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1. INTRODUCTION

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Legend of Mana is one of the sequels to the ever-legendary and addictive Secret of Mana for the SNES. This is actually part 4 of the series (Secret of Mana was part 2, and square never brought out part 3 to the US). It plays somewhat the same, but there are drastic changes. One of them is the battle system. The battle system is different from the one present in Secret

of Mana, which may or may not turn off players of Secret of Mana. I know of some people who hate it, and some who love the battle system. I fall into the latter category. :)

Otherwise, Legend of Mana is a wonderful game, and a damn good RPG. Also, I know of some of you who know me and are saying, "Hey! I thought you didn't like RPGs!" Well, to tell you the truth, I don't like a lot of RPGs, or at least the turn-based ones (i.e Grandia or FF8), but I do love real-time RPGs (i.e Zelda, Legend of Mana, Brave Fencer Musashi). And for that reason, I love Legend of Mana. It's a great game, and I suggest you buy it if you have not done so.

Legend of Mana is, so far, the best RPG of the year, bar none. Legend of Mana, by Squaresoft no doubt, is an awesome RPG. I enjoyed it thouroughly, and I bet anyone who likes RPGs or even good games, will fall in love with Legend of Mana. Even though the graphics are 2D, they are still amazing, and are along the lines of Saga Frontier 2 or something like that. They are some of the most beautiful graphics I've seen in a game, especially in the RPG category. Sound-wise, Legend of Mana is great. Legend of Mana has one of the best soundtracks for an RPG ever, IMHO. Legend of Mana's soundtrack contains one of the best musical scores ever, and is up to par with the Final Fantasy series. Legend of Mana, even though it's one of the sequels to Secret of Mana, does not play on like Secret of Mana at all. Legend of Mana's music isn't really at like Secret of Mana's music at all, but that really doesn't matter to me at all. The music and overall sound in Legend of Mana is awesome, and you will be awe-struck by the sheer magnificence that is Legend of Mana.

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2. Legal Stuff

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3. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)

- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. Fin!

Version 1.01 (09/04/00)

- Added 1 more event (Seeing Double), courtesy of Josh Rodriguez. Thanks!

Version 1.0 (06/28/00)

- Added 8 more Events to the Walkthrough, thus finishing the walkthrough section
- Updated various sections
- Added the Secrets Section

Version 0.8 (06/27/00)

- Added 5 more events to the Walkthrough.
- Updated various sections as well

Version 0.7 (06/26/00)

- Added another 7 more events to the Walkthrough. Sigh. When will it ever end?
- Updated various sections

Version 0.6 (06/23/00)

- Added another 10 more events to the Walkthrough Section (!!)
- Updated various sections

Version 0.5 (06/22/00)

- Added 10 more events to the Walkthrough Section (!)
- Updated various sections
- Added some new ASCII art done my myself ;)

Version 0.4 (06/21/00)

- Added 3 more events to the Walkthrough Section

Version 0.35 (06/20/00)

- Added 6 more events to the Walkthrough Section
- Added the How to Blacksmith Section

Version 0.3 (06/19/00)

- Added 4 more Events to the Walkthrough Section
- Updated Weapons List

Version 0.25 (06/18/00)

- Added 3 more Events to the Walkthrough Section
- Updated Magic List

Version 0.21 (06/17/00)

- Quick Update: Updated Special Techniques List

Version 0.2 (06/16/00)

- Changed the format of the Walkthrough for all of the newer Walkthroughs
- Updated most of the "lists"
- Added 6 more Events to the Walkthrough
- Added the Encyclopedia Sections. These definitely took the longest to type, so I hope they are of SOME help to someone out there! :p

Version 0.15 (06/15/00)

- Updated more of the Walkthrough
- Added 3 more events
- Updated all the "lists"
- Added Character's Section

Version 0.11 (06/13/00)

- Quick fix

Version 0.1 (06/12/00)

- Walkthrough for the first 3 events done. If anyone out there has any info that I can use like Armor, Weapons, Magic, Special Abilities, Produce, or whatever, then PLEASE SEND IT TO ME! I will give you full credit, and also give you mad props and respect. Thanks :)

Version 0.01 (06/10/00)

- First version

| THINGS TO COME: |
| _____ |
• A How to Create Golems Section	
• Some more Blacksmithing Techniques	
• A Pet Guide or Section	
• A Produce Guide or Section	
• Possibly a Secrets or Hidden Stuff Section	
• More Weapons	
• More Items on the Item List	

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4. Characters

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Here are just some of the characters you will come in contact with in Legend of Mana:

+---+---+

Niccolo:

+---+---+

A merchant who's family has been in business for generations. Has an infinity for money and his own unique set of values.

+---+---+

Daena:

+---+---+

A young soldier-in-training. She is currently looking for a way to save a friend in trouble.

+---+---+

Pearl:

+---+---+

A shy and gentle Jumi. She has a tendency to become lost when deep in thought.

+---+---+

Elazul:

+---+---+

With piercing blue eyes and a cape of sand, this knight of Jumi makes a stunning impression. He is on a mission along with Pearl to find allies. (But for what?)

+---+---+

Escad:

+---+---+

A man with a strong sense of justice, he will do anything to defend what he believes is right. He fights for the cause of justice with an overbearing sense of righteousness.

+---+---+

Lisa:

+---+---+

An elf twin and the older sister of Bud. Lost both parents in a magic experiment gone awry. She keeps her father's broom as a memento.

+---+---+

Bud:

+---+---+

Lisa's younger brother. A playful child and avid reader who idolizes magicians. He retains his mother's frying pan as a reminder of her.

+---+---+

Sierra:

+---+---+

A female dragoon in the service of the White Dragon. She has high expectations and hates to compromise.

+---+---+

Larc:

+---+---+

A young dragoon with intense feelings. His own impulsiveness leads him into great trouble.

+---+---+---+---+

OTHER CHARACTERS:

+---+---+---+---+

- Li'l Cactus
- Miss Yuki
- Teapo
- Inspector Boyd
- Reverend Nouvelle
- Mark
- Rachel
- Watts
- Pelican
- Professor Bomb
- Duelle

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5. Walkthrough

.....

This is a walkthrough for the events in Legend of Mana. Please note that these events DO NOT have to be played in this order, but this is the way I played them, so therefore, that is how my Walkthrough is going to be, and that's the way I like it. :)

HOME

Basic Rundown:

- Leave Home
- Get Colorblocks from Sproutling
- Build Domina
- Check out Encyclopedias
- Go to the Church
- Get Encyclopedia from the Reverend
- Head over to the Domina Marketplace
- Speak with Niccolo
- Agree to take him with you
- Begin "Niccolo's Business Unusual"

After selecting your character (male or female, it makes no difference to the game or the outcome, story, or ending), head downstairs. Open the chest in this room to get 100 Lucre. The back room is a library that contains plenty of useful information for your adventure. When you are ready, exit your house.

Run up to the Sproutling, and he'll speak to you, and give you your first artifact: Colorblocks. This artifact will create the city of Domina. Now run past the Sproutling, and onto the World Map.

Select the Colorblocks Artifact, and build Domina somewhere. Now head into the city of Domina. Once you enter Domina, you will encounter a strange man. Follow him into the bar straight ahead. Talk to him and the girl, Rachel. Protect her, and she'll be thankful afterwards. Leave the bar, and head into the nearby house. Here you'll find someone jumping up and down. Talk to them, and you will receive the Encyclopedia. Then leave and go to the nearby store and buy some type of Armor, like the MenosHGlove.

Go to the Hotel to find Miss Yuki in the main lobby. Head to the back room to find some Bird Meat. Leave the hotel (save your game first though), then head north to the Church. Go inside the church, and you will meet Reverend Nouville. She'll inform you on almost anything, and she'll give you the Produce Encyclopedia. Here's how to get it:

- First select "Ask About the Town"
- Then "Townsmen"

- Then "Others"
- Then "Meimei"

Now ask her about battles and how to use 2P, and you will learn about the Abandoned House. Once this is done, leave the church. Go back south, and into The Marketplace. Here you'll find a fortune teller at the lower-right of the screen, and a fat cat in the middle of the market. This is Niccole. Let him join you to start the event, "Nic's Business".

NICCOLO'S BUSINESS UNUSUAL

Basic Rundown:

- Go to Teapo's House
- Get AF: "Wheel" from Niccolo
- Build Luon Highway
- Head over to Luon Highway
- Take Lower route first
- Talk to Gaeus
- Go back
- Take Upper path now
- Work your way to the end of the path
- Fight boss

After letting Niccolo join you, go back to the house where you met Teapo (where you got the Equipment Encyclopedia). On the way there, you will encounter Elazul. He'll want to join you as well. But you can only have one person with you at a time (at least now), so refuse, and continue on. Note: You can always find Elazul at the bar...

Niccole will talk to them, and he'll try to sell it to them for 50,000 Lucre! They won't buy it of course, so he'll give it to you for free. Now you have the artifact Wheel.

Exit to the World Map, and select the Wheel and create Luon Highway. Go to it. Make sure you have at least one Special Technique equipped, then continue forward. You will speak to Duelle, and he'll tell you all about battles. Once this is done, keep going forward until you reach the Fork in the road. Along the way you will battle enemies. Kill them to release crystals that bring your HP up gradually.

At the fork, you will meet Daena and find a save statue. Take the lower route. Follow the road past the pink guy at the bottom, who will warp you to the beginning of Luon Highway if you talk to him. Along the way you will find a chest with Odd Meat. Go all the way to the end of the road until you reach Gaeus, a giant stone god. Talk to him and he'll tell you about a tree near your house. Now go back to the fork in the road and take the upper path.

Once again, make your way to the end of the road, killing any enemies along the way. At the end you will encounter two thieves who want your money. Select "give them candy", and they'll get pissed and summon their boss to attack you. This is the first boss fight of the game, and it's a damn

easy one too. Just keep on attacking him, and dodge his attacks every so often. After a while, he'll freeze up and give you free shots momentarily. This is the time to use your Special Techniques, so use them on him when your Technique bar is full.

After defeating him, grab all of the crystals, and Niccole will give you the Artifact (AF): Medallion and the Artifact (AF): Flame. This concludes Nic's Business. But before you start, return to your home, go west of your house, and then go south to find weeds. Kill them to allow a giant tree to grow. Talk to him, and he'll say that he will grow produce for you. All you have to do is give him seeds. Give him some seeds, then leave this area.

FLAME OF HOPE

Basic Rundown:

- Build Gato Grottoes and Jungle
- Go to Gato Grottoes to start "Flame of Hope"
- Find hurt Sproutling
- After finding him, he'll leave again
- Go to the Dungeon
- Follow the green leaves to find him at the top of the Mountain
- Get AF: "Ancient Tablet" and AF: "Torch of Coral"

Back at your house, exit to the World Map, and use both of your new Artifacts (AF: Flame and AF: Medallion) to create Gato Grottoes and Jungle. Go to Gato Grottoes and head to the east and up north to the top of the mountain. At the top you will find a hurt Sproutling, and they will try to cure him. He'll run away, and this will start the event, "Flame of Hope".

Your goal is to capture the illusive shape-shifter, and help the Sproutling. But first you have to catch him. He'll run away. Go back south, then west and north again to find the Temple of Healing. Search the rooms here to find some items. Now just keep on searching this entire area (Gato Grottoes) until you find the Sproutling. He's usually either in the Temple of Healing or the area where you first found him, on the cliff. After a while, you will find him in the Temple, and he'll run away. After a bit, return to the Temple to find a nun who's been hurt by the Sproutling.

Now return to the cliff where you first found him, and someone will try to heal him. He'll run away again. Leave, and wait a bit. Now go back to the cliff, and watch a major turn of events. After this happens, leave this area, and head south all the way to the bottom of the mountain.

Go left from where you entered, and you should see some green leaves on the ground. Follow these leaves through caves and such, until you reach the top of the mountain again, but this time, on the west side. You'll find the Sproutling, and someone healing him. After the person leaves, the detective will show up. He'll thank you, and give you the AF: Ancient Tablet, and the AF: Torch of Coral.

MANA ORCHARDS

Basic Rundown:

- Head back Home
- Go south
- Talk to the Tree
- Take whatever Produce you've grown
- Feed him more seeds
- Leave this area

Okay, now return to where you first met the giant tree, near your house. By this time, some produce should've been grown by now. Take some and place it into the nearby box. After this, the tree will tell you to feed him some more seeds, and this will conclude the event, "Mana Orchards".

HUNTIN' DU'CATE

Basic Rundown:

- Enter Jungle
- Let strange man cast a spell on you
- Find one of the two hunters
- Join them
- Follow them when they run away
- Make your way into "Du'Cate's Territory"
- And eventually into "Spring of the Beasts"
- Fight Boss fight: Du'Cate
- Get 500 Lucre
- Get AF: "Sand Rose"

Use the Medallion to create the Jungle. Enter the Jungle, and you'll over-hear a conversation between Sotherbee and two others. He'll tell them about Du'Cate tails, and that they are worth a lot of dough. Go and speak with him and he'll ask you to hunt down the elusive Du'Cate.

Once you begin your quest inside the Jungle, remember that even though you will get lost, all the paths lead into each other, so eventually you will get to where you are going. Use the Faries to mark where you have been already. Along your way through the Jungle, you will find many chests, and these chests will have Items like Animal Meat, Odd Meat, Rotten Meat, Moss, Acid, Poison Powder, and Sharp Claw.

Eventually you will get to a dead end with a chest, and a man will enter and cast a spell on you that will make you not get lost. This is in the area "Greenwood Gardens", near the Western Section. Keep on exploring the Jungle until you reach one of the two other hunters. Agree to help them catch the Du'Cate, and follow them when they run. Eventually the you will get to an area called "Du'Cate's Territory". Just past this is "Spring of the Beasts".

When you enter here at the right time, the music will change, and you will have to fight the Boss of the Jungle: The Du'Cate.

The Du'Cate isn't very tough, but you might get close to dying during the battle. He'll swing from the vines towards the top of the screen, but to hit him, just get underneath him or very close to him, and use your Power Attacks on him, and some Special Techniques to add some spice to the battle. After a while, he'll grab some seeds from the trees, and eat them. This is when you should run behind him, because he's gonna spit them at you. This attack can cause some serious damage if you're not careful.

After defeating the Du'Cate, a chest will appear, yeilding some Giant HP Crystals, and you'll be offered some money as a reward for defeating him from Sotherbee. He'll offer you 500 Lucre, so take it. He'll also hand over the AF: "Sand Rose".

MONSTER CORRAL

Basic Rundown:

- Create Duma Desert
- Head back to Domina
- Go to the Pub
- Talk to Elazul
- Go to the Domina Outskirts
- Take northern path
- Talk to Duelle about monster raising

Use the "Sand Rose" on the World Map to create the Duma Desert, then head back to Domina, go to the Bar, and get Elazul to join you. Now talk to Rachel and she'll give you the "Jade Egg". Head over to the Domina Outskirts, then take the northern path.

Up here you'll talk with Duelle. He'll tell you all about how monsters are and how to catch them. He'll even give you Diceberries, Citrusquids, and some Bellgrapes. Drop a Bellgrape on the ground near where the egg usually walks around, and he'll eat it. When he's eating it, approach it and take it. It's now yours. A Pelican will take it to your Corral where the monsters graze.

Grazing allows the monsters to level up while you are away. Duelle will continue to talk about breeding and raising monsters. When he is done, the event "Monster Corral" will be done.

LOST PRINCESS

Basic Rundown:

- Use Jade Egg to create Mekiv Caverns
- Go to Mekiv Caverns
- Job is to find Pearl

- Take upper path at the fork
- Eventually you will reach dead-end
- Fight Boss: Du'Inke
- Get AF: "Stone Eye" and AF: "Firefly Lamp"

Ok, along with Elazul, use the Jade Egg on the World map to create the Mekiv Caverns. Your goal here is to find the lost princess (duh). Start out by speaking to Duelle (this guy is everywhere ain't he?) After that is over, you will begin your short quest to find the lost princess.

Run forward until you reach a fork in the road. Both paths lead to the same place, but the top path has more goodies and more enemies so you can level up. Take the upper path. Around here is a chest with some Lizard Meat. There is also another chest with a Blank Eye. Continue down the first sets of stairs until you get to a area with a set of stairs going down, and a path that goes up. Take the stairs.

You are now in the Underground Level 3. Continue down the path, and go down the next set of stairs. Around here is another chest with a Mothwing. Continue on, and eventually you will reach a dead-end, and a Boss fight with Du'Inke.

This is probably one of the easiest bosses, since you can defeat him without getting touched, and you have Elazul on your side. Just stand very close to him, towards the top left of Du'Inke, and slash away at him with your Power Attacks and Special Techniques. After a while, he'll try some different attacks, like freeze-breath. Avoid this, and keep hacking away at him.

Once he's been defeated, a chest will appear with a bunch of Giant HP Crystals. Take them, and when Pearl comes out of hiding, stick up for her, and she'll thank you and give you AF: "Stone Eye" and AF: "Firefly Lamp". Now go back to Domina and save your game.

DROWNED DREAMS

Basic Rundown:

- Go to Polpota Bay
- Talk to Hotel owner
- Agree to help him
- Head back to the Hotel
- Tell him about the Knight
- Get AF: "Spirit Bottle"

This quest is very important because it allows you to access the mines and find Watts, thereby opening the make your own weapon workshop at "My Home".

Once you are at Polpota Bay, go straight to the hotel and speak with the owner. He will tell you he has a little problem with a ghost scaring off all his customers. He asks you to help him out. Agree to help him. Go back to

the map of the town and go left. Speak with the flower shop owner and a mermaid will appear. She tells you that the hotel ghost is a hoax. Continue left to the cliffs overlooking the bay. There you will meet Thoma, a knight for the empire. He tells you about a shipwreck that happened a few days earlier in broad daylight in calm conditions. Sounds even fishier. Go back to the hotel.

A scene will take place involving a very wealthy fish called Basket Fish. He rents out the hotels hall for \$50,000 Lucre so he can grope the hotel's dancer. Follow him and speak with him. Go back to the hotels main lobby and take the right stairs. There you will meet inspector Boyd. He will give you news about the hotel ghost and the shipwreck. Speak to him again and he will ask if you suspect him of having anything to do with it. He then tells you that the jewel thief is lurking about, searching for the blue eye jewel. He asks you to report to him if you see anyone with blue eyes.

