

Legend of Mana Artifact/Map Guide (w/ FDesroches)

by ANelson

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~~~~~Legend of Mana: Map/Artifact Placement Guide, version 2.5~~~~~

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~~~~~Update Information~~~~~

Yeah, it's been ages right? Well people are still playing, I'm still getting the occasional e-mail, and several months ago a very dedicated man came up with his own ideas for maps. The result? This is now a two-part FAQ, as this very impressive contributor has written enough for his own separate section. We mutually agreed to combine his work into this FAQ so you readers wouldn't have to juggle two FAQs for information and options.

With this in mind, be sure to thank and/or congratulate Andy Poon on all the hard work he put into this. Furthermore, be sure to contact the correct author(s) based on the part of the FAQ you read. While I may be the writer of most of this, I only formatted Part Two and cannot answer specific questions about it.

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\\ PART ONE
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Authors to contact: Frederic Desroches and/or Anthony Nelson

This map guide was created for beginners and experts of the game alike to have a simple, easy to follow guide for placing artifacts (AFs). These maps, when followed effectively, will give all of the necessary points for doing every quest, getting every pet and doing serious blacksmithing. EVERY map in this guide has these characteristics:

- 1) The option to do the Wimpy Thugling quest in Duma Desert
- 2) Access to every demi-human pet (Chobin Hood, Mad Mallard, Goblin, Tomato Man, Succubus, Narcissos and Sahagin in no particular order)
- 3) All four levels of mineral shops for all the blacksmithing materials (all available levels of wood, metal, stone and fabric, as well as the Mana stones, Mercury/Sulpher, Holy Water and Aroma Oil)
- 4) The highest possible weapon shop levels while placing these mineral shops (Lorant Silver weapons in Lumina, VizelGold in Polpota and IshePlatinum in Geo)
- 5) Full Mana levels in the Orchard for fastest growing produce.
- 6) The option to do every quest, including both the Seeing Double and Pee Wee Birdie quests in Domina

And hopefully you will find the guide very flexible and simple to follow without any

awkward

placement orders. Doing all the quests, getting all the pets, making all the weapons and armor your heart can handle, and making killer golems are all covered with these maps ^_^

Plan 1 was our very first completed map, is the easiest to follow and goes along pretty closely with the normal progression of the quests throughout the game.

Plan 2 is just a small alteration to Plan 1, giving 2 pieces of Altena Alloy in return for a slightly more awkward change to the order.

Plan 3 is a map for higher mana at Home and better chance of getting rare Reptile/Demonic eggs, just a slightly more advanced Plan 1/2 with a few more benefits =)

Plan 4 gives maximum mana levels for several lands, and is overall the best for catching the

rarest pets.

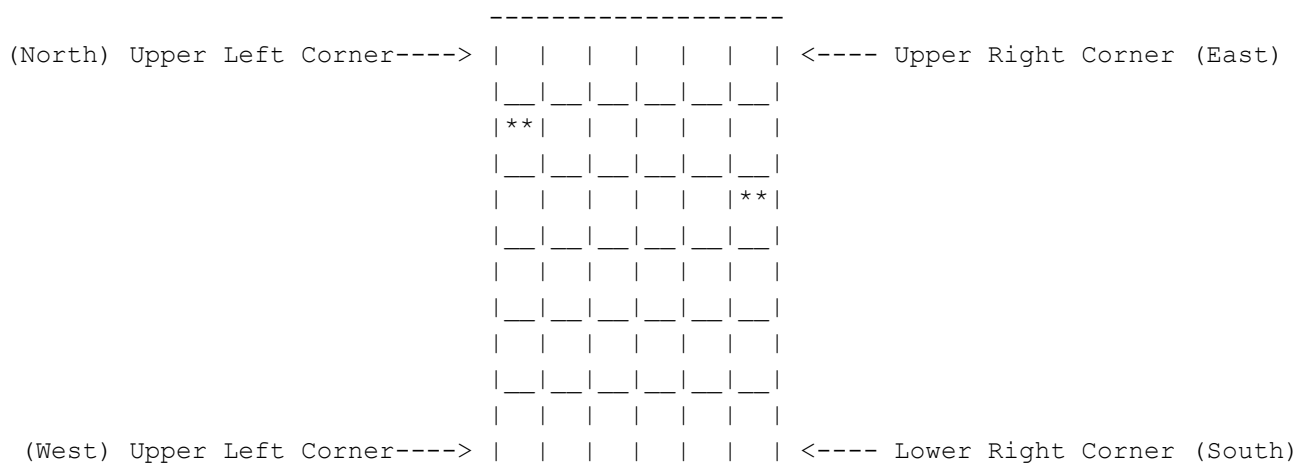
Plan 5 utilizes lands with very high mana to give Home the best mana levels without using the Sword of Mana (which would ruin getting both quests at domina) and gives the highest number of Altena Alloy producing lands.

