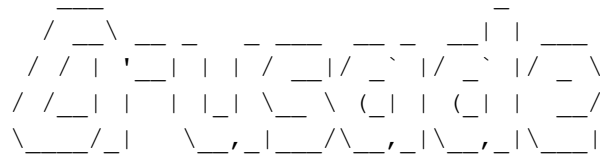
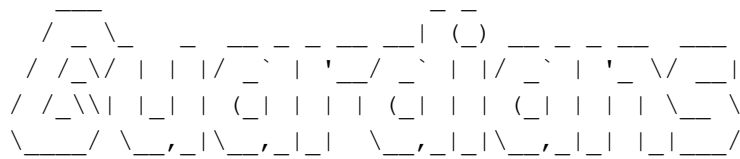


Guardian's Crusade FAQ/Walkthrough

by Solomon warrior

Updated to v1.2 on Aug 22, 2005



Guardian's Crusade (PS) FAQ & Walkthrough
By Fallen Wings

Version 1.2
08-22-2005

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Version History

Version 1.0

Date: 6:36 PM Friday, March 18, 2005

Introduction - complete
Nehani's Skill - complete
Walkthrough - complete
Baby's FAQ - complete
Monster Training Center - complete
Item FAQ - complete
Weapon FAQ - 40%
Armor FAQ - 40%
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Item Digit - complete

Version 1.1

Date: 2:37 PM Wednesday, August 10, 2005

- Introduction - complete
- Walkthrough - complete
- Nehani's Skill - complete
- Baby's FAQ - complete
- Monster Training Center - complete
- Item FAQ - complete
- Weapon FAQ - complete
- Armor FAQ - complete
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- Item Digit - complete
- Living Toys - complete
- Monster List - 0% (Under Construction)

Version 1.2

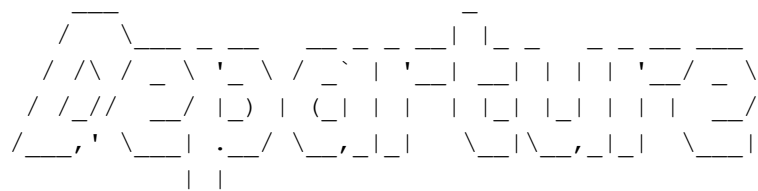
Date: 9:03 AM Monday, August 22, 2005

- Introduction - complete
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- Nehani's Skill - complete
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- Living Toys - complete
- Monster List - complete

=====
 Introduction
 =====

Knight who lives in Orgo run a task for the mayor. When he comes back to Orgo, he meet a strange pink monster called Baby. Then, he heard a voice calling him to bring Baby to the God's Tower.....

=====
 Walkthrough
 =====



Part 1 - Departure

=====
 Orgo
 =====

Recommended Level: 1

Inn : Free (You don't have to pay for sleeping on your own bed!!!)

Transformation : None

Item	Location
------	----------

Dusty Toy	North house
Rusty Toy	North house
Mind Berry	Flower in the Mayor's house
Candy Bar	Talk to Mary, after talking to Mayor
Sick Weed	Treasure Box in the north house
Cute Toy	Wooden box in the north house

First, Nehani will wake you up. Then, she will ask you to name your character. Knight is the default name for the main character. I wonder why they pick such a stupid name for our main character. Listen to Nehari, It is very interesting. "Knight, wake up! Wake up you sleepy head! Come on Knight, it's almost noon! Rise and Shine!" Soon, you will be informed that the Mayor is looking for you. Go north into the house in front of you. Examine the south most wooden box to get Dusty Toy. Then, examine the barrels to get Rusty Toy. Leave the house and head east into the Mayor's house. Now, you are in the living room of the house. Head east to the next screen. Then, head south to a small garden. Examine the lower left plant to get Mind Berry. Go back to the living room of the house and head north to the Mayor's room. He will ask you to deliver a letter to Mayor Kaylan in San Claria. Then, he will give you Angel's Tear. Leave the house. Go west and talk to Mary who is just standing opposite of your house. She will give you a candy bar. Travel south and you will come to a farm. Go into the mill beside the river. Go west and examine the wooden box which is just beside the gear to get Sick Weed. Go west and get Cute Toy from the treasure chest. Leave the mill and travel east and then north. You will go back to your starting place. Travel west and cross the bridge which has a mailbox beside it.

=====

Wasteland

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Recommended Level: 5
 Inn : None
 Transformation : Knoygn, Jelfishman

Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar

Train your level to level 5. Then, all your enemy will try to flee!! Yup, those monsters are coward!! Follow the path and you will come to a junction. Examine the road sign. West: San Claria, East: Grave Road. So, go west to San Claria.

=====

San Claria

=====

Recommended Level: 5
 Inn : Free
 Transformation : None

Item	Location
Go Go Bean	Bathroom in Mayor's house.

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little (30HP)

Peach Potion	10Rb	Partially restores psychic points (20PP)
Angel's Tear	10Rb	Used as an antidote for poison
Mind Berry	15Rb	Cures confusion
Freedom Root	20Rb	Cures paralysis
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom

Travel north and go into the double-storey house which is on the west. This is living room of the Mayor's house. Travel northeast into the bath room. Examine the east most shelf to get Go Go Bean. Go back to the living room and go upstairs. Talk to the Mayor. After that, leave the house and go to northwest of the town. Go into the store room which is just beside the poles. Take Wind-Up Toy from the treasure chest. Okay, go back to the Wasteland.

=====

Wasteland

=====

Recommended Level: 1
 Inn : None
 Transformation : Knoygn, Jelfishman

Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar

All monsters will flee and you will hardly get any battle. So, go back to Orgo. When you are about to reach the bridge to Orgo, you will see Baby, the pink monster. Try to talk to it and you will see something appeared out of thin air, in a beam of light... Is an angel is coming to grant you 3 wishes?? No!!! It is just an ugly thing.... what a dissapointment! He will talk to you about your destiny. So, you will be asked to take the pink monster to God's Tower. Go to the bridge and you will be taken to the Mayor's house.

=====

Orgo

=====

Recommended Level: 6
 Inn : Free (You don't have to pay for sleeping on your own bed!!!)
 Transformation : None

The Mayor will say that the pink monster is cursed! He will ask you to take the moster to Cave of Fear. The Mayor himself is really stupid.... He is too stupid to become a Mayor. He wants you to get rid of the pink monster. So, there is nothing wrong to bring it to the God's Tower. Then, Knight is stupid wnough to follow the Mayor's order!! Okay, enough trash... Just leave Orgo and go to the Wasteland.

=====

Wasteland

=====

Recommended Level: 6
 Inn : None
 Transformation : Knoygn, Jelfishman, Dino

Monster List	HP	Skills	Item
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Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar
Bonefly	35	Poison Dart, Ring Shot	Padded Armor
Jester	30	Green Magic, Whip Attack	Spinach snack
Dino	70	Bite, Tail Whip	Hamburger

Okay, the monsters will fight you. That means you have to level up until they are afraid of you. Follow the path and you will come to a junction with a road sign. West: San Claria, East: Grave Road. This time, travel east to the grave road. Travel east and then north when you come to the 8th pillar. Follow the path and walk across the bridge. Keep on following the path and you will reach Cave of Fear. Travel all the way back to Orgo.

=====

Orgo

=====

Recommended Level: 10
 Inn : Free (You don't have to pay for sleeping on your own bed!!!)
 Transformation : None

Go back to your house and sleep. Seems that you have a dream about what you saw this morning. Save your game and go to the Wasteland.

=====

Wasteland

=====

Recommended Level: 10
 Inn : None
 Transformation : Knoygn, Jelfishman, Dino

Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar
Bonefly	35	Poison Dart, Ring Shot	Padded Armor
Jester	30	Green Magic, Whip Attack	Spinach snack
Dino	70	Bite, Tail Whip	Hamburger

Travel all the way back to Cave of Fear. For those who are really bad in direction, just follow the path and then travel east when you see a road sign. Travel north when you come to the 8th pillar. Follow the path and go into the cave.

=====

Cave of Fear

=====

Recommended Level: 10
 Inn : None
 Transformation : Snakera, Fatbat

Item	Location
Candy Bar	Treasure chest
Mysterious Toy	Treasure chest
Cool Toy	Treasure chest
Bronze Shield	Treasure chest

Hamburger	Treasure chest
Bronze Sword	Treasure chest

Monster List	HP	Skills	Item
Snakera	30	Bite, Poison Spew	Mind Berry
Bearaphant	60	Nails, Bite	Hamburger
Blueboy	115	Power Blast, Revival	Spinach Snack
Thorntaus	70	Bite, Needle Screw	Rotten Weed
Fatbat	70	Body Hurl, Tornado	Mind Berry

Travel north to the next screen. Travel west to get Candy Bar from the treasure chest. Then, travel northwest to the next screen. Next, travel north to the next screen. Take Mysterious Toy from the treasure chest and travel south to get back to the previous screen. Now, travel east to the next screen. Travel east and take Cool Toy and Bronze Shield from the treasure chest which is hidden under the dragon skull. Then, travel northeast to the next screen. Travel north and you will come to a T-junction. Travel west for now. Follow the path to the next screen. Travel northeast and walk across the bridge. Open the Treasure chest and get the Hamburger. Now, travel east and walk across the street and travel north to the next screen. Take Bronze Sword from the treasure chest. Travel south and move back to the previous screen. Travel south again and go back to the previous screen. Follow the path and you will reach the T-junction which I mentioned above. Now, follow the path to east. Then, travel south and go to the next screen. Travel east and you will meet 3 guards. Talk to them and they will bring you to their Elder. The Elder will ask you to kill a Mushmare which is terrorizing his tribe. Strange, they have guards at the entrance, but how did the Mushmare get here?

=====
 Kell
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Recommended Level: 12
 Inn : Free
 Transformation : None

Item	Location
Toadstool	West well
Toadstool	Southwest camp
Toadstool	North camp
Mr. O'Neil	Elder
Pyro	Elder (Junk toys needed)
Viper	Elder (Junk toys needed)
Nurse	Elder (Junk toys needed)
Jupiter	Elder (Junk toys needed)
Dark Postle	Elder (Junk toys needed)
Cupid	Elder (Junk toys needed)
Da Bomb	Treasure chest

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little (30HP)
Peach Potion	10Rb Partially restores psychic points (20PP)
Angel's Tear	10Rb Used as an antidote for poison
Mind Berry	15Rb Cures confusion
Freedom Root	20Rb Cures paralysis
Sick Weed	10Rb Poisonous and Dangerous
Rotten Weed	15Rb Makes one confused
Toadstool	20Rb Paralyzing mushroom

*NOTE: Don't examine anything in the shop or you will be force to buy them.
Go west and examine the well to get Toadstool. Now, travel southeast and go
into the camp. Examine the barrel to get Toadstool. Leave the camp and travel
north and go into the camp on the top floor. Examine the barrel to get
Toadstool. Leave the camp and talk to the Kellian which is standing in front of
a camp. Rest and save your game here. Travel east into the storeroom and get
ready to face Mushmare.

Boss : Mushmare

HP : 115

Skills : Blood Suck, Tongue

Item : Iron Sword

Strategy :

Just use normal attack and you will be able to kill it in 2 or 3 turns.

After the battle, examine the wooden box which is situated at southeast corner
to get a Hamburger. Then, examine the bag at northeast corner to get Peach
Potion. Then, talk to the Kellian who is blocking the exit. Elder will open a
secret passage for you. Then, he will give you a living toy. Before leaving,
examine the jar near the exit to get Peach Potion. Go back to the storeroom and
take Da Bomb from the treasure chest. Examine the small box opposite to the
treasure box to get Candy Bar. Go back to the Elder's room and go into the
secret passage. Travel north to the next screen. Travel west to the next
screen.

=====
Cave of Fear
=====

Recommended Level: 12

Inn : None

Transformation : Fatbat

Item	Location
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Phoenix	Treasure chest
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Walkbomb	Treasure chest
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Candy Bar	Treasure chest
-----------	----------------

Bronze Mail	Treasure chest
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Timeout	Galestork, after the boss fight
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Heavy Stone	Baby, after the boss fight
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Monster List	HP	Skills	Item
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Bearaphant	55	Nails, Bite	Hamburger
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Blueboy	110	Power Blast, Revival	Spinach Snack
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Thorntaus	70	Bite, Needle Screw	Rotten Weed
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Fatbat	70	Body Hurl, Tornado	Mind Berry
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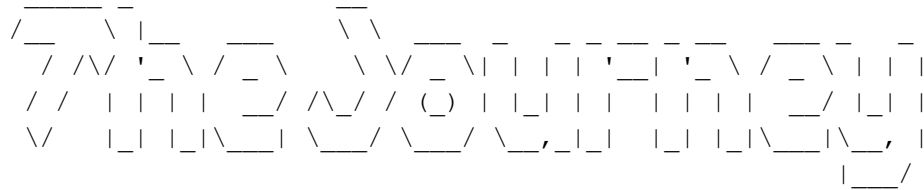
Now, you are at the other side of Cave of Fear. Travel west to the next screen.
Then, travel south to the next screen. Take Phoenix from the treasure chest and
then travel north to the previous screen. Travel west to the next screen.
Travel north to the next screen. Travel northeast and take Walkbomb from the
treasure chest. Travel northwest to the next screen. Travel north and there is
a treasure chest contains Candy Bar on the west. Now, travel north to the next
screen. Follow the path and you will see Baby is sleeping in the nest. There is
a broken egg beside it. Yup, we are in a big trouble. Ignore Baby for now and
travel north to the next screen. Take the Bronze Mail from the treasure chest.
Equip it because you are about to face a boss. Okay, travel south to the
previous screen. Talk to Baby..... Oh God..... the mother bird is coming!!

Boss : Galestork
HP : 220HP
Skills : Diving Beak, Power Gale
Item : Timeout, Heavy Stone

Strategy :

First, cast Da Bomb. Next, attack it for 2 turns .Then, choose defend on the third turn because Da Bomb will cast Explosion. After the explosion, attack Galestork and the battle will be over!! Very Simple....

Then, when you try to leave, the bird will get up and chase the hell out of you. You will run to a cliff and Nehani will try to help you. But.... all of you will end up with falling into a river.....



Part 2 - The Journey

=====

Coastal Inn

=====

Recommended Level: 12
Inn : 20Rb
Transformation : None

Item Location

Hamburger Bonik
Cheeseburger Bonik
Bubble Gum Bonik
Terror Seed Bonik
Mapster Amos

Item Shop Price Effect

Hamburger 100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)
Bubble Gum 20Rb Chewing it gives one courage
Terror Seed 20Rb Makes one very scared
AFM324 0Rb Alexander Fire Magnum 324

You will find yourself in an Inn. Don't worry, the main character will not die easily. After some talk with the owners of the Inn, you will meet Bonik, the merchants. After that, you can finally control your character. Go to the next room and talk to Bonik. Buy something from him if you want to. But, I don't think you need anything from him. After that, he will give you Hamburger, Cheeseburger, Bubble Gum, Terror Seed. Save the game. In the next morning, go downstairs and talk Martha. She will ask you give the pink monster a name. The default name, Baby is fine. Then, talk to Amos to get Mapster. After that, leave the inn.

=====

Wasteland

=====

Recommended Level: Knight 12, Baby 1
Inn : None
Transformation : None

Monster List	HP	Skills	Item
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Once you are outside, feed Baby with your items. Then train it to level 10. Travel south and then follow the path to east. Finally, you will see a road sign. Southeast: Isten, West: Demine Plains. Isten is your destination. So, just head southwest. You will see 3 men accusing Bonik for selling faulty good. Then, Richten will ask you to be his stand-in and he takes Bonik as hostage. I really want to kiss his ass so hard so he can kiss the moon...

Isten

Recommended Level: Knight 14, Baby 10

Inn : Free
Transformation : Ibkee

Item	Location
Buccaneer Mail	Treasure chest
Kimino	Treasure chest
1Rb	Barrels in cafe
Bug	Barrels in Marco's house
Cheeseburger	fireplace in inn
Contributor	Treasure chest
500Rb	Marco

Item Shop	Price	Effect
Candy Bar	10Rb	Restores your hit points a little (30HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Angel's Tear	10Rb	Used as an antidote for poison
Mind Berry	15Rb	Cures confusion
Freedom Root	20Rb	Cures paralysis
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom

Weapon Shop	Price	Effect
Short Sword	100Rb	Attack + 0
Long Sword	110Rb	Attack + 1
Copper Sword	150Rb	Attack + 3
Iron Sword	200Rb	Attack + 4
Leather Armor	100Rb	Defense + 0
Padded Armor	110Rb	Defense + 1
Studded Armor	150Rb	Defense + 3
Iron Armor	200Rb	Defense + 4
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Wood Shield	100Rb	Defense + 0
Wicker Shield	110Rb	Defense + 1
Copper Shield	150Rb	Defense + 3
Iron Shield	200Rb	Defense + 4
Ring of Calm	9980Rb	Prevents confusion
Freedom Ring	9980Rb	Prevents paralysis

This is Richten's house. Talk to the jerk and then leave the house. Travel southwest and get Buccaneer Mail from the treasure box. Then, travel west and the south and get Kimino from the treasure box which is beside the logs. Then, go to cafe and check the third barrels from the left to get 1Rb. Then, go to Marco's house which is on the west. Go upstairs and examine the northeast barrels to get Bug. Next, go to the inn and examine the fireplace for a Cheeseburger. Then, talk to everyone on the town. After that, talk to the keeper in the inn. The next morning, Richten will come and greet you. After that, you will fight Dark Beat.

Boss	: Darkbeat	Ibkee
HP	: ???HP	???HP
Skills	: Hyper Punch, Horizon Beam, Helmet Chop	Wave Cannon, Tail Whip
Item	: None	
Strategy :	You can't win in the match... so, just let them defeat you.	

Then, go to Richten's house and take Contributor from the treasure chest. Then, go to Marco's house and talk to him. He will give you Rb 500. Head east...

=====
Wasteland
=====

Recommended Level: Knight 14, Baby 10
Inn : None
Transformation : None

Monster List	HP	Skills	Item
Snapdragon	115	Chin Attack, Blood Suck	Angel's Tear
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Just travel southeast. After a while, you will see a road sign. South: Zed Harbor, West: Desert. Your destination is Zed Harbor. So, head south. Note: Desert has many strong monsters and it is a very good place to level up. Go there to level up your characters if you want to.