Speak with him again and tell him about Thomas the Knight. He races off to investigate. Go down from here and enter the seaside resturaunt, where a scene takes place involving Thoma and the pirate penguins. Go back to the Hotel entrance to see Inspector Boyd question Thoma. He then asks Thoma to help him investigate Basket Fish. Go to the Hotel hall where Basket Fish reveals the blue eye. The cause of the shipwreck is revealed, and the Hotel ghost appears to steal the jewel. Inspector Boyd says it was the Jewel thief. The hotel owner gives you the Spirit bottle artifact. This ends the quest.

TEATIME OF DANGER

- Go to Mindas Ruins
- Start Event "Teatime of Danger"
- Talk to Duelle
- Mission: Save Teapo
- Chest: Virgin's Sigh
- Go north
- Talk to girl: Learn about Flowerlings
- Go left: Save
- Remember this tower
- Go left: talk to jester
- 2 chests: Sharp Claw and Morph Meat
- Go back, head north to find the Keys to the Gates
- Go south from there
- Go back to tower
- Go south
- Go east, then take lower right path
- Follow path until you reach a green man
- Keep going through the open gate
- Chest: Knockout Dust
- Go into small structure to the left
- Speak with green man to make 2 more fall
- Speak to upper-left one '<'
- Go back to the previous screen, and go through the now open gate at the upper left
- Run past Megalithic Structor to "Western Gates"
- Take upper right path, past Boa, and to the three girls again
- Speak to lower-left girl until they look like this '\'

- Go back to Western Gates
- Take lower left path
- Go straight to next screen
- Chest: Creepy Eye
- Talk to green man
- Exit area, then take southern path
- After Chess Knight, go forward to Flowerkey's Corner
- Speak to upper and lower right men to make a '>' shape
- Return to Western Gates
- Take upper right path
- Return to the girl flowerkeys corner again
- Speak to them to make a '/' shape
- Leave and go east to Tower of Winds
- Run past Tower of Winds to Eastern Gates
- Get Vampire Fang from lower-right path
- Follow path
- Speak to the green men to make a '/' shape
- Return to Eastern Gates and take upper left path
- Speak to pink girl to reveal hidden passage
- Take the hidden stairs
- You should be inside the structure
- Fight Chess Knight
- Fight Succubus
- Fight Ape Mummy
- Chest: Clear Feather
- Meet Teapo, then talk to him
- You'll have to fight a Level 8 Count Dovula:
 - Use Power Hits the most
 - Avoid his fire attacks and ceiling attacks
 - Remember that he has 3 Life Bars
 - When you beat him, he'll drop a ton of HP Crystals
- You will also get the AF "Bottled Spirit"
- And the AF "Rusty Armor"
- You'll hear about Teapo's adventure afterwards

MINE YOUR OWN BUSINESS

- Head over to Ulkan Mines
- Enter mines
- Run into the first room with the chest
- Chest: Rust
- Head into first room to the north
- You will be in Watt's Shop
- Talk to Pokiehl, and he'll tell you about Watts
- Begin Event: "Mine Your Own Business"
- Exit shop
- Head east and fight Molebear
- Head down stairs
- Speak with Duelle
- Continue down stairs
- Go west at the foot of the stairs
- Fight molebears
- Go across the bridge and into next area
- Go down stairs until you reach a Save Statue
- Save your game
- Go right and up the upper right path to find a level 17 Narcissos. This is a great way to level up easy because he's easy to beat, and he gives out lots of HP Crystals

- Exit and head down the lower right path and down stairs
- Keep going down the stairs until you reach a Springball
- Kill Springball to open the doors
- Go through northern door
- Fight the 2 Specters
- Take northern path
- You are now in the Digger's hideout
- I don't know what they say yet, but I will translate it soon
- Remember this place, then go back to the area with the Springball
- Go through door on the right
- Speak to the faerie
- Chest: Bug Meat
- Continue north
- 3 Chests:
 - Little Eye
 - Sulphur
 - Moss
- Return to Save Statue
- Run past statue, and go north to Abandoned room
- Search room, then exit
- Take upper left path
- Fight 3 Slimes
- Fight Specter and 2 Hoppin Ticks
- Speak to the bear
- Take upper left path
- Go up stairs
- Go across bridge
- Fight Slime, and 2 Hoppin Ticks
- Fight 2 Molebears
- Go through west door
- Head down stairs and into the next room
- At the end you will see Watts
- Speak to him a lot to make him talk about how dangerous the room is
- You will have to fight a Level 17 Labanne Boss:
 - Concentrate on knocking the blue hand thing down, and don't try to attack the redish one yet.
 - Stay towards the bottom of the screen to avoid the attacks of the boss
 - Use your Power hits
 - Use uppercuts to slash the blue hand AWAY from you
 - Use the crouch ability to replenish your health
- When the boss has been defeated, he'll yeild a bunch of Huge HP Crystals
- You will also speak with Watts
- You will recieve the AF "Moon's Mirror"

NICCOLO'S BUSINESS UNUSUAL: PART 2

- Go back to Gato Grottoes
- Head to north to village of Gato
- Go into Items Shop
- Meet Niccolo again, and agree to go with him
- Save your game
- Go south and then east to the caves
- Choose the Option: To the Waterfall, unless you want to level up in the dungeon, this is the only logical choice
- At the Waterfall, exit the area to the east, then come back so Niccolo will stop gathering Greenballs
- After a while, a Faerie will come and ask you what you are doing
- Say that you are waiting for Niccolo

- Tell Niccolo you are talking to a Faerie
- He'll give you a Greenball Bun, AF "Broken Doll", and 500 Lucre

NICCOLO'S BUSINESS UNUSUAL: PART 3

Basic Rundown:

- Go to Lumina
- Head into the Item Shop
- Save your game then speak with Niccolo
- He'll ask you to go with him to the Mindas Ruins
- Agree to start Niccolo's Business Unusual: Part 3
- Go to the Mindas Ruins
- Go to the female Flowerkeys, and speak to them to make them into a '\'
- shape
- Go to the Western Gates, and take the open route at the lower left side
- Speak to the Psychokenetic guy and Niccolo will chase him and call him a fake, then ask you to get him out of there
- Take him to the entrance
- This will end this quest

Okay, this is yet another shorter quest, and it will give you nothing in return but the satisfaction of beating another Event in the game. The main object of this Event, called "Niccolo's Business Unusual: Part 3", is to take Niccolo on yet another business trip to an unusual place. This event will start when you head over to Lumina.

Once Lumina, go north to the Item Shop, and you will find Niccolo again. Speak to him again, and he'll tell you a crazy story. Agree to take him to the Mindas Ruins, and then exit the Item shop. Now go to the World Map and head over to the Mindas Ruins.

In Mindas Ruins, you must find the man who has psychokenetic powers, so that Niccolo can reveal he is a fake. To do so, go north and find the Female Flowerkeys, and talk to them to make them into a '\'

Now leave the area, and head over to the Western Gates. Go through the only open gate that is to the lower left side of the gates.

Here you will find the psychokenetic guy, and Niccolo will chase him around and call him a fake. The guy will leave, and Niccolo will tell you to take him out of here. Ok, now just leave and take him back to the entrance of the Mindas Ruins, and Niccolo will thank you, and you will complete this event, "Niccolo's Business Unusual: Part 3" .

THE LITTLE SORCERERS

Basic Rundown:

- Go back Home
- Enter then exit your house
- As you leave, Pelican will tell you about pumkins taking over West Domina
- Head over to Domina, then to the Outskirts, then to the north western

part

- You will find Bud and Lisa, and a bunch of pumpkins everywhere
- You will overhear their conversation
- Now you'll have to fight Bud and Lisa. They're not too tough, but since they're small, it can be frustrating
- After the fight, they'll ask you if they can be your apprentice. Say yes to end this Event

This is another short and easy Event to complete, and for that reason, you don't get anything in return for beating it. Okay, when you are ready, head back to your Home, and enter your house. Now leave it, and Pelican will come flying in and tell you about some pumpkins taking over the Outskirts of Domina. So head over there now to check it out.

Once in the Outskirts, take the northern path, and into a different area. A area with tons of pumpkins everywhere. You will overhear a conversation between Bud and Lisa. After the conversation, you will be forced to fight them. They aren't too hard to beat, but since they're small, it can be tough at times.

Once you have beaten them, they will bow down to you, and they will beg to become your apprentice. Say yes, and they will forever be your slaves, and start living with you. This will also end the event, "Tiny Sorcerers".

THE INFERNAL DOLL

Basic Rundown:

- Go to the Junkyard
- You will overhear a conversation between some toys
- This will begin the event "The Infernal Doll"
- Speak to the Jack-In-The-Box
- He'll tell you these directions: Jack-in-the-box, teddy bear, the doll, the jack-in-the-box, and rocking horse
- Go up the north path
- Chest: Little Eye
- Now take lower-right path
- Chest: Magical Meat
- Exit from where you came, then take the upper right path into the Pathway of Garbage
- Pass through here into the next area
- Go through the next area to the Acropolis of Trash
- Take the right path past the Rocking Horse
- Speak to Louie
- Chest: Wad of Wool
- Chest: Electricity
- Save Statue, so save your game
- Exit this area and return to the Acropolis of Trash
- Now talk to the nearby Jack-In-the-Box, and choose to Back Away. He'll teleport you back to the entrance.
- Now follow the paths of the Jack-in-the-box, teddy bear, the doll, the jack-in-the-box, and rocking horse.
- After passing the rocking horse, follow the path, kill the Moldy Goo, then follow it into the next area, the Heap of Junk
- You'll have to fight 2 Cursed Dolls, a Chess Knight, and a Polter

Box to get the AF: Tome of Magic (Geo).

- You'll end up in Louie's Room
- This concludes The Infernal Doll

This event is pretty straightforward, simply because the Jack-in-the-box amazingly tells you how to get out of the Junkyard and how to free the toys at the very beginning of the Junkyard. Just talk to him, and he'll tell you the order in which you must take paths: Jack-in-the-box, teddy bear, the doll, the jack-in-the-box, and rocking horse.

All you have to do is take the paths that have these items next to them in this specific order. Once you've done this, you will fight a single Moldy Goo. Continue forward and you will fight the boss fight: 2 Cursed Dolls, a Chess Knight, and a Polter Box. After you beat them, you will get the AF: "Tome of Magic".

NICCOLO'S BUSINESS UNUSUAL: PART 4

Basic Rundown:

- Build Geo with the Tome of Magic
- Find Niccolo there, and agree to take him to the Ulkin Mines
- Go to the Ulkin Mines
- Head over to Watt's Shop
- Let Niccolo do his thing
- Each time you exit the shop, just re-enter to continue where you left off
- After a while, Watts will figure out how big of a fool he is and you Niccolo will take some stuff from him
- This concludes Niccolo's Business Unusual: Part 4

Okay, when you start, you will need to use the Tome of Magic Artifact to build the Town of Geo. After you've built it, go there. Once you are in Geo, head to the first area to the upper-left side of you. This is a eating area in Geo. Right around here is where you will find your good buddy Niccolo. Talk to him, and agree to take him to the Ulkin Mines. This will start the event, "Niccolo's Business Unusual: Part 4".

Leave the Town of Geo with Niccolo by your side, and head off to the World Map, and to the Ulkin Mines. Enter the mines, and go north to Watt's Shop. In here, Niccolo will start to speak with Watts. After a while, you two will leave. Just re-enter to continue. Do this as many times as you need to, until Niccolo finally gets something out of Watts, in which case you will stop the event.

This concludes the event, "Niccolo's Business Unusual: Part 4."

SUMMER LOVIN'

Basic Rundown:

- Head over to Mandora Beach
- You will overhear a conversation between David and Val on the beach. It's just like a mini-soap opera. :p
- When they leave, you will start the event "Summer Lovin'"
- Take the right path (east), and into the next area
- Fight the two crabs
- Continue onward
- Enter the cave
- Go through the lower path to the right
- Fight the Sahagin and the 2 Bloodsuckers
- Kill the Big Baby, and enter the next area with some crabs
- Take upper left path
- You are now in Prince Beach
- Kill the enemies here, then enter the next cave
- Go into the next area
- Take the lower right path to fight the boss: Fullmetal Haggar
- Some tips:
 - Just stay very close to him, and use combos fast
 - Use Special Techniques whenever possible
 - Just attack him so he can't attack you
- This guy is so easy that I beat him with 100% health left over!
- After beating him, take the HP Crystals
- You'll get Granz Steel

Okay, when you are ready, head over to the Madora Beach section. Once you enter, you will overhear a conversation. After the conversation between Val and David is over, take the path on the right.

Just follow this sandy beach until you reach the opening to the cave at the end. Along the way you will encounter some crabs and some other enemies. Once you reach the cave, enter it. Inside here, take the path that's to the lower-left of the screen. Along the way out of the cave you will encounter a Sahagin, 2 Bloodsuckers, and a Big Baby. Defeat them, and exit through the upper left path at the end.

You are now in the Prince Beach. Fight off the enemies here, then enter the next cave at the other end of the beach. Inside here, take the path on the lower right hand side of the screen to fight the boss of this level: Fullmetal Haggar. Here are some easy tips to beat him:

- Just stay very close to him, and use combos fast
- Use Special Techniques whenever possible
- Just attack him so he can't attack you

This guy is really easy, since I beat him with ALL of my health!!! Anyways, you will be back outside at the beach when it's done. You will overhear David and Val's conversation again, and when it's done, talk to Val, and you will receive the Granz Steel. This concludes this event, "Summer Lovin'".

 DIDDLE'S LETTER

Basic Rundown:

- Go to Domina
- Head to the Park of Mana Angel

- Speak to Diddle, and he'll run away
- Talk to Cappella twice
- Follow Diddle
- After going to the Outskirts, return to the Park and speak with Cappella again
- Go to the Center of Domina and speak with the sproutling
- Now head into the Hotel and watch Miss Yuki yell at Cappella
- Follow Cappella to the Outskirts
- He'll get taken away
- Leave then return to the Outskirts to find Pelican
- Speak to Pelican and he'll tell you he took him to a highway...
- Leave for the Luon Highway
- Use the Boink at the beginning to warp to Cappella
- He'll find Diddle's Letter, and read it no matter what you say
- Follow Cappella to the cave entrance
- Talk with Diddle at the cave entrance
- Tell on Cappella, and Diddle will run into the Cave
- Inside the cave, and pass through the first area
- In the next area, take the upper left path first
- Chest: Blackened Bat
- Chest: Needle
- Return to the previous room, and take the lower left path, down the stairs
- Chest: Angry Eye
- Chest: Poison Fang
- Keep going west until you find Cappella
- He'll say there is a monster in the next room
- Enter the room and fight the Giga Rex (Lv21)
- Fight the Giga Rex and defeat him to get tons of HP Crystals
- You will overhear another conversation between Diddle and Cappella
- You will receive Gator Skin
- This concludes "Diddle's Letter"

"Diddle's Letter" is a short, if not almost worthless Event in the game. Anyways, when you're ready, head over to Domina, and go to the Park of Mana Angel. Speak to Diddle and he'll mutter something, then leave into the Outskirts. Now talk to Cappella, and he'll say that Diddle will come back. Now follow Diddle into the Domina Outskirts. You won't find anyone here, so leave and Cappella will meet you in the Park.

He'll say that he's gonna go ask someone about Diddle's disappearance. Head into the Center of Domina, and talk to the Sproutling there. He'll tell you about a bird...hmmmm. Well, go into the Inn to the north of the Sproutling, and you will see Miss Yuki yell at Cappella. Once this is done, follow Cappella to the Domina Outskirts.

Once at the Outskirts, talk to Cappella and he will be taken away from the Outskirts. Exit the outskirts then re-enter and talk to Pelican. He'll tell you about talking him to a highway...okay, so head to the Luon Highway.

Once at the Luon Highway, use Boink to warp directly to Diddle's letter and Cappella. Cappella will run away, so follow him. Fight the enemies in the next area, then head forward to the entrance to the cave. Tell on Cappella, and Diddle will run into the Cave. Follow him and Cappella.

Inside the cave, go through the first area, then take the upper left path first to find two chests. One with Blackened Bat and the other with the Needle. Exit and take the lower left path now. There will be two more chests: One with an Angry Eye and one with Poison Fang. Now keep going west until you find Cappella. He'll tell you about a monster. Head into the next room to fight the monster. He's not very tough, so you should be able to beat him easily. When it's done, you will hear a conversation between Diddle and Cappella. Diddle will give you a Gator Skin, and this will finish this event.

GORGON EYE

Basic Rundown:

- Head over to Lake Kilma
- You will overhear a small conversation between a captain and some penquins
- They'll ask you what the password is, and it doesn't matter what you say
- They'll run away
- Follow the penquins
- Follow the path until you reach some stoned penquins and a chest
- Chest: Fish Meat
- Follow the upper right path to the Southern Shore
- Pass through this area until you reach a place with a chest and another stoned Penquin
- Chest: Healing Claw
- Help the turtle here
- Take the lower right path, past the stoned (petrified) Penquin
- Pass through the next area into the place where you find the captain and his penquins
- You will overhear their conversation
- You will find a Save Statue, so save your game here
- Take the lower right hand path
- You will see 3 Faeries and a chest
- Chest: Hairball
- Continue going right
- Eventually you will reach another area with Faeries and statues
- Take the upper left path
- Chest: White Feather
- Keep going left until you reach the Save Statue again
- Now take the lower right path again, until you reach the second area with Faeries
- Take the path on the right from here, and you will be in an area with a bunch of statues and two chests
- Chest: Poison Powder
- Chest: Ear of Wheat
- Take the upper left path
- You will watch a weird cinema involving some penquins
- Now jump off the side of the cliff
- You will overhear another conversation between some penquins and the turtle
- You will now fight the boss: Gorgon's Eye
- Some tips:
 - Stay on him and stay as close to him as you can
 - Combo moves and attacks so he cannot attack you
 - Always use Special Techniques whenever possible
 - When everything gets dark, move out of the range of his eye
 - When he becomes dazed, use a Special Technique to do the most damage
- After you beat him and take the HP Crystals, you will get Wendel Silver

- This concludes the event, "The Gorgon Eye"

Okay, to start this event, you will need to go to Lake Kilma. When you arrive, you will hear a conversation between a captain and some penquins. After they ask you the password (it doesn't matter what you say), they will run away. Now follow them. Follow the path until you reach an area with some statues and a chest with some Fish Meat.