All but Plan 1 have lands placed far and late enough in the game for you to receive Altena Alloy upon completion of the quests there, and plan 5 can give you the most pieces of Altena Alloy per game.

-----{Universal Starting Point}-----
--

When you choose your land, head to the northeast portion of the map, and position the cursor to a piece of land with a mere two water spots at the far left and right edges. This will be your starting point for the process. This includes all five maps.

The land should look roughly like this drawing, with ** representing water, and the rest open places to place artifacts. Because the world is at an unusual angle, I've noticed that some people who haven't used this FAQ before aren't sure how to start, so I've indicated each part of the map here:



The corners correspond to poles of a compass. So if you go up and to the left (which would normally be North), the corner should be one space above the water.

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For a simple, quick guide, here are SUGGESTIONS of what the overall maps might look like:

Plan 1: Easy Rewards, Basic Map

This is by far the most flexible map, and is especially tailored to be quick and easy to follow.

Potential Overall Map:

Workable Artifact Order:

```
-----  
|  |  |  |  |BL|TM|  
|__|__|__|__|__|__|  
|**|RA|FH|BS|MM|  |  
|__|__|__|__|__|__|  
|  |GS|SM|FF|TS|PH|  
|__|__|__|__|__|__|  
|AT|BD|CB|SE|TC|  |  
|__|__|__|__|__|__|  
|JS|JE|MB|ME|SL|DB|  
|__|__|__|__|__|__|  
|  |FL|WH|SR|GC|  |  
|__|__|__|__|__|__|
```

- | | |
|----------------------|-----------------------|
| 1-MB Mailbox | 14-GS Golden Seed |
| 2-CB Colorblocks | 15-TS Trembling Spoon |
| 3-WH Wheel | 16-SL Skull Lantern |
| 4-JE Jade Egg | 17-DB Dragon Bone |
| 5-FL Flame | 18-GC Green Cane |
| 6-ME Medallion | 19-RA Rusted Anchor |
| 7-BD Broken Doll | 20-MM Moon's Mirror |
| 8-AT Ancient Tablet | 21-FH Frozen Heart |
| 9-SE Stone Eye | 22-SM Sword of Mana |
| 10-SR Sand Rose | 23-BL Brooch of Love |
| 11-FF Firefly Lamp | 24-PH Pirate's Hook |
| 12-TC Torch of Coral | 25-TM Tome of Magic |
| 13-BS Bottled Spirit | 26-JS Jumi's Staff |

Plan 2: Foreign Forest, an alternative for the Basic Map

It has come to our attention that some would prefer the White Forest be placed further from

home. Some possible advantages to this would be a higher % of catching Gray Ox, higher level

Woodings for easier access to DiorWood, the chance to get two pieces of Altena Alloy, one from the completion of Dragon Princess, another from Catchin' Lillipeas.

Potential Overall Map:

Workable Artifact Order:

```
-----  
|GC|  |  |  |TM|  |  
|__|__|__|__|__|__|  
|PH|RA|FH|BS|MM|  |  
|__|__|__|__|__|__|  
|  |GS|SM|FF|TS|**|  
|__|__|__|__|__|__|  
|AT|BD|CB|SE|TC|  |  
|__|__|__|__|__|__|  
|JS|JE|MB|ME|SL|DB|  
|__|__|__|__|__|__|  
|  |FL|WH|SR|BL|  |  
|__|__|__|__|__|__|
```

- | | |
|----------------------|-----------------------|
| 1-MB Mailbox | 14-GS Golden Seed |
| 2-CB Colorblocks | 15-TS Trembling Spoon |
| 3-WH Wheel | 16-SL Skull Lantern |
| 4-JE Jade Egg | 17-DB Dragon Bone |
| 5-FL Flame | 18-MM Moon's Mirror |
| 6-ME Medallion | 19-RA Rusted Anchor |
| 7-BD Broken Doll | 20-FH Frozen Heart |
| 8-AT Ancient Tablet | 21-SM Sword of Mana |
| 9-SE Stone Eye | 22-BL Brooch of Love |
| 10-SR Sand Rose | 23-PH Pirate's Hook |
| 11-FF Firefly Lamp | 24-TM Tome of Magic |
| 12-TC Torch of Coral | 25-JS Jumi's Staff |
| 13-BS Bottled Spirit | 26-GC Green Cane |

Plan 3: Wide Open Spaces, Intermediate Map

This map is a little more awkward than the first map, but is more favorable to players who have gone through the game a few times and want a little more than what the first map can give. You can still get all demi-human pets, do every quest, get every level of shop and all

the benefits of the first. In return, you get better access to some pets and better mana in

that soil for Trent at Home =)