=====
Zed Harbor
=====

Recommended Level: Knight 15, Baby 12
Inn : 30Rb
Transformation : None

Item	Location
Bug	Pot in the house which is opposite the Armor Shop
Apple	Piano in the cafe
Buccaneer Sword	Governor's room
Baron	Treasure chest
Tower Shield	Cannon which is near the port
Minicar	Treasure chest
Mind Berry	Building blocks in the house which is beside Governor's house
Heal Bat	Bookshelf in the church
Vampire	Believer in the church

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little (30HP)

Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points(20PP)
Bubble Gum	20Rb	Chewing it gives one courage
Terror Seed	20Rb	Makes one very scared
Go Go Bean	25Rb	Wakes you up
Snoozeweed	25Rb	Makes you drowsy

Weapon Shop Price Effect

Steel Sword	300Rb	Attack + 5
Pirates Sword	400Rb	Attack + 6, Water
Sage Sword	500Rb	Attack + 7
Viking Sword	600Rb	Attack + 8, Earth
Laminated Armor	300Rb	Defense + 5
Brigand Armor	400Rb	Defense + 6, Water
Studded Armor	500Rb	Defense + 7
Viking Armor	600Rb	Defense + 8, Earth
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Full Shield	300Rb	Defense + 5
Pirate Shield	400Rb	Defense + 6, Water
Studded Shield	500Rb	Defense + 7
Viking Shield	600Rb	Defense + 8, Earth
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

Armor Shop Price Effect

Mystical Sword	750Rb	Attack + 9, Water
Smash Sword	900Rb	Attack + 10, Earth
Raid Sword	1050Rb	Attack + 11, Water
Elven Sword	1250Rb	Attack + 12, Light
Eelskin Armor	750Rb	Defense + 9, Water
Rock Plate	900Rb	Defense + 10, Earth
Neptune's Armor	1050Rb	Defense + 11, Water
Elven Armor	1250Rb	Defense + 12, Light
Viking Helmet	1250Rb	Defense + 11
Viking Sheild	600Rb	Defense + 8, Earth
Eelskin Shield	750Rb	Defense + 9, Water
Marble Shield	900Rb	Defense + 10, Earth
Oyster Shield	1050Rb	Defense + 11, Water
Elven Shield	1200Rb	Defense + 12, Light
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Go south and go into the house which is opposite the merchant. In other words, this house is on the east of the inn. Examine the potted plant to get Bug. Leave the house and travel south. Go into the house which is beside the stairs. Go south into Governor's room. Examine the pink vase to get Buccaneer Sword. Leave the room and travel east to second floor. Travel west into the store room. Examine the treasure chest four times to get Baron. Leave the house and travel south. Then, you will see a cannon on your west. Examine it to get Tower Shield. Travel east and examine the treasure chest which is beside crates to get minicar. Examine all the crates to get Bug. Now, go into the house which is on the east of Governor's house. Go upstairs and go up to the second floor. Examine the building blocks to get Mind Berry. Leave the house and travel east. Go into the house which is opposite the armor shop. Examine the potted plant for infinite Bug... But, you will not be rich by selling all those bugs. You can give it to Baby as snack. After that, leave the house. Travel south to the

church. Examine the sofa on your west to get an Apple. Go upstairs and talk to the believer to get Vampire. Head east to the next room. Then, head south to the next room. Head south to the library. Examine the shelf which has an empty space to get Heal Bat. Now, leave the church and travel west. Go to the cafe. Examine the piano twice to get Apple. You can get Apple every time you examine the piano... Leave the cafe and travel southwest. Go into the house with ticket on the top of the door. You will meet Bonik who bought the last ticket from the ticket agent... Leave the house. Go back to the cafe and talk to the guys who are talking about gem. Then, go to Governor's house and talk to him. After that, go to the port to meet Gwinladin, Ramal and Kalkanor. After that, leave Zed Harbor.

=====
Wasteland
=====

Recommended Level: Knight 15, Baby 12

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Snapdragon	115	Chin Attack, Blood Suck	Angel's Tear
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Just travel west to the desert.

=====
Desert
=====

Recommended Level: Knight 15, Baby 12

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Giant Flea	90	Nails, Blood Suck	Hamburger
Sand Ghost	140	Punch, Sand Breath	Angel's Tear
Sand Worm	160	Bite, Under Bite	Hamburger
Taotao	150	Headbutt, Tornado	Angel's Tear

Train until Knight is level 17, Baby is level 15. Then travel west and go into the tunnel.

=====
Tunnel
=====

Recommended Level: Knight 17, Baby 15

Inn : None

Transformation : None

Item	Location
Snoozeweed	Dirt on the west
Strange Bug	Wooden box which is beside the house

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little
Hamburger	100Rb Restores some of your hit points

Cheeseburger	500Rb	Restores quite a bit of hit points
Peach Potion	10Rb	Partially restores psychic points
Bubble Gum	20Rb	Chewing it gives one courage
Terror Seed	20Rb	Makes one very scared
Go Go Bean	25Rb	Wakes you up
Snoozeweed	25Rb	Makes you drowsy

Rogo will give you Stone Slate. Examine the dirt on the west to get Snoozeweed. Then, travel east and examine the wooden box to get Strange Bug. There is a merchant in the house. Then, travel south to the other side. Now, you need to deliver the stone to Galik.

=====

Wasteland

=====

Recommended Level: Knight 17, Baby 15

Inn : None

Transformation : Psychocat

Monster List	HP	Skills	Item
Mantis	160	Magic Cut, Tail Whip	Rotten Weed
Psychocat	110	Hatchet, Cat Mirage	Snoozeweed

Travel southeast to Carmarthen. Well, this is a good place to level up!! Train Knight and Baby till they reach level 20 and 19. If your HP is low, just rest in the inn in Carmarthen. Make sure that you learn psychocat transformation.

=====

Carmarthen

=====

Recommended Level: Knight 20, Baby 19

Inn : 15Rb

Transformation : None

Item Shop	Price	Effect
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
Elven Sword	1250Rb	Attack + 12, Light
Dragon Sword	1450Rb	Attack + 13, Darkness
Scorpion Sword	1650Rb	Attack + 14
Dwaft Sword	1900Rb	Attack + 15
Dragon Armor	1450Rb	Defense + 13, Darkness
Scorpion Plate	1650Rb	Defense + 14, Darkness
Dwarven Mail	1900Rb	Defense + 15
Roman Armor	2150Rb	Defense + 16
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Dragon Shield	1450Rb	Defense + 13, Darkness
Scorpion Shield	1650Rb	Defense + 14

Dwarven Shield 1900Rb Defense + 15
Zeus's Shield 2150Rb Defense + 16
Ring of Calm 9980Rb Prevents confusion
Freedom Ring 9980Rb Prevents paralysis

Okay, you can buy anything you want. You can have a drink in the cafe to restore your HP just for 5 Rb. After that, travel southwest to Galik's house. Unfortunately, he is not at home. So, go back to the town and travel east into the mine. Don't forget to upgrade all your equipments.

=====
Mine
=====

Recommended Level: Knight 20, Baby 19

Inn : None

Transformation : None

Item Location

Bone Shield In the mine cart

Miner Treasure chest

Travel southeast and get Miner from the treasure chest. Then, travel northeast and examine the mine cart to get Bone Shield. After that, leave the mine.

=====
Carmarthen
=====

Recommended Level: Knight 20, Baby 19

Inn : 15Rb

Transformation : None

Item Shop Price Effect

Hamburger 100Rb Restores some of your hit points (80HP)

Cheeseburger 500Rb Restores quite a bit of hit points (150HP)

Spinach Snack 800Rb Restores a lot of hit points (250HP)

Peach Potion 10Rb Partially restores psychic points (20PP)

Sick Weed 10Rb Poisonous and Dangerous

Rotten Weed 15Rb Makes one confused

Toadstool 20Rb Paralyzing mushroom

Wooden Cross 1000Rb ???

Weapon Shop Price Effect

Elven Sword 1250Rb Attack + 12, Light

Dragon Sword 1450Rb Attack + 13, Darkness

Scorpion Sword 1650Rb Attack + 14

Dwaft Sword 1900Rb Attack + 15

Dragon Armor 1450Rb Defense + 13, Darkness

Scorpion Plate 1650Rb Defense + 14, Darkness

Dwarven Mail 1900Rb Defense + 15

Roman Armor 2150Rb Defense + 16

Wooden Helmet 100Rb Defense + 0

Iron Helmet 1050Rb Defense + 10

Dragon Shield 1450Rb Defense + 13, Darkness

Scorpion Shield 1650Rb Defense + 14

Dwarven Shield 1900Rb Defense + 15

Zeus's Shield 2150Rb Defense + 16

Ring of Calm 9980Rb Prevents confusion

Well, there is nothing you can do around here. Travel northeast to the wasteland.

Wasteland

Recommended Level: Knight 20, Baby 19

Inn : None

Transformation : Psychocat

Monster List	HP	Skills	Item
Mantis	160	Magic Cut, Tail Whip	Rotten Weed
Psychocat	110	Hatchet, Cat Mirage	Peach Potion

Travel west to swamp.

Swamp

Recommended Level: Knight 20, Baby 19

Inn : Free

Transformation : Fatal Frog, Tread

Monster List	HP	Skills	Item
Fatal Frog	110	Tongue, Poison Spew	Sick Weed
Tread	145	Punch, Bats Attack	Bubble Gum
Fang Fish	160	Poison Spew, Bite	Angel's Tear

When you reach swamp, travel southeast and walk across the bridge. Then, travel west and walk across 2 wooden bridge. Next, travel south and walk across the wooden bridge. Now, travel northwest and walk across the bridge. Then, travel northeast and walk across the bridge. After that, travel north and walk across the bridge. Go north and walk across the bridge. Next, travel west and walk across the bridge. Now, travel southeast and walk across the bridge. Travel west and walk across the bridge. Travel southwest and walk across the bridge. Travel east and walk across the bridge. Then, travel south and walk across the bridge. Now, travel southwest and walk across the bridge. You are at the front of a ruins. There is a merchants beside the entrance of the ruins. You can rest and save your game there. Then, go into Kuldo Ruins.

Kuldo Ruins

Recommended Level: Knight 21, Baby 20

Inn : None

Transformation : None

Item	Location
Psychidoc	Treasure chest near the crossroads
Peach Potion	Treasure chest near the crossroads
Foreman	Treasure chest in the big room
Candy Bar	Treasure chest
Candy Bar	Treasure chest
Kuldian Armor	Treasure chest
Clericy	Treasure chest

Freud	Treasure chest
Angel	Treasure chest
Cheeseburger	Treasure chest
Sword of Might	Treasure chest
White Shield	Defeat Winged Lion

Monster List	HP	Skills	Item
Knighthless	240	Flying Sword, Roboblade	Iron Armor
DoorFace	180	Bite, Squash	Wicker Shield
Boomda	190	Fireball, Nails	Cheeseburger
Krimshaw	410	Bite, Microwave	Hamburger
Zenia	240	Fire Breath, Drill Attack	Go Go Bean

Travel south to the next screen. Travel south and you will come to a crossroads. Travel east and get the Peach Potion from the treasure chest which is on your north. Go back to the crossroads and travel west. Take Psychodoc from the treasure chest which is on your north. Follow the path to the west and go upstairs. Follow the path and you will come to a large room. there is a treasure chest in the middle of the room. open the treasure chest to get Foreman. Then, a battle will begin because the treasure chest is actually a mimick.

Boss : Mimick
HP : 400HP
Skills : Lock Darts, Nails
Item : Foreman, Freedom Root

Strategy :
Summon Pyro to help you. Then, use Cupid to recover your HP if you need to. You cab finish him in a few turns.

Check the pillar on the north. There is a treasure chest contains Candy Bar hide between the pillar. There is another treasure chest contains Candy Bar hiding between the pillars on the south too. Travel southwest to the next screen. Travel southwest and go upstairs. Travel south to the next screen and get Kuldian Armor from the treasure chest. Travel north to the previous screen. Travel north again to the next screen. Follow the path and get Clericy and Freud from the treasure chests. Now, use Foreman to get out of here. Heal your party and travel south. Go to the crossroads and travel east. Go downstairs. Then, go downstairs again. Next, travel south to the next screen. Then, travel south again to the next scren. Get Angel from the treasure chest and travel north back to the previous screen. Then, travel northeast and get Cheeseburger from the treasure chest. Travel west to the next screen. Next, travel west again to the next screen. Travel southeast. Take Cheeseburger from the tresure chest before you go to the next screen. Travel west and get Sword of Might from the treasure chest. Travel south to the next screen. Now, travel south to see a great battle. You will know that you are far too weak compare to them. After that, check the Winged Lion to start a battle.

Boss : Winged Lion
HP : 420HP
Skills : Meteo, Fang Attack, Claw
Item : White Shield

Strategy :
Summon Pyro to help you and you can finish it in 4 or 5 turns... This boss battle is piece of cake.

After the battle, just use Foreman to get back to the entrance of the ruins.

Swamp

Recommended Level: Knight 23, Baby 23

Inn : Free

Transformation : Fatal Frog, Tread

Monster List	HP	Skills	Item
Fatal Frog	110	Tongue Poison Spew	Sick Weed
Tread	145	Punch Bats Attack	Bubble Gum
Fang Fish	160	Poison Spew, Bite	Angel's Tear

Travel east and get back to Wasteland.

Wasteland

Recommended Level: Knight 23, Baby 23

Inn : None

Transformation : Psychocat

Monster List	HP	Skills	Item
Mantis	160	Magic Cut, Tail Whip	Rotten Weed
Psychocat	110	Hatchet, Cat Mirage	Peach Potion

Travel east and get back to Carmarthen.

Carmarthen

Recommended Level: Knight 23, Baby 23

Inn : 15Rb

Transformation : None

Item	Location
------	----------

Spinach Snack	Galik's house
---------------	---------------

Item Shop	Price	Effect
-----------	-------	--------

Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
-------------	-------	--------

Elven Sword	1250Rb	Attack + 12, Light
Dragon Sword	1450Rb	Attack + 13, Darkness
Scorpion Sword	1650Rb	Attack + 14
Dwaft Sword	1900Rb	Attack + 15
Dragon Armor	1450Rb	Defense + 13, Darkness
Scorpion Plate	1650Rb	Defense + 14, Darkness
Dwarven Mail	1900Rb	Defense + 15
Roman Armor	2150Rb	Defense + 16

Wooden Helmet 100Rb Defense + 0
 Iron Helmet 1050Rb Defense + 10
 Dragon Shield 1450Rb Defense + 13, Darkness
 Scorpion Shield 1650Rb Defense + 14
 Dwarven Shield 1900Rb Defense + 15
 Zeus's Shield 2150Rb Defense + 16
 Ring of Calm 9980Rb Prevents confusion
 Freedom Ring 9980Rb Prevents paralysis

 Travel southeast to Galik's house. Talk to Galik. He will talk about warp gate key. Then, go upstairs and take Spinach Snack from the treasure chest. Leave the house and go back to wasteland.

=====

Wasteland

=====

Recommended Level: Knight 23, Baby 23

Inn : None
 Transformation : Psychocat

Monster List	HP	Skills	Item
Mantis	160	Magic Cut, Tail Whip	Rotten Weed
Psychocat	110	Hatchet, Cat Mirage	Peach Potion

Travel northwest to the tunnel.

=====

Tunnel

=====

Recommended Level: Knight 23, Baby 23

Inn : None
 Transformation : None

Item Shop	Price	Effect
Candy Bar	10Rb	Restores your hit points a little
Hamburger	100Rb	Restores some of your hit points
Cheeseburger	500Rb	Restores quite a bit of hit points
Peach Potion	10Rb	Partially restores psychic points
Bubble Gum	20Rb	Chewing it gives one courage
Terror Seed	20Rb	Makes one very scared
Go Go Bean	25Rb	Wakes you up
Snoozeweed	25Rb	Makes you drowsy

Travel north to the other side.

=====

Desert

=====

Recommended Level: Knight 23, Baby 23

Inn : None
 Transformation : None

Monster List	HP	Skills	Item
Giant Flea	90	Nails, Blood Suck	Hamburger
Sand Ghost	140	Punch, Sand Breath	Angel's Tear
Sand Worm	160	Bite, Under Bite	Hamburger
Taotao	150	Headbutt, Tornado	Angel's Tear

Travel east to wasteland.
=====

Wasteland
=====

Recommended Level: Knight 23, Baby 23

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Snapdragon	115	Chin Attack, Blood Suck	Angel's Tear
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Travel south to Zed Harbor.
=====

Zed Harbor
=====

Recommended Level: Knight 23, Baby 23

Inn : 30Rb

Transformation : None

Item	Location
Bug	Pot in the house which is opposite the Armor Shop
Apple	Piano in the cafe

Item Shop	Price	Effect
Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points(20PP)
Bubble Gum	20Rb	Chewing it gives one courage
Terror Seed	20Rb	Makes one very scared
Go Go Bean	25Rb	Wakes you up
Snoozeweed	25Rb	Makes you drowsy

Weapon Shop	Price	Effect
Steel Sword	300Rb	Attack + 5
Pirates Sword	400Rb	Attack + 6, Water
Sage Sword	500Rb	Attack + 7
Viking Sword	600Rb	Attack + 8, Earth
Laminated Armor	300Rb	Defense + 5
Brigand Armor	400Rb	Defense + 6, Water
Studded Armor	500Rb	Defense + 7
Viking Armor	600Rb	Defense + 8, Earth
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Full Shield	300Rb	Defense + 5
Pirate Shield	400Rb	Defense + 6, Water
Studded Shield	500Rb	Defense + 7
Viking Shield	600Rb	Defense + 8, Earth
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

Armor Shop	Price	Effect
Mystical Sword	750Rb	Attack + 9, Water
Smash Sword	900Rb	Attack + 10, Earth
Raid Sword	1050Rb	Attack + 11, Water
Elven Sword	1250Rb	Attack + 12, Light
Eelskin Armor	750Rb	Defense + 9, Water
Rock Plate	900Rb	Defense + 10, Earth
Neptune's Armor	1050Rb	Defense + 11, Water
Elven Armor	1250Rb	Defense + 12, Light
Viking Helmet	1250Rb	Defense + 11
Viking Sheild	600Rb	Defense + 8, Earth
Eelskin Shield	750Rb	Defense + 9, Water
Marble Shield	900Rb	Defense + 10, Earth
Oyster Shield	1050Rb	Defense + 11, Water
Elven Shield	1200Rb	Defense + 12, Light
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Travel south into Governor's house. Then, go into Governor's room. You will meet Gwinladin, Ramal and Kalkanor in Governor's room. Talk to them and they agree to exchange tickets for your heavy stone. Now, go to the port and the sailor will allow you to go to the ship.

Zephyr

Recommended Level: Knight 23, Baby 23

Inn : None

Transformation : None

Item	Location
Peach Potion	Treasure chest
Toadstool	Old phonograph machine
Apple	Burlap sack

Go into captain's room which is on the higher level of the ship. Examine the old phonograph machine to get Toadstool. Leave the room and travel downstairs. Knight will have a rest. Save your game here. Leave your room and travel east. Go into the room beside you. Talk to Darkbeat and Ibkee. What!! Ibkee is sister of Darkbeat?????! Ignore them and leave the room for now. They ae not going to tell you what happened. Go downstairs and take Peach Potion from the treasure chest. Examine burlap sack to get an apple. Now, you have to talk to eveyone in the ship. So, feel free to explore the ship. Then, go back to your cabin. Then, Nehani will wake you up and you are finally arrived at Jungo. If you go to Darkbeat room, you will notice that they had left. You are probably the last passenger on the ship.