Now take the upper right path to the Southern Shore. Continue through this area until you reach another statue and another chest with Healing Claw and a turtle. Help the turtle up, and say that you cannot see the Faeries, and the turtle will cast a spell that will let you see them. Now take the lower right path and follow it until you get to the captain and his penquins again. Listen to them, then save your game at the save statue. Now take the lower right hand path again, until you get to 3 Faeries and a chest with a Hairball.

Keep going forward again until you get to another area with some more Faeries and statues. Keep going right so you get to the area with a bunch of Statues and two chests. One with Poison Powder and Ear of Wheat. Take the upper left path so you get to a cliff with a cinema. After the cinema, jump off the cliff.

At the bottom, the turtle will say that you are going to have to fight the Master: Gorgon Eye. This is the boss of this event, so here are some tips to help you beat him:

- Stay on him and stay as close to him as you can
- Combo moves and attacks so he cannot attack you
- Always use Special Techniques whenever possible
- When everything gets dark, move out of the range of his eye
- When he becomes dazed, use a Special Technique to do the most damage

When you have beat him, you will recieve the Wendel Silver and complete this event.

WATTS DROPS THE HAMMER

Basic Rundown:

- Head over to the Ulkin Mines
- Go to Watt's Shop and speak with Watts
- He'll tell you he's lost his hammer, and asks you if you would find it
- Say yes, and this will begin the event, "Watts Drops The Hammer"
- Go back to the first screen to the west to find a sign with an arrow
- Read the sign to see it's the Dudbear Express
- A Dudbear will come by and take you to their home
- Grab the hammer from the ground towards the top of the house, then return it to Watts
- He'll thank you and you will conclude this event, "Watts Drops the Hammer"

Talk about an easy event. "Watts Drops the Hammer" is one of the fastest

and easiest Events in the game, and it should only be considered useful because it allows you access to the Workshop near your home, and allow you to make your own weapons and armor.

When you want to start this event, head over to the Ulkin Mines. Go over to Watts Shop, and speak to Watt. He will tell you about when he lost his trusty hammer, and he wants you to find it for him. So agree to find him his hammer, then leave the Shop. Head back west to the entrance of the Mines, and you should see a sign with an arrow on it. Examine the sign, and a Dudbear will come by and take you back to the Dudbear home. Once there, grab the Hammer off the floor in the house, then leave.

Now just take the Hammer all the way back to Watt in his shop, and he'll take his hammer back, and thank you for getting it back. He'll also say he will teach you how to be a blacksmith. Hmmm... This completes this event, "Watts Drops the Hammer".

THE PATH OF THE BLACKSMITH

Basic Rundown:

- Go back Home
- Head over to the Workshops to find Watts
- Once inside of the Workshop, Watts will teach you how to make your own weapons and armor
- After you've asked him all the questions, it will stop, and he'll give you some MenosBronze
- Before he leaves, he'll ask you again if he gave you anything, and if you say no, then he'll give you some more MenosBronze!
- This concludes the event, "The Path of the Blacksmith"

"The Path of the Blacksmith" is another easy Event, even though you don't really have to do anything but talk to Watts. When you are ready, head back Home, and go around back to the Workshop. Here you will find Watts, and he will offer to to teach you how to build your own armor and weapons.

Inside the Workshop, Watts will ask you if you have any questions. Ask him everything that you can ask him, and he will stop asking you questions. He will give you some MenosBronze. Before he leaves, he'll ask you again if he's given you anything, and if you say no, he'll give you another MenosBronze! Awesome. Anyways, this will conclude "The Path of the Blacksmith" event.

THE MURMURING FOREST

- Enter Jungle on World Map
- Talk to the male Flowerkey here
- He'll warp you to three places: Forested Ruins, the Greenwood Gardens, or the Courtyard of Rain
- Choose Forested Ruins first
- Head north past the save statue, and talk to Roane about her missing

sister in the Courtyard of Rain

- Leave, then go south-west into an area with Faeries, and they will warp you back to the entrance
- Talk to the Flowerkey again, and warp to the Courtyard of Rain
- Talk to the penguin that runs in and let her cast a spell on you
- Go back to the entrance and warp back to the Forested Ruins, and go north again to where the king of the forest is
- Talk to Selkie, and she'll ask you if you want her to remove the evil spell on you. Say yes, and she'll ask you for a favor. Agree to the Favor to start the event, "The Murmuring Forest."
- Go south, then take the south-west path again to the Faerie area
- Watch the scene involving some Faeries and a nun
- When it's over, head south, then go east
- On the next screen after you fight some enemies will be a chest
- Chest: Moth Wing
- Head back the way you came, and back to the place where the Faeries beat up the Nun
- Go left the way the guy who killed the Faeries went
- Keep going left past the next few screens, fending off enemies along the way, until you get to a screen where the music changes
- Talk to the flying guy here, and he'll tell you about a King
- Talk to him twice to fight him
- Even though his life bar is huge, he's not at all tough, so just beat him fast
- After you've beat him, take the HP Crystals and you will be back at the King's throne area
- After the conversation is over, the event, "The Murmuring Forest" will be completed

THE LOOKING-GLASS TOWER

- Head over to the Tower of Leires
- Talk to Pearl at the Gates to start the event, "The Looking-Glass Tower."
- Agree to go with her, then run north
- Go left immediately on the First Floor
- Fight off the enemies, and at the end of the path you will find a chest
- Chest: Aroma Oil
- Go back to the entrance and go to the right this time
- Pass the Bloodsuckers here, and go onto the next screen
- Kill the Dainslaifs, and head up the stairs to the Second Floor
- Head right, then go up (north) at the end of the hallway
- Follow this path, while killing any enemies along the way, until you reach some stairs
- Take them up and into the room with the Teleportation Device in it
- The Teleportation Device allows you access to the sixth floor right away
- Use the Teleportation Device to skip to the sixth floor
- When you leave the room, you will be on the Sixth Floor
- Go right, and head up the flights of stairs to the Seventh Floor
- Fight the enemies here, then hop out of the right-most hole in the wall to fall to to the Fifth Floor
- Head right, then down
- Now go left, and fight the enemies here
- Take the stairs at the end of the hall to the left
- At the Sixth Floor, you will find a chest
- Chest: Demon Meat

- Go left and up the stairs to the Seventh Floor
- Go right and up the stairs to the Eighth Floor
- At the end of the hallway, go down instead of left
- Follow the path to the right to find another Transportation Device
- Use it to get to the Tenth Floor
- Go right to find a chest
- Chest: Mercury
- Now go back to the right and go up the stairs to the 11th Floor
- Head right then down into the next area, and Pearl will start talking
- Enter the large doors to the right for a boss battle: Iron Centaur
- Some tips to help you defeat him:
 - None really. Just avoid his axe strikes
 - Also, when he starts to glow, move because he's gonna jump and come down with force
- When he's done for, Elazul will enter and demand that you take Pearl back to the entrance
- So, take her back to the entrance
- Leave the room, and go up
- Jump out of the hole in the wall to get to the fifth floor and a Save Statue
- Save your game, then return to the First Floor
- Once there, try to leave, and will enter
- She'll summon the Jewel Hunter
- The Jewel Hunter is easy, so just use any Special Techniques that you can to kill him fast
- When it's done, Pearl will give you 2 AFs: Frozen Heart (Fieg Snowfields) and AF: Pirate's Hook (SS Buccaneer)
- This will end the Event, "The Looking-Glass Tower"

TWO TORCHES

- Head over to the Village of Gato, and go north to the Temple of Healing
- Once inside, go either right or left, and to the north to find a room being blocked
- Talk to the person here (Daena), and she'll let you inside
- Go inside the room
- After the conversation, exit the room, and you will see a nun who has been hurt
- Follow the other nun back into the room to see a fake nun kidnap Matilda
- Talk to Daena and she will go with you to save her
- Exit the Temple of Healing and you will see another cut-scene
- Go south and into the Dungeon area in Gato
- Daena will offer to take you to the Sealed Room
- Take her offer, and head up the stairs to the right to find the kidnapper and a Boss Fight: Spriggan (Lv.24)
- He's not that tough, but he can summon another enemy to fight along side him
- He also casts spells that put you to sleep and Daena to sleep
- Just stay very close to him, so he won't dodge your attacks
- He can also dodge your Special Techniques, so get him in a corner if you want it to work on him
- When he's dead, you will be back at the enlightened room, and you will overhear a conversation
- You will receive Granz Steel from Daena
- This concludes the event, "Two Torches."

PROFESSOR BOMB'S LAB

- Go to the Junkyard, and use the Flowerkey to warp to Professor Bomb
- Talk to him and he'll ask you to find his Golem, Pavlov
- Agree to do it, then head off to Lake Kilma
- At the entrance, you will see the Golem towards the top left
- He'll laugh and run away
- Follow him onto the next screen
- Talk to the Golem and he'll say something about taking over the world
- Time to fight the Golem
- He's easy to beat
- Just avoid his laser and swipe attacks and you will be fine
- When the fight is over and you've taken the HP Crystals, you will be back at the Professor's Lab
- This will end the event, "Professor Bomb's Lab"

GOLEM GO MAKE 'EM

- Head back Home
- Go around your house and over to the Workshops
- Professor Bomb will meet you there if you try to enter the Workshops
- He'll say he made a Golem Laboratory for you
- This begins the event, "Golem Go Make 'Em"
- Follow him inside the Workshop
- He'll give you the Basic Golemology Encyclopedia
- Read it, then go back and answer his questions
- When you passed the test four times, you will get a Lifeball each time, and a Logic Block Jar
- You will get MenosBronze, Forsena Iron, and Granz Steel
- This concludes the event, "Golem Go Make 'em"

FAERIES' LIGHT

- Head over to Lumina, and into Bright Moon Alley
- Go north then take the upper right path past the bridge
- Run past the stairs and go up the second set of stairs
- Enter the door at the top
- You are now in the Lamps "Limelight" shop
- Speak to the girl working here
- Gilbert will enter and offer to sell some lamps so that Monique won't have to close down the shop
- This begins the event, "The Faeries Light"
- Leave the shop
- Gilbert will ask you if you would help him
- Choose to sell them, and Gilbert will join you
- Return to the City Map and head west to the Mischievous Spirt Tavern
- Speak to the bartender here
- He'll teach you Dudbear language
- Now go find 2 of the Dudbears here that talk to you a lot
- Translate what they say until they ask to be your friend, then agree
- Now sell them each a lamp
- 2 lamps have been sold

- Head around the back of the Tavern and down the steps to find a Raven Feather in a chest
- Head back to the first area, Bright Moon Alley, and sell the last lamp to the Dudbear out here
- Now go and talk to Gilbert
- Follow him into the Lamp Shop
- After the conversation, follow Gilbert and Monique outside
- Listen to their conversation
- When Monique goes back inside the shop, follow her and talk to her
- Three Dudbears will enter and tell Monique how much they like the lamps
- She'll give you AF: "Trembling Spoon"
- This completes the event, "Faeries' Light"

THE TREASURE MAP

- After creating the SS Buccaneer, go there
- Head right and down the stairs
- Keep going left and into the Deckhouse at the end
- Once inside the Deckhouse, go left a little bit, then go down into the Wheelhouse
- Speak to RamTiger and he'll ask you which direction you want to go
- Choose these in this order: North, North, East
- The Captain will ask you to join him to look for a Treasure Map
- Agree, and you will end up in the Mekiv Caverns
- This will start this event, "The Treasure Map"
- Follow the upper right and fight the enemies here
- Now take the lower right path to see Roger with some Dudbears
- After they have finished talking about the Treasure Map, they'll run away
- Follow them
- Run all the way to the right, and take the lower right path
- You'll see the Treasure Map, but 8 Dudbears tear it apart and run off with it. It's up to you to get them all back
- Immediately get one piece from the Dudbear here
- Go back a screen and take the lower right path to find 2 more Dudbears
- Get the 2 pieces, then head back to the entrance where the two Pink Boinks are
- Take the lower right path here
- Continue all the way to the right, past a few screens, until you reach 2 more Dudbears
- Talk to them to get the last 2 pieces of the map
- You will be returned to the Ship, and the Captain will give you a crab
- This concludes the event, "The Treasure Map"

REACH FOR THE STARS

- Head into the Duma Desert
- Speak to the Students then talk to Kathinja
- She'll tell you about a thief
- Agree to help her to start the event, "Reach for the Stars"
- Head right
- Now take the lower right path
- Chest: Lizard Meat
- Okay, now take the upper right path near the Student
- Follow the path to the right, after killing the enemies here
- Keep going until you reach an area with another path to the upper right

- Take that path to find a chest and some more students
- Chest: Rust
- Talk to the two students, and you'll have a choice on where to go
- Choose to Go through
- Run through the path when they move
- Fight the enemies, then take the upper left path to the Oasis
- Save your game at the Save Statue
- Chest: Scissors
- Go back a screen and take the lower left path
- Fight the enemies here, then take the northern path to an area with some more students
- Talk to them over and over again until you can choose whether or not you can go past them
- Choose Go Through
- Walk past them
- Now take the upper left path onto the next screen
- Run left until Kathinja approaches you and talks to you
- Talk to her again, and she'll ask you if you are ready
- Say yes to move onto the next screen
- Here you will find Mephianse, and he's planning on making stars
- He'll push you off the screen and you will have to fight two mini bosses
- Just fight them like any normal enemy, and you should be able to defeat them easily
- When it's over, you will watch a semi-cool fireworks show from the World Map
- You will receive Vizel Gold
- And this concludes "Reach for the Stars"

CAN'T LOOK BACK

- Enter the Fieg Snowfields when you are prepared
- As soon as you enter, a man will start talking about a deceased wife
- This begins the event, "Can't Look Back"
- Run onto the next screen
- Fight the enemies here, then move onto the next screen
- Keep going left until you reach an area with a chest
- Chest: Sharp Claw
- Keep going left onto the next screen
- Fight the enemies here, then continue forward until you reach an area with a Save Statue
- Save your game
- Take the upper right path
- Continue to the right, while killing any enemies along the way
- At the end will be a camp site with some chests
- You will overhear a conversation about finding treasure
- Chest: Knockout Dust
- Chest: Wad of Wool
- Talk to Mephianse and he'll run away
- Follow him to the Field of Innocence
- Once there, follow the lower left path
- Chest: Giant's Horn
- Now take the lower right path
- Fight the enemies here, then run onto the next screen
- You will find Mephianse here along with the Ice Witch
- Run past the Ice Witch and into the next area
- When you reach an area with two paths, take the upper left one to fight the boss: Du'Mere!

- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whirlwind attack, because it takes off serious damage
- When he's defeated, take the HP Crystals and you will end up in a conversation with Mephianse.
- You will get some Wendel Silver
- This concludes the event, "Can't Look Back"

IN SEARCH OF FAERIES

- Go over to Gato Grottoes and head north to the Temple of Healing
- Go the to top room and talk to Matilda
- She'll ask you if you would find Daena
- Agree to help her, then head over to The Jungle
- Once at the Jungle, and warp to the Forested Ruins
- Go north again and speak to Rosiotti
- He'll tell you about Daena if you ask him about her
- Okay, now go to Lake Kilma
- Once you are at the Lake, follow the paths all the way to the cliff where you met Tote the turtle
- You will meet Tote here. Speak to her
- Return a couple of screens back to find Daena
- She'll leave, so follow her to the Area with the Faeries
- Take the southern path where the Faeries are
- Pass through this screen and onto the next one to watch a cut-scene
- After the cut-scene, go through the lower left path
- After the short cut-scene, run to where Daena was to fight the boss: Boreal Hound
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his lightning attacks, because it takes off serious damage
- When you have beat him, you will be speaking to Matilda
- You will also watch another cut-scene with Matilda
- This will end the event, "In Search of Faeries"

THE WISDOM OF GAEUS

- Okay, when you are ready, head over to the Domina Inn
- Look in the lower right hand Guest room to the right of the inn-keeper
- You should find Daena in here
- Speak to her and she'll say she wants to meet Gaeus
- Take her with you
- Head over to the Luon Highway
- Head right, and then take the lower right path when you reach the fork
- Continue onward until you reach the end
- You will find Gaeus here
- Speak to him a couple of times, and Daena will give you the Forbidden Ring
- Once you have done this, the event will end

- This concludes the event, "The Wisdom of Gaeus"

DADDY'S BROOM

- Go back home, and head upstairs
- You should find out that L'il Cactus isn't in his pot anymore
- Leave you house and then re-enter
- Speak to Lisa, and she'll tell you that she's lost her broom
- Go back upstairs and speak to L'il Cactus
- He'll tell you he threw away the broom in the Junkyard
- Go back downstairs, and Lisa will be gone
- Bud says she went to the Junkyard
- Head over to the Junkyard.
- Take the same path as you took when you played "The Infernal Doll", and eventually you will find Lisa
- She has found her broom!
- Bud will enter the scene, and they'll talk about their dad
- After this, you will have to fight a boss: Gremlin
- Even though he's small, he can be tough
- Some tips to help you defeat the Gremlin
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious damage
- When you have beaten the Gremlin, you will head back home
- Bud fixes the broom, and this will end the event, "Daddy's Broom"
- This concludes the event, "Daddy's Broom"

ENCHANTED INSTRUMENTS 101

- Head back Home
- Go around your house and over to the Workshops
- You will meet a student here
- She'll say that she needs your help to play instruments for an assignment and she wants to catch and Elemental
- You will end up in the Western Section in the Domina Outskirts
- There will be some blue elementals here
- She'll give you the GustMarimba to play
- Select Play a Soft Tune, and the Main Part
- Wait for the Elementals to get very close to the instrument, then stop playing
- Now run up to one of them and speak to it before it dissapears
- You should get a coin and 3 Wisp Silvers
- When you are done, you will have returned to the Workshops
- The student will tell you how to make instruments
- She'll also give you Aura Silver, Sala Silver, and a MenosBronze
- She'll say goodbye and leave
- This concludes the event, "Enchanted Instruments 101"

LI'L CACTUS

- This is the one event that a lot of people don't like :)

- Head back Home, and enter your house
- Talk to Bud, then talk to Lisa
- She'll say Bud is sick, and that you should speak to the Fortune Teller in Domina
- Head over to Domina
- The Fortune Teller will say that Cactus Juice will cure Bud
- Head back Home and to your house
- Right when you run inside, Lisa tells you that the Cactus ran away!
- This starts the event, "L'il Cactus"
- Let her join you, then go upstairs, and examine the Pot L'il Cactus was inside
- Read the note, and it says he went to see Gaeus
- Now head on over to the Luon Highway
- Take the path to Gaeus, and speak to him when you get to the end
- He'll say that the cactus came by but he told him to ask Selkie about Potions
- Go on over to the Jungle
- Speak to the Flowerkey, and warp to the Forested Ruins
- Now head north
- Speak to Selkie and she'll say to talk to Brownie
- Okay, now go over to Geo
- Once there, head into the city and up to the school entrance
- Brownie is the one next to the entrance
- Speak to her, and she'll tell you about the Pirate named David
- It's off to the SS Buccanner!
- Head down to the Lower Deck and speak with David the penguin
- He'll say that he gave Cactus the potion, and he let Amalette take him home
- Now go to the Domina Outskirts
- Talk to Amalette the Pelican, and he'll say that Cactus hurt him
- He also says he delivered him in the box.....hmmm....
- Go back Home and check your mailbox to find Li'l Cactus
- He'll say that he's got Potion!
- This concludes the event, "Li'l Cactus"

THE BLESSED ELIXIR

- Head over to Gato Grottoes
- Head west into the Dungeon Area
- Search the caves until you get to a place with some nuns and some barrels
- Talk to them and they'll say someone drank all of their Elixer.
- Exit the cave and you will find Niccolo
- You'll have to fight a drunk Niccolo here
- He's easy to beat, so just beat him fast
- Afterwards, go back into the cave and the nuns will ask you to get some water from the Oasis
- Go to Geo, and find the bar there, and talk to the person in the back of the bar
- Head off to Lumina and go to the bar there
- Speak to the Bartender twice, and answer 'yes' twice
- Okay, time to get some water
- Head into the Duma Desert
- Remember the Oasis towards the west side of the Duma Desert? Go there
- The barrel will fill itself up with water, and when it's done, you will automatically be back at Gato Grottoes
- This concludes the event, "The Blessed Elixir"

NICCOLO CALLS IT QUILTS?

