                                                            |
| Direct:Recovers HP by bubble           | 10                                                                         |
| Mixture:Covers sword with ice          | 0.5 Blizzard sword<br>   Ice finger<br>   (if no weapon<br>   is equipped) |
| DeoHeal                                | I I                                                                        |
| Direct:Recovers HP by tender win       | 10                                                                         |
| Mixture:Covers sword with wind         | 0.5 Wind cutter    Thunder finger    (if no weapon    is equipped)         |
| DeaForth                               |                                                                            |
| Direct:Charge heat and release it      | 16                                                                         |
| Mixture:Covers sword with flame        | 0.5 Fire sword<br>   Flay finger<br>   (if no weapon<br>   is equipped)    |
| DeForth                                |                                                                            |
| Direct:Charge holly water and release  | 16                                                                         |
| Mixture:Covers sword with ice          | 0.5 Blizzard sword    Ice finger    (if no weapon    is equipped)          |

| DeoForth                                     |                                                                              |
|----------------------------------------------|------------------------------------------------------------------------------|
| Direct:Charge wind and release it            | 16                                                                           |
|                                              |                                                                              |
|                                              |                                                                              |
| SPELL NAME /ATTACK TYPES DESCRIPTION         | SPELL'S RANGE                                                                |
| DeaWall                                      | 1                                                                            |
| Direct:Make a protect wall with fire         | Straight line                                                                |
|                                              | Always blinds target                                                         |
| DeWall                                       | I                                                                            |
| Direct:Make a protect wall with water        | Straight line                                                                |
|                                              |                                                                              |
| DeoWall                                      | I                                                                            |
| Direct:Make a protect wall with thunder      | Straight line                                                                |
|                                              |                                                                              |
| DeaMirror                                    | I                                                                            |
| Direct:Produces anti-wind mirror<br> <br>    | Straight line<br> Only reflects<br> wind spells                              |
|                                              |                                                                              |
| DeMirror                                     | I                                                                            |
| Direct:Produces anti-magic mirror            | Straight line<br> Reflects Magic                                             |
|                                              | Two hits                                                                     |
| DeoMirror                                    | I                                                                            |
| Direct:Produces anti-water mirror            | Only reflects<br> water spells                                               |
|                                              |                                                                              |
| DeaRock                                      | I                                                                            |
| Direct:Summon rock as obstacle<br> <br> <br> | Melee(if the  place is occupied   then puts obstacle   in the nearest place) |

| Mixture:Summon Suzaku to pierce enemy   |                                       |
|-----------------------------------------|---------------------------------------|
| DeRock                                  | 1                                     |
| Direct:Summon iceberg as obstacle       | <br> Melee(if the                     |
| -                                       | place is occupied                     |
|                                         | then puts obstacle                    |
|                                         | in the nearest place)                 |
| Mixture:Summon Seiriu to pierce enemy   | Aleatory long range                   |
| DeoRock                                 |                                       |
| Direct:Summon tornado as obstacle       | <br> Melee(if the                     |
|                                         | place is occupied                     |
|                                         | then puts obstacle                    |
|                                         | in the nearest place)                 |
| Mixture:Summon Biakko to pierce enemy   | Straight line                         |
| DeaHeal                                 |                                       |
| Direct:Recovers HP slightly by heat     | Straight line                         |
| Mixture:Covers sword with flame         | Melee                                 |
| DeHeal                                  | l<br>                                 |
| Direct:Recovers HP by bubble            | Straight line                         |
| Mixture:Covers sword with ice           | Melee                                 |
| DeoHeal                                 | l<br>                                 |
| Direct:Recovers HP by tender win        | Straight line                         |
| Mixture:Covers sword with wind          | Melee                                 |
| DeaForth                                |                                       |
| Direct:Charge heat and release it       | Straight line,<br> target recovers HP |
| Mixture:Covers sword with flame         |                                       |
| DeForth                                 |                                       |
|                                         |                                       |
| Direct:Charge holly water and release   |                                       |
|                                         | target recovers HP                    |
|                                         | to its maximum                        |
|                                         |                                       |
|                                         |                                       |
| Mixture:Covers sword with ice  DeoForth | Melee<br>  Melee                      |
| DeoForth                                |                                       |
|                                         |                                       |
| DeoForth                                | <br>  <br> Straight line,             |

GROUP 3 ~~~Categories 7,8 and 9~~~ |SPELL NAME /ATTACK TYPES DESCRIPTION | MP MIXTURE MAGIC| | ATTACK NAME | lLaBLind |Direct:Confuse enemy by hot steam | 8 | 1-------|Mixture:Explode wide range with lava |4 |Mt Burn \_\_\_\_\_\_ |LeBlind \_\_\_\_\_\_ |Direct:Confuse enemy by magic mist |8 | |-----|Mixture:Attack wide range with Tsunami |4 | Aqua Wheel | \_\_\_\_\_ |Direct:Blinds enemy with darkness |8 | |-----|Mixture:Shake wide range by earthquake |4 | Earth Shaker| \_\_\_\_\_\_ |Direct:Restraint wind monster by heat |12 | |-----|Mixture:Explode wide range with lava |4 |Mt Burn \_\_\_\_\_\_ lLeBind |Direct:Restraint wind monster by cold |12 | |-----| |Mixture:Attack wide range with Tsunami |4 | Aqua Wheel \_\_\_\_\_ |LoBind \_\_\_\_\_ |Direct:Restraint monster by thunder | 12 | |-----|Mixture:Shake wide range by earthquake |4 | Earth Shaker| \_\_\_\_\_\_ |LaSleep \_\_\_\_\_\_ |Direct:Make enemy sleep by heat |10 | |-------|Mixture:Explode wide range with lava |4 |Mt Burn \_\_\_\_\_\_ |LeSleep |Direct:Make enemy sleep by cold |10 | |Mixture:Attack wide range with Tsunami | 4 | Aqua Wheel | LoSleep 