Positive:

Decent mana levels at Home for better produce

Reptile and Demonic eggs placed further from Home for higher % of Tyrranos and Chimera Beast

Beast: 6-7 steps away

Poltergeist: 6 steps away

Plant, Demonic, Arthropod, Aerial: 5 steps away

Undead, Oddity, Reptile, Aquatic: 4 steps away

Morph, Dragon: 3 steps away

Negative:

Have to place Brooch of Love in specific spot for Chitto the Chobin Hood

In general, slightly less flexibility than the other pattern(s)

Potential Overall Map:

Workable Artifact Order:

```

-----
|TM|GC|  |DB|SL|MM| | |
|_|_|_|_|_|_|_|_|
|BL|RA|  |FH|TS|  |
|_|_|_|_|_|_|_|_|
|ME|SR|GS|SM|FF|PH|
|_|_|_|_|_|_|_|_|
|JE|BS|BD|CB|SE|TC|
|_|_|_|_|_|_|_|_|
|  |  |AT|MB|FL|  |
|_|_|_|_|_|_|_|_|
|  |  |JS|WH|  |  |
|_|_|_|_|_|_|_|_|

```

- 1-MB Mailbox
- 2-CB Colorblocks
- 3-WH Wheel
- 4-FL Flame
- 5-AT Ancient Tablet
- 6-BD Broken Doll
- 7-BS Bottled Spirit
- 8-JE Jade Egg
- 9-SE Stone Eye
- 10-ME Medallion
- 11-FF Firefly Lamp
- 12-SR Sand Rose
- 13-TC Torch of Coral
- 14-TS Trembling Spoon
- 15-GS Golden Seed
- 16-SL Skull Lantern
- 17-MM Moon's Mirror
- 18-DB Dragon Bone
- 19-RA Rusted Anchor
- 20-FH Frozen Heart
- 21-BL Brooch of Love
- 22-SM Sword of Mana
- 23-PH Pirate's Hook
- 24-GC Green Cane
- 25-TM Tome of Magic
- 26-JS Jumi's Staff

Plan 4: 'Round the Tree Again, Expert Map

For people who are done with creativity and want straight results, this is the map for you!

Excellent mana levels are all around, and it has the same benefits of all demi-human pets, all quests, all shops, and the opportunity to get Altena Alloy from the White Forest and Pirate's Hook quests, for a total of 4 pieces! You'll want to do most of your produce in the

Orchards, but this isn't a big price to pay.

Positive:

Many lands with top Mana level, including the Orchard and five lands with Spirits rooms, making it rather easy to gather elemental coins

All egg families can be caught far enough from home to make it easy to get the rarest pets

Aquatic: 6 steps away

Beast, Demonic, Plant, Arthropod, Aerial, Morph: 5 steps away

Reptile, Oddity, Undead: 4 steps away

Poltergeist, Dragon: only 3 steps away, but there are no L5 Dragon or Poltergeist pets

Negative:

Low Mana level at home, making produces grow slower

HIGHLY rigid order with very little flexibility

Potential Overall Map:

Workable Artifact Order:

```

-----
|  |  |  |  |  |  |
|_|_|_|_|_|_|_|_|

```

- 1-MB Mailbox
- 2-CB Colorblocks
- 3-WH Wheel
- 14-TS Trembling Spoon
- 15-SL Skull Lantern
- 16-DB Dragon Bone

| | | |
|-------------------|---------------------|----------------------|
| PH GC DB SL TS | 4-FL Flame | 17-FH Frozen Heart |
| __ __ __ __ __ __ | 5-AT Ancient Tablet | 18-BL Brooch of Love |
| TC RA FH TM ME BL | 6-BS Bottled Spirit | 19-SM Sword of Mana |
| __ __ __ __ __ __ | 7-BD Broken Doll | 20-RA Rusted Anchor |
| SE SR SM FF JE | 8-JE Jade Egg | 21-GS Golden Seed |
| __ __ __ __ __ __ | 9-MM Moon's Mirror | 22-TC Torch of Coral |
| MM JS CB GS BD | 10-SE Stone Eye | 23-TM Tome of Magic |
| __ __ __ __ __ __ | 11-FF Firefly Lamp | 24-GC Green Cane |
| FL WH MB AT BS | 12-ME Medallion | 25-PH Pirate's Hook |
| __ __ __ __ __ __ | 13-SR Sand Rose | 26-JS Jumi's Staff |

Plan 5: Home Grown Crops, Advanced Map

This map utilizes the three artifacts with the highest total number of essences to be placed next to Home. This will give the highest total essences at home without putting the Sword of Mana next to Home (which would prevent you from doing both quests at Domina, which we're not cool with =) so you can grow produce at home rather fast! Placement of later AFs in this plan in relation to Home also means that you can acquire up to 5 pieces of Altena Alloy!