- Go over to Geo
- Go north to The Palace of Arts
- Run past the two people and right into the next room (screen)
- You will overhear a conversation about some medicine and them having to raise ten Billion Lucre for Niccolo
- It appears that they owe him ten billion Lucre for curing Kristie
- This officially starts the event, "Niccolo Calls it Quits?"
- Speak to the queen
- Now head over to Polpota Harbor
- Go to the area near the shore to find Niccolo, and he can't remember a thing
- Have him join you, then go back to Geo
- Go back to the Palace of Arts
- Talk to Kristie, and Niccolo will give her the medicine!
- Head over to Domina when you are done, and Niccolo will run off
- Go back to the Polpota Harbor again to find him
- With Niccolo along your side, go back to Gato Grottoes and head north to Cancun Bird's Nest
- Niccolo will get the cure here
- Go back to Geo and give Kristie some more of the cure
- Okay, now head back to Gato Grottoes again, and back to the Cancun Bird's nest
- After Niccolo gets the rest of the cure, he'll fall off the edge!
- Now head back to Polpota Harbor again, and Niccolo will be in the same place as before
- After you speak to Niccolo, you will be back at the Palace of Arts in Geo
- Since they can't pay the ten billion Lucre, Niccolo takes over the Palace!
- This concludes the event, "Niccolo Calls it Quits?"

WHERE'S PUTTY?

- Go over to the Ulkin Mines and examine the sign to take a ride on the Dudbear Express!
- Inside the hut, you will overhear a conversation between two penguins
- They kidnap Putty when you get there
- Exit the Ulkin Mines
- Head off to the SS Buccanner
- Go to the area where you found David in "Li'l Cactus"
- Search this area, and you should find a room with a barrel
- Search the barrel, and you will find Putty
- Leave the ship
- Head over to Polpota Harbor, and go to the cliff where you found the Knight Thoma earlier in "Drowned Dreams"
- Putty will be there
- The Dudbears will come into the scene if you speak to him, and they will thank you for saving Putty
- This concludes the event, "Where's Putty?"

GILBERT: SCHOOL AMOUR

- Head over to Geo
- Go to the West part of the City, to the left of the city entrance
- You'll see Gilbert hitting on Kathinja! She'll blow him off and leave

- She'll ask Gilbert to make the students go to school
- He'll agree, and this will start the event, "Gilbert: School Amour"
- Head north to the Academy of Magic
- Head into the basement, and into the Library
- Speak to the student in the lowest part of the library
- Answer it this way: "Yes you saw it", "Marching Ants", and "Clearly"
- This will make the student study
- Now speak to the other student in the room, and make her study
- Do this to every student in Geo. EVERYONE of them
- When you have done it to all of the students, the screen will say that you've gotten all students back to school!
- You will watch a short-cut scene involving Gilbert and Kathinja. LoL.
- This concludes the event "Gilbert: School Amour"

POKHIEL: DREAM TELLER

- Head over to the Ulkin Mines and find Pokhiel
- Listen to his story about Escad
- He'll leave
- Follow him
- Speak to Pokhiel again, and he'll tell you about Matilda and Irwin
- Keep following him, and talk to him whenever he stops
- After you've taken the path after a while, you will wake up
- Escad will be with you when you awaken
- He'll ask you which side you are on, and say you are on his side
- This concludes the event "Pokhiel: Dream Teller"
- NOTE: This is one of the easier Events in the game, and it can take a while, or it can go by fast, it just depends on how you answer his questions as you follow the path
- To make it go faster, say "yes" when you talk to him for the second time. It works.

STAR-CROSSED LOVERS

- When you are ready, head into Gato Grottoes
- Go north to the Temple of Healing
- Go right, and up to the back room of the Temple of Healing
- You will overhear a conversation between Matilda and Daena
- After this is over, you will be sucked underground by Faeries
- Once you are at the bottom, go right (east) to exit this area
- Once you are at the right place, you will need to go left (west) to find some Flowerkeys
- Arrange the Flowerkeys so that the southwestern path is open
- Head into that path and eventually you will meet up with Niccolo
- He'll take you to the Temple of Wind
- Along the way you will find a Save Statue, so save your game
- Now head upstairs
- At the top, you will find Daena and Escad fighting
- Depending on who's side you choose, you will fight a battle with either Daena or Escad
- Tips to beat them (although this battle is easy):
 - Just like almost every other boss in the game, just stay on top of him or her and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious

damage

- Once the fight is over, you will be back with Matilda again
- She'll tell you a story...
- This concludes the event, "Star-Crossed Lovers"

HEAVEN'S GATE

- Right after you have completed "Star-Crossed Lovers" go into the back room of the Temple of Healing and you will overhear a story about the end of the world
- After the long-winded conversation, Matilda will give you the Brooch of Love AF
- Now use the Brooch of Love to create Lucemia
- Go there now
- Pass the dead snake, and follow the path to the north
- Now go inside of the snake
- Head straight until you reach a fork in the path, then go right
- This is inside The Avenue of Deterioration
- If you follow it you will find the exit out of this area
- Once you get outside, you will meet Selva
- You will overhear the conversation
- When it's over, continue climbing the caves until you reach the Embrace of Ancients
- Once inside this cave, follow the path until you get to a fork in the road
- Now take the upper right path
- Pass by the first exit you reach, because it's a dead end, then head out of the second exit
- Continue along the path until you get to Destiny's Decay
- Make your way through here
- At the end of this path, you will find either Daena or Escad
- You will see them disappear
- Now take the path up and to the left to find Irwin, who will then challenge you to a fight
- Boss: Irwin
- Some tips to beat him:

- After the boss fight, Lucemia will collapse and destroy
- The story will advance, but I will not spoil it for you
- This concludes the event, "Heaven's Gate"

THE LUCKY CLOVER

- Head over to Domina
- Make sure you don't have anyone else in your party (you'll see why in a second)
- Go into the Domina Pub, and speak to Elazul
- Let him join your party (see?)
- Now exit the Pub
- Wait! As you leave, you will meet up with Pearl
- After the conversation, wait until "Gnome Day" on the map, then head into Geo
- On your way in, you will find Esmeralda
- Talk to her, then go into the Geo Inn and stay there until it's "Jinn Day"
- Now leave the Inn and head over to the Academy of Arts
- Head into it, and you will find Esmeralda
- Speak to her, then go back to the Inn and wait until Gnome Day

- Once it's Gnome Day, head back into the Academy, and into the basement Library
- Speak to Esmeralda again, and you will be in a conversation
- Okay, leave and wait until Gnome Day again, then return to the Library and speak to her again
- When you finally get a choice, choose Knighthood, and Esmeralda will join you
- Once you have done this, you will overhear a conversation with Mephinase
- Return to the Inn and wait until Dryad Day comes along, then head back to the Academy and into the Principal's Office
- After Esmeralda takes the Jewel, leave the office
- Head back to the Inn, and the innkeeper will say that they don't have a jewel core
- Head off to the Palace of Arts up north in Geo
- In here you should find a jewel core
- Take it, then return to the Inn to find the 3rd Jewel
- After you cannot find it, head back into the city, and Esmeralda will ask you to return to the Inn, so do it
- You'll find the 3rd Jewel core here!
- After the conversation with Teapot, leave and go outside
- You should find a note on the ground
- After Esmeralda leaves, head back to the Academy and speak to Inspector Boyd
- Once you have spoken to him, go back to where you left Elazul and speak with him
- Head back to the palace after talking to him, and go into the basement area
- Examine the statue, and you will be warped to the battle arena to fight a boss: Jewel Beast
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious damage
- When it is done, The Jewel Thief will disappear and you will get some Vizel's Gold from the Statue
- You will be back at Home, and after the conversation, this event will end
- This concludes the event, "The Lucky Clover"

THE NORDIC SNOWFIELD

- Go to the SS Buccanner, and speak with RamTiger again
 - Give him proper directions, and you will end up in the Fieg Snowfalls
 - The Captain will ask you to help him look for treasure
 - Agree, and this will start the event, "The Nordic Snowfield"
 - Follow the only path that leads to the Field of Innocence, and you should spot some Faeries
 - Talk to them, and they'll say they can give you level 7 and level 6 eyesight
 - Try not to talk to some of the Faeries, since some will lower your eyesight, which is a bad thing :P
 - Head up the upper left path, and head northwest so you can find Lakeshumi
 - When you find her, you will also find the Treasure!
 - You will receive another crab from the Captain as thanks for helping him
 - This concludes the event, "The Nordic Snowfield"
-

THE QUIET SEA

- Head onto the SS Buccanner
- Go to the room with RamTiger
- Speak to him, and say the correct directions to go
- If you did them correctly (I have no clue how to do it, it just happened for me :), then he'll tell you that the wind has stopped blowing
- This starts the event, "The Quiet Sea"
- Head back to where you first boarded the ship
- You will see a penguin fishing, so speak to him
- Return downstairs, then go back and talk to him again
- He'll open a bottle for you and a ghost emerges!
- When this is done, head downstairs to the Lower Deck where David is
- There is someone in a barrel, so speak to him
- Head back upstairs and into the captain's room
- Speak to him, and he'll ask you to get the bottle back
- Go back to the area with the person in the barrel
- Speak to him again
- Talk to him and make him come out of the bottle
- He'll give you the bottle, and he'll run away
- Follow him, and once you are on the main deck, you will have to fight a boss: Gova
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his flame attacks, because it takes off serious damage
- When you are done beating him, you will get some Wendel Silver and another crab from the Captain
- This concludes the event, "The Quiet Sea"

COSMO

- Exit your home and go outside right after "The Lucky Clover" and you will meet Elazul out there
- He'll tell you that Pearl has been kidnapped
- This begins the event, "Cosmo"
- After you have agreed to help him out, you will find out that letter has flown to an area (I think it varies, but I'm not sure: I got the Jungle)
- Go there, and you will find a smoking Duck
- Speak to him, then follow the path he tells you about
- Talk to everyone along the way, and they'll give you hints on what to do
- After a while, you will meet up with Sandra (Jewel thief) and Pearl
- You will overhear a long conversation
- When it's done, Sandra will attack Elazul and hurt him!
- Pearl becomes incredibly powerful, and you will then have to face another boss: Jewel Beast (again!)
- This fight isn't too hard, since you've got Pearl on your side
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his whipping attacks, because it takes off serious

damage

- After the fight, Pearl and Sandra will leave the scene, and Elazul will go back to your Home to recover
- This concludes the event, "Cosmo"

THE FALLEN EMPEROR

- After building the Underworld, go there by yourself
- This begins the event, "The Fallen Emperor"
- Once you enter the Underworld, you will meet a Spirit
- Head straight into the tomb and you will hear (or read) a voice
- It says that your strength will be tested....ohhh!
- Once you wake up from your dream, you will be with Larc
- He'll ask you if you want to take the test, and say 'yes'
- Follow the path, and keep going for a while
- Do this until Larc tells you that you need to meet Olbohn
- After this is over, a ghost comes out of nowhere, so talk to him
- He'll baptise you with fire...ouch
- After this is over, head south until you reach a purple doorway
- Go through it
- Keep going and head into another violet cave entrance
- Head downstairs a few levels
- Once you are at the bottom, Larc will ask you if you are ready to meet his master
- Say yes
- You will now have to face the boss: Hitodama
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, you will end up at the Pulpit of Eternal Flame
- Larc will come here and ask you to defeat 3 dragons for him
- Agree
- He'll give you the AF: "Skull Lantern"
- This concludes the event, "The Fallen Emperor"

THE SEVEN WISDOMS

- Go back Home, and to your house
- Speak to Bud, and he'll say he wants to see the Seven Wisdoms
- Agree to take him to start the event, "The Seven Wisdoms"
- Here are the Seven Wisdoms and their locations:
 - Gaeus: Eastern Luon Highway
 - Tote: Lake Kilma, on the cliff to the very north
 - Pokiel: Ulkin Mines, inside of Watt's Shop
 - Rosiotti: Inside the Jungle, to the north of the Forested Ruins
 - Olbohn: The Underworld, in the same route of "The Fallen Emperor"
 - Selva: Inside of Gato Grottoes, and near the Avenue of Deterioration in Lucemia
 - That's it. There is no Seventh Wisdom :P
- After you have seen all of these Wisdoms, go back Home WITH Bud, and this will end the event
- This concludes the event, "The Seven Wisdoms"

THE GUARDIAN OF WINDS

- When you are ready, find Larc in the Temple of Healing at Gato Grottoes (or at least that's where I found him)
- Use the Skull Lantern and make the Norn Peaks
- Now go into the Norn Peaks
- Once there, Larc will notice something odd.....a dragoon
- She'll tell you that one of your "friends" is fooling you
- When she leaves, follow her
- At the end of the path that she took, is The Village of the Wind
- Speak to the huddled group of Dragoons towards the upper right of this area
- Larc will frighten them away...no!
- Keep going along the path until you reach a boss: The Windcallers
- Beat this easy boss, then continue along
- Once you get to the path that has a statue near it, don't take it, or else you will have to start over
- At the end you will find another boss: The Windcallers...again
- This boss is the exact same as the previous boss
- After the fight, head to the left, and fight another Windcaller
- After beating him, head to the upper right path
- Head back to that statue, and examine it
- It'll disappear
- Now go up that path
- Keep going forward, past the next bunch of Windcallers, and to the left, then upward until you get to the boss: Akravator
- Some tips to beat the Akravator:
 - After you beat him, Larc will give you the Dragonbone AF!
 - This concludes the event, "The Guardian of Winds"

THE FIELD TRIP

- Use the Dragonbone to create the Bone Fortress
- Enter it
- Once you are inside, you will overhear a conversation about a field trip
- This will start the event, "The Field Trip"
- This quest involves you getting 3 ingrediants for a student
- You need to get: Star Sprinkels, Silver Mushroom, and Fairy Scales.
- After finding these items within the Fortress (they're not hard to find), you will get a seed for your troubles. Ugh.
- This concludes the event, "The Field Trip"

THE GHOST OF NEMESIS

- One of my favorite events! (See, because "Nemesis" is in the name and all, and my name is Neme.....sigh....nevermind.)
- Anyways, head over to Polpota Harbor, and head to the left of the city and to the cliff where you first found Thoma the Knight
- Speak to him, and another Knight will enter and then leave
- He'll say something about the Bone Dragon
- Now go over to the Bone Fortress

- NOTE: Make sure Larc is with you for this event
- Enter the Bone Fortress, and start to head east (left)
- Speak to the students from the Academy, and you will learn of a "roaring" coming from the center of the Fortress
- After you have spoken to them, Thoma will yell at you and tell you to leave
- Refuse to leave, and you will have to fight a small boss fight: Skeletal Soldier
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Afterwards, you will find out that you need a third party member
- Head back Home and either get a pet or a Golem from the Workshops
- Now return to the Bone Fortress
- Enter the Fortress and head east again
- Enter the giant skull
- Once you are in the middle of the Fortress, activate the button there and you will reveal a trap
- Continue forward a few screens, until you find some skulls
- Speak to them
- They'll open up a hidden room
- Enter it and talk to the Statue inside
- He'll open another hidden door and you should be able to get your third party member back again
- Okay, go back to the middle part of the Fortress and activate the other two buttons to open the door to the north
- Go through it
- Go onto the elevator and head up to the 3rd floor
- At the top you will fight another small boss: Sierra
- Some tips to beat her:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, you will receive a key
- Go back to the elevator and head down to the second floor
- Run to the right (west) until you meet up with Larc again
- Wake him up and have him join your party
- Go back to the elevator and go up to the 3rd floor again
- Head to the right again, all the way until you reach some stairs
- Go up them
- Attempt to cross the bridge at the top...
- Another small boss: The Deathbringer
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, continue to the left until you encounter yet another small boss: Jajara
- Some tips to defeat her/him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can

- Get as close to him so that you won't take as much damage
- Use plenty of Special Techniques
- Watch out for his fire attacks, because it takes off serious damage
- After THAT fight, you will finally have to fight the final boss: Jajara
- Some tips to beat this boss:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his bone attacks, because it takes off serious damage
- When the fight is over, you will overhear a conversation with Larc
- You will get the AF: "Green Cane"
- This concludes the event, "The Ghost of Nemesis"

DIDDLE HAD IT!