| Direct:Make enemy sleep by wind          | 10            |                                                                      |  |
|------------------------------------------|---------------|----------------------------------------------------------------------|--|
| Mixture: Shake wide range by earthquake  | 4             | Earth Shaker                                                         |  |
| LaDown                                   |               |                                                                      |  |
| Direct:Lowers ATK might by fire          | 9             |                                                                      |  |
| Mixture: Throws a huge fireball to enem  | <br>y 0.75    | 5 Heat Wave                                                          |  |
| LeDown                                   |               |                                                                      |  |
| Direct:Decreases strength by ice magic   | 9             |                                                                      |  |
| Mixture: Throws snow storm to enemy      | 0.75          | 5 Snow Wave                                                          |  |
| LoDown                                   |               |                                                                      |  |
| Direct:Decreases level by wind magic     | 9             |                                                                      |  |
| Mixture: Throws heavy thunder to enemy   | <br> 0.75     | <br> Thunder Wave                                                    |  |
| LaGrave                                  |               |                                                                      |  |
| Direct:Attack enemy by magic circle      | 12            |                                                                      |  |
| Mixture: Throws a huge fireball to enemy | <br>y   4     | Heat Wave                                                            |  |
| LeGrave                                  |               |                                                                      |  |
| Direct:Attack enemy by meteor            | 12            |                                                                      |  |
| Mixture:Throws snow storm to enemy       | 4             | Snow Wave                                                            |  |
| LoGrave                                  |               |                                                                      |  |
| Direct:Attack enemy by tornado           | 12            |                                                                      |  |
| Mixture: Throws heavy thunder to enemy   | 4<br>  4      | Thunder Wave                                                         |  |
|                                          |               |                                                                      |  |
| SPELL NAME /ATTACK TYPES DESCRIPTION     | SPEI          | LL'S RANGE                                                           |  |
| LaBLind                                  | <br>          |                                                                      |  |
| Direct:Confuse enemy by hot steam        | Stra          | Straight line                                                        |  |
| Mixture:Explode wide range with lava     | 7x7           | 7x7                                                                  |  |
| LeBlind                                  | l<br>         |                                                                      |  |
| Direct:Confuse enemy by magic mist       | Stra          | aight line<br>                                                       |  |
| Mixture:Attack wide range with Tsunami   | a ro<br> enem | Noh is inside pom affects all mies within, me is not, range is Melee |  |

| LoBlind<br>                            | ·<br>                                                                                                |
|----------------------------------------|------------------------------------------------------------------------------------------------------|
| Direct:Blinds enemy with darkness      | Straight line                                                                                        |
| Mixture:Shake wide range by earthquake | If Koh is inside<br> a room affects all<br> enemies within,<br> if he is not,<br> the range is Melee |
| LaBind                                 |                                                                                                      |
| Direct:Restraint wind monster by heat  | Straight line                                                                                        |
| Mixture:Explode wide range with lava   | 7x7 Square                                                                                           |
| LeBind<br>                             | l<br>                                                                                                |
| Direct:Restraint wind monster by cold  | Straight line                                                                                        |
| Mixture:Attack wide range with Tsunami | If Koh is inside<br> a room affects all<br> enemies within,<br> if he is not,<br> the range is Melee |
| LoBind                                 | I                                                                                                    |
| Direct:Restraint monster by thunder    | Straight line                                                                                        |
| Mixture:Shake wide range by earthquake | If Koh is inside<br> a room affects all<br> enemies within,<br> if he is not,<br> the range is Melee |
| LaSleep                                |                                                                                                      |
| Direct:Make enemy sleep by heat        | Straight line                                                                                        |
| Mixture:Explode wide range with lava   | 7x7                                                                                                  |
| LeSleep                                |                                                                                                      |
| Direct:Make enemy sleep by cold        | Straight line                                                                                        |
| Mixture:Attack wide range with Tsunami | If Koh is inside<br> a room affects all<br> enemies within,<br> if he is not,<br> the range is Melee |
| LoSleep                                | <br>                                                                                                 |
| Direct:Make enemy sleep by wind        | Straight line                                                                                        |
|                                        | If Koh is inside                                                                                     |

| I                                       | the range is Melee                                            |
|-----------------------------------------|---------------------------------------------------------------|
| LaDown                                  |                                                               |
| Direct:Lowers ATK might by fire         | Straight line                                                 |
| Mixture:Throws a huge fireball to enemy | / Two hits if    target is next to    Koh.Straight line       |
| LeDown                                  | l l                                                           |
| Direct:Decreases strength by ice magic  | Straight line                                                 |
| Mixture:Throws snow storm to enemy      | Two hits if  <br> target is next to  <br> Koh.Straight line   |
| LoDown                                  | l l                                                           |
| Direct:Decreases level by wind magic    | Straight line                                                 |
| Mixture:Throws heavy thunder to enemy   | Two hits if  <br> target is next to  <br> Koh.Straight line   |
| LaGrave                                 | 1                                                             |
| Direct:Attack enemy by magic circle     | Straight line                                                 |
| Mixture:Throws a huge fireball to enemy | / Two hits if  <br> target is next to  <br> Koh.Straight line |
| LeGrave                                 |                                                               |
| Direct:Attack enemy by meteor           | Straight line                                                 |
| Mixture:Throws snow storm to enemy      | Two hits if  <br> target is next to  <br> Koh.Straight line   |
| LoGrave                                 |                                                               |
| Direct:Attack enemy by tornado          | Straight line                                                 |
| Mixture:Throws heavy thunder to enemy   | Two hits if                                                   |
| GROUP FUSION ~~~Category 10~~~          | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                       |
| SPELL NAME /ATTACK TYPES DESCRIPTION    | MP MIXTURE MAGIC <br>   ATTACK NAME                           |
| DarkWave                                |                                                               |