Positive:

Our best mana levels at home:

Wisp-3 Shade-0 Dryad-3 Aura-2 Salamander-2 Gnome-3 Jinn-3 Undine-2

Potential for up to 5 pieces of Altena Alloy!

Pets:

Beast: 8 steps away

Aquatic: 6 steps away

Reptile, Oddity: 5 steps away

Dragon, Plant: 4 steps away

Poltergeist, Arthropod: 3 steps away

Undead, Morph, Aerial: 2 steps away

Demonic: 1 step away

Negative:

Virtually no chance of obtaining a Chimera Beast, overall mediocre for catching some rare pets.

General need to do the Matilda/Irwin quests to obtain the Sword of Mana for best results, as some steps are highly rigid.

Potential Overall Map:

Workable Artifact Order:

| | | |
|-------------------|----------------------|-----------------------|
| ----- | 1-MB Mailbox | 14-TS Trembling Spoon |
| TM GC | 2-CB Colorblocks | 15-SL Skull Lantern |
| __ __ __ __ __ __ | 3-WH Wheel | 16-MM Moon's Mirror |
| ** BS RA | 4-FL Flame | 17-RA Rusted Anchor |
| __ __ __ __ __ __ | 5-ME Medallion | 18-DB Dragon Bone |
| DB BD AT JE PH | 6-BD Broken Doll | 19-GS Golden Seed |
| __ __ __ __ __ __ | 7-AT Ancient Tablet | 20-BL Brooch of Love |
| MM SL WH SR SE TS | 8-JE Jade Egg | 21-SM Sword of Mana |
| __ __ __ __ __ __ | 9-MM Stone Eye | 22-TM Tome of Magic |
| ME MB CB SM FF FH | 10-FF Firefly Lamp | 23-FH Frozen Heart |
| __ __ __ __ __ __ | 11-SR Sand Rose | 24-GC Green Cane |
| BL TC FL GS JS | 12-TC Torch of Coral | 25-PH Pirate's Hook |
| __ __ __ __ __ __ | 13-BS Bottled Spirit | 26-JS Jumi's Staff |

But please realize, these orders are NOT entirely rigid and set in stone! There are many different roads you can take in these, and only with the timing of shops, and a few AFs at the beginnings do the orders need to be as set as these map imply. Look below for MUCH more extensive step-by-step processes for these.

For your personal reference, here are the mana levels of each artifact:

Mana Essences:

| | |
|--------------------------------|--------------------------|
| Home/Mailbox | Wisp Dryad Gnome |
| Domina/Colorblocks | Aura×2 Salamander |
| Luon Highway/Wheel | Dryad Gnome Jinn |
| Mekiv Caverns/Jade Egg | Shade Gnome Undine |
| Lumina/Firefly Lamp | Wisp Shade×2 |
| Lake Kilma/Stone Eye | Wisp Dryad Undine |
| Gato Grottoes/Flame | Salamander Jinn×2 |
| Jungle/Medallion | Dryad×2 Salamander Gnome |
| Mindas Ruins/Ancient Tablet | Dryad Salamander Gnome |
| Duma Desert/Sand Rose | Wisp Salamander Jinn |
| Madora Beach/Torch of Coral | Wisp Jinn Undine×2 |
| Polpota Harbor/Rusted Anchor | Wisp Aura Undine |
| Ulkan Mines/Bottled Spirit | Aura×2 Gnome |
| Fieg Snowfields/Frozen Heart | Jinn Undine |
| SS Buccaneer/Pirate's Hook | Aura Undine×2 |
| The Underworld/Trembling Spoon | Shade×2 Salamander×2 |
| Junkyard/Broken Doll | Wisp Shade Undine |
| Norn Peaks/Skull Lantern | Wisp Gnome Jinn×2 |
| Bone Fortress/Dragon Bone | Aura Salamander Gnome |
| White Forest/Green Cane | Wisp Dryad Jinn |
| Bejeweled City/Jumi's Staff | Shade Aura×2 |
| Orchard/Golden Seed | Dryad×2 Gnome |
| Tower of Lieres/Moon Mirror | Shade Salamander Jinn |
| Geo/Tome of Magic | Shade Aura Salamander |
| Lucemia/Brooch of Love | Dryad Undine |
| Tree of Mana/Sword of Mana | All essences |

Now if you're wondering how these all work, and I'm SURE you are.... or just want to see what parts are flexible and what parts of these maps are in a specific order, we've outlined the steps in detail.