Jungo

Recommended Level: Knight 23, Baby 23

Inn : None

Transformation : None

Item	Location
Ringsider	Pengie
Bug	House which is opposite Darkbeat's house

Apple or Bug Basement in the south house
Ditchmobile Give name to the son of the couple

Item Shop Price Effect

Candy Bar 10Rb Restores your hit points a little (30HP)
Hamburger 100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)
Peach Potion 10Rb Partially restores psychic points (20PP)
Bubble Gum 20Rb Chewing it gives one courage (Cures Terror)
Terror Seed 20Rb Makes one very scared (Casts Terror)
Go Go Bean 25Rb Wakes you up (Cures Sleep)
Snoozeweed 25Rb Makes you drowsy (Casts Sleep)

Weapon Shop Price Effect

White Sword 2400Rb Attack + 17, Light
Broad Sword 2700Rb Attack + 18
Thunder Sword 3000Rb Attack + 19, Wind
Fire Sword 3300Rb Attack + 20, Fire
White Armor 2400Rb Defense + 17, Light
Bone Plate 2700Rb Defense + 18
Thunder Plate 3000Rb Defense + 19, Wind
Fire Armor 3300Rb Defense + 20, Fire
Wooden Helmet 100Rb Defense + 0
Iron Helmet 1050Rb Defense + 10
White Shield 2400Rb Defense + 17, Light
Bone Shield 2700Rb Defense + 18
Thunder Shield 3000Rb Defense + 19, Wind
Fire Shield 3300Rb Defense + 20, Fire
Brave Ring 9980Rb Prevents fear
Wake Ring 9980Rb Foils sleep spells

Travel southeast and talk to Pengie, the little monster to get Ringsider. If you talk to him again, he will tell you that Darkbeat invites you to his house. Travel south and talk to Bonik. He will talk about his dream... Go into Darkbeat's house which is just north of Pengie. Examine the cabinet for fun. Then, talk to everyone in the house. Finally, leave the house. Travel west and go into the house which is just opposite Darkbeat's house. Examine the pot to get 5 Bugs in a row. You can get as many as you want to. But, I don't want to waste my time on those Bugs!! Leave the house. Travel west and go upstairs. You will see a couple is talking. Then, talk to the Innkeeper. Travel south and examine the fountain. You will see Baby is running into the fountain. Then, go into the house which is just opposite the fountain. Go downstairs to the basement. Examine the wooden box to get an Apple or Bug. Bug is better because it costs 1Rb ^_^ . Leave the house. Travel west and go into the couple's house. Talk to the man and think a name for his son. He will give you Ditchmobile. Leave the house and travel south to the wasteland.

Wasteland

Recommended Level: Knight 23, Baby 23
Inn : None
Transformation : Zakra

Monster List	HP	Skills	Item
Zakra	70	Split Attack, Evil Pollen	Sick Weed
Dino Rex	260	Bite, Tail Whip	Hamburger

Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Stingbird	120	Beak Attack, Lullaby	Go Go Bean

Travel southeast to the lighthouse. Please remember to learn Zakra transformation.

=====

Lighthouse

=====

Recommended Level: Knight 26, Baby 26

Inn : None
Transformation : Zakra

Item	Location
------	----------

Mi Armour	Treasure at the top of light house
Strange Bug	Torch in lighthouse

Examine the seventh torch to get Strange Bug. Travel to the top floor and get Mi Armour from the treasure chest. Leave the lighthouse.

=====

Wasteland

=====

Recommended Level: Knight 26, Baby 26

Inn : None
Transformation : Zakra

Monster List	HP	Skills	Item
Zakra	70	Split Attack, Evil Pollen	Sick Weed
Dino Rex	260	Bite, Tail Whip	Hamburger
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Stingbird	120	Beak Attack, Lullaby	Go Go Bean

Travel north to Jungo.

=====

Jungo

=====

Recommended Level: Knight 26, Baby 26

Inn : None
Transformation : None

Item Shop	Price	Effect
-----------	-------	--------

Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
-------------	-------	--------

White Sword	2400Rb	Attack + 17, Light
Broad Sword	2700Rb	Attack + 18
Thunder Sword	3000Rb	Attack + 19, Wind

Fire Sword 3300Rb Attack + 20, Fire
 White Armor 2400Rb Defense + 17, Light
 Bone Plate 2700Rb Defense + 18
 Thunder Plate 3000Rb Defense + 19, Wind
 Fire Armor 3300Rb Defense + 20, Fire
 Wooden Helmet 100Rb Defense + 0
 Iron Helmet 1050Rb Defense + 10
 White Shield 2400Rb Defense + 17, Light
 Bone Shield 2700Rb Defense + 18
 Thunder Shield 3000Rb Defense + 19, Wind
 Fire Shield 3300Rb Defense + 20, Fire
 Brave Ring 9980Rb Prevents fear
 Wake Ring 9980Rb Foils sleep spells

 Talk to the sailor and go on board. Buy anything you want before you leave.

=====

Zephyr

=====

Recommended Level: Knight 26, Baby 26
 Inn : None
 Transformation : None

Item	Location
Terroroid	Treasure chest on the deck

Talk to the passenger in the next room. Then, go into the canteen and talk to Lady and Traveler. Go on deck and examine the treasure chest to get Terroroid. Talk to all the sailors. Then, go to talk to the captain. Finally, go back to the storeroom which is at the lower part of the ship. Then, try to go to the deck. Baby is getting seasick. Poor Baby... Watch the cool FMV.. Baby and Knight are fallen into the sea...

=====

Wasteland

=====

Recommended Level: Knight 26
 Inn : None
 Transformation : Jelfishman

Monster List	HP	Skills	Item
Rosedevil	390	Stem Bash, Evil Pollen	Angel's Tear
Flowereye	150	Posion Gas, Bite	Angel's Tear
Wasp	250	Poison Dart, Laser Attack	Angel's Tear
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed

You found yourself on an Island. But where is the poor thing, Baby? We have to find it. Travel east to the small village.

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Kerple

=====

Recommended Level: Knight 26
 Inn : Free
 Transformation : None

Item	Location
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1Rb          Jar in chief hut
Apple       Jar in east hut
Mudsy      Treasure chest in chief house
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Item Shop    Price Effect
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Hamburger    100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)
Spinach Snack 800Rb Restores a lot of hit points (250HP)
Peach Potion  10Rb Partially restores psychic points (20PP)
Sick Weed     10Rb Poisonous and Dangerous
Rotten Weed   15Rb Makes one confused
Toadstool     20Rb Paralyzing mushroom
Wooden Cross  1000Rb ???
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You will see that..... Oh no, the villagers are surrounding and they want to sacrifice Baby to the evil god Yugonga. They do not know that you will destroy the village if they don't let Baby go. Just kidding.... Talk to villagers who surround Baby. Travel northeast and talk to another villager. Travel east and talk to the villager who guard the storeroom. Talk to the villager who stand in front of the storeroom too. Travel southeast and talk to the villager who stand beside a big hut. There are 7 huts here excluding storeroom. Go to northwest house and talk to the villager and his baby. Examine the pot to have some food. The food will recover your HP, it is useful. Leave the house and go to the northeast hut. It is an inn. Rest and save your game here. Leave the hut and go to east house. Talk to the villager. There is a jar contains Apples. You can take as many as you want to. Leave the house and travel west to the hut. Talk to Kerplean and then leave the hut. Travel south to a hut. Talk to the girl and leave. Don't examine anything if you don't want to get yourself into trouble. Travel southeast to the hut. Talk to the woman. This is actually an item shop. Leave and travel south to the chief house. Talk to the chief and take Mudsy from the treasure chest. There are some money in the jar. Before you go to the shrine, go to the wasteland to train your level.

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=====
                                Wasteland
=====

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Recommended Level: Knight 26
Inn                : None
Transformation     : Jelfishman
-----

```

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Monster List      HP      Skills                               Item
-----
Rosedevil         390    Stem Bash, Evil Pollen             Angel's Tear
Flowereye         150    Posion Gas, Bite                   Angel's Tear
Wasp              250    Poison Dart, Laser Attack          Angel's Tear
Jelfishman        30     Electric Air, Limp Grab            Freedom Root
Crabeira          420    Sea Bubbles, Claw Punch            Terror Seed
-----

```

The battle will be tough because Baby is not here to help you. Train until you reach level 28. Then, go back to the village.

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=====
                                Kerple
=====

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```

Recommended Level: Knight 28
Inn                : Free
Transformation     : None
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```


Item	Location
1Rb	Jar in chief hut
Apple	Jar in east hut

Item Shop	Price Effect
Hamburger	100Rb Restores some of your hit points (80HP)
Cheeseburger	500Rb Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb Restores a lot of hit points (250HP)
Peach Potion	10Rb Partially restores psychic points (20PP)
Sick Weed	10Rb Poisonous and Dangerous
Rotten Weed	15Rb Makes one confused
Toadstool	20Rb Paralyzing mushroom
Wooden Cross	1000Rb ???

Rest and save your game. Travel north to the Yugonga Evil Shrine.

=====

Yugonga Evil Shrine

=====

Recommended Level: Knight 28

Inn : None

Transformation : None

Item	Location
Pipanic	Treasure chest
Crystal Armor	Treasure chest
Cheeseburger	Treasure chest
Prach Potion	Treasure chest
Crystal Shield	Treasure chest
Hobo Joe	Treasure chest

Monster List	HP	Skills	Item
Flowereye	150	Posion Gas, Bite	Angel's Tear
Kersey	360	Crystal, Kersey Magic	Candy Bar
Death	420	Reaping Hook, Sucking Life	Spinach Snack

Travel north to the next screen. Travel northeast to the next screen. Go north and take Pippanic from the treasure chest. travel east and you will come to a T-junction. Go north and take Crystal Armor from the treasure chest. Travel south to the next screen. Travel south and take Cheeseburger from the treasure chest. Next, travel east and walk across the narrow path. Take Peach Potion from the treasure chest. Travel north to the next screen. Travel north and face the boss, Yugonga.

Boss : Yugonga

HP : 610HP

Skills : Dream Rain, Limp Grab

Item : None

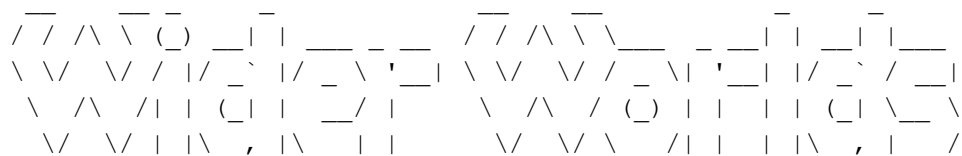
Strategy :

Summon Pyro to assist you because Baby is not here. Then, summon Clericy to maintain your HP. Next, attack Yogonga to its death.

After the battle, travel west to the next screen. Travel west and get Crystal Shield from the treasure chest. Travel south and get Hobo Joe from the treasure chest. The chest is a mimick...

Boss : Mimick
 HP : 400HP
 Skills : Lock Darts, Nails
 Item : Foreman, Freedom Root
 Strategy :
 You don't need any strategy to defeat it..

 Use foreman to leave the Shrine.



Part 3 - Wider World

=====
 Kerple
 =====

Recommended Level: Knight 28, Baby 26
 Inn : Free
 Transformation : None

Item	Location
1Rb	Jar in chief hut
Apple	Jar in east hut
Chester Flute	Chief
Samurai	Treasure chest in store room
Apple	Small wooden box in store room.

Item Shop	Price	Effect
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom
Wooden Cross	1000Rb	???

 Enjoy the celebration with the villagers. Then, you will ask chief to give you a boat. He will give you a Chester Flute which can summon Water Bug. Travel northeast to the store room. Take Samurai from the treasure chest. Examine the small wooden box to get Apple. Leave the store room and go to the wasteland.

=====
 Wasteland
 =====

Recommended Level: Knight 28, Baby 26
 Inn : None
 Transformation : Jelfishman

Monster List	HP	Skills	Item
Rosedevil	390	Stem Bash, Evil Pollen	Angel's Tear
Flowereye	150	Posion Gas, Bite	Angel's Tear
Wasp	250	Poison Dart, Laser Attack	Angel's Tear
Jelfishman	30	Electric Air, Limp Grab	Freedom Root

Crabeira 420 Sea Bubbles, Claw Punch Terror Seed

Don't forget to learn Jelfishman transformation.

=====
Sea
=====

Recommended Level: Knight 28, Baby 26

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Anemione	320	Phantom Spew, Bite	Angel's Tear
Hogfish	310	Tornado, Bite	Bubble Gum
Shelliody	270	Violent Jam, Paralysis	Freedom Root
Serpentine	370	Bite, Electroshock	Freedom Root

Travel north and land on the beach.

=====
Wasteland
=====

Recommended Level: Knight 28, Baby 26

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Dino Rex	260	Bite, Tail Whip	Hamburger
Stingbird	120	Beak Attack, Lullaby	Go Go Bean
Coacher	590	Punch, Hit And Run	Wicker Shield

Travel northeast to Den Helder.

=====
Den Helder
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Recommended Level: Knight 29, Baby 27

Inn : None

Transformation : 200Rb

Item	Location
Insectorfly	Door, near the weapon, item shop
1Rb	fireplace in north house

Item Shop	Price	Effect
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous (Casts Poison)
Rotten Weed	15Rb	Makes one confused (Casts Confusion)
Toadstool	20Rb	Paralyzing mushroom (Casts Paralyze)
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
Jousting Sword	3600Rb	Attack + 21, Wind
Cobra Sword	3950Rb	Attack + 22, Darkness
Sword of Ra	4350Rb	Attack + 23
Kuldian Sword	4700Rb	Attack + 24
Jousting Armor	3600Rb	Defense + 21, Wind
Cobra Armor	3950Rb	Defense + 22, Darkness
Armor of Ra	4350Rb	Defense + 23
Kuldian Armor	4700Rb	Defense + 24, Darkness
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Jousting Shield	3600Rb	Defense + 21, Wind
Cobra Shield	3950Rb	Defense + 22, Darkness
Shield of Ra	4350Rb	Defense + 23
Kuldian Shield	4700Rb	Defense + 24, Darkness
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Go southwest and try to open the door which is near the shop to get Insectorfly. You you examine the fireplace in the north house, you will get 1Rb. Talk to all the citizens. Then, travel northwest to the mayor's house. Talk to Gamella. Yup, you have to go to the north tower and rescue the mayor. Now, it is a good time to upgrade your equipments. Now, leave this town.

Wasteland

Recommended Level: Knight 28, Baby 26

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Dino Rex	260	Bite, Tail Whip	Hamburger
Stingbird	120	Beak Attack, Lullaby	Go Go Bean
Coacher	590	Punch, Hit And Run	Wicker Shield
Rambull	400	Horn Attack, Poison milk	Hamburger
Cockatrice	500	Beak Attack, Paral Gas	Toadstool

Travel east. Then, travel northwest when you come to a T-junction. Follow the path and you will reach North Tower.

North Tower

Recommended Level: Knight 31, Baby 30

Inn : None

Transformation : Buffoo

Item	Location
Crystal Sword	Treasure chest in the room
Downer	Treasure chest in the room
Devil's Shield	Treasure chest in the room
Toughwall	Treasure chest in the room
Vegas	Treasure chest at the top of the tower
Splint Mail	Treasure chest at the top of the tower
Mossman	Treasure chest beside Darkbeat and Ibkee

Solomon's Ring Defeat Guardian

Monster List	HP	Skills	Item
Buffoo	380	Electric Air, Thunderbolt	Ring of Calm
Big Roach	460	Bite, Poison Spew	Sick Weed

Don't forget to learn transformation from Buffoo. Buffoo has Ring of Calm too. Note, all the monsters will be gone after you defeated the guardian of tower. Travel south to the next screen. Travel east and go into the room. Take Crystal Sword from the treasure chest. Leave the room. Travel west and go into the room. Take Downer from the treasure chest. Leave the room and travel southwest. Go into the room on your west. Take Devil's Shield from the treasure chest. Leave the room and travel east (Walk pass the pillar). Then, travel south and go into the room on your west. Take Toughwall from the treasure chest. Leave the room and travel west. Travel south when you reach the crossroads. Travel south to the next screen. Walk upstairs until you reach the top of the tower. Then, you will find that nobody is on the top floor. Explore this area. Travel southwest and take Vegas from the treasure chest. Travel southeast and take Splint Mail from the treasure chest. Now, travel downstairs to the ground floor. You will find a monster walks into a secret passage. So, just follow him. Travel all the way down and you will meet Darkbeat and Ibkee. There is a treasure chest contains Mossman on your west. So, go and take it. Then, follow Darkbeat and Ibkee to the next screen. Then, you will meet 2 monsters. One is red in color and the other one is blue in color. Darkbeat and Ibkee will fight the red monster. You will have to take on the Blue Monster.

Boss : Blue Monster
HP : 820HP
Skills : Gas Missile, Missile Gun, Jet Punch
Item : None
Strategy :

First, summon Toughwall to protect Baby. Then, summon Pyro to assist you. Summon Kimoni to heal you if you need to. Then, attack Blue Monster to its death.

Then, Darkbeat and Ibkee will leave to get their reward. Then, everyone will thank you. Travel southeast and get the Spinach Snack from the treasure chest. Heal before you proceed because the other boss battle is about to start. Travel north to the next screen. Travel south and step on the teleporter. Travel north to fight Guardian.

Boss : Guardian
HP : 1050HP
Skills : Prism Drill, Burst Shot
Item : Solomon's Ring
Strategy :

First, summon Toughwall to protect Baby. Then, summon Da Bomb. Next, summon Pyro to assist you. After that, ask Baby to defend and then attack Guardian. Now, you have to defend because Da Bomb is going to blow. If Guardian is still alive, you will just have to attack it to its death.

After that, Jadik the watchmaker will thank you and tell you about Kalkanor. Use Foreman to leave the tower.

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Wasteland

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Recommended Level: Knight 32, Baby 31
Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Dino Rex	260	Bite, Tail Whip	Hamburger
Stingbird	120	Beak Attack, Lullaby	Go Go Bean
Coacher	590	Punch, Hit And Run	Wicker Shield
Rambull	400	Horn Attack, Poison milk	Hamburger
Cockatrice	500	Beak Attack, Paral Gas	Toadstool

Travel southwest to Den Helder.

Den Helder

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : 200Rb

Item	Location
1Rb	Fireplace in north house
Windmeister	Mayor

Item Shop	Price	Effect
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous (Casts Poison)
Rotten Weed	15Rb	Makes one confused (Casts Confusion)
Toadstool	20Rb	Paralyzing mushroom (Casts Paralyze)
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
Jousting Sword	3600Rb	Attack + 21, Wind
Cobra Sword	3950Rb	Attack + 22, Darkness
Sword of Ra	4350Rb	Attack + 23
Kuldian Sword	4700Rb	Attack + 24
Jousting Armor	3600Rb	Defense + 21, Wind
Cobra Armor	3950Rb	Defense + 22, Darkness
Armor of Ra	4350Rb	Defense + 23
Kuldian Armor	4700Rb	Defense + 24, Darkness
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Jousting Shield	3600Rb	Defense + 21, Wind
Cobra Shield	3950Rb	Defense + 22, Darkness
Shield of Ra	4350Rb	Defense + 23
Kuldian Shield	4700Rb	Defense + 24, Darkness
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Travel northwest to mayor's house. Talk to the mayor to get Windmeister.
Leave the town.

Wasteland

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Dino Rex	260	Bite, Tail Whip	Hamburger
Stingbird	120	Beak Attack, Lullaby	Go Go Bean
Coacher	590	Punch, Hit And Run	Wicker Shield
Rambull	400	Horn Attack, Poison milk	Hamburger
Cockatrice	500	Beak Attack, Paral Gas	Toadstool

Travel east. Then, travel northwest when you come to a T-junction. Follow the path and then travel west to the beach which is near North Tower. Use Chester Flute to summon Water Bug.

Sea

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Anemione	320	Phantom Spew, Bite	Angel's Tear
Hogfish	310	Tornado, Bite	Bubble Gum
Shellioid	270	Violent Jam, Paralysis	Freedom Root
Serpentine	370	Bite, Electroshock	Freedom Root

Travel north and getting off on a small island.