| Direct:Dark surge makes you invincible                                                                                    | [20 ]                         |           |
|---------------------------------------------------------------------------------------------------------------------------|-------------------------------|-----------|
| Mixture:Summon Genbu the dark beast                                                                                       | 8  Dark Shoot                 |           |
| Acid Rain                                                                                                                 |                               |           |
| Direct:Rain Contains Acid                                                                                                 | 16                            |           |
| <br> Mixture:-                                                                                                            | <br>                          |           |
|                                                                                                                           |                               |           |
| SPELL NAME /ATTACK TYPES DESCRIPTION                                                                                      | SPELL'S RANGE                 |           |
| DarkWave                                                                                                                  |                               | -         |
| Direct:Dark surge makes you invincible                                                                                    | Straight line                 | <br>      |
|                                                                                                                           | 3x3 Defeats target            |           |
| Acid Rain                                                                                                                 |                               | <br>      |
| Direct:Rain Contains Acid                                                                                                 | Same effect                   | <br>      |
|                                                                                                                           |                               | <br> <br> |
| <br>                                                                                                                      | hacking)<br> freezes the game | <br> <br> |
| <br> Mixture:-<br> #~~~#~~~#~~~#~~~#~~#~~#~~~#~~~#<br> #onster Book Quick List#~~~#~~~#~~~#<br> #~~~#~~~#~~~#~~~#~~~#~~~# | hacking)  freezes the game    | #~~~#~    |
| #~~~#~~~#~~~#~~~#~~#~~#~~~#~~~#<br>Monster Book Quick List#~~~#~~~#~~~#~~~                                                | hacking)  freezes the game    | #~~~#~    |
| #~~~#~~~#~~~#~~~#~~#~~#~~~#~~~#<br>Monster Book Quick List#~~~#~~~#~~~#<br>#~~~#~~~#~~~#~~~#~~~#~~~#                      | hacking)   freezes the game   | #~~~#~    |
| #~~~#~~~#~~~#~~~#~~#~~#~~~#~~~#~~~#<br>Monster Book Quick List#~~~#~~~#~~~#<br>#~~~#~~~#~~~#~~~#~~#~~#~~#                 | hacking)   freezes the game   | #~~~#~    |

Water Element Monsters  $\mid$  Second page of the Monster Book

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17 Saber
18 Snowman
19 Ashra
20 Arachne
21 Battnel
22 Nyuel
23 Pulunpa
24 UBoat
25 Blume
26 Manoeva
27 Kraken
28 Viper
29 Mandara
30 Glacier
31 Takapoo
32 Mashroom
Air Element Monsters | Third page of the Monster Book
33 Death
34 Clown
35 Univern
36 Unicorn
37 Metal
38 Block
39 Noise
40 Dreamin
41 Cyclone
42 Picket
43 Stealth
44 Zu
45 Garuda
46 Golem
47 Maliling
48 Soilclaw
Fourth page of the Monster Book
49 Hikewne 50 LazyFrog
#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~
#~~~#~~~#~~~#~~~#~~~#~~#~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~#~~~
Fire Element Monsters | First page of the Monster Book
Number:01
Name: Kewne
Element:Fire
Habitat:Monsbaiya
A KEWNE is a dragon which was popular several hundred years
ago for personal protection. However, it became extinct due
to its poor reproductive ability.
The name comes from their cry that sounds like "KEWNE."
Number:02
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Name:Dragon
Element:Fire
Habitat:Cave

Its fame and strength won the name, "King of the Monsters." A wild dragon usually lives deep in a cave. Its intensely hot breath and hard scales distinguish it. It is extremely difficult for a human to raise one.

Number:03
Name:Kid
Element:Fire
Habitat:Cave

The word "KID" in the Monsbaiya Region means an infant dragon. Compared to a dragon, a Kid's magical power is weaker. Although it can be tamed by the person who hatched its egg, it is still difficult to raise one since it has a severe temper

and it only eats metals.

Number:04
Name:Ifrit
Element:Fire

Habitat: Volcanic Crater

This is a malevolent deity that rules fire. It is a spirit of fire when it obtains a high magical power.

In its body is a compressed flame, and its punch is said to melt even steel. It is highly loyal, absolutely obedient to its master, but will never listen to others.

Number:05
Name:Flame

Element:Fire

Habitat: Volcanic crater

A kind of a spirit of fire born from sparks. It is a common Monster which can be spotted anywhere, and is used to build a fire in the Monsbaiya Region.

Its appearance looks like a fire dressed in armor. Its knight-like appearance represents its loyalty to its master.

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Number:06
Name:Grineut

Element:Fire

Habitat: Rocky Mountain

A GRINEUT is a transformed GRIFFON which has lived with humans for an extended period of time. It is sometimes called a GRIFONUTE.