Map Plans 1 and 2: Easy Rewards and Foreign Forest

Step One:

| | | |
|---------------|----------------|----------------|
| ----- | MB Mailbox | (Home) |
| | CB Colorblocks | (Domina) |
| _ _ _ _ _ _ _ | WH Wheel | (Luon Highway) |
| ** | ** Water | |
| _ _ _ _ _ _ _ | | |

```

|   |   |   |   |   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |   |CB|   |   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |   |MB|   |   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |   |WH|   |   |   |   |   |
|__|__|__|__|__|__|__|__|

```

This is just your basic starting point. Note that Wheel gives Home its second Gnome point.

Step two:

```

-----
|   |   |   |   |   |   |   | |
|__|__|__|__|__|__|__|__|
|**|   |   |   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |   |   |   |   |**|
|__|__|__|__|__|__|__|__|
|   |   |xx|   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |JE|xx|ME|   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |FL|xx|   |   |   |   |   |
|__|__|__|__|__|__|__|__|

```

```

JE Jade Egg (Mekiv Caverns)
FL Flame (Gato Grottoes)
ME Medallion (Jungle)
** Water

```

This step covers one of the demi-human pets, and is the first part to getting Narcissos.

With the Home's second Gnome, the Jade Egg starts with two Gnome as well. Also, because of the Home's two Dryad points, the Medallion will immediately start with three Dryad when placed. Chitto the Chobin Hood will await you in the jungle maze.

Step three:

```

-----
|   |   |   |   |   |   |   | |
|__|__|__|__|__|__|__|__|
|**|   |   |   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |   |   |   |   |**|
|__|__|__|__|__|__|__|__|
|AT|BD|xx|SE|   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |xx|xx|xx|   |   |   |   |
|__|__|__|__|__|__|__|__|
|   |xx|xx|   |   |   |   |   |
|__|__|__|__|__|__|__|__|

```

```

BD Broken Doll (Junkyard)
AT Ancient Tablet (Mindas Ruins)
SE Stone Eye (Lake Kilma)
** Water

```

This step puts you close to getting the Narcissos.

With the Jade Egg's extra gnome, the Doll will start with one Gnome essence upon placement.

The Ancient Tablet gives the Junkyard its second Gnome point.

Step four:

```
-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| | | | | |
|_|_|_|_|_|_|_|
| | | | FF | ** |
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|TC| |
|_|_|_|_|_|_|_|
| |xx|xx|xx| | |
|_|_|_|_|_|_|_|
| |xx|xx|SR| | |
|_|_|_|_|_|_|_|
```

SR Sand Rose (Duma Desert)
FF Firefly Lamp (Lumina)
TC Torch of Coral (Madora Beach)
** Water

The order of placement in this step is completely up to you, but placing the Firefly Lamp as the second or third artifact gives you better weapons in Lumina. This step also starts the Desert toward getting the Sahagin.

Since the Highway has one Dryad, and Jungle has three, the Rose will start with 2 Dryad. The Rose will also add a second Salamander to the Jungle. The Torch of Coral adds the final Wisp to Lake Kilma, so Captain Dayang the Mad Mallard is now waiting there to join you. Lumina now has a level 2 mineral shop. And if you waited to place it as the second or third AF in this step, you can also buy level 4 weapons there!

Step five:

```
-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| | | BS | | |
|_|_|_|_|_|_|_|
| |GS| |xx|TS|**|
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx| |
|_|_|_|_|_|_|_|
| |xx|xx|xx| | |
|_|_|_|_|_|_|_|
| |xx|xx|xx| | |
|_|_|_|_|_|_|_|
```

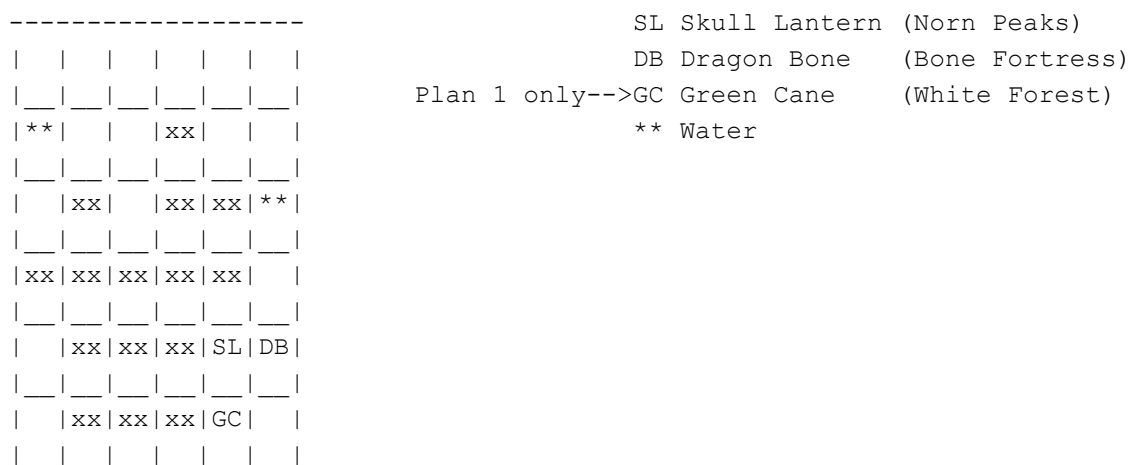
BS Bottled Spirit (Ulkan Mines)
GS Golden Seed (Orchard)
TS Trembling Spoon (The Underworld)
** Water

Pretty self-explanatory step here.