- Head over to Lumina
- Head into the Pub to find Diddle and Cappella
- After Diddle leaves, speak to Cappella
- Exit to the World Map to watch something unusual happen....
- Return to the Lumina Pub
- This time Cappella will run away
- Time to head to the Underworld, so go there
- You will meet up with Sierra there
- Let her join you, then search the nearby gravestone to get into the Underworld
- Enter and let the Shadole suck you into the bottom of the Underworld
- Now make your way all the way to the top again
- Make sure to avoid any and all Shadoles along the way, because they will suck you back down if they touch you
- Once back at the top, you will meet up with Cappella and Diddle again
- You will hear a conversation between Diddle and Cappella
- Afterwards, you will find out that you will have to fight in order to escape the Underworld....uh oh...
- You will now have to fight the boss: Ape Mummy
- Some tips to beat it:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Afterwards, you will return to the surface and out of the Underworld
- You will overhear another conversation between Diddle and Cappella
- This concludes the event, "Diddle Had It!"

THE DRAGON PRINCESS

- Use the Green Cane AF to make the White Forest
- NOTE: Take Larc with you again for this event
- Just walk forward, and listen to Larc's comments, since his comments will lead you to the White Dragon
- After a while, you will meet Sierra at the Ancient Tree
- Vadise will also appear and hand a Mana Stone to Larc

- Larc will give you some Ishe Platinum
- After the conversation, you will be forced to fight two bosses: Sierra and Vadise
- Some Tips to beat them:
 - Just like almost every other boss in the game, just stay on top of them and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for their elemental attacks, because it takes off serious damage
- Once the fight is over, Vadise will ask you to find Larc
- Agree, and this event will be over
- This concludes the event, "The Dragon Princess"

THE CRIMSON DRAGON

- Head all the way back to the Underworld
- You will find Sierra there
- Speak to her and allow her to join you
- Once you have done this, you will end up back in the Underworld
- After Sierra kills all of the incoming enemies, continue to head to the bottom of the Underworld
- At the bottom, you will find Larc and someone else
- After a long conversation, Larc changes into something....super
- You will have to fight a boss: Larc the Centaur
- Some tips to beat Larc:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Afterwards, make your way to the firey place and you will have to fight another small boss: Zenoa
- Some more tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- Once the battle is over, pass through the newly opened hallways and you will meet another mini-boss: Sky Dragon
- And yet some more tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, more paths will open
- Head south and into the lower basement area to find another mini-boss: Land Dragon
- More tips for you:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques

- Watch out for his fire attacks, because it takes off serious damage
- Once the fight is over, every single path will be open
- Take the north paths all the way up to fourth level
- Enter the doors that are being patrolled by some elementals
- Make your way through here until you find Drakonis
- Time for another boss fight: Drakonis
- Tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his fire attacks, because it takes off serious damage
- After the fight, a bunch of stuff will happen and the Underworld will go back to normal again
- This concludes the event, "The Crimson Dragon"

CATCHIN' LILIPEAS

- Okay, when you are ready, head back to the White Forest
- You will meet Sotherbee, Skippie, and Hamson here
- Listen to their story, choose to do the event, and catch Lilipeas
- You have to find and rescue 5 Lilipeas from the Hunters
- Explore the Forest to find them (they aren't hard, but the locations vary, so I can't list them out.....I think...)
- Once you have found all 5 Lilipeas, the event will end
- This concludes the event, "Catchin' Lilipeas"

THE LEGEND OF SKIPPIE

- This event starts during the "Catchin' Lilipeas" event
- It starts when you meet and speak with Skippie at the entrance to the Lilipea Village
- Speak with him, and you will find out that he cannot enter the village
- Enter the village
- Now talk to Reverend Nouvelle
- He will now speak with the Village Elder
- He will tell you to fight a monster in the village
- You will now have to fight a boss: Hogs Ant
- Some tips to beat him:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- When you beat the Ant, the Elder will hand over some Ishe Platinum for your hard work
- This concludes the event, "The Legend of Skippie"

THE CAGE OF DREAMS

- Head Home

- You will find tons of Sproutlings around your house
- Follow the leaves to your Workshops
- Here you will meet Nunzuac
- After the conversation about the Mana Tree, leave the Workshops
- Outside, you will meet Pokhiel
- You will overhear a conversation
- Afterwards, speak to Nunzuac again
- She'll transport you to another dimension....weird
- Once you have arrived there, make your way southwest, then east (right) until you find the lost Sproutling
- You will receive the Sword of Mana AF!!!!!!!!!!!! YAY!!!
- This concludes the event, "The Cage of Dreams"

TWO PEARLS

- Head over to the Tower of Leires
- Once there, you will meet with Elazul
- Speak to him and you will find out that he is looking for Pearl again
- Agree to help him out to start the event
- Head all the way to the Seventh Floor
- Once there, head south to the Warp Room (the transportation device)
- Warp to the tenth floor
- Now go up to the Eleventh Floor and through The Doors of Fate again
- Inside you will find that there are 2 Pearls: A good one and a bad one
- You'll have to fight the bad one in a boss fight: Lady Blackpearl
- Some tips to beat her:
 - Just like almost every other boss in the game, just stay on top of her and attack as fast as you can
 - Get as close to her so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for her special attacks, because it takes off serious damage
- After the fight, you will hear a conversation
- After the conversation, the event will conclude

ALEXANDRITE

- Head over to Domina when you are ready
- You should meet up with Elazul and Pearl, but Elazul will go off to Geo
- Pearl will join your party
- Head off to Geo and after Elazul
- Go north to the Palace of Arts
- Head into the basement area and examine the statue here
- Head back upstairs and speak to Sotherbee and Kristy
- You will now find out that you need 3 keys to unlock Diana's heart
- The 1st key is inside the Geo Instrument shop, on the first floor
- The 2nd key is inside the Principal's Office, and speak to the guy there to get it
- The 3rd key is near the entrance to Geo, near the Save Statue
- After getting all of the keys, return to the Palace of the Arts
- Go back downstairs to Diana's statue, and examine it
- She'll turn back to life if you have the 3 keys!
- After you have done this, you will overhear a LONG conversation
- This concludes the event, "Alexandrite"

FLOURITE

- Head over to Geo
- Go into the Instrument Shop there to be warped to another dimension!
- You will then meet Florina and Belle
- They'll ask you your name, so tell it to them
- Afterwards, they'll ask you to help Florina of her nightmares
- Accept the mission, and the event will start
- When it starts, speak to Niccolo who is nearby
- Let him lead you to the next area
- You will eventually meet with some fishes, so talk to them, then have Niccolo lead you some more
- He will now take you over to Lady Blackpearl and Elazul
- Talk to him to get to a Dudbear
- Now talk to him once more to get back to Elazul and Lady Blackpearl
- You will hear a conversation
- Once it has ended, go left until you get to Lady Blackpearl and Sandra
- They'll talk some more (blah!)
- When it ends, Sandra will run away again, and you will now have to fight the Jewel Beast...again
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- Afterwards, the story will advance, and you will be warped back to normal
- This concludes the event, "Flourite"

TEARDROP CRYSTAL

- When you are ready, go back to Domina
- Head to the path that leads to the Church
- Along the way you will meet Inspector Boyd
- Tell him about Elazul and Pearl
- Agree to help him in his quest
- Go to Geo
- Head into the abandoned jewel shop
- Search it, then leave
- You will meet up with Pearl and Elazul on the way out
- Agree to let them help you, then search the chest inside the shop
- You will be warped to the room of Flourina
- You will overhear a lot of conversations
- When they are all over, you will receive the AF: "Jumi Staff"
- Now go to the World Map and make the Bejeweled City
- Go in it
- Once in the city, enter the large building
- Take the topaz, sapphire, the emerald, and the ruby
- At the end of the last pedestal, you will meet a small boss: Jewel Beast
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage

- Once the fight is over, head over to the pedestals, and use the sapphire and topaz on them to open a door
- Head through the next area, all the way to some more double doors
- If you try to enter, another small boss will attack you: Jewel Beast
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- Head back down to the first floor and go through all of the doors and collect all of the crystals so you have 6 of them
- Head back up to where you left off
- Use the jems in this order: Red, green, and blue
- The door should open nearby
- Go back downstairs and get all of the jems again, then go back up and through the newly opened door
- Head upstairs to the 3rd floor and fight the golem to get the white jem
- Now head through the nearby door to fight another small boss: Jewel Beast
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- Now use these jewels (left to right): Green, dark blue, white, light blue
- Head to the 3rd floor and you will meet with Alex and Florina
- After the long winded conversation, the story develops further, and you have to fight a boss: Lord of Jewels 999
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- After the fight, a coversation will arise, and you will have to fight the actual boss for this event: Lord of Jewels 1000
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- There will be a long conversation and a lot will happen after the fight
- This concludes the event, "Teardrop Crystal"

 GILBERT: RESUME FOR LOVE

- Go to Geo
- Head north to the Palace of Arts
- Go into the basement to find Gilbert
- You'll find that he's a statue
- Head back upstairs and speak with Sotherbee
- He needs to find a buyer for his statue

- Now go to the Ulkin Mines and take the Dudbear Express
- Once inside the Hut, read the book of poems inside
- Roger will run in and yell at you
- You will notice that the hut will start to cave in, and Roger kicks you out
- Enter the mines again and search them until you reach a room with the Gilbert statue
- Speak to him to learn of his love for Monique
- Go to Lumina
- Head into Monique's Lamp Shop
- Speak to Monique
- She'll run off to Mandora Beach
- Go there!
- Once there, use the Pink Boink to get to the lighthouse immediately
- Inside you will meet Monique again
- A Flameshe will enter and tell you the spell to remove the stone spell off of Gilbert. Listen up!
- Afterwards, go back to the Ulkin Mines and to the room with Gilbert's statue
- Monique is there too, and she'll ask you for your help
- Here is what you should answer:
 - 1) Earth with Life...
 - 2) The ancient memories
 - 3) Of mother earth fill
 - 4) The truth that
 - 5) Of energy for all
- After you do this, a cut-scene will happen
- This concludes the event, "Gilbert: Resume for Love"

A SIREN'S SONG

- Head over to Polpota Harbor when you are ready
- Go north and through the hotel
- Take the southeast exit out of the hotel (near the seashell)
- Out here, you will find Monique
- You will view a cut-scene with some police officers taking a Siren instead of Monique...weird
- Exit this area and leave the hotel, then go to the west part of the harbor to find some police
- Speak to them, then leave again
- Now head over to Mandora Beach
- Head to the left (west) until you reach the caves, then head north to eventually get to the Lighthouse
- Now speak to Flameshe the mermaid, and she'll get pissed at you
- For some reason she won't let you enter the lighthouse
- Go as far right of the screen and wait until Flameshe disappears
- When she is gone, enter the lighthouse
- As you enter the lighthouse, you must face a boss: Tropicallo
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- After the fight, Elle will be freed once again. Yay!
- This concludes the event, "A Siren's Song"

BURIED TREASURE

- Head over to Mandora Beach when you are ready, and crush as many crabs as you can
- Now go to the end of the caves where "Summer Lovin'" ended
- The crab will tell you how many crabs you crushed, then leave
- Once back at the World Map, go to the SS Buccanner
- Speak to Ramtieger again
- Go these directions: West, North, West
- This will lead you to the Captain's room
- After you talk with him, agree to help him
- He says he'll give you 15 Halo Coins to get rid of the pesky Dudbears
- After this, you will be back at Mandora Beach, and you will find the Dudbears here again
- Run to the right side of the screen and give a Halo Coin to the center Dudbear, and they'll leave
- Now run right some more, and enter the cave at the end
- Walk over to the Dudbear closest to you and give him 3 Halo Coins
- He will then hand over 3 L'il Bottles
- Find the Dudbear to the Lower-Right part of this area, and give him a L'il Bottle to leave
- Now keep going right until you reach some more Dudbears
- Walk over to the Dudbear that is nearest to the light, and give him 2 L'il Bottles
- He will hand you 2 Pucashells
- Head north to the next screen with another Dudbear and give him a Pucashell. He should leave now
- Okay, once you are outside, go left and go inside the next cave
- Now follow the cave path until you get to another Dudbear
- Give him a Pucashell
- He'll leave, and you will find the Treasure!
- Roger will then enter, and try to turn the Dudbears against you
- Give them Halo Coins and they'll remove Roger
- You will be back at the ship, and the Captain will give you another crab and some Wendel Silver
- This concludes the event, "Buried Treasure"

RACHEL

- Whenever you are ready, go to Domina, and into the house to the left of the Domina entrance
- Head upstairs to find Rachel and Mark
- Speak to them to begin the event
- Now leave and wait until Gnome Day, then head into the Weapons Shop
- Head upstairs to the Weapons Shop to find Mark
- Speak to him and you will learn about Rachel running off
- Leave and head to Geo
- Head into the cafe and wait until Salamander's Day, then go to the Academy of Magic and into the Library
- After the explosion, speak to the students, then go back to Domina
- You will now find that Rachel has returned
- Go back and speak with Rachel's mom in the Weapons' Shop
- Exit, the wait until Gnome Day again, and go to the Weapon's Shop and speak with her again
- Once there on Ghome's Day, go upstairs to find Rachel and Mark once more
- Speak to them to hear a story

- Afterwards, leave Domina and come back when the day changes
- Speak with Rachel's Mom again to hear her complain
- Once she is finished, leave and go into the Weapon's Shop to find Duelle there!
- Go upstairs once again to find Rachel
- Listen to the story to end the event
- This concludes the event, "Rachel"

DIDDLE KIDNAPPED?!

- Since you are still in Domina, head north to the Church
- You will see that the Dudbears and Roger have taken the Church over
- Go to the Mana Park in Domina and you will find Diddle there
- Speak to him and the Dudbears will take him...kidnap him!
- After this has happened, go over to the White Forest
- NOTE: When you are in the White Forest, there are around 6 Dudbears you will need to knock out. Find them and speak to them to do this
- Now go left and then take the northern paths
- After you have knocked out every Dudbear, you should find Roger and Diddle at the end of the path
- You will hear a conversation, and you will be forced to fight a boss:
Chimera Lord
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- When the fight is over, Diddle will be happy, and so will Cappella
- This concludes the event, "Diddle Kidnapped?!"

THE WIMPY THUGLING

- Make sure you are alone on this event
- Go to the Duma Desert
- Follow the path until you reach a fork in the road
- You should find a fish person
- Agree to help him, then follow the Thugling to get to an easy boss
- Some helpful tips:
 - Just like almost every other boss in the game, just stay on top of him and attack as fast as you can
 - Get as close to him so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for his special attacks, because it takes off serious damage
- After you beat the boss, this event will conclude

GILBERT: LOVE IS BLIND

- Go to the Mandora Beach and use Boink to get to the Lighthouse
- Once there, allow Elle to join you
- Now go to Polpota Harbor and find Gilbert in the Cafe area on the east side of the town to end this event

- This concludes the event, "Gilbert: Love is Blind"

PEE-WEE BIRDIE

- Make sure the Mana Tree is right next to Domina
- It has to be at Level 3
- Go to the Domina Inn, and Miss Yuki will ask you for the following:
 - MenosBronze
 - Bobab Wood
 - Animal Hide
 - Flat Seed
 - Cotton
 - Rotten Meat
 - Sulphur
 - Citrisquid
- Find these items for her beloved Pee-Wee around Domina or elsewhere
- This concludes the event, "Pee-Wee Birdie"

THE LEGEND OF MANA

- Use the Sword of Mana and make the Mana Tree
- Go inside it
- Speak to Polkiel inside here
- Now make your way to the top of the Mana Tree, while killing all of the enemies along the way
- Once you have killed them all, you will be warped to the final boss:
Goddess of Mana
 - Just like almost every other boss in the game, just stay on top of her and attack as fast as you can
 - Get as close to her so that you won't take as much damage
 - Use plenty of Special Techniques
 - Watch out for her special attacks, because it takes off serious damage
- After you defeat her, the game will end and the FMV ending will roll along with the credits

SEEING DOUBLE

Basic Rundown:

- Go to Lumina and talk to Pokiehl by the gem shop on Bright Moon Alley.
Answer "yes" to his question
- Head over to Domina and see your clone beating up a sproutling!
- Talk to the sproutling.
- Follow your clone to the marketplace and watch him beat up another sproutling!
- Talk to the sproutling.
- Follow your clone back to Teapo and watch Duelle up Teapo!
- Head back out of the shop and watch your clone beat up ANOTHER sproutling!
- Talk to the sproutling.
- Go throu Mana Angel Park and to the outskirts of Domina.


```

|Requires: <-----This bit I think it's like the stat the |
|              weapon uses. |
|              It's either strength or technique. |
|Highest no. of hits: <----I think this is the most number of hits. |
|              you can get off in a row using the weapon. |
|Speed      <-----Should be obvious. |
|Able to use shield <----Should be obvious. |
|Strength   <-----Should be obvious. |
|Technique  <-----Should be obvious. |
|Defense    <-----Should be obvious. |
|Magic      <-----Should be obvious. |
|Constitution <-----Should be obvious. |
|Spirit     <-----Should be obvious. |
|Charm      <-----Should be obvious. |
|_____

```

```

-----
|The relative strengths of speed, strength, technique, defense, magic, |
|constitution, spirit and charm are represented by stars. Y'know, 1 |
|star being the weakest and 5 stars being the strongest. |
|_____