Its wings are metamorphosed into arms, and therefore it cannot fly anymore. Still, its strength and courage remain strong.

Number:07
Name:Griffon

Element:Fire

Habitat:Rocky Mountain

This is a Monster that originally lived in nests in a rocky mountain area.

It looks down from the top of a cliff for its prey. It will dive and attack with its sharp claws even if its prey is several times larger that itself. It has both strength and courage.

Number:08
Name:Troll
Element:Fire
Habitat:Mountains

This is a Monster, curious about everything, and is very quick to learn how to use the tools humans use just by observing them. However, they can be a threat to travelers going over the mountains.

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Number:09
Name:Balloon
Element:Fire

Habitat: In the air

A Monster which floats in the air without its own nest. Its shape resembles a balloon.

A balloon-like portion is its exposed lung which enables it to elevate by inhaling air. It is sturdier than it looks, and is difficult to be penetrated.

Number:10
Name:Volcano
Element:Fire
Habitat:Volcano

This Monster lives on a volcano in a group. It is basically omnivorous, but favors lava. Once the lava is all consumed, the entire group moves onto another volcano.

It excretes the stored lava from its behind to build a nest. Its temper is violent, and is considered to be dangerous.

Number:11
Name:Barong
Element:Fire
Habitat:Prairie

A strange Monster consumes any substance, transforms it inside its body after ingesting enough nutrients, and then vomits out a new substance. Its internal constitution is currently unknown. It does not live in a pack, and is a loner.

Number:12
Name:Weadog
Element:Fire

Habitat:Monster tower

A kind of Monster that has been protecting the Monster Tower since the days of antiquity. Why it protects the tower is unknown. It is skilled in taming other Monsters, and is said to be capable of pacifying even the most atrocious Monsters at once.

Some people say that is a "Servant of the God of Monsters." Number:13 Name: Naplass Element:Fire Habitat:Wetland This Monster loves to nap, and spends most of each day dozing. It is, however, very sensitive to the slightest noise, and will attack angrily if it hears a loud noise. A NAPLASS deprived of sleep is the most powerful weapon. It butts with its head which is harder than steel. Number:14 Name:Killer Element:Fire Habitat: Tropics This Monster has a giant axe-like hump on each arm. The humps used to be nails in ancient times, but are thought to have evolved to their present shape to cope with their fighting nature and environment. It can smack rocks with awesome destructive power. Number:15 Name: Tyrant Element:Fire Habitat:Desert A violent Monster also known as a "Desert Ruffian." It is extremely greedy, and is quick to jump to any feed given it. Male TYRANT fight duels over females. Once this Monster starts rampaging, even the most famous tamer cannot stop it. Number: 16 Name: Maximum Element:Fire Habitat:Monster tower A MAXIMUM was born in the Monster Tower, the strongest of a completely new species. Since it lives near the top floor of the tower, no one has seen it in the past except the famous Beastmaster "Guy" from Monsbaiya. Water Element Monsters | Second page of the Monster Book Number:17 Name:Saber Element:Water Habitat: Snowy mountain A grown up SNOWMAN is called a SABER. Its name comes from its long sword-like canines. The teeth, however, don't seem to give much edge in hunting prey, and SABERS mostly use their strength for hunting. Number:18 Name: Snowman Element:Water

Habitat: Snowy mountain

This Monster lives in the coldest and snowiest of mountains. Its body is covered with hair, protecting it from the cold. The Monster is easily tamed, but has a tough life force that allows it to survive in the severe weather condition, as well as the power of a wild Monster.

Number:19
Name:Ashra
Element:Water

Habitat:Water's edge

An ARACHNE metamorphoses into this figure over a long period of time.

It has 3 faces and 6 arms, and has a powerful attacking force. Because of its belligerent nature, it is often worshiped among warriors as a god of war. It only appears to brave boys.

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Number:25
Name:Arachne
Element:Water

Habitat: Water's edge

ARACHNE is a Monster which has 8 limbs, resembling a spider. At water's edge, a typical habitat of ARACHNES, one can often see an ARACHNE weaving a spider's web on a tree to hunt prey. It eats prey that are larger than itself, but seldom attacks humans.

Number:21 Name:Battnel Element:Water Habitat:Plain

A BATTNEL is a NYUEL raised for battles. Since a NYUEL has superior adaptability, it will transform into this figure as long as it keeps fighting. However, as its natural fighting power is poor, it is difficult to raise one without it being killed in battle.

Number:22
Name:Nyuel
Element:Water
Habitat:Plain

A domestic Monster used for traveling through deserts and for pulling carriages. It is very friendly to people, and even a wild one is not much of a threat.

It can adapt to almost any environment, and transforms differently depending on how it is raised. The Monster represents the personality of its master.

Number:23
Name:Pulunpa
Element:Water
Habitat:Streets

The weakest and most timid kind of Monster.

It used to live on prairies and in deserts a long time ago, but now lives in a city since it is such easy prey for other Monsters. One can be sometimes seen in a back alley.

Number:24
Name:UBoat
Element:Water
Habitat:In the sea

A Monster submerged in water like a submarine. The periscope-like part is an eye, and it also has countless small holes from which it inhales air from above the water. It mainly feeds on small fish.

In the Monster Tower, it can also go underground because the ground has some magical properties.

Number:25

Name:Blume Element:Water Habitat:Plateau

Although it is a insectivorous plant, it lays eggs. Its male flowers release pollen, and the pollinated female flowers lay eggs. The pollen have a special scent that control Monsters as they wish. The purpose probably is to make the Monsters carry the pollen.