The Orchard fills the Junkyard's Gnome, go meet Fernando the Narcissos there to celebrate. The Spoon gives Madora Beach two Salamander.

{{NOTE}} These next few steps merely show you how the rest of the AFs should be placed. It is NOT by any means a mandatory order for doing these. You could do steps seven through nine then come back and do step six and still get the same results. It is merely a suggestion, and it was chosen because it gives Polpota Harbor level 6 weapons. But you don't have to conform, its your game, not ours! =)

Step six: Dragon Quests layout

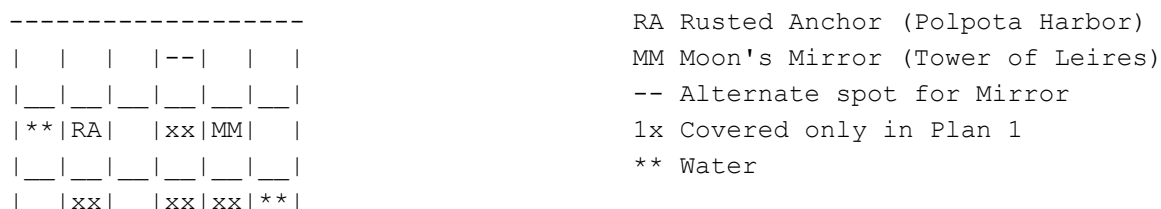


These artifacts only come in one order, so there's no trick to this one.

Because both Jungle and Madora Beach have two Salamander, the Skull Lantern will have two Salamander when placed. The Dragon Bone's Salamander fills up Norn Peaks, leaving Mambo the Tomato Man there, happy to join your adventure. The Green Cane's Dryad opens up the Wimpy Thugling quest in Duma Desert, and Tikkle the Sahagin will be at your disposal upon completion. (note) While testing this map, I placed the Rusted Anchor (the next step) before the Green Cane, and even before the Moon's Mirror and still had the L3 mineral shops, as well as VizelGold weapons for purchase.

Plan 2: Simply remove the Green Cane from this step, check step nine for the alternate plan, all you have to do is put the Brooch of Love down in that spot instead.

Step seven:



```

|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|_|xx|xx|xx|xx|xx|
|_|_|_|_|_|_|_|_|
|_|xx|xx|xx|1x|_|
|_|_|_|_|_|_|_|_|

```

The Moon's Mirror is there to help push Geo as far away from Home as possible. Polpota Harbor will have a level 3 mineral shop! It also has a L6 weapon shop, the highest level possible for a L3 mineral shop.

Step eight: The Sword of Mana

```

-----
|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|**|xx|FH|xx|xx|_|
|_|_|_|_|_|_|_|_|
|_|xx|SM|xx|xx|**|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|_|xx|xx|xx|xx|xx|
|_|_|_|_|_|_|_|_|
|_|xx|xx|xx|1x|_|
|_|_|_|_|_|_|_|_|

```

```

FH Frozen Heart (Fieg Snowfields)
SM Sword of Mana (Tree of Mana)
1x Covered only in Plan 1
** Water

```

The easiest way to do this is to place the Frozen Heart before the Sword, but if you're too impatient and want those full mana benefits immediately, simply see the note in step nine.

The Sword of Mana itself is, of course, the key to many things:

Domina's full mana levels allow you to do both the Seeing Double and Pee Wee Birdie quests.

The Orchard's full mana levels helps to grow the best produce, and as fast as possible.

Guri the Goblin will now be wandering around the back alleys of Lumina for you.

The Shade levels in Fieg Snowfields will bring Elysia the Succubus out from hiding.