Zeppetto Island

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Item	Location
Zeppetto Helmet	Cabinet behind Professor Zeppetto

Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Stingbird	120	Beak Attack, Lullaby	Go Go Bean

Follow the path to the north. Go into Zeppetto's house. Go upstairs and talk to Professor Zeppetto. Examine the cabinet behind Professor Zeppetto to get Zeppetto Helmet. This is the second strongest helmet in th game. What are you waiting for? equip the helmet now. Leave the house and follow the path back to the sea. If you travel east and getting off on the wasteland, you will face some strong monsters like Land Whale. They give tons of exp but they are very tough.

Sea

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Anemione	320	Phantom Spew, Bite	Angel's Tear
Hogfish	310	Tornado, Bite	Bubble Gum
Shellioid	270	Violent Jam, Paralysis	Freedom Root
Serpentine	370	Bite, Electroshock	Freedom Root

Travel northwest and getting off on the beach which is near Orgo and San Claria.

Wasteland

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : Knoygn, Jelfishman, Dino

Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar
Bonefly	35	Poison Dart, Ring Shot	Padded Armor
Jester	30	Green Magic, Whip Attack	Spinach snack
Dino	70	Bite, Tail Whip	Hamburger

Learn Knoygn transformation. Follow the path and you will come to a junction with a road sign. West: San Claria, East: Grave Road. This time, travel east to the grave road. Travel east and then north when you come to the 8th pillar. Follow the path and walk across the bridge. Remember to learn Dino transformation. Keep on following the path and you will reach Cave of Fear.

Cave of Fear

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : Fatbat

Monster List	HP	Skills	Item
Bearaphant	55	Nails, Bite	Hamburger
Blueboy	110	Power Blast, Revival	Spinach Snack
Thorntaus	70	Bite, Needle Screw	Rotten Weed
Fatbat	70	Body Hurl, Tornado	Mind Berry

Fight Fatbat and learn its transformation. Leave the cave.

Wasteland

Recommended Level: Knight 32, Baby 31

Inn : None
Transformation : Knoygn, Jelfishman, Dino

Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar
Bonefly	35	Poison Dart, Ring Shot	Padded Armor
Jester	30	Green Magic, Whip Attack	Spinach snack
Dino	70	Bite, Tail Whip	Hamburger

Travel southeast to the beach. Summon Water bug and go back to the sea.

Sea

Recommended Level: Knight 32, Baby 31
Inn : None
Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Anemione	320	Phantom Spew, Bite	Angel's Tear
Hogfish	310	Tornado, Bite	Bubble Gum
Shelliody	270	Violent Jam, Paralysis	Freedom Root
Serpentine	370	Bite, Electroshock	Freedom Root

Travel to Isten. It is situated at northeast of the continent. The nearest beach where you can get off is the beach where is on the north of Zed Harbor.

Wasteland

Recommended Level: Knight 32, Baby 31
Inn : None
Transformation : None

Monster List	HP	Skills	Item
Snapdragon	115	Chin Attack, Blood Suck	Angel's Tear
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Travel northeast to Isten.

Isten

Recommended Level: Knight 32, Baby 31
Inn : Free
Transformation : None

Item	Location
Candy Bar	Clock in the inn
Rotten Weed	Second floor of Artema Church

Bug Light of the church
Terror Seed Barrels in front of the cafe
Marilyn Carmen

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little (30HP)
Peach Potion	10Rb Partially restores psychic points (20PP)
Angel's Tear	10Rb Used as an antidote for poison
Mind Berry	15Rb Cures confusion
Freedom Root	20Rb Cures paralysis
Sick Weed	10Rb Poisonous and Dangerous
Rotten Weed	15Rb Makes one confused
Toadstool	20Rb Paralyzing mushroom

Weapon Shop	Price Effect
Short Sword	100Rb Attack + 0
Long Sword	110Rb Attack + 1
Copper Sword	150Rb Attack + 3
Iron Sword	200Rb Attack + 4
Leather Armor	100Rb Defense + 0
Padded Armor	110Rb Defense + 1
Studded Armor	150Rb Defense + 3
Iron Armor	200Rb Defense + 4
Wooden Helmet	100Rb Defense + 0
Iron Helmet	1050Rb Defense + 10
Wood Shield	100Rb Defense + 0
Wicker Shield	110Rb Defense + 1
Copper Shield	150Rb Defense + 3
Iron Shield	200Rb Defense + 4
Ring of Calm	9980Rb Prevents confusion
Freedom Ring	9980Rb Prevents paralysis

Travel southwest to Marco's house. Talk to Carmen and she will tell you that Marco is missing. She will then ask you to search for Marco. Travel northeast to a house with 2 women inside. Talk to both of them and you will know that Marco had been captured. He is in the church. So, leave this house and travel south to the church. Talk to the follower and ask her to step aside. Go into the church. Once inside, you will find that a Gargoyle is blocking your path. Ignore him and go upstairs. Search the jar to get Rotten Weed. Go downstairs and fight Gargoyle.

Boss : Gargoyle
HP : 500HP
Skills : Nails, Fire Ball
Item : None
Strategy :

Summon Toughwall to protect Baby. Then, summon Pyro to assist you. Finally, attack it to its death.

After that, Marco will thank you for helping him. Carmen will show up and tell him about their wedding. Watch the wedding. "Do you swear to love each other until death do you part? Does anybody have an objection to this wedding?" "ME!" Just kidding.... After you had woke up, go downstairs and examine the clock to get Candy Bar. Travel southwest to Marco's house. Talk to Carmen to get Marilyn. Examine the barrels in fornt of the cafe to get Terror Seed. Travel west and leave the town.

Wasteland

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Travel northwest to Coastal Inn.

Coastal Inn

Recommended Level: Knight 32, Baby 31

Inn : 20Rb

Transformation : None

Item	Location
Whyme	Treasure box in the inn

Travel east into the room and take Whyme from the treasure chest. Then, leave the Inn.

Wasteland

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Travel east to Isten.

Isten

Recommended Level: Knight 32, Baby 31

Inn : Free

Transformation : None

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little (30HP)
Peach Potion	10Rb Partially restores psychic points (20PP)
Angel's Tear	10Rb Used as an antidote for poison
Mind Berry	15Rb Cures confusion
Freedom Root	20Rb Cures paralysis
Sick Weed	10Rb Poisonous and Dangerous
Rotten Weed	15Rb Makes one confused
Toadstool	20Rb Paralyzing mushroom

Weapon Shop Price Effect

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Short Sword      100Rb Attack + 0
Long Sword      110Rb Attack + 1
Copper Sword    150Rb Attack + 3
Iron Sword      200Rb Attack + 4
Leather Armor   100Rb Defense + 0
Padded Armor    110Rb Defense + 1
Studded Armor   150Rb Defense + 3
Iron Armor      200Rb Defense + 4
Wooden Helmet   100Rb Defense + 0
Iron Helmet     1050Rb Defense + 10
Wood Shield     100Rb Defense + 0
Wicker Shield   110Rb Defense + 1
Copper Shield   150Rb Defense + 3
Iron Shield     200Rb Defense + 4
Ring of Calm    9980Rb Prevents confusion
Freedom Ring    9980Rb Prevents paralysis
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Travel west and leave the town.

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                                Wasteland
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Recommended Level: Knight 32, Baby 31
Inn                : None
Transformation     : None
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Monster List	HP	Skills	Item
Snapdragon	115	Chin Attack, Blood Suck	Angel's Tear
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger

Travel southeast to the beach. Summon Waterbug.

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                                Sea
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Recommended Level: Knight 32, Baby 31
Inn                : None
Transformation     : None
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Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Anemione	320	Phantom Spew, Bite	Angel's Tear
Hogfish	310	Tornado, Bite	Bubble Gum
Shellioid	270	Violent Jam, Paralysis	Freedom Root
Serpentine	370	Bite, Electroshock	Freedom Root

Travel south to the new continents. Trisken is the city which is surrounded by sea. You can stop on the west of Trisken (southwest part of the continent).

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Recommended Level: Knight 32, Baby 31
Inn                : None
Transformation     : Bobodragon, Crabbyfish
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Item	Location		
Stare	House		
Monster List	HP	Skills	Item
Bobodragon	570	Tail Attack, Magma Attack	Hamburger
Thedeon	550	Bite, Poison Spew	Hamburger
Crabbyfish	410	Claw Punch, Electricfy	Candy Bar
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed

Travel east and you will see a road sign. West: Guard Post, East: Trisken. Well, travel south from here to a small island. You will find a house here. There is a treasure chest beside the house. Take Stare from the treasure chest. The treasure chest is mimick.

Boss : Mimick
 HP : 400HP
 Skills : Lock Darts, Nails
 Item : Stare, Freedom Root
 Strategy :
 You don't need any strategy to defeat it..

Well, Stare is a good living toys. You need it in Trisken too. Then, travel northeast to Trisken.

Trisken

Recommended Level: Knight 32, Baby 31

Inn : 200Rb
 Transformation : None

Item	Location
1500Rb	Couple near the castle. TALK TO THEM TWICE!!
1000Rb	Find the lost Wallet
Sick Weed	Crate at northeast of the town
Bug	House at northeast of the town
Hamburger	Training Center
Freedom Root	Weapon sign
Sacribat	Treasure chest bell tower
Tarantula	Watchmaker
Dr. Snooze	Recruiter

Item Shop	Price Effect
Candy Bar	10Rb Restores your hit points a little (30HP)
Hamburger	100Rb Restores some of your hit points (80HP)
Cheeseburger	500Rb Restores quite a bit of hit points (150HP)
Peach Potion	10Rb Partially restores psychic points (20PP)
Bubble Gum	20Rb Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb Makes one very scared (Casts Terror)
Go Go Bean	25Rb Wakes you up (Cures Sleep)
Snoozweed	25Rb Makes you drowsy (Casts Sleep)

Weapon Shop	Price Effect
Eagle Sword	5100Rb Attack + 25
Crusader Sword	5500Rb Attack + 26

Hawk Sword	5950Rb	Attack + 27, Wind
Crusher Sword	6350Rb	Attack + 28
Eagle Plate	5100Rb	Defense + 25
Crusader Armor	5500Rb	Defense + 26
Hawk Armor	5900Rb	Defense + 27, Wind
Chain Mail	6350Rb	Defense + 28
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Eagle Shield	5100Rb	Defense + 25
Crusader Shield	5500Rb	Defense + 26
Hawk Shield	5950Rb	Defense + 27, Wind
Granite Shield	6350Rb	Defense + 28
Ring of Calm	9980Rb	Prevents confusion
Freedom Ring	9980Rb	Prevents paralysis

Armor Shop Price Effect

Cleaver Sword	6800Rb	Attack + 29
Black Sword	7300Rb	Attack + 30, Darkness
Celtic Sword	7800Rb	Attack + 31, Light
Demon Sword	8300Rb	Attack + 32, Darkness
Bar Mail	6800Rb	Defense + 29
Black Plate	7300Rb	Defense + 30, Darkness
Celtic Plate	7800Rb	Defense + 31, Light
Leopard Armor	8300Rb	Defense + 32, Darkness
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Marble Shield	6800Rb	Defense + 29
Black Shield	7300Rb	Defense + 30, Darkness
Celtic Shield	7800Rb	Defense + 31
Leopard Shield	8300Rb	Defense + 32, Darkness
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

Flower Lady Price Effect

Rose	300Rb	A sensual crimson rose. (Restores 10PP)
Lily	500Rb	A dried lily. (Restores 15PP)

Talk to Recruiter near the entrance to fight Toy Knight.

Boss : Toy Knight
HP : 280HP
Skills : Giant Sword, Roboblade
Item : Dr. Snooze

Strategy :
You don't need any strategy to defeat it..

After getting Dr. Snooze, head east and go to the fourth house on your north. This is the watchmaker's house. Talk to the watchmaker to get Tarantula. Leave the house and travel east. Talk to the resident near the fountain to get a wallet. Then, go into the bell tower which is north of the fountain. Go upstairs and take Sacribat from the treasure chest. Go upstairs and play with the bell if you want to. Otherwise, leave the tower. Travel east and go into the training center which is on your south. Examine the dummy to get Hamburger. Leave the training center and travel east. You will see an old man on the street. Now, travel south and examinr the wooden box to get Sick Weed. Travel east and go into the house. Go upstairs and examine the barrels to get tons of Bug. Leave the house and go west to get back to the entrance of Trisken. Then, go south and talk to the man who is walking here and there. Give him the wallet

and he will give you 1000Rb as reward. Go south and examine the weapon shop sign to get Freedom Root. Travel south to the castle. Before you go into the castle, go southwest and talk to the couple to get 500Rb. Talk to them again to get 1000Rb. NOW, LEAVE AND DON'T TALK TO THEM ANYMORE OR YOU WILL LOSE 1500RB! Go into the castle. The king welcomes the warriors. Talk to all the people in the castle and the noblewoman will shout that her purse is missing. Talk to the nobleman and he will try to flee. Follow him to upstairs and then back to downstairs. Then, a battle will begin.

Boss : Thief
HP : 360HP
Skills : Mud Attack, Steal
Item : Stolen Item
Strategy :
You don't need any strategy to defeat it..

Baby will run out of the castle. Talk to the noblewoman to get Water Ring. Leave the castle. Travel northeast to leave the town. Buy a calm ring if you do not have. It will be useful then. Then, I don't think you should upgrade your equipment here.

=====
Wasteland
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Recommended Level: Knight 32
Inn : None
Transformation : None

Monster List	HP	Skills	Item
Flowereye	150	Posion Gas, Bite	Angel's Tear

Follow the path to east and you will find Baby. The king will then show up and give you permission to go to Garam Wasteland. You will notice that you are one step closer to God's Tower.

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Eastern Pass
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Recommended Level: Knight 33, Baby 32
Inn : None
Transformation : None

Monster List	HP	Skills	Item
Tortaurus	650	Bite, Land Attack	Peach Potion.

Just travel east to wasteland near Garam. Put strong enemy to sleep so you can kill them easily.

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Wasteland
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Recommended Level: Knight 33, Baby 32
Inn : None
Transformation : Bobodragon

Monster List	HP	Skills	Item
Tortaurus	650	Bite, Land Attack	Peach Potion

Kabra	780	Bite, Viper Rush	Rotten Weed
Bobodragon	570	Tail Attack, Magma Attack	Hamburger

Travel east to Garam.

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Garam

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Recommended Level: Knight 35, Baby 35

Inn : 50Rb

Transformation : None

Item	Location
Go Go Bean	Small box in mayor's house
Bug	Burlap sack in mayor's house
Hamburger	Knoygn in ranch
Rotten Weed	Teddy bear in Ann's room

Item Shop	Price	Effect
Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
Demon Sword	8300Rb	Attack + 32, Darkness
Royal Sword	8800Rb	Attack + 33
Artesian Sword	9300Rb	Attack + 34
Onyx Sword	9900Rb	Attack + 35
Leopard Armor	8300Rb	Defense + 32, Darkness
Royal Armor	8800Rb	Defense + 33
Artesian Armor	9900Rb	Defense + 35
Onyx Armor	10450Rb	Defense + 36
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Leopard Shield	8300Rb	Defense + 32, Darkness
Royal Shield	8800Rb	Defense + 33
Artesian Shield	9900Rb	Defense + 35
Onyx Shield	10450Rb	Defense + 36
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Travel northeast to the mayor's house. Travel north into the library. Examine the small box on the table to get Go Go Bean. Leave the library and travel west to upstairs. Examine the burlap sack to get Bug. Leave the mayor's house and travel east to the next house. Examine the Knoygn to get Hamburger. Leave the house. Travel southwest to Ann's house. It is between mayor's house and the ranch. Go upstairs and examine the teddy bear to get Rotten Weed. Leave the house and upgrade your equipment at weapon shop. Now, travel east and leave the town. Ann's Father will stop you and ask you to find his daughter. Travel east and go into the cave.

=====

Cave

=====
Recommended Level: Knight 35, Baby 35

Inn : None

Transformation : None

Item Location

Sumode Treasure chest on the west

Travel west and get Sumode from the treasure chest. Then, travel north to face the giant. Examine the giant to start a battle.

Boss : Ruval

HP : 1240HP

Skills : Blaster, Earthbomb

Item : None

Strategy :

First, summon tough wall to protect Baby. Then, summon contributor to assist you. Next, summon Windmeister to help you. Finally, attack Ruval until it falls.

Ann will stop you from killing it. Then, when you try to leave, Kalkanor and his gang will show up and paralyze you. After that, they will fight Ruval and take away its stone. When they try to leave, Knight will fight them.

Boss : Kalkanor

HP : ???HP

Skills : Combo Attack, Roboblade

Item : None

Strategy :

Let him defeat you. I am serious.. Why there are so many battles that you can't win? First, Darkbeat and Ibkee. Now, Kalkanor.

You can't win this battle.. Just let Kalkanor defeat you. Then, they will leave and headed for god's tower. They say that they do everything for the world. Funny, that is what the main character should do, not a pack of NPC. They broke the RPG rules... After that, leave the cave.

=====
Garam

=====
Recommended Level: Knight 35, Baby 35

Inn : Free

Transformation : None

Item Location

Bug Burlap sack in mayor's house

Item Shop Price Effect

Candy Bar 10Rb Restores your hit points a little (30HP)

Hamburger 100Rb Restores some of your hit points (80HP)

Cheeseburger 500Rb Restores quite a bit of hit points (150HP)

Peach Potion 10Rb Partially restores psychic points (20PP)

Bubble Gum 20Rb Chewing it gives one courage (Cures Terror)

Terror Seed 20Rb Makes one very scared (Casts Terror)

Go Go Bean 25Rb Wakes you up (Cures Sleep)

Snoozweed 25Rb Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
Demon Sword	8300Rb	Attack + 32, Darkness
Royal Sword	8800Rb	Attack + 33
Artesian Sword	9300Rb	Attack + 34
Onyx Sword	9900Rb	Attack + 35
Leopard Armor	8300Rb	Defense + 32, Darkness
Royal Armor	8800Rb	Defense + 33
Artesian Armor	9900Rb	Defense + 35
Onyx Armor	10450Rb	Defense + 36
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Leopard Shield	8300Rb	Defense + 32, Darkness
Royal Shield	8800Rb	Defense + 33
Artesian Shield	9900Rb	Defense + 35
Onyx Shield	10450Rb	Defense + 36
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Rest and save your game. Then, travel east to leave the town.

Wasteland

Recommended Level: Knight 36, Baby 35

Inn : None
Transformation : Bobodragon

Monster List	HP	Skills	Item
Tortaurus	650	Bite, Land Attack	Peach Potion
Kabra	780	Bite, Viper Rush	Rotten Weed
Bobodragon	570	Tail Attack, Magma Attack	Hamburger

Travel north to mountain road.

Mountain Road

Recommended Level: Knight 37, Baby 36

Inn : None
Transformation : None

Monster List	HP	Skills	Item
Rock Viper	360	Under Bite, Volcanic Hit	Hamburger

Travel northeast to Denvrado.

Denvrado

Recommended Level: Knight 37, Baby 36

Inn : 50Rb
Transformation : None

Item	Location
Hornet	Pay 1000Rb to the singer

Record Pay 1000Rb to the singer

Item Shop Price Effect

Hamburger 100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)
Spinach Snack 800Rb Restores a lot of hit points (250HP)
Peach Potion 10Rb Partially restores psychic points (20PP)
Sick Weed 10Rb Poisonous and Dangerous
Rotten Weed 15Rb Makes one confused
Toadstool 20Rb Paralyzing mushroom
Wooden Cross 1000Rb ???