Its flower language is "indiscretion of youth."

Number:26 Name:Manoeva Element:Water Habitat:Marshland

An amoeba-like single cell life, the MANOEVA behaves as its instincts command.

It is capable of transforming into the shape of what it has seen and is capable of dividing. It attacks animals that approach marshes by pulling them into the marsh, and absorbing them.

Number:27
Name:Kraken
Element:Water
Habitat:Deep sea

A mollusk-like Monster, resembling a squid. It surfaces in the sea, and occasionally attacks ships.

Its entire body is electrically charged and generates intense electricity when it senses danger. Since the electric current amplifies as it travels through metals, use of weapons resistant to electricity, or attack from a long distance is recommended when fighting against one.

Number:28
Name:Viper
Element:Water
Habitat:Jungle

A Monster shaped like a viper and human combined. It hides in

a dense forest, and attacks invaders.

Its claws and fangs have poisons that paralyze nerves, and the power of the attacker is weakened by it. This poison cannot be neutralized with the common Antidote Herb.

Its favorite food is eggs, gulping them down no matter how big they may be.

Number:29
Name:Mandara
Element:Water
Habitat:Ruins

Incredible Monsters that attack villages and cities in a group, and then live in the ruins. And yet, they are very territorial.

They have their own language, incomprehensible to humans. Spotted patterns on their body can make humans go dizzy and

fall over.

Number:30
Name:Glacier
Element:Water
Habitat:Iceberg

Its characteristics is the crystal shaped wart on its back, which helps to camouflage itself in its Habitat: icebergs. Despite its frightful appearance, it is timid. Its exhales air that is chilled inside its body, and creates ice walls to protect itself.

Number:31
Name:Takapoo
Element:Water
Habitat:Tidal pool

It is often seen in a tidal pool on a beach, or hanging along rocks in shallow waters.

What differentiates it from an ordinary octopus is that its ink comes out as a ball rather than liquid, as it tightly compresses the ink inside its body. It is edible.

Number:32
Name:Mashroom
Element:Water
Habitat:Pond

A stationary Monster clinging onto a decayed tree trunk with radiating foot-shaped roots.

It does not harm people, or harbor any malicious intent. Still, it is hated as it glares at anything that comes close to them. It is used as pins in bowling alleys.

Number:33
Name:Death
Element:Air
Habitat:Ravine

An adult CLOWN turns into this shape. Its cruelty does not change, and is feared by travelers.

Despite its doll-like appearance, swinging a sickle with an expressionless face gives it an eerie aura.

Number:34
Name:Clown
Element:Air
Habitat:Ravine

A Monster that lives in a windy place, mainly in ravines. It hovers in the air in high speed, and cuts off the neck of a prey with a large sickle. Its rather innocent look conceals its cruelty. It is also called "Devil of the Wind," and is feared by people who travel through the valley.

Number:35
Name:Univern
Element:Air
Habitat:Tree top

A grown UNICORN is called a UNIVERN. Its wings are solid enough to support its body weight, and it can fly freely in the sky.

The bond between parent and offspring is strong, and the parent will be protective to the death.

Number:36
Name:Unicorn
Element:Air
Habitat:Tree top

This Monster has horizontal stripes all over its body. It spends its childhood in a nest built by its parents on a tall tree. Since its wings are too weak to fly, it is fed by the

parents. It lives exactly like a bird chick, but it fights bravely against invaders.

Number:37
Name:Metal
Element:Air
Habitat:Mine

This is an aggressive BLOCK Monster. It is tempered in battles, and its guarded body is like a sharpened blade. It is a little more belligerent than BLOCK, but still remains friendly to humans. It will be a reliable comrade in battle.

Number:38
Name:Block
Element:Air
Habitat:Mine

This Monster is a kind of magical one with a body made of metal. Although its movements are slow and heavy, its body is extremely hard and resistant to conventional attack. It is also very friendly to humans, and is indispensable for

tasks requiring physical strength such as construction work.

Number:39
Name:Noise
Element:Air
Habitat:Forest

A music-loving cheerful Monster. The sound of the flute it plays can block the magic of veteran magicians.

However, even if you run to their recital in a forest, you should not be deceived by the cheerful music and approach

carefully.

#

Number:40
Name:Dreamin
Element:Air

Habitat:Monster world

This Monster used to be a devil that gave nightmares to humans, but its magic is not as potent anymore and is just enough to put people to sleep.

It is mainly nocturnal and active in the darkness. It is so dazed in the daytime that it is difficult to believe it is a devil.

Number:41
Name:Cyclone

Element:Air

Habitat: Wasteland

This Monster has a large eye. It is well known that anybody who meets its eyes cannot swallow any food. However, 12 years ago, it was discovered that if an anorexic person looks at the eye of a CYCLONE, the disease is cured. Since then, its eggs have sold like hot cakes to women on diets or to anorexic people.

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Number:42
Name:Picket
Element:Air
Habitat:Bush

A Monster that loves to steal. It steals anything whether it be money or other objects.

It often hides in an ordinary bush, and if you step on it, your belongings could be stolen.

Number:43
Name:Stealth
Element:Air

Habitat:Subterranean

This Monster has a hard shell and a powerful pair of scissors. It uses the scissors like a drill and moves by drilling holes in the ground. Since it lives underground, its eyes have atrophied.

Its shell acts like the skin of a chameleon, which can protect itself with its changing color.