```

```

+---+---+---+---+---+
|Short Sword/Dagger |
+---+---+---+---+---+
Requires           : Technique
Highest no. of hits: 3
Speed              : *****
Able to use shield : Yes
Strength           : **
Technique          : ***
Defense            : ***
Magic              : ***
Constitution       : *
Spirit             : ****
Charm              : ****
_____

```

```

+---+---+---+---+---+
|One-Hand Sword    |
+---+---+---+---+---+
Requires           : Strength
Highest no. of hits: 3
Speed              : ***
Able to use shield : Yes
Strength           : ***
Technique          : ***
Magic              : ***
Constitution       : ***
Spirit             : ***
Charm              : ***
_____

```

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+---+---+---+---+---+
|One-handed Axe    |
+---+---+---+---+---+

```

Requires : Strength
Highest no. of hits: 3
Speed : **
Able to use shield : Yes
Strength : ***
Technique : **
Defense : ***
Magic : ***
Constitution : ***
Spirit : *****
Charm : **

+---+---+---+---+---+
|Two-handed Sword |
+---+---+---+---+---+
Requires : Strength
Highest no. of hits: 3
Speed : **
Able to use shield : No
Strength : ****
Technique : **
Defense : ***
Magic : ***
Constitution : ***
Spirit : **
Charm : ***

+---+---+---+---+---+
|Two-Handed Axe |
+---+---+---+---+---+
Requires : Strength
Highest no. of hits: 3
Speed : *
Able to use shield : No
Strength : ****
Technique : **
Defense : *****
Magic : ***
Constitution : **
Spirit : ***
Charm : **

+---+---+---+---+---+
|War Hammer |
+---+---+---+---+---+
Requires : Strength
Highest no. of hits: 3
Speed : *
Able to use shield : No
Strength : *****
Technique : **
Defense : **
Magic : ***
Constitution : ***

Spirit : ***
Charm : ***

+---+---+---+---+---+

|Spear |

+---+---+---+---+---+

Requires : Technique
Highest no. of hits: 4
Speed : **
Able to use shield : No
Strength : **
Technique : ****
Defense : ***
Magic : ***
Constitution : *
Spirit : ***
Charm : ****

+---+---+---+---+---+

|Staff |

+---+---+---+---+---+

Requires : Technique
Highest no. of hits: 4
Speed : **
Able to use shield : No
Strength : *
Technique : **
Defense : **
Magic : *****
Constitution : **
Spirit : ***
Charm : *****

+---+---+---+---+---+

|Gloves |

+---+---+---+---+---+

Requires : Strength
Highest no. of hits: 5
Speed : ****
Able to use shield : No
Strength : ****
Technique : **
Defense : ***
Magic : **
Constitution : ****
Spirit : ***
Charm : ***

+---+---+---+---+---+

|Ninja stick thingy (nunchakus sp?)|

+---+---+---+---+---+

Requires : Technique

Highest no. of hits: 4
Speed : ****
Able to use shield : No
Strength : **
Technique : ****
Defense : **
Magic : ***
Constitution : **
Spirit : ***
Charm : *****

+----+----+----+----+----+
|Bow and Arrows |
+----+----+----+----+----+
Requires : Technique
Highest no. of hits: 3
Speed : ***
Able to use shield : No
Strength : *
Technique : *****
Defense : **
Magic : ***
Constitution : **
Spirit : ***
Charm : ****

+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
|List of character stats: |
+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
| Strength : Influences power of weapon using strength |
| Technique : Influences power of weapon using technique |
| Defense : Influences damage taken from enemies |
| Magic : Influences power of offensive magic |
| Constitution : Influences Max HP, and resistance to poison |
| Spirit : Influences resistance to enemie's auxillary magic |
| Charm : Influences success of auxillary magic |
| |

+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
|Notes:
|
+----+----+----+----+----+----+----+----+----+----+----+----+----+----+----+
|1) I doubt charm is the correct word, it's something along the lines of charm
|
| and enchantment though. (It's LUCK!)
|
|
|
|2) The Tech Attacks are not present at this time. I have found something in
the|
| I presume those are the tech attacks for the weapons. More later.
|
|

.....

7. Armor List

.....

Armor Name	Defense
WindCap	+ 2
MenosHGlove	+ 2
Ironpot	+ 1
MenosShield	+ 3
MenosHelm	+ 2
MenosHauberk	+ 5
MenosGauntlet	+ 2
MenosBoots	+ 2
DragonBone	+ 12
Wishbone	+ 4

>More To Come<

.....

8. Items List

.....

Item Name	Description
Animalhide	HIDE Primary
Big Seed	SEEDS (Green) Secondary
Animal Meat	MEAT (Food) Secondary
Bug Meat	MEAT (Food) Secondary
Bird Meat	MEAT (Food) Secondary
Odd Meat	MEAT (Food) Secondary
Lizard Meat	MEAT (Food) Secondary
Clear Feather	FEATHERS Secondary
Flaming Quill	FEATHERS Secondary
Aroma Oil	BOTTLES Secondary
Moss	URNS Secondary
Greenball Bun	
Tako Bug	
Oak Wood	WOOD Primary
Apricat	PRODUCE (Food) Secondary
Gator Skin	HIDE Primary
Bellegrapes	PRODUCE (Food) Secondary
Diceberry	PRODUCE (Food) Secondary
Citrisquid	PRODUCE (Food) Secondary
Peach Puppy	PRODUCE (Food) Secondary
Masked Potato	PRODUCE (Food) Secondary

Spade Basil	PRODUCE (Food) Secondary
Sharp Claw	FANGS & CLAWS Secondary
Blank Eye	EYE Secondary
Clear Feather	FEATHERS Secondary
Acid	BOTTLES Secondary
Poison Powder	POWDERS Secondary
Gravedirt	POWDERS Secondary
Silly Eye	EYE Secondary
Mothwings	FEATHERS Secondary
Sleepy Powder	POWDER Secondary
Hollywood	WOOD Primary
Lizard Scales	SCALES Primary
Animalbone	BONE Primary
WaterStone	MANA STONE Secondary
Sun Crystal	MANA CRYSTAL Secondary
Small Seed	SEEDS (Orange) Secondary
Flat Seed	SEEDS (White) Secondary
Long Seed	SEEDS (Purple) Secondary
Loquat-Shoes	PRODUCE (Food) Secondary
Squalphin	PRODUCE (Food) Secondary
Cornflower	PRODUCE (Food) Secondary
Cabbadillo	PRODUCE (Food) Secondary
Morph Meat	MEAT (Food) Secondary
Healing Claw	FANGS & CLAWS Secondary
Vampire Fang	FANGS & CLAWS Secondary
Little Eye	EYES Secondary
Sleepy Eye	EYES Secondary
Creepy Eye	EYES Secondary
Virgin's Sigh	VIALS Secondary
Blackened Bat	PELLETS Secondary
Sulpher	POWDERS Secondary
Knockout Dust	POWDERS Secondary
Rust	POWDERS Secondary
Wad of Wool	POUCHES Secondary

>More To Come<

.....

9. Magic / Instrument / Mana List

.....

Instrument	Magic	Mana	Type	Power
EarthDrum	Mica Crush	Gnome	CircleFire	3
GustMarimba	WindBlast	Jinn	DonutFire	7
FlowHarp	Tsunami	Undine	SphereFire	6
FlameFlute	BurningNeddle	Salamander	LineLock	8
EarthHarp	Earth'sFury	Gnome	SphereLock	20
FlowMarimba	WaterNymph	Undine	DonutFire	19
GoldenMarimba	PlatinumFlicker	Aura	FanFire	19
GustFlute	CycloneFlower	Jinn	ControlLock	24

FlameDrum	MagmaShower	Salamander	RandomFire	13
ShineDrum	TwinkleBall	Wisp	CircleFire	13
WoodFlute	StranglingVine	Dryad	LineFire	24
DarkHarp	Blackwind	Shade	FanFire	20
ShineFlute	CelestialFlame	Wisp	LineFire	8
WoodMarimba	EmeraldVine	Dryad	RandomFire	7
GoldenHarp	GoldenSphere	Aura	SphereFire	6
WoodDrum	EmeraldJail	Dryad	RandomLock	23
GustDrum	CycloneNeedle	Jinn	FanFire	23
GoldenFlute	GlimmeringSlash	Aura	LineLock	40
FlowFlute	WaterMill	Undine	LineFire	40
DarkMarimba	BlackShamshir	Shade	RandomLock	31
EarthMarimba	JasperJolt	Gnome	RandomFire	31
ShineHarp	DivineStrike	Wisp	LineLock	34
FlameHarp	InfernalFlame	Salamander	LineFire	34

>Coming Soon<

.....

10. Special Techniques List

.....

Technique Name	Damage
Rising Crush	2HandSword: Mid-Range, Med. Damage
Shield Breaker	2HandSword: Mid-Range, Med. Damage
Lightning Kick	2HandGlove: Mid-Range, Med. Damage

Key

- 1=Minor Damage
- 2=Medium Damage
- 3=Major Damage
- 4=Extreme Damage

Abilities List	Abilities
Jump	None
Defend	None
Lunge	None
Retreat	None
Crouch	None
Push	None
Cheer	None
Spin	None

Grapple	Defend, Push
Whirl	Grapple, Spin
Bash	Whirl, Push
Somersault	Lunge, Jump
Back-Roll	Retreat, Jump
Back-Flip	High-Jump, Back-Roll
Moonsault	High-Jump, Somersault
High-Jump	Crouch, Jump
Double-Jump	High-Jump, Jump
Tackle	Lunge, Push
Counterattack	Defend
Counterstrike	Counterattack
Taunt	Retreat, Cheer
Evade	Lunge, Retreat
Toss	Crouch, Bash
Defensive Lunge	Defend, Lunge
Slide	Crouch, Lunge
Flip-Kick	Back-Roll, Back-Flip

Knife ST	Abilities
----------	-----------

2 Admonition	Lunge
1 Rising Eagle	Jump
1 Vortex of Death	Spin
1 Vapor Blade	Somersault
1 Sonic Wave	Back-Roll
1 Rising Dragon	High-Jump
1 Crescent Moon	Moonsault
1 Eclipse	Back-Flip
2 Backstab	Slide, Double-Jump
2 Puppet	Retreat, Cheer
2 Cobra Fang	Push, Retreat
2 Ninja Drop	Grapple, Push
3 Pouncing Cat	Back-Roll, Somersault
2 Back Slasher	Whirl, Lunge
3 Reaping the Mist	Back-Roll, Back-Flip, Lunge
1 Dark Assassins	Evade, Spin, Crouch
3 Dance of Roses	Defensive Lunge, Evade, High-Jump
3 Looking Glass	Whirl, Bash, Taunt
4 Aerial Reaver	Flip-Kick, Spin, Crouch, High-Jump
3 Phoenix	Cheer, Evade, Double-Jump, Defensive Lunge

Sword ST	Abilities
----------	-----------

2 Iai Strike	Lunge
2 Cutting Bamboo	Jump
1 Maelstrom	Spin
2 Rising Sun	Crouch
2 Triple Tiger	Somersault
2 Blade Launcher	Back-Roll

3 Cutting Pine	High Jump
1 Bird of Prey	Moonsault
2 Corkscrew	Back-Flip
2 Cross Strike	High-Jump, Lunge
2 Tiger Claw	Somersault, Back-Roll
2 Clean Sweep	Slide, Retreat
2 Dragon's Tail	Tackle, Back-Flip
1 Orbiting Blades	Spin, Defensive Lunge
3 Motion of Truth	Tackle, Bash, Moonsault
3 Smashing Blade	Push, Whirl, Somersault
3 Invisible Death	Grapple, Lunge, Retreat
3 Dynamite X	Jump, Crouch, Cheer
4 Terminal Velocity	Whirl, Back-Flip, Spin, Lunge
3 Golden Dragon	Toss, Evade, Crouch, High-Jump

Axe ST	Abilities	
--------	-----------	--

2 Deep Slice	Lunge
2 Axe Bomb	Jump
1 Tornado	Spin
2 Electronic Yo-Yo	Somersault
1 Retribution	Back-Roll
1 Bird of Prey	Moonsault
2 Salmon Upstream	Back-Flip
2 Rising Sun	Crouch
3 Cutting Pine	High-Jump
3 Axe Bomber	Evade, Bash
2 Black Wings	Toss, Bash
4 Boulder Dash	Back-Flip, Tackle
1 Orbiting Blades	Spin, Defensive, Lunge
2 Cross Strike	High-Jump, Lunge
3 True Strike	Whirl, Somersault, Moonsault
3 Dynamite X	Jump, Crouch, Cheer
3 Time Burst	Push, Spin, Evade
4 Karma	Cheer, High-Jump, Evade, Counterstrike

2 Handed Sword ST	Abilities	
-------------------	-----------	--

2 Lunging Arc	Lunge
2 Rising Crush	Crouch
1 Spiral Wave	Somersault
2 Shish Kebob	Back-Roll
2 Impulse	High-Jump
1 Shield Breaker	Jump
1 Windslasher	Spin
2 Windwalker	Moonsault
2 Splashblade	Back-Roll, Back-Flip
2 Rain of Blood	Toss, Double-Jump
3 Bring It On	Retreat, Taunt
2 Marble Stream	Evade, Lunge

3 Skullsplitter	Whirl, Jump
3 Beautiful Three	Tackle, Back-Flip, Lunge
3 Quakebringer	Cheer, Moonsault, Crouch
3 Triple Offense	Evade, Somersault, High-Jump
4 Deep Swing	Crouch, Defend, Counterattack, Counterstrike
4 Raging Pain	Evade, Flip-Kick, Jump, Taunt

2 Handed Axe ST	Abilities
-----------------	-----------

2 Sideswipe	Lunge
2 Rising Claw	Jump
1 Flying Sawblades	Spin
2 Rolling Throw	Somersault
1 Blurred Axe	Back-Flip
2 Rising Crush	Crouch
1 Spiral Wave	Somersault
1 Impulse	High-Jump
3 Divine Right	Push, Back-Roll
3 Snowfall	Toss, Spin
2 Spinning Hawk	Back-Flip, Flip-Kick
1 Tidal Wave	Evade, Defensive Lunge
2 Splashblade	Back-Roll, Back-Flip
3 Angelic Lumberjack	Somersault, Moonsault, Back-Flip
3 Buzzsaw of Doom	Double-Jump, Somersault, Lunge
3 Spikestrike	Whirl, Slide, Moonsault
4 Sparkling Rampage	Retreat, High-Jump, Spin, Tackle

Hammer ST	Abilities
-----------	-----------

2 Super Slugger	Lunge
2 Big Bang	Jump
1 Blammo	Spin
1 Mole-Hunting	Somersault
1 Ground Zero	High-Jump
2 Rising Crush	Crouch
2 Windwalker	Moonsault
1 Retribution	Back-Roll
3 Blazing Hammer	Retreat, Tackle
2 Double Impact	Somersault, Moonsault
2 Thor's Hammer	Toss, High-Jump
2 Skullsplitter	Whirl, Jump
1 Tidal Wave	Evade, Defensive Lunge
3 Ultra Slugger	Toss, Retreat, Lunge
3 Intervention	Double-Jump, Spin, Somersault
3 Volcano	Crouch, Cheer, Jump
4 Pearly Gates	Toss, Retreat, Lunge, Spin

Spear ST	Abilities
2 Lancer	Lunge
1 Mighty Javelin	Jump
1 Twister	Spin
2 Dragon's Bite	Somersault
1 Furious Copter	High-Jump
2 Nebulous Saucer	Moonsault
2 Lancenator	Tackle, Crouch
2 Cyclone Racer	Spin, Lunge
2 Rewind	Back-Roll, Moonsault
3 Fool's Play	Toss, Evade
2 Holy Light	High-Jump, Somersault
3 Triple Supremacy	Lunge, Crouch, Spin
3 Deadly Branding	Bash, Taunt, Slide
3 Chrome Ray	Back-Roll, Defensive Lunge, Grapple
3 Raging Fury	Tackle, Evade, Lunge
4 Lo and Behold	Crouch, Moonsault, Double-Jump, Spin
3 Blue Dragon	Evade, Retreat, Spin, Defensive Lunge

Staff ST	Abilities
2 Gust	Lunge
2 Paint it Black	Jump
1 Aftershock	Spin
1 Golden Pyres	Crouch
2 Bubbles	High-Jump
2 Blaze	Moonsault
1 Halo	Evade
2 Purgatory	Tackle, Cheer
2 Flower of Gold	Evade, Retreat
2 Fire and Ice	Somersault, Back-Flip
2 Gates of the Fall	Spin, Moonsault
3 Song of the Spirits	Spin, Evade, Taunt

Gloves ST	Abilities
2 Bloody Knuckles	Lunge
2 Lightning Kick	Jump
1 Whirlwind Kick	Spin
2 Jawbreaker	Crouch
2 Rolling Slam	Somersault
2 Flip-Thrust	Back-Roll
2 Moonsault Stomp	Moonsault
2 Giant Swing	Grapple, Spin
3 Tiger Driver 91	Grapple, Crouch
3 Northern Lights	Grapple, Jump
2 Mental Barrier	Counterattack, Counterstrike

3 Sparkly Feet	Toss, Evade, Double-Jump
3 Cough Drop	Grapple, High-Jump, Bash
3 Fist of the Norse Star	Lunge, Grapple, Evade
3 Flips of Thunder	Back-Roll, Back-Flip, Back-Kick
3 Power Combo	Grapple, Bash, Retreat, Lunge
3 Gravity Drop	Toss, Crouch, High-Jump, Grapple
4 Earthquake	Back-Roll, Back-Flip, Moonsault, Crouch

Flail ST	Abilities
----------	-----------

2 Dragon Teeth	Lunge
2 Setting Sun	Jump
1 Pheonix Wings	Spin
2 Chinsplitter	Crouch
2 Drunken Monkey	Somersault
2 Twilight	High-Jump
1 Psyclone	Moonsault
3 Double Dragon	Moonsault, Evade
2 Back Slasher	Whirl, Lunge
2 Enter the Tiger	Slide, Retreat
2 Avalanche	Crouch, Back-Flip
2 Puppet	Retreat, Cheer
3 Challenger	Tackle, Taunt, Counterattack
3 Demon's Howl	Flip-Kick, High-Jump, Lunge
3 Extreme Conditions	Evade, Tackle, Double-Jump
3 Looking Glass	Whirl, Bash, Taunt
3 Malevolence	Crouch, Evade, Jump, High-Jump
4 White Tiger	Defensive Lunge, Grapple, Evade, Spin

Bow ST	Abilities
--------	-----------

1 Trueshot	Lunge
1 Forward Artillery	Jump
1 Spinshot	Spin
1 Needle Shower	Back-Roll
2 Tri-Shot	High-Jump
3 Trickshot	Moonsault
2 Hypershot	Toss
2 Change-Up	Retreat
2 Backshot	Bash
2 Flying Swallows	Tackle, Double-Jump
2 Rain of Death	High-Jump, Spin
3 Sureshot	Flip-Kick, Back-Flip
2 Carpet Bomber	Evade, High-Jump
3 Mastershot	Whirl, Back-Flip, Spin
3 Wildshot	Grapple, Back-Roll, Double-Jump
4 Main Gun	Evade, Retreat, Lunge, Counterattack

.....

11. Instruments List

.....

Instrument	Power	Type
Flowharp	6	Tsunami
GustMarimba	7	Wind Blast
Flameflute	8	Burning Weedle
Earthdrum	3	Mica Crush

>More To Come<

.....

12. Artifacts List

.....

Artifact Name	What it creates
Mailbox	Home
Colorblocks	Domina
Flame	Gato Grottoes
Wheel	Luon Highway
Medallion	Jungle
Ancient Tablet	Mindas Ruins
Torch of Coral	Mandora Beach
Sand Rose	Duma Desert
Jade Egg	Meikiv Caverns
Stone Eye	Lake Kilma
Firefly Lamp	Lumina
Rusty Anchor	Polpota Harbor
Bottled Spirit	Ulkan Mines
Moon's Mirror	Tower of Leires
Broken Doll	Junkyard
Tome of Magic	Geo
Frozen Heart	Feig Snowfields
Pirate's Hook	SS Buccaneer
Trembling Spoon	The Underworld
Skull Lantern	Norn Peaks
Brooch of Love	Lucemia
Dragon's Bone	The Bone Fortress
Green Cane	White Forest
Jumi Staff	Bejeweled City
Sword of Mana	Mana Tree

.....

13. Abilites List

.....

Ability	Description or Type
Jump	Your basic jump.
Defend	Reduces damage.
Lunge	A quick step forward.
Retreat	A quick step back.
Crouch	Recovers HP, with no defense.
Push	Unbalances the opponent.
Cheer	A battle cry.
Spin	Confuses enemies.
High Jump	Quite a high jump.
Counterattack	A quick riposte.
Grapple	Defend, Push
Whirl	Grapple, Spin
Bash	Whirl, Push
Somersault	Lunge, Jump
Back-Roll	Retreat, Jump
Back-Flip	High-Jump, Back-Roll
Moonsault	High-Jump, Somersault
Double-Jump	High-Jump, Jump
Tackle	Lunge, Push
Counterattack	Defend
Counterstrike	Counterattack
Taunt	Retreat, Cheer
Evade	Lunge, Retreat
Toss	Crouch, Bash
Defensive Lunge	Defend, Lunge
Slide	Crouch, Lunge
Flip-Kick	Back-Roll, Back-Flip

.....

14. Dudbear Translations

.....

The Sound	What it means (to me)
Du	"Little" / "Small"
Dub	"Hi" / "Yeah"
Dud	"Goodbye" / "No"
Duda	"Me"
Duba	"You"
Dubba	"Friend"

Da	"Light" / "Stars"	
Dada	"Please?"	
Dadda	"Lamp"	
Dubababa	"A Lot"	
Bub	"Huh?" / "What?"	
Bubu	"Dudbear" / "Me"	
Baba	"Music" / "Sound"	
Ba	"Night" / "Dark"	
Gugu	"Not me"	
Gak!	"Ack" / "Yuk"	

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15. How to Blacksmith

.....

From Kiah (From the Legend of Mana Message Boards, and since I couldn't find an e-mail address for him, I'm just using it, but ALL CREDIT goes to him for this info.)

I have finally figured out the Blacksmithing... Whew! It took my poor tired brain much longer than it should have to do this... It's not exactly for the faint hearted, but to create a weapon which has the maximum of 4 to each elemental the following method has been tested and found to work every time.

For brief, I will call the 8 elements Wis, Sha, Dry, Aur, Sal, Gno, Jin, and Und. These come in two sets with pairs of conflicting magic in each set... So

Wis-Sha, Dry-Aur