Travel west and you will meet a singer and a woman. Talk to the singer. Listen to his stupid songs and pay 1000Rb for his record. Then, he will give you Hornet. Travel southwest and talk to the zombie. Then, go to the center of the town and talk to the monk. Travel southeast and talk to the woman who is standing in front of a house. Strange enough..... Okay, travel west and leave the town. If you talk to the man on the cliff, you will be given a chance to watch a great FMV.

=====
Mountain Road
=====

Recommended Level: Knight 37, Baby 36

Inn : None
Transformation : None

Monster List	HP	Skills	Item
Rock Viper	360	Under Bite, Volcanic Hit	Hamburger

Travel northwest to the wasteland. Freud is a good living toy to use to defeat your enemy (If Rock Viper gets up before it dies, just use terroroid).

=====
Wasteland
=====

Recommended Level: Knight 37, Baby 37

Inn : None
Transformation : None

Monster List	HP	Skills	Item
Liobird	720	Fang Attack, Rage Tornado	Bubble Gum

Travel northeast to Holy Shrine to save and heal if you want to. Then, travel east to Swamp.

=====
Swamp
=====

Recommended Level: Knight 39, Baby 39

Inn : None
Transformation : Tread

Monster List	HP	Skills	Item
Tread	145	Punch, Bats Attack	Bubble Gum
Octagug	780	Body Hurl, Limb Grab	Leopard Shield

Train your level until you reach level 41. Then, Travel north to God's tower.
=====

God's Tower
=====

Recommended Level: Knight 41, Baby 41

Inn : None

Transformation : None

On the bridge, you will meet Kalkanor, Ramal and Gwinladin. Karmine is there too. Then, you will review Gwinladin's true identity. Yes, he ired name is Glor and he is a servant of Karmine. Then, Karmine will give him a task and turn him into zombie dragon. So, this is the price he has to pay for being a traitor..... Then, Glor will defeat Kalkanor and Ramal. They are too weak to fight the dragon. So, you will have to face the zombie dragon.

Boss : Glor

HP : 1560HP

Skills : Nail Blade, Death Breath

Item : None

Strategy :

First, summon tough wall to protect Baby. Then, summon contributor to assist you. Next, summon Windmeister to help you. Finally, attack Glor until it falls.

Go back to Swamp.
=====

Swamp
=====

Recommended Level: Knight 41, Baby 41

Inn : None

Transformation : Tread

Monster List	HP	Skills	Item
Tread	145	Punch, Bats Attack	Bubble Gum
Octagug	780	Body Hurl, Limb Grab	Leopard Shield

Monster List	HP	Skills	Item
Tread	145	Punch, Bats Attack	Bubble Gum
Octagug	780	Body Hurl, Limb Grab	Leopard Shield

Travel west to Wasteland.
=====

Wasteland
=====

Recommended Level: Knight 41, Baby 41

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Liobird	720	Fang Attack, Rage Tornado	Bubble Gum

Monster List	HP	Skills	Item
Liobird	720	Fang Attack, Rage Tornado	Bubble Gum

Travel west to Holy Shrine.

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=====
Holy Shrine
=====

Recommended Level: Knight 41, Baby 41

Inn : None

Transformation : None

Item Location

Gabriel Talk to Aruvin after defeating Glor

Aruvin will help Kalkanor and Ramal. Then, he says that he senses drakness and another holy creature is in great danger. Next, Baby will try to go to the God's Tower by himself. Nehani and Knight will stop him. Seems like Baby does not want to put Knight and Nehani in Danger. Aruvin will give you Gabriel. Save your game and leave the shrine.

=====
Wasteland
=====

Recommended Level: Knight 37, Baby 37

Inn : None

Transformation : None

Monster List HP Skills Item

Liobird 720 Fang Attack, Rage Tornado Bubble Gum

Travel east to Swamp.

=====
Swamp
=====

Recommended Level: Knight 39, Baby 39

Inn : None

Transformation : Tread

Monster List HP Skills Item

Tread 145 Punch, Bats Attack Bubble Gum
Octagug 780 Body Hurl, Limb Grab Leopard Shield

Travel north to God's Tower.

=====
God's Tower
=====

Recommended Level: Knight 41, Baby 41

Inn : None

Transformation : None

Item Location

Miracle Armor Treasure chest
Miracle Sword Treasure chest
Miracle Shield Treasure chest
Sponach Snack Treasure chest
Snoozeweed Treasure chest

Fire Ring Treasure chest

Monster List	HP	Skills	Item
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Octagug	780	Body Hurl, Limb Grab	Leopard Shield
Hangry	700	Hip Press, Nails	Go Go Bean

Travel north into the tower. Travel north and you will come to a big room. Travel east to the next screen. Take Miracle Armor from the treasure chest. Leave the room and travel north to the next screen. Take Miracle Shield from the treasure chest and leave the room. Now, travel west to the next screen. Take Miracle Sword from the treasure chest and leave the room. There are 2 stairs in the middle of the big room. Take the stairs on the west. Take Spinach Snack from the treasure chest. Go back to the previous room. Now, take the stairs on the east. Travel all the way up to the next screen. Then, travel all the way up and take Snoozweed from the treasure chest. Then, travel up to the next screen. Travel up again and you will see 3 blue blocks on the west. You can rest and save there if you want to. Then, travel up and take Fire Ring. This is a good place to level up until level 70. After that, travel up to the next screen. Talk to Anzo and it will greet Baby. Then, Karmine will control it to attack you. Remember to equip your calm ring.

Boss : Anzo
HP : 1170HP
Skills : Laser Cannon, Mind Rings
Item : Dark Cross

Strategy :

First, summon tough wall to protect Baby. Then, summon contributor to assist you. Finally attack it until it dies.

After the battle, step on the teleport device behind Anzo. Travel all the way up. Take Peach Potion from the treasure chest. Then, travel up to the next screen. From there, travel all the way up to the next screen. Travel all the way up. Take Spinach Snack from the treasure chest. Travel up to the next screen. Talk to Lanzo and it will greet Baby too. Then, it will attack Baby because of Karmine. Damn Karmine!!

Boss : Lanzo (Ranzi)
HP : 1390HP
Skills : Laser Cannon, Stomp Stomp, Mind Rings
Item : Holy Cross

Strategy :

First, summon tough wall to protect Baby. Then, summon contributor to assist you. Finally attack it until it dies.

After the battle, step on the teleport device behind Lanzo. Travel north to the next screen. You will see Karmine kills Baby's mother. Baby will rush to its mother but it will then be caught by Karmine. After taking the stone from Baby, Karmine unseals Xizan. After that, Darkbeat and Ibkee interfere and fight Karmine. They lose the battle. Next, Knight rushes to Karmine and fight him.

Boss : Karmine
HP : 2550HP
Skills : Roboblade, Phoenix Dive, Checkmate
Item : None

Strategy :

Summon Toughwall to protect yourself because Baby is not in this battle. Then, summon Contributor to assist you. Next, summon Windmeister to assist you. Finally, attack Karmine. Karmine will die shortly.

After the battle, talk to Baby. Calestia will revive it. Then, the God's Tower will collapse and you will have to run for your life. Then, Baby will ask you to get on its back. Watch the great FMV....

=====
Picard
=====

Recommended Level: Knight 71, Baby 71

Inn : Free

Transformation : None

Item Location

Great Sword Treasure chest
Full Plate Treasure chest
Steel Shield Treasure chest
Warp Gate Key Talk to Darkbeat after finding Baby and Nehani
Verseus Treasure chest

You found yourself at Picard. Travel west and take Verseus from the treasure chest. Travel south to a big room. Travel to northeast room. It is an Inn. Save your game and leave the room. Travel to southeast room. Nehani and Baby is here. leaveand travel to southwest room. Take Full Plate from the treasure chest. Leave the room and travel to northwest room. Talk to Darkbeat to get Warp Gate Key. He will ask you to help him to find Holy Armor too. Leave and travel to west room. It is a library. Travel south and read:

The Book of Holy Armor

Oh ye who would seek the Holy Armor, know this:

In the Nord Temple, deep in the land of ice, it sleeps.

In Kerple, protected by the purplr tribe, it sleeps.

In Castle Ryan, guarded by devices clever, it sleeps.

In Denime, in the dry soil under the great tree, it sleeps.

From there, travel south and read:

The Book of Legends.

Long, long ago, the Kalajik, a proud and cruel race, summoned forth a devil called Xizan from the deep soils of earth.

Xizan was powerful and devastating. He killed all he saw.

With the help of the Holy Armor and Sacred Servamts bequeathed by God, the warrior Darwin sealed Xizan into a crystal prison.

Watch another great FMV. Now, go upstairs and read:

The Prophecy Book.

"Dragon of the seal, sensing the approach of danger and evil, send away thy child to fly with the seal and protect the world from life despair. Winged angel of the heavens shall rise to fight and devil will come to an end."

PROPHECY OF WISDOM

"Tears of love and Solomon's power turn thyself to

Light of shower, Darkness shall melt and all will see one life is gone for others to be..."

Face west and read:

The Book of Seals.

Wings of evil can be trapped into a crystal seal prison, by placing the five holy stones in a pyramid position...

Now, leave the library and go upstairs. Travel to east room and take Great Sword from the treasure chest. Leave the room. Travel to the south room and take Steel Shield from the treasure chest. Leave the room and travel back to

the previous big room. Travel to the south room.

=====

Warp Gate

=====

NW	N	NE	North	= Picard
	\		/	Northeast = Galik's house
			/	East = West of Denvrado
W----	O	----	E	Southeast = West of God's Tower
	/		\	South = Jungo Island
	/		\	Southwest = East of Den Helder
SW	S	SE	West	= West of Trisken
			Northwest	= Kell

This is warp room. Now, your destination is Jungo.

=====

Jungo

=====

Recommended Level: Knight 71, Baby 71

Inn : None

Transformation : None

Item	Location
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Bug	House which is opposite Darkbeat's house
Spinach Snack	Barrels in Bonik's Shop.

Item Shop	Price	Effect
-----------	-------	--------

Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
-------------	-------	--------

White Sword	2400Rb	Attack + 17, Light
Broad Sword	2700Rb	Attack + 18
Thunder Sword	3000Rb	Attack + 19, Wind
Fire Sword	3300Rb	Attack + 20, Fire
White Armor	2400Rb	Defense + 17, Light
Bone Plate	2700Rb	Defense + 18
Thunder Plate	3000Rb	Defense + 19, Wind
Fire Armor	3300Rb	Defense + 20, Fire
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
White Shield	2400Rb	Defense + 17, Light
Bone Shield	2700Rb	Defense + 18
Thunder Shield	3000Rb	Defense + 19, Wind
Fire Shield	3300Rb	Defense + 20, Fire
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

Bonik's boutique	Price	Effect
------------------	-------	--------

Flame Sword	9980Rb	Attack + 35, Fire
Water Sword	9980Rb	Attack + 35, Water
Gaian Sword	9980Rb	Attack + 35, Earth
Avian Sword	9980Rb	Attack + 35, Wind
Sword of Chaos	9980Rb	Attack + 35, Darkness
Sword of Order	9980Rb	Attack + 35, Light
Platinum Sword	62000Rb	Attack + 70
Platinum Plate	62000Rb	Attack + 70
Platinum Helmet	62000Rb	Attack + 69
Platinum Shield	62000Rb	Attack + 70
Ring of Calm	9980Rb	Prevents confusion
Freedom Ring	9980Rb	Prevents paralysis
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Bonik's shop is finally opened. Go to his shop. Examine the barrel to get Spinach Snack. Buy all the Platinum equipments. Then, go back to the warp gate.

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Warp Gate

=====

NW	N	NE	North	= Picard
	\		/	Northeast = Galik's house
			/	East = West of Denvrado
W-----	O	-----E	Southeast	= West of God's Tower
	/		\	South = Jungo Island
	/		\	Southwest = East of Den Helder
SW	S	SE	West	= West of Trisken
			Northwest	= Kell

Travel northeast to Galik's house.

=====

Carmarthen

=====

Recommended Level: Knight 71, Baby 71

Inn : 15Rb

Transformation : None

Item Shop	Price	Effect
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
Elven Sword	1250Rb	Attack + 12, Light
Dragon Sword	1450Rb	Attack + 13, Darkness
Scorpion Sword	1650Rb	Attack + 14
Dwaft Sword	1900Rb	Attack + 15
Dragon Armor	1450Rb	Defense + 13, Darkness
Scorpion Plate	1650Rb	Defense + 14, Darkness

Dwarven Mail	1900Rb	Defense + 15
Roman Armor	2150Rb	Defense + 16
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Dragon Shield	1450Rb	Defense + 13, Darkness
Scorpion Shield	1650Rb	Defense + 14
Dwarven Shield	1900Rb	Defense + 15
Zeus's Shield	2150Rb	Defense + 16
Ring of Calm	9980Rb	Prevents confusion
Freedom Ring	9980Rb	Prevents paralysis

Travel east to the mine.

=====

Mine

=====

Recommended Level: Knight 71, Baby 71

Inn : None
Transformation : None

Item	Location
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Voodoo doll	Miner
-------------	-------

Travel northeast and talk to the miner to get Voodoo doll. Leave the mine.

=====

Carmarthen

=====

Recommended Level: Knight 71, Baby 71

Inn : 15Rb
Transformation : None

Item Shop	Price	Effect
-----------	-------	--------

Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
-------------	-------	--------

Elven Sword	1250Rb	Attack + 12, Light
Dragon Sword	1450Rb	Attack + 13, Darkness
Scorpion Sword	1650Rb	Attack + 14
Dwaft Sword	1900Rb	Attack + 15
Dragon Armor	1450Rb	Defense + 13, Darkness
Scorpion Plate	1650Rb	Defense + 14, Darkness
Dwarven Mail	1900Rb	Defense + 15
Roman Armor	2150Rb	Defense + 16
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Dragon Shield	1450Rb	Defense + 13, Darkness
Scorpion Shield	1650Rb	Defense + 14
Dwarven Shield	1900Rb	Defense + 15
Zeus's Shield	2150Rb	Defense + 16

Ring of Calm 9980Rb Prevents confusion
Freedom Ring 9980Rb Prevents paralysis

Go back to the warp gate in Galik's house.

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Warp Gate

=====

NW	N	NE	North	=	Picard
	\		/	Northeast	= Galik's house
	\		/	East	= West of Denvrado
W----	O	----	E	Southeast	= West of God's Tower
	/		\	South	= Jungo Island
	/		\	Southwest	= East of Den Heldar
SW	S	SE	West	=	West of Trisken
			Northwest	=	Kell

Travel southwest to East of Den Heldar.

=====

Wasteland

=====

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : None

Monster List	HP	Skills	Item
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Dino Rex	260	Bite, Tail Whip	Hamburger
Stingbird	120	Beak Attack, Lullaby	Go Go Bean
Coacher	590	Punch, Hit And Run	Wicker Shield
Rambull	400	Horn Attack, Poison milk	Hamburger
Cockatrice	500	Beak Attack, Paral Gas	Toadstool

Travel west to Den Heldar.

=====

Den Heldar

=====

Recommended Level: Knight 32, Baby 31

Inn : None

Transformation : 200Rb

Item	Location
1Rb	Fireplace in north house
Sermone	Detective

Item Shop	Price	Effect
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous (Casts Poison)
Rotten Weed	15Rb	Makes one confused (Casts Confusion)
Toadstool	20Rb	Paralyzing mushroom (Casts Paralyze)
Wooden Cross	1000Rb	???

Weapon Shop	Price	Effect
Jousting Sword	3600Rb	Attack + 21, Wind
Cobra Sword	3950Rb	Attack + 22, Darkness
Sword of Ra	4350Rb	Attack + 23
Kuldian Sword	4700Rb	Attack + 24
Jousting Armor	3600Rb	Defense + 21, Wind
Cobra Armor	3950Rb	Defense + 22, Darkness
Armor of Ra	4350Rb	Defense + 23
Kuldian Armor	4700Rb	Defense + 24, Darkness
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Jousting Shield	3600Rb	Defense + 21, Wind
Cobra Shield	3950Rb	Defense + 22, Darkness
Shield of Ra	4350Rb	Defense + 23
Kuldian Shield	4700Rb	Defense + 24, Darkness
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Talk to Detective to get Sermone. Travel east to warp gate.

Warp Gate

NW	N	NE	North	= Picard
	\		/	Northeast = Galik's house
	\		/	East = West of Denvrado
W----	O	----	E	Southeast = West of God's Tower
	/		\	South = Jungo Island
	/		\	Southwest = East of Den Helder
SW	S	SE	West	= West of Trisken
			Northwest	= Kell

Travel south to Jungo Island.

Jungo

Recommended Level: Knight 71, Baby 71
 Inn : None
 Transformation : None

Item	Location
Bug	House which is opposite Darkbeat's house

Item Shop	Price	Effect
Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozeweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
White Sword	2400Rb	Attack + 17, Light

Broad Sword	2700Rb	Attack + 18
Thunder Sword	3000Rb	Attack + 19, Wind
Fire Sword	3300Rb	Attack + 20, Fire
White Armor	2400Rb	Defense + 17, Light
Bone Plate	2700Rb	Defense + 18
Thunder Plate	3000Rb	Defense + 19, Wind
Fire Armor	3300Rb	Defense + 20, Fire
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
White Shield	2400Rb	Defense + 17, Light
Bone Shield	2700Rb	Defense + 18
Thunder Shield	3000Rb	Defense + 19, Wind
Fire Shield	3300Rb	Defense + 20, Fire
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

 Bonik's boutique Price Effect

Flame Sword	9980Rb	Attack + 35, Fire
Water Sword	9980Rb	Attack + 35, Water
Gaian Sword	9980Rb	Attack + 35, Earth
Avian Sword	9980Rb	Attack + 35, Wind
Sword of Chaos	9980Rb	Attack + 35, Darkness
Sword of Order	9980Rb	Attack + 35, Light
Platinum Sword	62000Rb	Attack + 70
Platinum Plate	62000Rb	Attack + 70
Platinum Helmet	62000Rb	Attack + 69
Platinum Shield	62000Rb	Attack + 70
Ring of Calm	9980Rb	Prevents confusion
Freedom Ring	9980Rb	Prevents paralysis
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

 Fly north to Zed Harbor.
 =====

Zed Harbor
 =====

Recommended Level: Knight 71, Baby 71

Inn : Free

Transformation : None

Monster List	HP	Skills	Item
Gargoyle	500	Nails, Fire Ball	None

 Item Location

Bug	Pot in the house which is opposite the Armor Shop
Apple	Piano in the cafe
Cheergirl	Talk to Governor

 Item Shop Price Effect

Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points(20PP)

Bubble Gum	20Rb	Chewing it gives one courage
Terror Seed	20Rb	Makes one very scared
Go Go Bean	25Rb	Wakes you up
Snoozeweed	25Rb	Makes you drowsy

Weapon Shop Price Effect

Steel Sword	300Rb	Attack + 5
Pirates Sword	400Rb	Attack + 6, Water
Sage Sword	500Rb	Attack + 7
Viking Sword	600Rb	Attack + 8, Earth
Laminated Armor	300Rb	Defense + 5
Brigand Armor	400Rb	Defense + 6, Water
Studded Armor	500Rb	Defense + 7
Viking Armor	600Rb	Defense + 8, Earth
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Full Shield	300Rb	Defense + 5
Pirate Shield	400Rb	Defense + 6, Water
Studded Shield	500Rb	Defense + 7
Viking Shield	600Rb	Defense + 8, Earth
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

Armor Shop Price Effect

Mystical Sword	750Rb	Attack + 9, Water
Smash Sword	900Rb	Attack + 10, Earth
Raid Sword	1050Rb	Attack + 11, Water
Elven Sword	1250Rb	Attack + 12, Light
Eelskin Armor	750Rb	Defense + 9, Water
Rock Plate	900Rb	Defense + 10, Earth
Neptune's Armor	1050Rb	Defense + 11, Water
Elven Armor	1250Rb	Defense + 12, Light
Viking Helmet	1250Rb	Defense + 11
Viking Sheild	600Rb	Defense + 8, Earth
Eelskin Shield	750Rb	Defense + 9, Water
Marble Shield	900Rb	Defense + 10, Earth
Oyster Shield	1050Rb	Defense + 11, Water
Elven Shield	1200Rb	Defense + 12, Light
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Go to the docks and talk to the monsters. There are 4 Gargoyle in the town. The first one behind the Governer's house. The second Gargoyle is beside the inn. The third Gargoyle is near the church. The last Gargoyle is beside the armor shop. The battle is too easy. So, I will not list it... After that, talk to Bosmie who is standing near the docks.