Number:44 Name:Zu Element:Air

Habitat: Marshy district

This Monster is like a mix of lion and bird.

It threatens its enemies with loud barking. Its barking seems to make the air tremble.

It usually flies over wetlands like a dragonfly, but will persistently pursue prey, and expose its violent nature.

Number:45
Name:Garuda
Element:Air

Habitat:Monster tower

This is a kind of Monster that has been protecting the Monster Tower since ancient times. Why they protect the tower is unknown.

Its body is half machine and is thought to be a magical life form created by a magician.

Once it detects danger, it attempts to divide the enemy.

Number:46 Name:Golem Element:Air

Habitat:Monster tower

This has been protecting the Monster Tower since ancient times. Why they protect the tower is unknown.

It is a magical life form created by a magician, has no emotion, and it executes commands of its creator alone.

Its movements are slow and heavy, but it has a powerful defensive force and endures well.

Number: 47

Name:Maliling Element:Air

Habitat:Monsbaiya

A quiet Monster which likes to change into a ball and roll around. Since it cannot roll by itself once it is in the ball shape, it is often spotted at a top of a hill waiting for a wind to blow. As it generates electricity inside its body from rolling, it is also used as a generator.

Number:48
Name:Soilclaw
Element:Air

Habitat:Subterranean

This is a subfamily of the Monster, STEALTH.

Since it eats garbage in the soil and converts it into energy within its body, this Monster is often used in vacuum machines. Since it is gentle, it does not get angry even if it is hit in a "Hit-A-Mole" game.

Number:49 Name:Hikewne Element:Fusion Habitat:Monsbaiya

This Monster used to be an egg of KEWNE which was laid and left on the highest floor of the Monster Tower where the magical power is strongest. Over time, it has become "the Ultimate Egg."

The legend of "The Ultimate Egg" which is said to be capable of ruling the world, has now been unveiled in Monsbaiya.

Number:50
Name:LazyFrog
Element:Water
Habitat:Pond

The academic name is Monsbaiya Lazy Frog. Just like the name, it is a new species of frog discovered in Monsbaiya. Since it does not protect itself from enemies, it has earned this name. The frogs are traded frequently as an ingredient for magic.

The Quests can be done in any order, one by one or all together, it is your call...

The Blue Collar Quest

This is the easiest of the quests. No one asks you for this item but is important to you because you can use two familiars at the same time with it (and fuse them). It is in the 12th floor, good luck finding it.

The Guru's Pot Quest

After....your mother will ask you to go to .... because he has a problem. he is in the south east side of town near the windmills, after talking to him the quest is opened. The Guru's Pot is in the 15th floor .When finding it, take it back home, then go near Issac (with the item in your inventory), select the Guru's Pot to have it in your hands and give it to Issac (by approaching to him), then the quest is complete.

The Blue Cape Quest

To begin this quest you have to had reached the ... floor

of the tower, then go to Monsbaiya's bar and speak with Okami (she is in the behind the counter) who will talk about the blue warrior. Go to the tower, find the blue cape on the 20th floor, leave the tower and go back to

bar with the Blue Cape in your inventory, the quest is over. This is the only way to finish conquering Vivian.

The Water Medal Quest

To begin this quest you have to go to Monsbaiya's Pool located northeast of the town, after entering Wotta will explain you that a Picket stole the Water Medal from the pool that keeps the water of the pool clean. After that you will be able to find the Picket on the 25th floor of the tower, if you defeat him after its vanishing the Water medal will appear, take it. After finding it leave the tower, go to the pool with the item in your inventory to finish the quest properly, this way you can enter the pool for free from now on .Other way to finish the quest is to sell the water medal and then go to pool, Wotta will be upset at you because you sold the water medal instead of bringing it to him and will charge you money each time you enter the pool(1000G the first three times, after that, he'll charge you 10G).

The Healing Herb Quest

To begin this quest you have to had upgraded the hospital, have met Cherrl and have gone to the hospital to speak with the doctor about her disease, he'll explain you about the healing herb (the only hope to cure Cherrl's disease), now the quest is opened and you can find the cure herb on the 28th , if you find it and bring it back to the doctor, the quest is over. This is the only way to finish conquering Cherrl.

The Top Floor

Reach the 40th of the tower to finish the game.

Well, this section can be accessed going to:

http://azuredreamsshrine.netfirms.com/English/Saved Games.html

(copy and paste in your web browser)

I will put some saved games so you can download them.

To get the water medal (WMedal) on floor 25, you have to defeat the the light blue Picket and take the water medal after he dies.