Plan 1, Step nine: Miscellaneous

```

-----
|_|÷÷|∅∅|÷÷|BL|TM| | |
|_|_|_|_|_|_|_|_|
|--|xx|xx|xx|xx|++|
|_|_|_|_|_|_|_|_|
|_|xx|xx|xx|xx|PH|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|JS|xx|xx|xx|xx|xx|
|_|_|_|_|_|_|_|_|

```

```

BL Brooch of Love (Lucemia)
PH Pirate's Hook (SS Buccaneer)
TM Tome of Magic (Geo)
JS Jumi's Staff (Bejewled City)
-- Another location for the Hook
++ Another location for the Brooch
÷÷ Where to place Staff before Heart (see note)
∅∅ Where to place Staff after Heart (see note)
1x Covered only in Plan 1

```

| |xx|xx|xx|1x| |
|_|_|_|_|_|_|_|_|

The Brooch of love is included in this step, but it can actually be placed as soon as Lumina is created, as long as it doesn't take another's artifact's place. Here we're simply using it as a pedestal to get Geo all the way in the corner. The Pirate's Hook can also be placed earlier than this, just place it whenever you have an artifact next to the water for it. The Jumi Staff has no bearing on your game if you have gone at this pace. The Tome of Magic should be placed far from Home to give a level 4 mineral shop, and level 7 weapons and instruments available for purchase.

{{NOTE}} Sword-before-Heart Plan:

If you've completed the Larc/Sierra or Matilda/Irwin scenarios to get the Sword of Mana before the Frozen Heart, this is still easy to solve. Since Ulkan Mines will have two Shade (one from Lumina's two, the second from the Moon's Mirror), and the Tree of Mana obviously has three, the Frozen Heart will start with two Shade. To add a third, just put the Jumi Staff in the ∅∅ spot. You could use the Tome of Magic, but its better to save Geo instead.

Or if for some bizarre reason you feel compelled to make the Heart the very last artifact (you weirdo!), just put the Jumi Staff next to the Mines or Harbor (+/+), that way the Frozen Heart will be surrounded by six total Shade, and will start with full Shade.

And there you have it, without any awkward order of placing artifacts, you have all the possible pets are at your disposal, you can do every quest, and can buy all the materials necessary for serious blacksmithing! And for the same results with a little twist:

Plan 2, Step Nine: Finishing Touches

| | |
|-------------------|---|
| ----- | BL Brooch of Love (Lucemia) |
| GC ++ TM | PH Pirate's Hook (SS Buccaneer) |
| _ _ _ _ _ _ _ _ | TM Tome of Magic (Geo) |
| PH xx xx xx xx ÷∅ | JS Jumi's Staff (Bejewled City) |
| _ _ _ _ _ _ _ _ | GC Green Cane (White Forest) |
| xx xx xx xx ** | ++ Staff location for Sword-before-Heart plan |
| _ _ _ _ _ _ _ _ | |
| xx xx xx xx xx | |
| _ _ _ _ _ _ _ _ | |
| JS xx xx xx xx xx | |
| _ _ _ _ _ _ _ _ | |
| xx xx xx BL | |
| _ _ _ _ _ _ _ _ | |

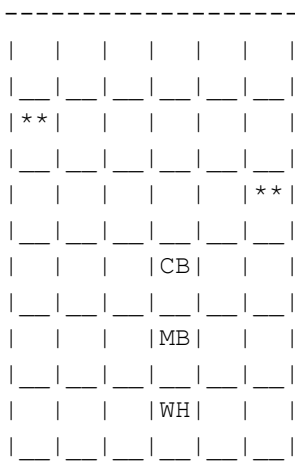
This alternate step leaves the White Forest much further from home, and lets Brooch of Love take over the job of giving Duma Desert the third Dryad point. This isn't quite as practical as the original plan, as the flexibility is limited, but it still works.

Thank you for your e-mails! I hope this has been of help! =)

And now, your road to the nearly perfect, slightly Advanced Map-

=====
Map Plan 3: Wide Open Spaces
=====

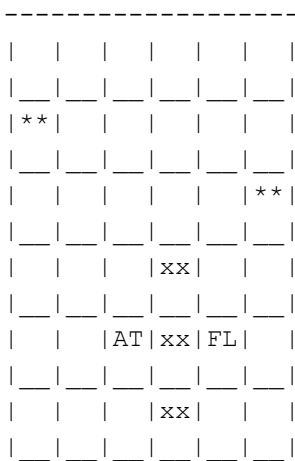
Step One:



MB Mailbox (Home)
CB Colorblocks (Domina)
WH Wheel (Luon Highway)
** Water

This is just your basic starting point. Note that Wheel gives Home its second Gnome point.

Step two:



FL Flame (Gato Grottoes)
AT Ancient Tablet (Mindas Ruins)
** Water

Ancient Tablet will start with two Gnome because of Home's second Gnome essence. With both artifacts place, Home now has full Dryad, Salamander, Gnome, and Jinn!