Boss : Bosmie
HP : 5500HP
Skills : Horizon Beam, Nose Blow, Combo Hack
Item : None
Strategy :

First, summon Contributor to help you. Then, summon Windmeister to help you. Finally, attack it until it dies.

Then, go to Governor's house and talk to Governor to get Cheergirl. After that, leave here and fly back to Jungo.

=====

Jungo

=====

Recommended Level: Knight 71, Baby 71

Inn : None

Transformation : None

Item Location

Bug House which is opposite Darkbeat's house

Item Shop Price Effect

Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozeweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop Price Effect

White Sword	2400Rb	Attack + 17, Light
Broad Sword	2700Rb	Attack + 18
Thunder Sword	3000Rb	Attack + 19, Wind
Fire Sword	3300Rb	Attack + 20, Fire
White Armor	2400Rb	Defense + 17, Light
Bone Plate	2700Rb	Defense + 18
Thunder Plate	3000Rb	Defense + 19, Wind
Fire Armor	3300Rb	Defense + 20, Fire
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
White Shield	2400Rb	Defense + 17, Light
Bone Shield	2700Rb	Defense + 18
Thunder Shield	3000Rb	Defense + 19, Wind
Fire Shield	3300Rb	Defense + 20, Fire
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells

Bonik's boutique Price Effect

Flame Sword	9980Rb	Attack + 35, Fire
Water Sword	9980Rb	Attack + 35, Water
Gaian Sword	9980Rb	Attack + 35, Earth
Avian Sword	9980Rb	Attack + 35, Wind
Sword of Chaos	9980Rb	Attack + 35, Darkness
Sword of Order	9980Rb	Attack + 35, Light
Platinum Sword	62000Rb	Attack + 70
Platinum Plate	62000Rb	Attack + 70
Platinum Helmet	62000Rb	Attack + 69
Platinum Shield	62000Rb	Attack + 70
Ring of Calm	9980Rb	Prevents confusion
Freedom Ring	9980Rb	Prevents paralysis
Brave Ring	9980Rb	Prevents fear
Wake Ring	9980Rb	Foils sleep spells
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Travel southwest to warp gate.

=====

Warp Gate

=====

NW N NE North = Picard
 \ | / Northeast = Galik's house
 \ | / East = West of Denvrado
W---- O ----E Southeast = West of God's Tower
 / | \ South = Jungo Island
 / | \ Southwest = East of Den Helder
SW S SE West = West of Trisken
 Northwest = Kell

Travel west to west of Trisken.

=====

Trisken

=====

Recommended Level: Knight 72, Baby 71

Inn : Free

Transformation : None

Monster List	HP	Skills	Item
Gargoyle	500	Nails, Fire Ball	None

Item	Location
------	----------

Bug	House at northeast of the town
Generosity	King

Item Shop	Price	Effect
-----------	-------	--------

Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
-------------	-------	--------

Eagle Sword	5100Rb	Attack + 25
Crusader Sword	5500Rb	Attack + 26
Hawk Sword	5950Rb	Attack + 27, Wind
Crusher Sword	6350Rb	Attack + 28
Eagle Plate	5100Rb	Defense + 25
Crusader Armor	5500Rb	Defense + 26
Hawk Armor	5900Rb	Defense + 27, Wind
Chain Mail	6350Rb	Defense + 28
Wooden Helmet	100Rb	Defense + 0
Iron Helmet	1050Rb	Defense + 10
Eagle Shield	5100Rb	Defense + 25
Crusader Shield	5500Rb	Defense + 26
Hawk Shield	5950Rb	Defense + 27, Wind
Granite Shield	6350Rb	Defense + 28
Ring of Calm	9980Rb	Prevents confusion

Freedom Ring 9980Rb Prevents paralysis

Armor Shop Price Effect

Cleaver Sword 6800Rb Attack + 29
Black Sword 7300Rb Attack + 30, Darkness
Celtic Sword 7800Rb Attack + 31, Light
Demon Sword 8300Rb Attack + 32, Darkness
Bar Mail 6800Rb Defense + 29
Black Plate 7300Rb Defense + 30, Darkness
Celtic Plate 7800Rb Defense + 31, Light
Leopard Armor 8300Rb Defense + 32, Darkness
Iron Helmet 1050Rb Defense + 10
Viking Helmet 1250Rb Defense + 11
Marble Shield 6800Rb Defense + 29
Black Shield 7300Rb Defense + 30, Darkness
Celtic Shield 7800Rb Defense + 31
Leopard Shield 8300Rb Defense + 32, Darkness
Brave Ring 9980Rb Prevents fear
Wake Ring 9980Rb Foils sleep spells

Flower Lady Price Effect

Rose 300Rb A sensual crimson rose. (Restores 10PP)
Lily 500Rb A dried lily. (Restores 15PP)

This city is under attack too. There are 6 Gargoyles here. The first one is at the entrance. The second Gargoyle is beside the weapon shop. The third Gargoyle is in front of the cafe. The fourth Gargoyle is beside the cafe. The fifth Gargoyle is beside the fountain. The sixth Gargoyle is near the east entrance. The seventh is near the armor shop. The last Gargoyle is in front of the castle. Finally, talk to Org who is standing near the inn to start a battle.

Boss : Org Velmine
HP : 1000HP 1600HP
Skills : Dark Force Fire Breath, Heavy Stomp
Item : None
Strategy :

First, summon Contributor to help you. Then, summon Windmeister to help you. Next, summon Pyro. Finally, attack them until they die.

After that, go to the castle and talk to the king to get Generosity. Leave the town and fly east to Garam.
=====

Garam
=====

Recommended Level: Knight 35, Baby 35
Inn : Free
Transformation : None

Item Location

Championo Artema church.

Item Shop Price Effect

Candy Bar 10Rb Restores your hit points a little (30HP)
Hamburger 100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)

Peach Potion	10Rb	Partially restores psychic points (20PP)
Bubble Gum	20Rb	Chewing it gives one courage (Cures Terror)
Terror Seed	20Rb	Makes one very scared (Casts Terror)
Go Go Bean	25Rb	Wakes you up (Cures Sleep)
Snoozweed	25Rb	Makes you drowsy (Casts Sleep)

Weapon Shop	Price	Effect
-------------	-------	--------

Demon Sword	8300Rb	Attack + 32, Darkness
Royal Sword	8800Rb	Attack + 33
Artesian Sword	9300Rb	Attack + 34
Onyx Sword	9900Rb	Attack + 35
Leopard Armor	8300Rb	Defense + 32, Darkness
Royal Armor	8800Rb	Defense + 33
Artesian Armor	9900Rb	Defense + 35
Onyx Armor	10450Rb	Defense + 36
Iron Helmet	1050Rb	Defense + 10
Viking Helmet	1250Rb	Defense + 11
Leopard Shield	8300Rb	Defense + 32, Darkness
Royal Shield	8800Rb	Defense + 33
Artesian Shield	9900Rb	Defense + 35
Onyx Shield	10450Rb	Defense + 36
Cobra Ring	9980Rb	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Keeps your body from freezing

Go to Artema Church. Talk to the cult member and he will transform to a Gargoyle. After the battle, check the Artema statue for infinite Spinach Snack. Then, get Championo from the treasure chest. Leave the town and fly west to Keple Island.

=====
 Kerple
 =====

Recommended Level: Knight 72, Baby 72

Inn : Free

Transformation : None

Item	Location
------	----------

1Rb	Jar in chief hut
-----	------------------

Apple	Jar in east hut
-------	-----------------

Item Shop	Price	Effect
-----------	-------	--------

Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Restores a lot of hit points (250HP)
Peach Potion	10Rb	Partially restores psychic points (20PP)
Sick Weed	10Rb	Poisonous and Dangerous
Rotten Weed	15Rb	Makes one confused
Toadstool	20Rb	Paralyzing mushroom
Wooden Cross	1000Rb	???

Travel north to Shrine.

=====
 Yugonga Evil Shrine
 =====

Recommended Level: Knight 72, Baby 72

Inn : None

Transformation : None

Item Location

Holy Helmet Treasure chest

Monster List HP Skills Item

Flowereye 150 Posion Gas, Bite Angel's Tear
Kersey 360 Crystal, Kersey Magic Candy Bar
Death 420 Reaping Hook, Sucking Life Spinach Snack

Follow the path to where you fought Yugonga. Then, travel to the next screen and step on the teleport device. Follow the path and fight the guardian.

Boss : Guardian

HP : 1600HP

Skills : Delta Shock, Hand Cannon

Item : Holy Helmet

Strategy :

First, summon Contributor to help you. Then, summon Windmeister to help you. Finally, attack it to its death.

Take Holy Helmet from the treasure chest and leave this place. Use Foreman to get back to the entrance.

=====
Kerple
=====

Recommended Level: Knight 72, Baby 72

Inn : Free

Transformation : None

Item Location

1Rb Jar in chief hut

Apple Jar in east hut

Item Shop Price Effect

Hamburger 100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)
Spinach Snack 800Rb Restores a lot of hit points (250HP)
Peach Potion 10Rb Partially restores psychic points (20PP)
Sick Weed 10Rb Poisonous and Dangerous
Rotten Weed 15Rb Makes one confused
Toadstool 20Rb Paralyzing mushroom
Wooden Cross 1000Rb ???

Fly north to castle Ryan. Look at the dot on the map to know its location.

Cyclops 410 Chain Attack, Blaster

=====
Castle Ryan
=====

Recommended Level: Knight 72, Baby 72

Inn : Free

Transformation : None

Item Location

```

-----
Spinach Snack      Treasure chest at the back of the castle
Sick Weed          Treasure chest in the basement
Earth Ring         Treasure chest in the basement
Cheeseburger       Treasure chest in the basement
Toadstool          Treasure chest in the basement
Toadstool          Treasure chest in the basement
Spinach Snack      Treasure chest in the basement
Assasin           Treasure chest in monster's room
Confuso            Treasure chest beside switch
Freaky             Treasure chest beside switch
Dr. Gas            Treasure chest beside switch
Classique          Treasure chest beside switch
Dark Plate         Treasure chest in the main room of the castle
Holy Sword         Treasure chest from Guardian
-----

```

```

-----
Monster List      HP      Skills                               Item
-----
Iron Golem        900     Hatchet, Tomahawk                     White Shield
Dark Demon        900     Nails, Blaster                         Rotten Weed
Feghradragon     900     Bite, Laser Attack                     Peach Potion
Swordster         1000    Slicing Attack, Sword Spell           Demon Sword
-----

```

Travel east to the next screen. Then, travel south 2 screens. Next, travel west to the next screen. Take Spinach Snack from the treasure chest and travel north to the next screen. Well, there are a lot of trasure here. Take Sick Weed, Earth Ring, Cheeseburger, Toadstool, Toadstool, Spinach Snack from all the treasure chests. Follow the path to the next screen. You will end up in a room with a monster. Take Assasin from the treasure chest and talk to the monster to have a rest. Travel all the way back to the entrance. From there, travel south to the next screen. Take Dark Plate from the treasure chest. Now, There are 4 Swithes and 4 Treasure chest at the corners of the room. Activate all the switches and take Confuso, Freaky, Dr. Gas and Classique from the treasure chests. Return to the room with dark plate and travel south from there. Then step on the teleport device. Follow the path and fight Guardian.

```

-----
Boss      : Guardian
HP        : 1800HP
Skills    : Delta Shock, Hand Cannon
Item      : Holy Sword

```

Strategy :

First, summon Championo to attack Guardian. Then, summon Windmeister to help you. Finally, attack it to its death.

Take Holy Sword from the treasure chest and leave the castle. Travel north to the Denime Plains.

```

=====
                          Tree Stump
=====

```

Recommended Level: Knight 72, Baby 72

Inn : None

Transformation : None

```

-----
Item          Location
-----
Twisted Sword  Treasure chest
Twisted Shield  Treasure chest
Resetter       Tree Stump
-----

```

Monster List	HP	Skills	Item
Pythore	460	Closing Attack, Rocky Road	Toadstool
Jester	30	Green Magic, Whip Attack	Spinach snack
Mantis	160	Magic Cut, Tail Whip	Rotten Weed

Check the big tree stump to find an entrance. Travel west to the next screen. Take Quilted Armor from the treasure chest and go back to the previous screen. Travel south to the next screen. Take Resetter from the treasure chest and go back to the previous screen. Travel northeast to the next screen. Travel northwest and get Spinach Snack from the treasure chest. Then, travel southwest to the next screen. Follow the path and you will end up with finding another entrance on tree stump. Take Twisted Shield from the treasure chest which is behind the entrance. Take Twisted Sword from the treasure chest before you step on the teleport device. Follow the path and fight another Guardian.

Boss : Guardian
 HP : 1700HP
 Skills : Delta Shock, Hand Cannon
 Item : Holy Armor

Strategy :
 First, summon Championo to attack Guardian. Then, summon Windmeister to help you. Finally, attack it to its death.

Take Holy Armor from the treasure chest. Use Foreman to get out of here. Fly northeast to penguin Ice Continent.

Penguii

Recommended Level: Knight 72, Baby 72

Inn : Free
 Transformation : None

Item	Location
Frooze	Snowman
Mermaid	fishing penguin
candy bar	fish in inn
apple	burlap sack in mayor's house

Item Shop	Price	Effect
Candy Bar	10Rb	Restores your hit points a little (30HP)
Hamburger	100Rb	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Restores quite a bit of hit points (150HP)
Peach Potion	10Rb	Partially restores psychic points(20PP)
Bubble Gum	20Rb	Chewing it gives one courage
Terror Seed	20Rb	Makes one very scared
Go Go Bean	25Rb	Wakes you up
Snoozeweed	25Rb	Makes you drowsy

Travel southeast and examine the Snowman to get Frooze. Talk to the fishing penguin and answer yes twice to get Mermaid. There is a candy bar in the inn. There is an apple in burlap sack in mayor's house. Then, fly northeast to Nord Temple.

Nord Temple

Recommended Level: Knight 73, Baby 72

Inn : Free

Transformation : None

Item	Location
Obro Armor	Treasure chest
Wind Ring	Treasure chest
Obro Shield	Treasure chest
Draken	Treasure chest
Aztec Sword	Treasure chest
Frostall	Treasure chest
Holy Shield	Treasure chest

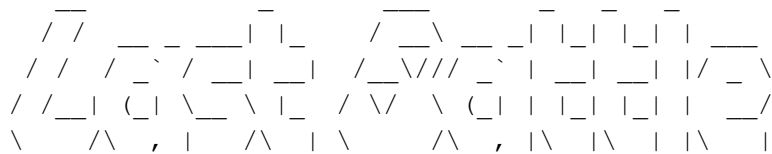
Monster List	HP	Skills	Item
Tentaclite	1000	Poison Spurt, Blood Suck	Freedom Root
Hydra	1000	Fire/ Ice Breath, Poison Gasp	Chease burger
Eyevee	900	Limb Grab, Hypno Eyes	Spinach Snack
Mad Dragon	1300	Fire Breath, Ice Breath	Bubble Gum

Travel north and then east to get Obro Armor from the treasure chest. Travel north and walk through the small hole. Travel west and get Wind Ring from the treasure chest. Travel north into a small room. Get Obro Shield from the treasure chest. Leave the room and travel back to the entrance. Travel west to the next screen. Follow the path and get Draken from the treasure chest. Go back to the entrance. Travel east and follow the path. Then, you will reach a place with ice slides. Take the east ice slide. Then, take the east ice slide again. Next, travel north to the next screen and take Aztec Sword from the treasure chest. Leave this screen and choose the ice slide on the west. Now, go north into a small cave and get Frostall from the treasure chest. Leave the cave and travel north to the lower part of the temple. Now, travel west and go into the small cave. Follow the path and you will meet Jengie. You can rest there and save your game. Follow the path and you will reach the top of the temple. Now, choose the middle ice slide. Then, choose the west ice slide. Then, you will reach a cave. Step on the teleport device in the cave. Follow the path and fight the last guardian.

Boss : Guardian
 HP : 1700HP
 Skills : Delta Shock, Hand Cannon
 Item : Holy Shield

Strategy :
 First, summon Championo to attack Guardian. Then, summon Windmeister to help you. Finally, attack it to its death.

Take Holy Shield from the treasure chest and use Foreman to leave the temple. Fly southwest to the tunnel.



Part 5 - Last Battle

Tunnel

Recommended Level: Knight 73, Baby 72

Inn : None

Transformation : None

Item Location

Avalanche Talk to Rogo

Item Shop Price Effect

Candy Bar 10Rb Restores your hit points a little
Hamburger 100Rb Restores some of your hit points
Cheeseburger 500Rb Restores quite a bit of hit points
Peach Potion 10Rb Partially restores psychic points
Bubble Gum 20Rb Chewing it gives one courage
Terror Seed 20Rb Makes one very scared
Go Go Bean 25Rb Wakes you up
Snoozeweed 25Rb Makes you drowsy

Talk to Rogo and he will give you Avalanche. Leave here and go to Carmarthen.

=====
Carmarthen
=====

Recommended Level: Knight 73, Baby 72

Inn : 15Rb

Transformation : None

Item Shop Price Effect

Hamburger 100Rb Restores some of your hit points (80HP)
Cheeseburger 500Rb Restores quite a bit of hit points (150HP)
Spinach Snack 800Rb Restores a lot of hit points (250HP)
Peach Potion 10Rb Partially restores psychic points (20PP)
Sick Weed 10Rb Poisonous and Dangerous
Rotten Weed 15Rb Makes one confused
Toadstool 20Rb Paralyzing mushroom
Wooden Cross 1000Rb ???

Weapon Shop Price Effect

Elven Sword 1250Rb Attack + 12, Light
Dragon Sword 1450Rb Attack + 13, Darkness
Scorpion Sword 1650Rb Attack + 14
Dwaft Sword 1900Rb Attack + 15
Dragon Armor 1450Rb Defense + 13, Darkness
Scorpion Plate 1650Rb Defense + 14, Darkness
Dwarven Mail 1900Rb Defense + 15
Roman Armor 2150Rb Defense + 16
Wooden Helmet 100Rb Defense + 0
Iron Helmet 1050Rb Defense + 10
Dragon Shield 1450Rb Defense + 13, Darkness
Scorpion Shield 1650Rb Defense + 14
Dwarven Shield 1900Rb Defense + 15
Zeus's Shield 2150Rb Defense + 16
Ring of Calm 9980Rb Prevents confusion
Freedom Ring 9980Rb Prevents paralysis

Go to Galik's house and use the warp gate.