Sal-Gno, Jin-Und

The method I will outline will work, but when you understand it, it can be modified according to which coins you have the most of.

Recipe: You will need 6 chaos stones (either purchase them in the jewel shop in Lumina or Geo, or fight Polterboxes till they drop them--the Draupnir Ring and a pet Polter Box will do wonders here, it only took me about 20 minutes to get six in the SS Buccaneer--6 chaos stones will cost you 30,000 lucre otherwise.)

You will also need 2 silver wisps, 1 gold wisp, 2 silver dryads, 1 gold dryad, 2 silver salamanders, 1 gold salamander, 2 silver jinns, 1 gold jinn,

AND

1 silver shade, 2 gold shades, 1 silver aura, 2 gold auras, 1 silver gnome, 2 gold gnomes, 1 silver undine, and 2 gold undines.

The problem lies in the fact that the conflicting magics will erase each other unless there is a chaos mystic present, which allows the conflicting types to co-exist. Since there's only room for three mystics at any time, you must keep reintroducint the chaos mystic to make things work. Silver coins can only raise magic to level 3,

and gold is necessary for level 4. With this in mind, here is the pattern: (be careful, one single mistake after the halfway point, and you will have to start over)

1 silver wis, 1 silver dry, 1 silver wis, 1 silver dry, 1 gold wis, 1 gold dry, 1 silver sal, 1 silver jin, 1 silver sal, 1 silver jin, 1 gold sal, and 1 gold jin ... stop and breathe, you're halfway

Now we need to start using the chaos crystals because all the remaining magic will conflict with something we've already used.

1 chaos, 1 silver sha, 1 silver aur, 1 chaos, 1 gold sha, 1 gold aur, 1 chaos, 1 gold sha, 1 gold aur, 1 chaos, 1 silver gno, 1 silver und, 1 chaos, 1 gold gno, 1 gold und, 1 chaos, 1 gold gno, and 1 gold und.

This took my platinum spear from attack of 45 to 135. If you have LorimarIron or adamantite, look out... you should be in business.

A final word of caution; there are a lot of other enhancements you can try after getting to this point... However, some of them come with mystic cards, and if the chaos mystic card is displaced from the deck, the whole scheme collapses. There are a few other small details which I can explain to anyone who's interested about the patterns, and additional enhancements, but I thought it would get too theoretical if I explained everything.

Enjoy.

.....

16. Encyclopedias

.....

DIARIES

1) Nic's Business:

"My master beat banditos with a creature called Niccolo. Niccolo was scared of the banditos, but I'm scared to know what Niccolo is. What could he possibly be?"

2) Tiny Sorcerers:

"Today I heard a story about two little sorcerers trying to become the kings of this world. But pumpkins? They used pumpkins? I hope they're still yummy."

3) ???

4) ???

5) Lost Princess:

"Fighting a monkey in the caverns and saving a girl! Wow, that sounds like something out of a movie. But the girl was really shy and turned red, and I guess that was too much for my master."

6) ???

7) ???

8) ???

9) ???

10) ???

11) ???

12) Teatime:

"It sounds like today's adventure was about opening and closing the Flowerlings' gates. And today's monster kept sucking out my master's blood. Stop bothering my master!"

13) ???

14) Mining Business:

"The birdman says Watts doesn't have any heroic stories to tell. I wish someone will come up with a story about ME. He moves like lightning! He kicks monster butts! I think I like that."

15) ???

16) ???

17) ???

18) ???

19) ???

20) ???

21) ???

22) ???

23) Flame of Hope:

"Popo bug is reeeaaally long, with lots and lots of knobs, and it's easy to break one Popo bug to make two Popo bugs. Who gets hurt when a Popo bug is in someone's tummy? The Popo bug?"

24) ???

25) ???

26) ???

27) Summer Lovin':

"Clobbering crabs at the beach! That sounds like fun, but I feel bad for the crabs. Surprise lesson of the day: penguins can fall in love!"

28) ???

29) ???

30) ???

31) ???

32) ???

33) ???

34) ???

35) ???

36) ???

37) ???

38) ???

39) ???

40) ???

41) ???

42) ???

43) ???

44) ???

45) Nic's Business 2:

"Greenballs look like locusts without their wings. They don't look that yummy to me. I'd rather have fish for dinner."

46) ???

47) ???

48) ???

49) ???

50) ???

51) ???

52) ???

53) Blacksmithing:

"There's a new room in the backyard workshop. It's to make weapons and armors for my master to be able to whack some more little monsters. That's not nice. We should all be friends."

54) ???

55) Golem Workshop:

"I can put some stuff together and make my own Golem! My master should add that to the resume for future job-hunting."

56) Mana Orchards:

"Mr. Grandpa tree is so big and scary, it makes me want to hide by his roots. His roots look like the best place to hide."

57) Monster Corral:

"Now my master can bring back eggs of other animals to raise them as pets! I can't pet them because I'm all spikey, but humans will be okay because they aren't spikey like me."

58) ???

59) ???

60) ???

61) Watts's Hammer:

"Watts lost his hammer, but my master found it for him. Doesn't it feel good to do good things? It would be nice if master could read me a story once in a while. Please?"

62) ???

63) ???

64) ???

65) ???

66) ???

67) ???

ITEMS

1) Metal:

"Primary Material. Metallurgy has been the barometer of a civilization's technological level. Different types of metals in Fa'Diel are named after the areas where they were mined."

2) Wood:

"Primary Material. Trees of Fa'Diel distribute the Mana energy as air for the creatures in this world. Tools and simple buildings have been made with wood since the ancient times."

3) Stone:

"Primary Material. Stones have been used since the beginning of time as tools, decorations, and in architecture."

4) Hide:

"Primary Material. Armor can be made from softer materials such as hide, but one should be aware of the compatibility between the material and the item."

5) Scales:

"Primary Material. Scales of some monsters and dragons can be used to make armor and weapons. The materials used to create such items are reflected in their effects and parameters."

6) Bone:

"Primary Material. The world of Fa'Diel uses bones from the monsters living there. When making armor, pay specific attention to the materials' defense levels for effective compositions."

- 7) Fabric:
"Primary Material. Fabric can be used to strengthen equipment as well as being the primary material for armor. Those with mysterious patterns or colorful designs may have magical properties."
- 8) Aerolite:
"Primary Material. Aerolites are rocks that fall from the sky. They tend to have unusual and useful properties when used to make equipment."
- 9) Mana Stone:
"Secondary Material. Mana Stones contain high concentration of Mana energy. There are Mana Stones of Fire, Earth, Wind, and Water."
- 10) Mana Crystal:
"When pure Mana energy becomes crystallized, Mana Crystals are made. Most of them glow with the energy, but some that absorb light have been found."
- 11) Coins:
"Secondary Material. These coins represent the energy of each elemental spirit. Sometimes the spirits give them to mortals they favor."
- 12) Seeds:
"Secondary Material. Each seed has a different color, and, like mixing paint, one can grow wider varieties of produce by planting two different seeds together at the same time."
- 13) Produce:
"The produce that grows in the orchards varies by the seed combinations, the day of the week they were planted, and by luck. Used to feed pets and to color Golems."
- 14) Meat:
"Secondary Material. Meat can be acquired by defeating different types of monsters, and then it can be used along with produce to catch monster eggs."
- 15) Fangs & Claws:
"Secondary Material. The most powerful parts of monsters. Fangs and claws are often used to make protective and magical items such as talismans."
- 16) Eyes:
"Secondary Material. Some stones look like eyeballs of monsters, and they also have magical properties. Eyes are divided into groups by their appearance."
- 17) Feathers:
"Secondary Material. Usually the Aerial monsters' feathers are sold on the market, but sometimes beautiful Arthropod monsters' wings are considered useful."
- 18) Bottles:
"Secondary Material. There are all sorts of liquids in many different bottles. Some seem to contain liquids you cannot drink, and others you couldn't even guess when they were last opened."

- 19) Vials:
"Secondary Material. Even the most unthinkable things could be sealed in these vials. There could be whispers, curses, or maybe even some stinky breath."
- 20) Urns:
"Secondary Material. No one can guess what these urns contain, or what they are for. What could be inside the urns you find in this story?"
- 21) Pellets:
"Secondary Material. Little medicine pills made of material you would not normally eat. Those that are known to be effective have a higher price tag."
- 22) Powders:
"Secondary Material. Some are mere dirt and some are blends of materials with creepy effects. Keep out of reach of children."
- 23) Pouches:
"Secondary Material. These pouches could contain some really unusual and exciting items. On the other hand, the items may be quite normal and plain."

ARTIFACTS

- 1) Mailbox:
"A few letters a month can mean a lot to a lonely, far-off home. See HOME."
- 2) Colorblocks:
"The town changes through the ages according to its citizens. It doesn't change to accommodate a new age. It changes to bring about a new age."
- 3) Wheel:
"Even the longest roads are rutted by the hundreds of wagons which traverse them. Roads remember their travelers, and wagon wheels are reflections of those memories. See LUON HIGHWAY."
- 4) Jade Egg:
"By taking a stone formed through the ages inside the earth and shaping it into the source of all things, the earth's creative power was captured inside. See MEKIV CAVERNS."
- 5) Stone Eye:
"This artifact uses the power of the Master of the Lake to turn to stone those who harm the lake. However, the power does not respond to the will of mankind. See LAKE KILMA."
- 6) Flame:
"That which illuminated the shrine was but a small flame. Before long, mankind ceased to notice the fire, but its significance continued to grow. See GATO GROTTOS."
- 7) Medallion:
"The beasts who followed a wise man were eaten by an invading beast."

It then gained wisdom and became a wise man itself. See ???."

8) Firefly Lamp:

"One poet wrote that all of history comes from lovers' whispers. It was a poem of lovers talking of love and the future, under the cool light of fireflies in the midsummer night sky. See ???."

9) ???

10) ???

11) Ancient Tablet:

"Long ago, in a civilization very different from our own, unimaginable scientific advances were made, and are recorded on this tablet. However, mankind has lost the ability to decipher it. See MINDAS RUINS."

12) Torch of Coral:

"The Mermen appear on the shore using a flame from this torch. It gives off light invisible to human eyes, and so they remain hidden. See MADORA BEACH."

13) Broken Doll:

"This doll was a servant of mankind when artifacts were used as instruments of war. See JUNKYARD."

14) ???

15) Rusty Anchor:

"Even large anchors are small compared to their ships. These very anchors are what hold the ships firmly to the harbor, not unlike mankind's role on earth. See ???."

16) Moon's Mirror:

"The mages of antiquity would pour water onto the mirror and reflect the moon and stars to learn of mankind's fate from the heavens. See TOWER OF LEIRES."

17) ???

18) ???

19) Bottled Spirit:

"Once, a foolish mage tried to seize the powers of a spirit by imprisoning it in a bottle. The mage was immediately slain by the spirit's curse, but the bottle containing a powerful spirit remained. See ULKAN MINES."

20) ???

21) ???

22) ???

23) ???

24) ???

25) ???

26) ???

CHARACTERS

1) Niccolo:

"He believes that he brings happiness to his customers with his transactions, but he sometimes plays dirty tricks on them. Dislikes the Sproutlings and the Flowerlings."

2) ???

3) Daena:

"A monk-soldier who protects Gato's temple. She grew up with Escad, Matilda, and Irwin, but especially adores Matilda like her own sister."

4) ???

5) ???

6) Pearl:

"Elazul's partner. She sometimes has a tough time speaking clearly, and is also very shy. Has a tendency to wander off and get lost while thinking."

7) Lady Blackpearl:

"A Jumi knight who devotes herself to leading the Jumi through the threat of extinction. A very logical and level-headed individual."

8) Elazul:

"Pearl's knight, and one of the youngest Jumi. He speaks and acts in a rough manner and thus starts the occasional fight."

9) ???

10) Bud:

"Lisa's twin brother. He thinks that he is a great sorcerer, though he still has much to learn. He was run out of the Academy of Magic because he was too mischievous. His magic frying-pan was once his mother's."

11) Lisa:

"A better sorcerer than her twin brother. She carries around her father's broomstick."

12) ???

13) ???

14) Inspector Boyd:

"A little man with a really loud voice that could even reach a nearby "land." He might be the most honest and kind-hearted man you will ever meet."

15) Sandra:

"The notorious jewel hunter who steals only the most brilliant

jewels. Her daring thefts resulted in secret admirers of her work."

16) Alex:

"A mild-mannered geologist who also has a shop in Geo. He only keeps the shop open for income to fund his research."

17) ???

18) ???

19) Pelican:

"The mail carrier who delivers practically everything. She often makes mistakes, and is not always on time, but she does not seem to care."

20) Li`l Cactus:

"A shy little cactus. He is a cactus of few words, but he happens to be thinking about many things."

21) Pokiehl:

"The poet of Truth. He is one of the Seven Wisdoms, and was a hero who was called "the Messenger of the Cosmic Truth.""

22) Tote:

"An ancient turtle who is one of the Seven Wisdoms. He only introduces himself as "Turtle," and always speaks in a mild manner."

23) ???

24) ???

25) Watts:

"A master blacksmith who becomes so absorbed when working that he often forgets things."

26) ???

27) Duelle:

"An onion warrior. He likes everything straight-forward, and hates people like Niccolo with a passion."

28) Miss Yuka:

"The owner of Domina's only inn. She insists that she is a canary, but there are rumors that she is really a Chocobo. Addressing her as "Miss Yuka" is a must."

29) ???

30) ???

31) Mark:

"The owner of Domina's item shop and also Rachel's father. He really loves his family, but they seem to be a little sick of his overdose of love."

32) Jennifer:

"Mark's wife, who likes spending time outside his shop. She says anything that crosses her mind."

33) Rachel:

"The daughter of Mark and Jennifer. She hardly talks, and does not become too friendly with anyone. She is sick of her Faerie-like appearance and the room decor."

34) Rev. Nouvelle:

"The caretaker of the church on Domina's outskirts. He is a kind-hearted man who is full of knowledge, from how to catch Rabites to the history of this world."

35) Meimei:

"A glamorous fortune teller. She led a luxurious and exciting life, but now she seems to be saving money for her old age."

36) Capella:

"An itinerant performer. He was inspired by Pokiehl's verses and decided to go on a journey to send his audiences a message of some sort."

37) Diddle:

"Plays music for his performing partner, Capella. A kind-hearted, sensitive boy who speaks very slowly."

38) Rubens:

"A man who has given up everything. He is hiding the fact that he is the Jumi of Ruby."

39) Prof. Bomb:

"The leading pioneer of Golem development, who toils in a small laboratory in the Junkyard. Also a woman-chaser."

40) Roger:

"He met his true fate when he found divinity within his pet dog, Putty, while working as a miner with Dudbears. Since then he has become a man of faith."

41) Putty:

"Roger's pet dog. He was made into a religious icon, but he is just a dog."

42) Count Dovula:

"Guardian of the ruins, he is also the leader of the Succubus clan."

43) ???

44) ???

45) ???

46) ???

47) Teapo:

"A magical life-form with a kind heart. She thinks she is a jewelry collector, but most of them are glass fakes that Niccolo sold to her."

48) ???

49) ???

50) Magnolia:

"A doll with a Fire Stone core which Anuella the Witch made a thousand years ago. She lives at the Junkyard, without any hope or will."

51) ???

52) ???

53) ???

54) Louie:

"The caretaker of the magical creatures at the Junkyard. He is an old magical creature himself, and he understands the anger and the sorrow they feel."

55) ???

56) ???

57) ???

58) ???

59) ???

60) ???

61) ???

62) ???

63) ???

64) ???

65) ???

66) ???