| Floor            | Number 1                                                                            |
|------------------|-------------------------------------------------------------------------------------|
| <br>Immoll       | agricult a Hamman                                                                   |
| Pulunp           | equipped with a Hammer                                                              |
| Noise            | 74                                                                                  |
|                  |                                                                                     |
| Floor            | Number 2                                                                            |
|                  |                                                                                     |
|                  | and/or Selfi                                                                        |
|                  | t is your first trip you will find the same ters found in the first Floor and Ghosh |
|                  | Selfi won't be seen)                                                                |
|                  |                                                                                     |
|                  | Number 3                                                                            |
|                  |                                                                                     |
| Troll            | equipped with a Hammer                                                              |
| Pulunp           | oa                                                                                  |
| Cyclor           |                                                                                     |
|                  |                                                                                     |
|                  | Number 4                                                                            |
|                  |                                                                                     |
| Cyclor           | equipped with a Hammer                                                              |
| Flame            | equipped with a nammer                                                              |
|                  |                                                                                     |
| Floor            | Number 5                                                                            |
|                  |                                                                                     |
| Ballo            | n                                                                                   |
| Flame<br> Cyclor |                                                                                     |
| Manoe            |                                                                                     |
|                  |                                                                                     |
|                  | Number 6                                                                            |
| <br> Blume       |                                                                                     |
| Balloo           | on                                                                                  |
| Manoe            |                                                                                     |
| Cyclor           |                                                                                     |
|                  |                                                                                     |
|                  | Number 7                                                                            |
|                  |                                                                                     |
| Blume<br> U-boat | -                                                                                   |
| Ballo            |                                                                                     |
| Manoev           | <i>7</i> a                                                                          |
|                  |                                                                                     |
|                  | Number 8                                                                            |
| <br> Manoe       |                                                                                     |
| Manoe\<br> Blume |                                                                                     |
| U-boat           |                                                                                     |
| Clown            |                                                                                     |
|                  |                                                                                     |
|                  | Number 9                                                                            |
|                  |                                                                                     |
|                  |                                                                                     |
|                  |                                                                                     |

| U-boat                        |
|-------------------------------|
| Floor Number 10               |
|                               |
| Dreamin                       |
| Troll equipped with a Bow Gun |
| Volcano                       |
| Floor Number 11               |
| Griffon                       |
| Volcano                       |
| Dreamin                       |
| Troll equipped with a Bow Gun |
| Floor Number 12               |
| Dreamin                       |
| Griffon                       |
| Volcano                       |
| Kraken                        |
| •Quest Item :BCollar          |
| Floor Number 13               |
| Kraken                        |
| Volcano                       |
| Griffon                       |
| Nyuel                         |
|                               |
| Floor Number 14               |
| Nyuel                         |
| Kraken                        |
| Garuda                        |
| Troll equipped with a Sword   |
| Floor Number 15               |
|                               |
| Garuda                        |
| Troll equipped with a Sword   |
| Kraken                        |
| •Quest Item :Oil pot          |
| Floor Number 16               |
|                               |
| Barong                        |
| Troll equipped with a Sword   |
| Garuda                        |
| Manoeva                       |
| Floor Number 17               |
|                               |
| Picket                        |
| Troll equipped with a Sword   |
| Troll equipped with a Bow Gun |
| Troll equipped with a Hammer  |
| Manoeva                       |
|                               |

| Floor Nu    | mber 18                                            |
|-------------|----------------------------------------------------|
|             |                                                    |
| Picket      |                                                    |
| Arachne     |                                                    |
| Manoeva     |                                                    |
| Floor Nu    |                                                    |
| <br>Weadog  |                                                    |
| Arachne     |                                                    |
| Picket      |                                                    |
| Manoeva     |                                                    |
| Floor Nu    | mber 20                                            |
|             |                                                    |
| Viper       |                                                    |
| Unicorn     |                                                    |
| Weadog      |                                                    |
| Arachne     |                                                    |
| •Quest I    | tem :B Cape                                        |
| Floor Nu    |                                                    |
| <br>Unicorn |                                                    |
| Viper       |                                                    |
| Weadog      |                                                    |
|             | (with the same level as the one found              |
|             | irst Floor )                                       |
|             |                                                    |
| Floor Nu    | mber 22                                            |
|             |                                                    |
| Viper       |                                                    |
| Unicorn     | /with the come level on the one found              |
|             | (with the same level as the one found irst Floor ) |
|             |                                                    |
| Floor Nu    |                                                    |
| Unicorn     |                                                    |
| Viper       |                                                    |
| Block       |                                                    |
| Stealth     |                                                    |
|             |                                                    |
| Floor Nu    | IDCI 74                                            |
| Zu          | <b></b>                                            |
| Stealth     |                                                    |
| Block       |                                                    |
| Viper       |                                                    |
| Eleem Na    |                                                    |
| Floor Nu    |                                                    |
| Stealth     |                                                    |
|             | he stole the wmedal)                               |
| Block       |                                                    |
|             |                                                    |
| Zu          |                                                    |
| Zu          | tem :WMedal                                        |

| Zu                        |                              |
|---------------------------|------------------------------|
| Snowman<br> Mandara       |                              |
| Barong                    |                              |
|                           |                              |
| Floor Number 27           |                              |
| <br> Mandara              |                              |
| Snowman                   |                              |
| Manoeva (copies the shape | of the other monsters)       |
| Zu                        |                              |
| Floor Number 28           |                              |
|                           |                              |
| Mandara                   |                              |
| Manoeva                   |                              |
| Snowman<br> Naplass       |                              |
| •Quest Item :Healing Herb |                              |
|                           |                              |
| Floor Number 29           |                              |
| Snowman                   |                              |
| Killer                    |                              |
| Manoeva                   |                              |
| Naplass                   |                              |
|                           |                              |
| Floor Number 30           |                              |
| <br> Tyrant               |                              |
| Killer                    |                              |
| Naplass                   |                              |
| Manoeva                   |                              |
| Floor Number 31           |                              |
|                           | s, talks to you, and leaves. |
| But this only happens the |                              |
| this floor.               | Title cime for get to        |
| Tyrant                    |                              |
| Killer                    |                              |
| Naplass                   |                              |
| Floor Number 32           |                              |
|                           |                              |
| Glacier                   |                              |
| Dragon                    |                              |
| Killer                    |                              |
| Tyrant<br>                |                              |
| Floor Number 33           |                              |
| <br> Dragon               |                              |
| Tyrant                    |                              |
| Glacier                   |                              |
| Golem                     |                              |
|                           |                              |
| Floor Number 34           |                              |
|                           |                              |