=====
Warp Gate
=====

```

=====
NW   N   NE   North   = Picard
  \  |  /   Northeast = Galik's house
  \  |  /   East      = West of Denvrado
W---- O ----E Southeast = West of God's Tower
  /  |  \   South     = Jungo Island
  /  |  \   Southwest = East of Den Heldar
SW   S   SE   West      = West of Trisken
                          Northwest = Kell
=====

```

Travel southeast to west of God's Tower. Flye northwest to a dungeon. Look at the map, it is a small black dot on the map.

=====

Dungeon

=====

Recommended Level: Knight 74, Baby 73

Inn : None

Transformation : None

```

-----
Item                Location
-----
Cheeseburger        Treasure chest
Attack Sword         Treasure chest
Spinach Snack        Treasure chest
Ninja                Treasure chest
D'Artagnan           Defeat Holy Dragon
-----

```

```

-----
Monster List      HP      Skills                Item
-----
Lizardman         600    Bubble Bomb, Screw Bomb  Cobra Ring
Zain              800    Tail Whip, Water Breath  Peach Potion
-----

```

Travel north and get Cheese burger from the treasure chest. Go back to the entrance and travel west to the next screen. Travel northwest and get Attack Sword from the treasure chest. Travel west to the next screen. Travel north to the next screen. Travel north and get Spinach Snack from the treasure chest. Next, travel west to the next screen. Travel west to the dark cave. There is a treasure chest contains Ninja beside the waterfall. Travel west to the next screen and you will meet Holy Dragon. It will ask you for its stone and then attack you.

```

-----
Boss      : Holy Dragon
HP        : 1100HP
Skills    : Ice Breath, Super Sound, Blue Swoosh
Item      : D'Artagnan
-----

```

Strategy :

First, summon Championo to attack Guardian. Then, summon Windmeister to help you. Finally, attack it to its death.

Use Foreman to leave the dungeon. Fly northeast to Zeppetto Island.

=====

Zeppetto Island

=====

Recommended Level: Knight 74, Baby 73

Inn : None

Transformation : None

```

-----
Item                Location
-----

```

Legend Talk to Zeppetto

Just go upstairs and talk to Zeppetto. He will give you Legend. Then, he will fade away because he is actually a ghost. There is nothing wrong taking a living toy from a ghost though. Leave the house and fly northeast to Orgo.

=====

Orgo

=====

Recommended Level: Knight 74, Baby 73

Inn : Free (You don't have to pay for sleeping on your own bed!!!)

Transformation : None

Item	Location
------	----------

Peacemaker	Sleep in your house.
------------	----------------------

Sleep in your house. The next morning, answer yes to take Peacemaker. Go to Castle Ryan and train until level 100. Then, use all your money to train or feed Baby. Finally, go back to Picard.

=====

Picard

=====

Recommended Level: Knight 100, Baby 100

Inn : Free

Transformation : None

Save your game. Then, Put all Holy Items and Platinum item in your inventory. Talk to Darkbeat and you will find that you are the Chosen One, but not Darkbeat. Thenm you will be teleported to a small island to fight Darwin.

Boss : Darwin

HP : 3000HP

Skills : Roboblade, Tech Sword

Item : None

Strategy :

He is weak. Just use attack command to defeat him.

After the battle, say no to Darwin. Then, put Spinach Snack in your inventory and then talk to Darwin and say Yes. When you are on your way to fight Xizan, Karmine will stop you. Then, Darkbeat and Ibkee will interfere to help you. Then, he will ask you to go on and fight Xizan.

Boss : Xizan

HP : ???HP

Skills : Haven's Wall, Dark Whip

Item : None

Strategy :

After giving him 4000 damage, Baby will talk to you. Talk to Baby and choose the Guardian Option. Then, attack Xizan to its death. Use any living toys you want but keep Legend and Championo.

After that, you will fight Xizan for second time.

Boss : Xizan

HP : ???HP

Skills : Black Hole, Hypnos Claw, Blood Suck

Item : None

Strategy :

Use Championo to attack Xizan. Then, summon Legend to attack Xizan. Next, attack Xizan until it uses Armageddon

Nehani will use your Solomon Ring to revive you and Baby. Then, you will fight Xizan for third time. Now, you can reuse all the living toys.

Boss : Xizan
HP : ???HP
Skills : Hell's Wind
Item : None

Strategy :

Use Championo to attack Xizan. Then, summon Legend to attack Xizan. Next, summon Walkbomb to attack Xizan. He will die shortly.

After the battle, watch the long ending.....

Nehani's Skill

Nehani is the small fairy. She will give you clue if you talk to her. Well, you will notice that Nehani will also attack your enemy. But, the chance for her to do this is low.. Well, she has only 2 attacks though.....

Face Slap - Attack 1 enemy (10+damage)
Pixie Dust - Heal Knight and Baby a little amount of HP (10%)

Baby FAQ

Baby is a good partner. But, it is a little complicated to keep it happy. So, you really need to read this section in order to make Baby a very good partner. Baby's affection is important if you want to take control of Baby. Well, Baby works as your inventory too. If you run out of space, you can ask Baby to carry the items for you. He can take up to 100 different items.

This what you should know about Baby.

- 1) Baby's Affection
- 2) Baby's Skill
- 3) Baby's Luck
- 4) Baby's Transformation
- 5) Baby's Status
- 6) Go Fetch
- 7) Baby In Battle

Affection

So, this what you SHOULD do to raise Baby's affection.

[A] Always feed Baby

Yup, you can feed him anything except items with negative effect like Sick Weed, Rotten Weed, Snoozeweed, Terror Seed and Toadstool. If you give him expensive item, his affection will raise more!!!

[B] Talk to Baby

There is a "Baby" command in the battle. You have to choose that command in every single battle to keep Baby happy. Then, you can choose any command in the

battle except "Run".

[C] Keep Baby at FULL HP

You have to make sure that Baby always has Full HP in battle. If he gets hit in battle, you have to heal him quickly. Then, don't let him die in battle!!

[D]Train Baby

Train Baby at the Monster Training center in Trisken will raise his affection.

This is what you SHOULD NOT DO!!

[A] Run Away from battle

Your cowardly will make Baby angry too. He need a brave Knight, not a COWARD!!

[B] Go Fetch

Praise him when he brings back good items will not help to increase his affection. So, don't ask him to do such a thing. Besides, Go fetch will not bring you any good item. So, give it up!!

[C] Feed Baby with bad items.

Like what I said before. Feeding him with Sick Weed, Rotten Weed, Snoozeweed, Terror Seed and Toadstool will decrease his affection.

[D] Ignore Baby

Going solo in battle will not make you a hero, you will end up by becoming a zero. Why? Baby needs your attention. So, you have to talk to him in every single battle.

[E] Let Baby die in battle

Well, you just have to protect him because it is still a BABY!!

Skills

Baby has several attacks too. Here they are:

- Chomp - Bite enemy. This is the standard attack for Baby.
- Hammer - This one happens randomly but it will give more damage to enemy
- HeadButt - This one happens randomly but Baby will be dizzy after the attack
- Sword - Transform to a sword and attack
- Hammer - Transform to a hammer and attack
- Glove - Transform to a glove and attack

Luck

Level Up may effect Baby's Luck. The luck is changing when Baby's level is changing. Bad=>Not Bad=>Good... But, if you do not sleep in inn, the luck will not change!!

Transformation

There are 15 transformations available. You can learn certain transformation from certain monster...

- Ibkee - After battle with Dark Beat and Ibkee
- Knoygn - Battle with Knoygn near Orgo
- Psychocat - Battle with Psychicat near Carmarthen
- Tread - Battle with Tread near Swamp

- Fatal Frog - Battle with Fatal Frog near Swamp
- Fatcat - Battle with Fatcat in Cave of Fear
- Zakra - Battle with Zakra on Jungo Island
- Jelfishman - Battle with Jelfishman Kerple Beach
- Crabbyfish - Battle with Carbbbyfish near Trisken
- Bobodragon - Battle with Bobodragon near Trisken
- Dino - Battle with Dino near Cave of Fear
- Snakera - Battle with Snakera in Cave of Fear
- Buffoo - Battle with Buffoo in North Tower
- Eyevee - Battle with Eyevee in Nord Castle
- Guardian - Battle with Xizan

Status

Well, you can raise Baby's status besides level up. Feeding Baby with certain items can increase his status.

- Sword - Increase Attack
- Armor - Increase Defense
- Shield - Increase Defense
- Helmet - Increase Defense
- Item - Increase HP

Go Fetch

Go Fetch is the command that I would not recommend you to use. But, there are some items can only be gotten by using this command. Well, their effect is still unknown.

- Happy Letter - Makes you feel happy
- Sad Letter - Makes you feel sad
- Seashell - A pretty seashell
- Spring - A metal spring

Baby In Battle

Well, there is "Baby" command in the battle. Do not forget that you should not ask Baby to run away from battle. Transform command is only available when Baby's affection is high.

- Attack - Ask Baby to attack the enemy
- Defend - Ask Baby to defend or Heal
- Help - Ask Baby to assist Knight
- Run - Ask Baby to run away from battle
- Transform - Ask Baby to transform to certain monster

Monster Training Center

You can train Baby in Monster Training Center to increase its status and affection. The price of the training is according to Baby's Level. Each time you train Baby, its HP will be increased by 3.

- Boomda - Increase Strength
- Jelfishman - Increase Power

Tread - Increase Agility
 Fatbat - Increase Strength
 Eyevee - Increase Power
 Bonefly - Increase Agility

Item FAQ

This is the list of items in this game. Key Items are not included because they are totally useless..

Item	Price	Location	Effect
Candy Bar	10Rb	Shop	Restores your hit points a little (30HP)
Hamburger	100Rb	Shop	Restores some of your hit points (80HP)
Cheeseburger	500Rb	Shop	Restores quite a bit of hit points (150HP)
Spinach Snack	800Rb	Shop	Restores a lot of hit points (250HP)
Apple	0Rb	Everywhere	Restores your psychic points a little (1PP)
Peach Potion	10Rb	Shop	Partially restores psychic points (20PP)
Angel's Tear	10Rb	Shop	Used as an antidote for poison (Cures Poison)
Mind Berry	15Rb	Shop	Cures confusion (Cures Confusion)
Bubble Gum	20Rb	Shop	Chewing it gives one courage (Cures Terror)
Freedom Root	20Rb	Shop	Cures paralysis (Cures paralysis)
Go Go Bean	25Rb	Shop	Wakes you up (Cures Sleep)
Sick Weed	10Rb	Shop	Poisonous and Dangerous (Casts Poison)
Rotten Weed	15Rb	Shop	Makes one confused (Casts Confusion)
Terror Seed	20Rb	Shop	Makes one very scared (Casts Terror)
Toadstool	20Rb	Shop	Paralyzing mushroom (Casts Paralyze)
Snoozeweed	25Rb	Shop	Makes you drowsy (Casts Sleep)
Bug	0Rb	Pot	This bug has wings (Baby's Food)
Strange Bug	0Rb	Box	An odd little creature (Baby's Food)
Long-Legged Bug	0Rb	Unknown	Unknown
Happy Letter	0Rb	Go Fetch	Makes you feel happy
Sad Letter	0Rb	Go Fetch	Makes you feel sad
Seashell	0Rb	Go Fetch	A pretty seashell
Spring	0Rb	Go Fetch	A metal spring
Lid	0Rb	Unknown	Unknown
Rose	300Rb	Trisken	A sensual crimson rose (Restores 10PP)
Lily	500Rb	Trisken	A dried lily (Restores 15PP)
Record	1000Rb	Denvrado	A record
Chester Flute	0Rb	Kerple	Summom Water Bug
Warp Gate Key	0Rb	Picard	A strange-shaped key

Weapon	Price	Location	Effect
Short Sword	100Rb	Shop	Attack + 0
Long Sword	110Rb	Shop	Attack + 1
Bronze Sword	0Rb	Cave of Fear	Attack + 2
Copper Sword	150Rb	Shop	Attack + 3
Iron Sword	200Rb	Shop	Attack + 4
Steel Sword	300Rb	Shop	Attack + 5
Pirates Sword	400Rb	Shop	Attack + 6, Water
Buccaneer Sword	0Rb	Governor's room	Attack + 6, Earth
Sage Sword	700Rb	Shop	Attack + 7
Sword of Might	0Rb	Kuldo's Ruin	Attack + 7
Viking Sword	600Rb	Shop	Attack + 8, Earth
Crystal Sword	0Rb	North Tower	Attack + 8
Attack Sword	0Rb	Dungeon	Attack + 9

Mystical Sword	750Rb	Shop	Attack + 9, Water
Smash Sword	900Rb	Shop	Attack + 10, Warth
Raid Sword	1050Rb	Shop	Attack + 11, Water
Elven Sword	1250Rb	Shop	Attack + 12, Light
Twisted Sword	0Rb	Tree Stump	Attack + 12
Aztec Sword	0Rb	Nord Temple	Attack + 13
Dragon Sword	1450Rb	Shop	Attack + 13, Darkness
Scorpion Sword	1650Rb	Shop	Attack + 14
Dwarf Sword	1900Rb	Shop	Attack + 15
Zeus's Sword	0Rb	Unknown	Attack + 16
White Sword	2400Rb	Shop	Attack + 17, Light
Broad Sword	2700Rb	Shop	Attack + 18
Thunder Sword	3000Rb	Shop	Attack + 19, Wind
Fire Sword	3300Rb	Shop	Attack + 20, Fire
Jousting Sword	3600Rb	Shop	Attack + 21, Wind
Cobra Sword	3950Rb	Shop	Attack + 22, Darkness
Sword of Ra	4350Rb	Shop	Attack + 23
Kuldian Sword	4700Rb	Shop	Attack + 24
Eagle Sword	5100Rb	Shop	Attack + 25
Crusader Sword	5500Rb	Shop	Attack + 26
Hawk Sword	5950Rb	Shop	Attack + 27, Wind
Crusher Sword	6350Rb	Shop	Attack + 28
Cleaver Sword	6800Rb	Shop	Attack + 29
Black Sword	7300Rb	Shop	Attack + 30
Dark Sword	0Rb	Unknown	Attack + 30
Holy Sword	0Rb	Castle Ryan	Attack + 30, Legendary
Celtic Sword	7800Rb	Shop	Attack + 31, Light
Demon Sword	8300Rb	Shop	Attack + 32, Darkness
Royal Sword	8800Rb	Shop	Attack + 33
Artesian Sword	9300Rb	Shop	Attack + 34
Onyx Sword	9900Rb	Shop	Attack + 35
Flame Sword	9980Rb	Bonik's Boutique	Attack + 35, Fire
Water Sword	9980Rb	Bonik's Boutique	Attack + 35, Water
Gaian Sword	9980Rb	Bonik's Boutique	Attack + 35, Earth
Avian Sword	9980Rb	Bonik's Boutique	Attack + 35, Wind
Sword of Chaos	9980Rb	Bonik's Boutique	Attack + 35, Darkness
Sword of Order	9980Rb	Bonik's Boutique	Attack + 35, Light
Miracle Sword	0Rb	God's Tower	Attack + 40
Great Sword	0Rb	Picard	Attack + 41
Platinum Sword	62000Rb	Bonik's Boutique	Attack + 70
Relic Sword	0Rb	Unknown	Attack + ??

Armor	Price	Location	Effect
Leather Armor	100Rb	Shop	Defense + 0
Padded Armor	110Rb	Shop	Defense + 1
Bronze Mail	0Rb	Cave of Fear	Defense + 2
Studed Armor	150Rb	Shop	Defense + 3
Buccaneer Mail	0Rb	Isten	Defense + 3, Light
Iron Armor	200Rb	Shop	Defense + 4
Laminated Armor	300Rb	Shop	Defense + 5
Brigand Armor	400Rb	Shop	Defense + 6, Water
Studded Armor	500Rb	Shop	Defense + 7
Kuldian Armor	0Rb	Kuldo Ruins	Defense + 7
Viking Armor	600Rb	Shop	Defense + 8, Earth
Crystal Armor	0Rb	Yugonga Evils	Defense + 8
Eelskin Armor	750Rb	Shop	Defense + 9, Water
Rock Plate	900Rb	Shop	Defense + 10, Earth
Neptune's Armor	1050Rb	Shop	Defense + 11, Water
Elven Armor	1250Rb	Shop	Defense + 12, Light

Quilted Armor	0Rb	Tree Stump	Defense + 12
Obro Armor	0Rb	Nord Temple	Defense + 13
Dragon Armor	1450Rb	Shop	Defense + 13, Darkness
Scorpion Plate	1650Rb	Shop	Defense + 14, Darkness
Dwarven Mail	1950Rb	Shop	Defense + 15
Roman Armor	2100Rb	Shop	Defense + 16
White Armor	2400Rb	Shop	Defense + 17, Light
Bone Plate	2700Rb	Shop	Defense + 18
Thunder Plate	3000Rb	Shop	Defense + 19, Wind
Fire Armor	3300Rb	Shop	Defense + 20, Fire
Splint Mail	0Rb	North Tower	Defense + 20
Jousting Armor	3600Rb	Shop	Defense + 21, Wind
Cobra Armor	3950Rb	Shop	Defense + 22, Darkness
Armor of Ra	4350Rb	Shop	Defense + 23
Kuldian Armor	4700Rb	Shop	Defense + 24
Eagle Plate	5100Rb	Shop	Defense + 25
Crusader Armor	5500Rb	Shop	Defense + 26
Hawk Armor	5900De	Shop	fense + 27, Wind
Chain Mail	6350Rb	Shop	Defense + 28
Bar Mail	6800Rb	Shop	Defense + 29
Black Plate	7300Rb	Shop	Defense + 30, Darkness
Dark Plate	0Rb	Castle Ryan	Defense + 30, Darkness
Holy Armor	0Rb	Guardian	Defense + 30, Legendary
Celtic Plate	7800Rb	Shop	Defense + 31, Light
Leopard Armor	8300Rb	Shop	Defense + 32, Darkness
Royal Armor	8800Rb	Shop	Defense + 33
Artesian Armor	9900Rb	Shop	Defense + 35
Onyx Armor	10450Rb	Shop	Defense + 36
Miracle Armor	0Rb	God's Tower	Defense + 40
Full Plate	0Rb	Picard	Defense + 41
Platinum Plate	62000Rb	Bonik's Boutique	Defense + 70
Relic Armor	0Rb	Unknown	Defense + ??