67) Sproutlings:

"Little creatures that seem to appear out of nowhere and end up living in any town. They all share the same mind with each other."

68) Gaeus:

"A huge face on a mountainside that is also one of the Seven Wisdoms. He always has answers to any questions."

69) ???

70) Flowerlings:

"When a flower blooms on a Sproutling's head, it becomes a Flowerling. There are males and females, but the only difference between the two seems to be appearance."

71) ???

72) Pirate Penguins:

"Penguins that have the tendency to tell silly jokes a little too often. Extremely proud of the fact that they are pirates, though they don't seem to act like pirates that often."

73) Faeries:

"Deeply love nature and dislike humans. But they are still interested in what humans are up to."

74) ???

75) ???

76) Nuns:

"Women who are in the process of spiritual training at Gato's temple."

77) ???

78) Trent:

"The ancient tree that lives in the backyard at Home. He swallows seeds to produce fruits and vegetables on his branches."

79) Boink:

"A strange creature that knows the links between dimensions. Those who touch it will immediately fly to where its tail is."

GOLEMOLOGY

1) Golem's Composition:

"Q: What are the necessary components? A: A completed body and logic blocks. The body of the golem determines its power level, and the logic blocks provides the action patterns of the weapons it equips."

2) Golem's Body:

"Q: What makes up the golem's body? A: At least one weapon or piece of armor. A golem's body is made by combining a lifeball with one weapon and up to three pieces of armor. Its performance and characteristic parameters reflect those of the materials."

3) Logic Blocks:

"Q: What makes up a logic block? A: Two pieces of equipment. Choose two pieces of equipment from your list of armor, weapons, or instruments. Each block provides certain action pattern for a golem."

4) Logic Grid:

"Q: What determines the size of the logic grid? A: The number of armor pieces used for the golem's body. The larger the grid, the more logic blocks it can hold, for a wider variety of golem actions."

5) Golem's Actions:

"Q: What determines a logic block's type? A: The combination of its components. Try different equipment combinations to create blocks you want for desired action patterns of your golem!"

6) Logic Types:

"Q: What determines a logic block's shape? A: The combination of its components. All logic blocks have one of 11 shapes, and each block's effectiveness derives from the components' parameters."

7) Attack Types:

"Q: What determines the golem's attack mode? A: The type of the

weapon used for golem's body. Some blocks cannot be assigned to a golem if the block's attack type differs from the golem's attack type."

8) Attack & Defense Level:

"Q: What determines golem attack and defense levels? A: The characteristics of the weapons and armor used. Golem parameters such as HP, attack and defense, and elemental levels, are determined by the components used to make its body. This does not include logic grid size and rate of malfunction."

9) Malfunction Rate:

"Q: How is the malfunction rate determined? A: The number of armor pieces used as components. The higher the percentage shown on the menu screen, the more frequently golem fails to deliver an attack. If one action fails, actions connected by wedge-marks also fail to deliver."

10) Choices of Action:

"Q: How does a golem decide which action to take? A: By referring to its action gauge and calculating the distance to the enemy. The logic grid has two axes. One is the action gauge, and the other is the distance between the golem and the enemy."

EQUIPMENT

1) Knife:

"A dagger. It comes in many different styles, and much work goes into crafting the handle and blade. Most are designed to be practical. A shield cannot be used with a knife. Although it has the shortest reach, the rate of movement is the fastest."

2) Sword:

"A long sword. Most are double-edged and have sharp tips. The sword is considered a holy weapon due to the precious metals it is made from. It is wielded in one hand, so the rate of movement is average."

3) Axe:

"Also known as the hand-axe or hatchet, the axe is a single-bladed weapon wielded in one hand. Often thought of as primitive, the rate of its movement is slower than the sword."

4) 2H Sword:

"The ultimate in swords requires two hands. Yields epic damage when swung in a wide arc. Cannot be used with a shield. It's quite heavy, so the rate of your movement is slower."

5) 2H Axe:

"The two-handed axe is used for embedding a cold piece of steel in your enemies. With an axe like this, who needs a shield? Unfortunately, the sheer weight of this weapon will slow your movement to a snail's pace."

6) Hammer:

"Knock some sense into your opponents with this huge two-handed hammer. But don't complain about the slowest movement rate and being unable to use a shield."

- 7) Spear:
"A great way to keep uglies at a distance. However, in actual combat the spear is used in a variety of ways. Of course, a shield is out of the question, and the shape of the weapon precludes fast movement."
- 8) Staff:
"Long staves such as these have multiple uses, and can hit an enemy both up close and far away. Since they require both hands, a shield cannot be used, and the rate of movement is slower than when wielding a spear."
- 9) Glove:
"Nothing beats pummeling the enemy with these reinforced punching gloves. Of course, proper boxing stance precludes the use of a shield. Even though the attack range is short, the rate of its movement is very fast."
- 10) Flail:
"Incredible power is gained when two or more staves are connected with a chain. The rate of its movement is quite good, but it is impossible to use a shield while wielding a flail."
- 11) Bow:
"With a bow, one can lay waste to enemies from afar, and thwack them when up close, as well. Scoring a direct hit, however, requires much practice. A shield cannot be equipped with a bow."
- 12) Shield:
"The smart sword or axe-wielder will always keep a shield handy. From large, bejeweled shields to the familiar frying-pan lid, shields vary greatly in size and strength."
- 13) Helm:
"Providing ample protection for the head, helms come in all shapes and sizes, from great steel helms to upside-down pots. The round shape of the helm helps deflect incoming blows."
- 14) Hat:
"Unlike helms, hats are often worn for the enchantments contained within, rather than for physical defense. They often grace the heads of well-known mages and priests."
- 15) Hauberk:
"there is a wide range of hauberk types, from highly-decorated ceremonial hauberk to hauberk that is too heavy for practical use."
- 16) Robe:
"Oft worn by mages and clergymen, robes are often designed for other purposes than mere physical protection, and are decorated with holy symbols or arcane patterns."
- 17) Gauntlets:
"Gauntlets come in many shapes and sizes, but all of them help protect the arms and hands from nasty cuts and bruises."
- 18) Ring:
"Even a small ring can help protect the finger. Some are plain, while others are works of art, worn by those wise in the ways of magic. Some rings are said to hold incredible power."

- 19) Boots:
"Heavy footwear for the combat enthusiast, boots give protection to the feet, ankles, and shins from common nicks and scratches, where needed most."
- 20) Sandals:
"Light footwear for the fashion-conscious warrior, sandals afford less physical protection than boots, but they seem to protect best against magic."
- 21) Armor:
"Completely protecting the head, torso, arms, and legs, armor gives outstanding protection. However, very little additional armor can be worn, because armor covers the whole body."
- 22) Mantle:
"Mantles are worn over the shoulders, and can be worn over any kind of armor. Most protect against magical attacks."
- 23) Pendant:
"An accessory that can be worn under all types of armor, pendants are used for their protective properties."
- 24) Harp:
"Harps are stringed instruments that can be used to perform magic with an Elemental Coin. Such coins are gained by negotiating with a Spirit."
- 25) Marimba:
"The marimba is a percussion instrument that can be used to play magic with an Elemental Coin. The cycles of magic are determined by the type of instrument, its main material, and the property of the Elemental Coin used."
- 26) Flute:
"The flute is a wind instrument which can be used to play magic by using an Elemental Coin. Elemental Coins are important because they help determine the type and cycle of magic that will be played."
- 27) Drum:
"The drum is a percussion instrument which can be used to play magic with an Elemental Coin. During negotiations with a Spirit, it is important to play tunes the Spirit enjoys listening to."

PRODUCE

- 1) Garlicrown:
"White Family. A crown-shaped garlic clove that might make you feel like royalty! + Chm. - Arr."
- 2) Conchurnip:
"White Family. A turnip shaped like a conch shell. + Pwr, Def, Agr, Arr. - Mgc."
- 3) Sweet Moai:
"Purple Family. A sweet potato shaped like a Moai. It's pretty tasty,

- actually. + Def, Mgc, Lck, Laz. - Skl."
- 4) Pear O'Heels:
"White Family. A pear shaped like a high-heeled shoe. + Pwr, Def, Chm, Arr. - Spr."
 - 5) Mangolephant:
"White Family. A mango that even has a pair of tusk-like knobs. + Pwr, HP, Agr, Arr."
 - 6) Apricat:
"Red Family. An apricot with whiskers and ears that makes it look like a cat. + Def, Clm."
 - 7) Diceberry:
"Red Family. The ones with seeds placed like an actual dice are very rare. + Pwr, Agr."
 - 8) Peach Puppy:
"Red Family. A peach with a dog-like face, and ear-like flaps. + Pwr, Skl, Frd. - Sch."
 - 9) Applesocks:
"Red Group. An apple that looks like a Christmas stocking. + Skl, Chm, Clm, Ind."
 - 10) Whalamato:
"Red Family. A whale-shaped tomato with a stem that looks like a water spout. + Mgc, HP, Chm. - Def, Agr."
 - 11) Spiny Carrot:
"Orange Family. A carrot with knobs like those on spiny shells. + Mgc, Spr, Clm, Ind. - Skl."
 - 12) Loquat-Shoes:
"Orange Family. It has a hole that is big enough to fit a baby's foot. + Skl, Chm, Sch, Laz. - HP."
 - 13) Bumpkin:
"Orange Family. A pumpkin with a scary face. There are some with sad faces, too. + Pwr, Spr, Agr, Arr, Sch, Laz."
 - 14) Honey Onion:
"Orange Family. An onion with honey stuffed inside. + Skl, HP, Spr, Ind. - Pwr."
 - 15) Orange'Opus:
"Orange Family. An orange with tentacle-like projections. + Def, HP, Sch, Laz."
 - 16) Citrisquid:
"Yellow Family. A lemon with a sharp top and tentacle-like projections. + Mgc, Sch."
 - 17) Springanana:
"Yellow Family. A coily banana that is rather hard to eat. + HP. - Ind."
 - 18) Cornflower:
"Yellow Family. Is it a sunflower with corn kernals, or corn that

looks like a sunflower? + Mgc, Chm, Agr. - Clm."

19) Fishy Fruit:

"Yellow Family. It has fin-like bumps that make it look like a fish.
+ Skl, Mgc, Chm. - HP, Sch."

20) Rocket Papaya:

"Orange Family. A papaya with projections like a rocket. + Mgc, Chm,
Clm. - Agr."

21) Cabbadillo:

"Green Family. A cabbage that looks like a friendly armadillo. +
Def, Spr, Frd, Lon. - Chm."

22) Squalphin:

"Green Family. A squash that is shaped like a dolphin. + Mgc, Lck,
Frd, Lon. - Pwr."

23) Needlettuce:

"Green Family. A lettuce with leaves shaped like porcupine needles.
It's edible. + Def, Chm, Clm. - Agr."

24) Boarmelon:

"Green Family. A watermelon that has stripes and tusks like a young
boar. + Pwr, Skl, Spr, Lon. - Chm."

25) Dialaurel:

"Green Family. An herb that was named "Diamond" after its leaves'
shape. + Pwr, Lck, Agr. - Clm."

26) Heart Mint:

"Blue Family. This species of mint grows heart-shaped leaves. + Chm.
- Laz."

27) Spade Basil:

"Blue Family. An herb with slightly bitter flavor to it. + Spr. -
Lon."

28) Pine O'Clock:

"Blue Family. A very functional pineapple that works as an alarm
clock. + Pwr, Skl, Def, Mgc, HP, Spr, Chm, Lck. - Agr, Clm, Sch,
Frd."

29) Gold Clover:

"Blue Family. You will be really lucky if you find one with four
leaves! + Skl, Lck, Frd. - Sch."

30) Rhinoloupe:

"Blue Family. The skin is very tough and thick. + Pwr, HP, Spr. -
Mgc, Clm."

31) Lilipods:

"Purple Family. This lily has peas inside it! + Skl, HP, Clm, Ind,
Frd, Lon. - Mgc."

32) Cherry Bombs:

"Purple Family. Cherries with clear, glass-like flesh around the
seed. + HP, Frd."

33) Orcaplant:

"Purple Family. An eggplant that looks like a killer whale. + Def, Mgc, Sch. - Frd."

34) Masked Potato:

"White Family. A potato with colorful designs on it, making it look like a mask. + Def, HP, Spr. - Lck, Frd."

35) Bellgrapes:

"Purple Family. The grape is covered with a tough skin. When shaken, it sounds like a bell. + Mgc, Spr, Sch. - Frd."

36) Mush-In-A-Box:

"Black Family. The insides pop out when touched. Its taste could be surprising, too. + Lck."

37) Toadstoolshed:

"Black Family. A mushroom shaped like a house. Those with two chimneys are rare! + Pwr, Skl, Def, Mgc, HP, Spr, Chm, Lck."

38) Note:

"Produce's Effects. + Increases. - Decreases."

Abilities:

Pwr=Power, Skl=Skills, Def=Defense, Mgc=Magic, HP=HP, Spr=Spirit, Chm=Charm, Lck=Luck.

Personalities:

Agr=Agressive, Arr=Arrogant, Clm=Calm, Ind=Indecisive, Sch=Scheming, Laz=Lazy, Frd=Friendly, Lon=Lonely."

.....

17. Gameshark codes

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Level 99	300435e80063
Infinite Lucre	80043004ffff
Infinite/Max HP Main Character	80105ae0ffff
	80105ae4ffff
	80105ae8ffff
Press Select to Fill ST Meter	d01227bc0100
	30105b2800ff
All Items/Infinite Items	5000ff010000
	300455b800ff

.....

18. Secrets

.....

CLEAR SAVE OPTION:

After you have completed the game once, you will get a "Clear Save" save. Load it up, and you will start a new adventure. Head downstairs inside your home and go into the library. Examine the books and you will find that there is a new Encyclopedia: The Forbidden Tome. Here are the questions it will ask you and what the answers mean:

1.) "Do you want peace?"

Yes: Nothing happens.

No: Move to the next question.

2.) "Do you want a nightmare?"

Yes: Every enemy becomes 30 Levels stronger in the game. Hot damn!

No: Move to the next question.

3.) "Do you want a future?"

"...": You put the book away and nothing happens.

No: Every enemy in the game becomes Level 99, and this makes the game almost impossible to play.

.....

19. Credits

.....

Jeff "CJayC" Veasey- For creating the best website on the net, and for accepting all of my FAQs!

Me- For making this FAQ! :p

GameShark.com- For the codes

Game Manual- For the Character info.

Yusakuchan <yusakuchan2@nccoast.net>- For the Drowning Dreams Walkthrough. Thanks!

Deathscythe52@hotmail.com- For the extensive Special Techniques list. Thanks!

Duane Simms- For the Magic/Instruments/Mana List. Thanks!!

Kiah: (From the Legend of Mana Message Boards, and since I couldn't find an e-mail address for him, I'm just using it, but ALL CREDIT goes to him for the Blacksmithing info.)

Josh Rodriguez, Monkyfnd@AOL.com: For the Seeing Double Event. Thanks!

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20. CONTACT INFO

.....

Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Chrono Cross
- Crash Bandicoot 3: Warped
- Crash Team Racing
- Dino Crisis
- Gran Turismo 2
- Hot Shots Golf 2
- Legend of Mana
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- Resident Evil 2
- Resident Evil 3
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2
- Vagrant Story

NINTENDO 64:

- Goldeneye 007
- NBA Live 2000
- Mario Party 2
- Perfect Dark
- Resident Evil 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Dead or Alive 2
- Hydro Thunder
- MDK 2
- Nexus/Interact 4MB Card FAQ
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

.....

My Resident Evil Code Veronica site: www.geocities.com/residentevilcv

My website: <http://faqdomain.cjb.net>

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E-MAIL RULES:

Types I WILL respond to / accept:

-
- Small questions that are NOT answered in the FAQ
 - Comments
 - Any types of contributions that can be HELPFUL to others
 - Corrections for this FAQ
 - Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept / respond to:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

This FAQ can only appear on the following sites (w/out having to ask me):

- GameFAQS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>
- Vgstrategies.com <<http://vgstrategies.about.com>>
- GameShark.com <www.gameshark.com>
- FAQ Domain <<http://faqdomain.cjb.net>>

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Brett

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Franklin

One final word:

"Don't Do Drugs!"

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