| Glacier                                                                                        |                                                     |
|------------------------------------------------------------------------------------------------|-----------------------------------------------------|
| Golem                                                                                          |                                                     |
| Tyrant                                                                                         |                                                     |
| Dragon                                                                                         |                                                     |
|                                                                                                | -                                                   |
| Floor Number 35                                                                                | [                                                   |
|                                                                                                |                                                     |
| Golem                                                                                          |                                                     |
| Dragon                                                                                         | l                                                   |
| Glacier                                                                                        | l                                                   |
| Maximum                                                                                        | I                                                   |
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| Floor Number 36                                                                                |                                                     |
|                                                                                                |                                                     |
| Barong                                                                                         |                                                     |
| Maximum                                                                                        |                                                     |
| Golem                                                                                          |                                                     |
| Glacier                                                                                        |                                                     |
|                                                                                                | _                                                   |
| Floor Number 37                                                                                |                                                     |
|                                                                                                |                                                     |
| Dragon                                                                                         |                                                     |
| Golem                                                                                          |                                                     |
| Maximum                                                                                        |                                                     |
| Glacier                                                                                        |                                                     |
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| Floor Number 38                                                                                |                                                     |
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| Golem                                                                                          |                                                     |
| Maximum                                                                                        |                                                     |
| Dragon                                                                                         | I                                                   |
|                                                                                                | -                                                   |
| Floor Number 39                                                                                |                                                     |
|                                                                                                |                                                     |
| Maximum                                                                                        |                                                     |
| Dragon                                                                                         | I                                                   |
| Golem                                                                                          |                                                     |
| Glacier                                                                                        | I .                                                 |
|                                                                                                | I                                                   |
|                                                                                                | -                                                   |
| Floor Number 40                                                                                | <br> -<br>                                          |
| Floor Number 40                                                                                | <br> -<br> <br>                                     |
| Floor Number 40<br>                                                                            | <br> -<br> <br>                                     |
|                                                                                                | <br> -<br> <br> <br> <br>                           |
|                                                                                                | <br> -<br> <br> <br> <br> <br>                      |
|                                                                                                | <br> -<br> <br> <br> <br> <br> <br>                 |
| Beldo fused with Kewne  Beldo  •Quest Item :Seraphim Sword                                     | <br> -<br> <br> <br> <br> <br> <br>                 |
| Beldo fused with Kewne  Beldo  •Quest Item :Seraphim Sword                                     | <br> -<br> <br> <br> <br> <br> <br> <br> -          |
| Beldo fused with Kewne  Beldo  •Quest Item :Seraphim Sword                                     | <br> -<br> <br> <br> <br> <br> <br> <br> -          |
| Beldo fused with Kewne<br> Beldo<br> •Quest Item :Seraphim Sword<br> •Quest Item :Ultimate Egg | <br> -<br> <br> <br> <br> <br> <br> <br>            |
|                                                                                                |                                                     |
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|                                                                                                | ~~~#~~~#~~<br>~~~#~~~#~~<br>r so watch<br>hing them |
|                                                                                                | ###<br>###<br>r so watch<br>hing them<br>If you     |
|                                                                                                | ###<br>###<br>r so watch<br>hing them<br>If you     |
|                                                                                                | ###<br>###<br>r so watch<br>hing them<br>If you     |

|Sleep

| the trap puts the player to sleep                              |  |  |  |  |  |
|----------------------------------------------------------------|--|--|--|--|--|
| Bomb                                                           |  |  |  |  |  |
| it explodes and causes damage                                  |  |  |  |  |  |
| Chaos                                                          |  |  |  |  |  |
| the trap puts the player into chaos                            |  |  |  |  |  |
| Reversal                                                       |  |  |  |  |  |
| ceiling and floor will be turned upside down                   |  |  |  |  |  |
| Seal                                                           |  |  |  |  |  |
| <br> seals magic                                               |  |  |  |  |  |
| Bump                                                           |  |  |  |  |  |
| <br> wakes up a sleeping monster                               |  |  |  |  |  |
| Frog                                                           |  |  |  |  |  |
| <br> turns into a frog                                         |  |  |  |  |  |
| Blinder                                                        |  |  |  |  |  |
| the trap blinds the player                                     |  |  |  |  |  |
| Slow                                                           |  |  |  |  |  |
| speed will reduce by half                                      |  |  |  |  |  |
| Rust                                                           |  |  |  |  |  |
| the equipment on hand will rust                                |  |  |  |  |  |
| Prison                                                         |  |  |  |  |  |
| movement will be frozen and the player    will become immobile |  |  |  |  |  |
| Poison                                                         |  |  |  |  |  |
| the player gets poisoned                                       |  |  |  |  |  |
| LClam                                                          |  |  |  |  |  |
| Slam                                                           |  |  |  |  |  |
| an object falls onto the player                                |  |  |  |  |  |
| an object falls onto the player     Crack                      |  |  |  |  |  |
| an object falls onto the player                                |  |  |  |  |  |
| an object falls onto the player     Crack                      |  |  |  |  |  |

| Upheaval                                     | 1 |
|----------------------------------------------|---|
|                                              |   |
| ·                                            |   |
| Go up                                        | T |
|                                              |   |
| the player will be shifted to an upper floor |   |
|                                              |   |
|                                              |   |
| END OF FILE                                  |   |
|                                              |   |

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