Helmet	Price	Location	Effect
Wooden Helmet	100Rb	Shop	Defense + 0
Iron Helmet	1050Rb	Shop	Defense + 10
Viking Helmet	1250Rb	Shop	Defense + 11
Holy Helmet	0Rb	Guardian	Defense + 29, Legendary
Zeppetto Helmet	0Rb	Zeppetto Island	Defense + 49
Platinum Helmet	62000Rb	Bonik's Boutique	Defense + 69

Shield	Price	Location	Effect
Wood Shield	100Rb	Shop	Defense + 0
Wicker Shield	110Rb	Shop	Defense + 1
Bronze Shield	0Rb	Cave of Fear	Defense + 2
Copper Shield	150Rb	Shop	Defense + 3
Iron Shield	200Rb	Shop	Defense + 4
Tower Shield	0Rb	Zed Harbor	Defense + 5, Wind
Full Shield	300Rb	Shop	Defense + 5
Pirate Shield	400Rb	Shop	Defense + 6, Water
Bone Shield	0Rb	Mine	Defense + 7
Studded Shield	500Rb	Shop	Defense + 7
Crystal Shield	0Rb	Yugonga Evils	Defense + 7
Viking Shield	600Rb	Shop	Defense + 8, Earth
Eelskin Shield	750Rb	Shop	Defense + 9, Water
Marble Shield	900Rb	Shop	Defense + 10, Earth
Oyster Shield	1050Rb	Shop	Defense + 11, Water
Twisted Shield	0Rb	Tree Stump	Defense + 11

Elven Shield	1200Rb	Shop	Defense + 12, Light
Obro Shield	0Rb	Nord Temple	Defense + 12
Dragon Shield	1450Rb	Shop	Defense + 13, Darkness
Scorpion Shield	1650Rb	Shop	Defense + 14
Dwarven Shield	1900Rb	Shop	Defense + 15
Zeus's Shield	2150Rb	Shop	Defense + 16
White Shield	2400Rb	WingLion/Shop	Defense + 17, Light
Bone Shield	2700Rb	Shop	Defense + 18
Thunder Shield	3000Rb	Shop	Defense + 19, Wind
Devil's Shield	0Rb	North Tower	Defense + 20, Darkness
Fire Shield	3300Rb	Shop	Defense + 20, Fire
Jousting Shield	3600Rb	Shop	Defense + 21, Wind
Cobra Shield	3950Rb	Shop	Defense + 22, Darkness
Shield of Ra	4350Rb	Shop	Defense + 23
Kuldian Shield	4700Rb	Shop	Defense + 24, Darkness
Eagle Shield	5100Rb	Shop	Defense + 25
Crusader Shield	5500Rb	Shop	Defense + 26
Hawk Shield	5950Rb	Shop	Defense + 27, Wind
Granite Shield	6350Rb	Shop	Defense + 28
Marble Shield	6800Rb	Shop	Defense + 29
Dark Shield	0Rb	Unknown	Defense + 30, Darkness
Black Shield	7300Rb	Shop	Defense + 30, Darkness
Holy Shield	0Rb	Nord Temple	Defense + 30, Legendary
Celtic Shield	7800Rb	Shop	Defense + 31
Leopard Shield	8300Rb	Shop	Defense + 32, Darkness
Royal Shield	8800Rb	Shop	Defense + 33
Artesian Shield	9900Rb	Shop	Defense + 35
Onyx Shield	10450Rb	Shop	Defense + 36
Miracle Shield	0Rb	God's Tower	Defense + 40
Steel Shield	0Rb	Picard	Defense + 41
Platinum Shield	62000Rb	Bonik's Boutique	Defense + 70

Ring	Price	Location	Effect
Ring of Calm	9980Rb	Shop	Prevents confusion
Freedom Ring	9980Rb	Shop	Prevents paralysis
Brave Ring	9980Rb	Shop	Prevents fear
Wake Ring	9980Rb	Shop	Foils sleep spells
Cobra Ring	9980Rb	Shop	Makes wearer invulnerable to poison
Heat Ring	9980Rb	Shop	Keeps your body from freezing
Water Ring	0Rb	Noblewoman	Water element
Fire Ring	0Rb	God's Tower	Fire element
Wind Ring	0Rb	Nord Temple	Wind element
Earth Ring	0Rb	Castle Ryan	Earth element

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Item Digit
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- 00 - Nothing
- ITEMS
- 04 - Angel's Tear
- 05 - Peach Potion
- 06 - Apple
- 07 - Rose
- 08 - Lily
- 09 - Angel's Tear
- 0A - Sick Weed
- 0B - Mind Berry
- 0C - Rotten Weed

0D - Freedom Root
0E - Toadstool
0F - Bubble Gum
10 - Terror Seed
11 - Go Go Bean
12 - Snoozeweed

SWORDS

13 - Short Sword
14 - Long Sword
15 - Copper Sword
16 - Iron Sword
17 - Steel Sword
18 - Pirates Sword
19 - Sage Sword
1A - Viking Sword
1B - Mystical Sword
1C - Smash Sword
1D - Raid Sword
1E - Elven Sword
1F - Dragon Sword
20 - Scorpion Sword
21 - Dwarf Sword
22 - Zeus' Sword
23 - White Sword
24 - Broad Sword
25 - Thunder Sword
26 - Fire Sword
27 - Jousting Sword
28 - Cobra Sword
29 - Sword of Ra
2A - Kuldian Sword
2B - Eagle Sword
2C - Crusader Sword
2D - Hawk Sword
2E - Crusher Sword
2F - Cleaver Sword
30 - Black Sword
31 - Celtic Sword
32 - Demon Sword
33 - Royal Sword
34 - Holy Sword
35 - Artesian Sword
36 - Onyx Sword
37 - Platinum Sword
38 - Bronze Sword
39 - Buccaneer Sword
3A - Sword of Might
3B - Crystal Sword
3C - Attack Sword
3D - Miracle Sword
3E - Great Sword
3F - Twisted Sword
40 - Aztec Sword
41 - Dark Sword
42 - Relic Sword
43 - Flame Sword
44 - Water Sword
45 - Gaian Sword
46 - Avian Sword
47 - Sword of Chaos

48 - Sword of Order

ARMOR

49 - Leather Armor
4A - Padded Armor
4B - Studded Armor
4C - Iron Armor
4D - Laminated Armor
4E - Brigand Armor
4F - Studded Armor
50 - Viking Armor
51 - Eelskin Armor
52 - Rock Plate
53 - Neptune's Armor
54 - Elven Armor
55 - Dragon Armor
56 - Scorpion Plate
57 - Dwarven Mail
58 - Roman Armor
59 - White Armor
5A - Bone Plate
5B - Thunder Plate
5C - Fire Armor
5D - Jousting Armor
5E - Cobra Armor
5F - Armor of Ra
60 - Kuldian Armor
61 - Eagle Plate
62 - Crusader Armor
63 - Hawk Armor
64 - Chain Mail
65 - Bar Mail
66 - Black Plate
67 - Celtic Plate
68 - Leopard Armor
69 - Royal Armor
6A - Holy Armor
6B - Artesian Armor
6C - Onyx Armor
6D - Platinum Plate
6E - Bronze Mail
6F - Buccaneer Mail
70 - Kuldian Armor
71 - Crystal Armor
72 - Splint Mail
73 - Miracle Armor
74 - Full Plate
75 - Quilted Armor
76 - Obro Armor
77 - Dark Plate
78 - Relic Armor

HELMETS

79 - Wooden Helmet
7A - Iron Helmet
7B - Viking Helmet
7C - Platinum Helmet
7D - Zeppetto Helmet
7E - Holy Helmet

SHIELDS

7F - Wood Shield
80 - Wicker Shield

81 - Cooper Shield
82 - Iron Shield
83 - Full Shield
84 - Pirate Shield
85 - Studded Shield
86 - Viking Shield
87 - Eelskin Shield
88 - Marble Shield
89 - Oyster Shield
8A - Elven Shield
8B - Dragon Shield
8C - Scorpion Shield
8D - Dwarven Shield
8E - Zeus' Shield
8F - White Shield
90 - Bone Shield
91 - Thunder Shield
92 - Fire Shield
93 - Jousting Shield
94 - Cobra Shield
95 - Shield of Ra
96 - Kuldian Shield
97 - Eagle Shield
98 - Crusader Shield
99 - Hawk Shield
9A - Granite Shield
9B - Marble Shield
9C - Black Shield
9D - Celtic Shield
9E - Leopard Shield
9F - Royal Shield
A0 - Holy Shield
A1 - Artesian Shield
A2 - Onyx Shield
A3 - Platinum Shield
A4 - Bronze Shield
A5 - Tower Shield
A6 - Bone Shield
A7 - Crystal Shield
A8 - Devil's Shield
A9 - Miracle Shield
AA - Steel Shield
AB - Twisted Shield
AC - Obro Shield
AD - Dark Shield

RINGS

AE - Ring of Calm
AF - Freedom Ring
B0 - Brave Ring
B1 - Wake Ring
B2 - Cobra Ring
B3 - Heat Ring
B4 - Water Ring
B5 - Fire Ring
B6 - Wind Ring
B7 - Earth Ring

KEY ITEMS

B8 - Chester Flute
B9 - Warp Gate Key
BA - AFM324

BB - Headless Doll
 BC - Bug
 BD - Strange Bug
 BE - Long-legged Bug
 BF - Sad Letter
 C0 - Happy Letter
 C1 - Lid
 C2 - Sea Shell
 C3 - Spring
 C4 - Record
 C5 - Wooden Cross
 C6 - Letter
 C7 - Wind-up Toy
 C8 - Weird Toy
 C9 - Rusted Toy
 CA - Dusty Toy
 CB - Solomon's Ring
 CC - Stone
 CD - Heavy Stone
 CE - Stone Slate
 CF - Mysterious Toy
 D0 - Cute Toy
 D1 - Cool Toy
 D2 - Tickets
 D3 - Wallet
 D4 - Courage
 D5 - Smile
 D6 - Garbage

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 Living Toys
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This is the list of living toys and their location.
 Multi = the living toy can be used again and again in a battle
 Conti = the living toy will stay on battle field and help you
 Singl = the living toy can only be used once per battle

Living Toys	Location	Type	PP	Effect
01. Angel	Kuldo Ruins	Multi	20	Heals party Greatly
02. Assassin	Castle Ryan	Conti	02	Uses machine gun after 3 turns
03. Avalanche	Tunnel	Conti	02	Causes Earth damage
04. Baron	Zed Harbor	Conti	02	Turns 10% of your damage to Rb
05. Championo	Garam	Singl	00	Uses half your PP to Punch away
06. Cheergirl	Zed Harbor	Multi	02	Boosts offensive power
07. Classique	Castle Ryan	Singl	02	Puts everyone to sleep
08. Clericy	Kuldo Ruins	Conti	03	Keeps refreshing HP with wand
09. Confuso	Castle Ryan	Singl	02	Confuses everyone
10. Contributor	Isten	Conti	05	Inflicts damage using 20Rb
11. Cupid	Kell (Junk)	Multi	10	Heals party a little
12. D'Artagnan	Dungeon	Conti	20	Causes damage with silver spear
13. Da Bomb	Kell	Conti	02	Explodes in 3 turns, defensible
14. Dark Cross	God's Tower	Singl	02	Eliminates everyone's Light
15. Dark Postle	Kell (Junk)	Conti	02	Causes Darkness damage to all
16. Ditchmobile	Jungo	Multi	02	Adds temporary Agility
17. Douwner	North Tower	Multi	02	Reduces offensive and defensive power
18. Dr. Gas	Castle Ryan	Singl	02	Blows poison gas on everyone
19. Dr. Snooze	Trisken	Multi	04	Puts whole group to sleep

20. Draken	Nord Temple	Singl	04	Takes half of everyone's HP
21. Foreman	Kuldo Ruins	-----	02	Go back to entrance for 2PP
		Conti	02	Causes damage with hand drill
22. Freaky	Castle Ryan	Singl	02	Terrorize everyone
23. Freud	Kuldo Ruins	Multi	02	Puts one target to sleep
24. Frooze	Penguui	Multi	15	Turns one into a block of ice
25. Frostall	Nord Temple	Singl	02	Freezes everyone
26. Gabriel	Holy Shrine	Multi	50	Fully heals party
27. Generosity	Trisken	Conti	02	Offers surprise gift if you win
28. Heal Bat	Zed Harbor	Conti	10	Sucks blood from enemy, heals Knight
29. Hobo Joe	Yugonga ES	Conti	02	Steals item from enemy
30. Holy Cross	God's Tower	Singl	02	Eliminates everyone's Darkness
31. Hornet	Denvrado	Multi	02	Poisons one target
32. Insectorfly	Den Heldar	Multi	02	Lowers one's defense power
33. Jupiter	Elder(Junk)	Conti	02	Causes Light damage to everyone
34. Kimino	Isten	Multi	10	Restores some HP
35. Legend	Zeppetto Is	Conti	50	Zeppetto's final masterpiece
36. Mapster	Coastal Inn	-----	00	Displays world map while outdoors
		Conti	02	Spin violently into enemy
37. Marilyn	Isten	Multi	20	Fully restores one's HP
38. Mermaid	Penguui	Conti	02	Causes Water damage
39. Mi Armour	Light House	Multi	02	Adds armor power to current defense
40. Miner	Mine	-----	02	Use to dig for 2PP
		Multi	02	Causes damage with his trusty pickaxe
41. Minicar	Zed Harbor	Conti	02	Rams one target
42. Mossman	North Tower	Multi	02	Lowers one's offensive power
43. Mr. O'Neil	Kell	Conti	02	Uses baton as lethal weapon
44. Muddy	kerple	Multi	02	Lowers one's speed
45. Ninja	Dungeon	Conti	02	Uses secret ninja moves
46. Nurse	Kell (Junk)	Multi	05	Revitalizes your HP with an injection
47. Peacemaker	Orgo	Singl	00	Abilities Unknown
48. Phoenix	Cave ofFear	Multi	02	Returns all to normal condition
49. Pipanic	Yugonga ES	Multi	02	Confuses one target
50. Psychidoc	Kuldo Ruins	Multi	02	Turns 20HPs to 10 OOs
51. Pyro	Kell (Junk)	Conti	05	Causes Fire damage
52. Resetter	Tree Stump	Multi	20	Rewinds to the beginning of the battle
53. Ringsider	Jungo	Conti	02	Gives play by play of the battle
54. Sacribat	Trisken	Conti	20	Sacrifices 1 LT to attack all enemies
55. Samurai	Kerple	Conti	10	Returns LTs to Knight, joins attack
56. Sermone	Den Heldar	Conti	50	Revives one when knocked out
57. Stare	House Trisk	-----	00	Gives bird's eye view of town
		Conti	02	Damages target with sight rays
58. Sumode	Cave	Singl	02	Body attacks all enemies
59. Tarantula	Trisken	Multi	02	Spits poison onto target party
60. Terroroid	Zephyr	Multi	02	Terrifies one target
61. Timeout	Cave OfFear	Conti	05	Prevents all damage for 3 turns
62. Toughwall	North Tower	Conti	04	Protects one as a shield
63. Vampire	Zed Harbor	Conti	05	Uses 10% of Knight's HP to attack
64. Vegas	North Tower	Conti	02	Press your luck with 3 effects
65. Verseus	Picard	Conti	02	Makes everyone suffer double damage
66. Viper	Kell (Junk)	Multi	05	Paralyzes target with blow dart
67. Voodoooll	Mine	Singl	04	Voodoo works once every four times
68. Walkbomb	Cave O Fear	Singl	02	Does damage based on distance walked
69. Whyme	Coastal Inn	Conti	04	Everyone will want to attack Whyme
70. Windmeister	Den Heldar	Conti	02	Causes Wind damage

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Monster List

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Monster List	HP	Skills	Item
Lil'worm	20	Body Smash, Body Whip	Candy Bar
Knoygn	30	Spike Wheel, Headbutt	Candy Bar
Jelfishman	30	Electric Air, Limp Grab	Freedom Root
Monkeytail	30	Nails, Tail Whip	Candy Bar
Bonefly	35	Poison Dart, Ring Shot	Padded Armor
Jester	30	Green Magic, Whip Attack	Spinach snack
Dino	70	Bite, Tail Whip	Hamburger
Snakera	30	Bite, Poison Spew	Mind Berry
Bearaphant	60	Nails, Bite	Hamburger
Blueboy	115	Power Blast, Revival	Spinach Snack
Thorntaus	70	Bite, Needle Screw	Rotten Weed
Fatbat	70	Body Hurl, Tornado	Mind Berry
Oger	50	Wave Beam, Bludgeon	Candy Bar
Giant Ant	45	Chin Attack, Moth Spew	Hamburger
Snapdragon	115	Chin Attack, Blood Suck	Angel's Tear
Giant Flea	90	Nails, Blood Suck	Hamburger
Sand Ghost	140	Punch, Sand Breath	Angel's Tear
Sand Worm	160	Bite, Under Bite	Hamburger
Taotao	150	Headbutt, Tornado	Angel's Tear
Mantis	160	Magic Cut, Tail Whip	Rotten Weed
Psychocat	110	Hatchet, Cat Mirage	Snoozeweed
Fatal Frog	110	Tongue, Poison Spew	Sick Weed
Tread	145	Punch, Bats Attack	Bubble Gum
Fang Fish	160	Poison Spew, Bite	Angel's Tear
Knightless	240	Flying Sword, Roboblade	Iron Armor
DoorFace	180	Bite, Squash	Wicker Shield
Boomda	190	Fireball, Nails	Cheeseburger
Krimshaw	410	Bite, Microwave	Hamburger
Zenia	240	Fire Breath, Drill Attack	Go Go Bean
Zakra	70	Split Attack, Evil Pollen	Sick Weed
Dino Rex	260	Bite, Tail Whip	Hamburger
Crabeira	420	Sea Bubbles, Claw Punch	Terror Seed
Stingbird	120	Beak Attack, Lullaby	Go Go Bean
Rosedevil	390	Stem Bash, Evil Pollen	Angel's Tear
Flowereye	150	Posion Gas, Bite	Angel's Tear
Wasp	250	Poison Dart, Laser Attack	Angel's Tear
Kersey	360	Crystal, Kersey Magic	Candy Bar
Death	420	Reaping Hook, Sucking Life	Spinach Snack
Anemione	320	Phantom Spew, Bite	Angel's Tear
Hogfish	310	Tornado, Bite	Bubble Gum
Shelliod	270	Violent Jam, Paralysis	Freedom Root
Serpentine	370	Bite, Electroshock	Freedom Root
Coacher	590	Punch, Hit And Run	Wicker Shield
Rambull	400	Horn Attack, Poison milk	Hamburger
Cockatrice	500	Beak Attack, Paral Gas	Toadstool
Buffoo	380	Electric Air, Thunderbolt	Ring of Calm
Big Roach	460	Bite, Poison Spew	Sick Weed
Tortaurus	650	Bite, Land Attack	Peach Potion.
Kabra	780	Bite, Viper Rush	Rotten Weed
Bobodragon	570	Tail Attack, Magma Attack	Hamburger
Rock Viper	360	Under Bite, Volcanic Hit	Hamburger
Liobird	720	Fang Attack, Rage Tornado	Bubble Gum
Octagug	780	Body Hurl, Limb Grab	Leopard Shield
Hangry	700	Hip Press, Nails	Go Go Bean
Gargoyle	500	Nails, Fire Ball	None
Iron Golem	900	Hatchet, Tomahawk	White Shield
Dark Demon	900	Nails, Blaster	Rotten Weed

Feghradragon	900	Bite, Laser Attack	Peach Potion
Swordster	1000	Slicing Attack, Sword Spell	Demon Sword
Pythore	460	Closing Attack, Rocky Road	Toadstool
Tentaclite	1000	Poison Spurt, Blood Suck	Freedom Root
Hydra	1000	Fire/ Ice Breath, Poison Gasp	Cheese burger
Eyevee	900	Limb Grab, Hypno Eyes	Spinach Snack
Mad Dragon	1300	Fire Breath, Ice Breath	Bubble Gum
Lizardman	600	Bubble Bomb, Screw Bomb	Cobra Ring
Zain	800	Tail Whip, Water Breath	Peach Potion

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