Step three:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| | | | | |
|_|_|_|_|_|_|_|
| | | | | | **|
|_|_|_|_|_|_|_|
|JE|BS|BD|xx| | |
|_|_|_|_|_|_|_|
| | |xx|xx|xx| |
|_|_|_|_|_|_|_|
| | |xx| | |
|_|_|_|_|_|_|_|

```

```

BD Broken Doll (Junkyard)
BS Bottled Spirit (Ulkan Mines)
JE Jade Egg (Mekiv Caverns)
** Water

```

The Broken Doll starts with one Gnome because of the Ruins' two Gnome points. Bottled Spirit adds a second Gnome point to the Junkyard.

Step four:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| | | | | |
|_|_|_|_|_|_|_|
|ME| | | |FF|**|
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|SE| |
|_|_|_|_|_|_|_|
| | |xx|xx|xx| |
|_|_|_|_|_|_|_|
| | |xx| | |
|_|_|_|_|_|_|_|

```

```

SE Stone Eye (Lake Kilma)
ME Medallion (Jungle)
FF Firefly Lamp (Lumina)
** Water

```

Stone Eye starts with one Wisp, and Firefly Lamp gives it a second Wisp essence. Placed as the third item in this step, Firefly Lamp will have a level 2 mineral shop with L4 (Lorant Silver) weapons for sale.

Step five:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| | | |TS| |
|_|_|_|_|_|_|_|
|xx|SR| | |xx|**|
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|TC|
|_|_|_|_|_|_|_|
| | |xx|xx|xx| |
|_|_|_|_|_|_|_|
| | |xx| | |
|_|_|_|_|_|_|_|

```

```

SR Sand Rose (Duma Desert)
TC Torch of Coral (Madora Beach)
TS Trembling Spoon (The Underworld)
** Water

```

Thanks to the Jungle, the Sand Rose will start with 1 Dryad point.
 The Torch of Coral adds the third wisp point to Lake Kilma, go there and say hi to the Mad
 Mallard waiting for you =)

Step six:

```

-----
|  |  |  |DB|SL|MM|
|__|__|__|__|__|__|
|**|  |  |  |xx|  |
|__|__|__|__|__|__|
|xx|xx|GS|  |xx|**|
|__|__|__|__|__|__|
|xx|xx|xx|xx|xx|xx|
|__|__|__|__|__|__|
|  |  |xx|xx|xx|  |
|__|__|__|__|__|__|
|  |  |  |xx|  |  |
|__|__|__|__|__|__|
  
```

GS Golden Seed (Orchard)
 SL Skull Lantern (Norn Peaks)
 MM Moon's Mirror (Tower of Lieres)
 DB Dragon Bone (Bone Fortress)
 ** Water

First, the Golden Seed proves to be VERY useful, as it will fill Duma Desert with Dryad,
 and
 the Junkyard with Gnome! Join the Sahagin for the Wimpy Thugling quest in the Desert, then
 marvel at the Narcissos' peccs at the Junkyard ^_^

Obviously since the Skull Lantern has to go before the other two AFs, this order isn't
 tricky. Since The Underworld has 2 Salamander, the Lantern starts with its first
 Salamander
 point.
 Then Moon's Mirror and Dragon Bone each add another Salamander, so the Tomato Man will
 await
 you at the entrance to help you burn things. Pyromaniacs rejoice!

Step seven:

```

-----
|  |  |  |xx|xx|xx|
|__|__|__|__|__|__|
|BL|RA|  |FH|xx|  |
|__|__|__|__|__|__|
|xx|xx|xx|SM|xx|**|
|__|__|__|__|__|__|
|xx|xx|xx|xx|xx|xx|
|__|__|__|__|__|__|
|  |  |xx|xx|xx|  |
|__|__|__|__|__|__|
|  |  |  |xx|  |  |
|__|__|__|__|__|__|
  
```

RA Rusted Anchor (Polpota Harbor)
 FH Frozen Heart (Fieg Snowfields)
 BL Brooch of Love (Lucemia)
 SM Sword of Mana (Tree of Mana)
 ** Water

Go ahead and place Rusted Anchor first! You'll have your level 3 shop and L6 (VizelGold)
 weapons for purchase immediately.

If you're in need of a cocky archer, the Brooch of Love will help you out by giving Jungle its third Dryad essence. Now you can listen to Chitto the Chobin Hood's self-promotion.

Regardless of whichever goes first, the Frozen Heart or Sword of Mana, Fieg Snowfields will have three Shade by the end of this step. Which is great, because if you ever wanted an unholy Succubus who thinks you're kooky and oozy as a pet.... well, you could get it now! =)

With the Sword of Mana down, the Orchard now has full mana levels, and a friendly little Goblin will be skipping along in the alleys of Lumina. Make friends with him and help him polish up on his evilness. Maybe he won't realize that you're the good guy. Also, Domina has sufficient Mana levels to let you do the Seeing Double and Pee Wee Birdie quests.

Step eight:

```
-----
|TM|GC|  |xx|xx|xx| | |
|_|_|_|_|_|_|_|_|
|xx|xx|  |xx|xx|  |
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|PH|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|xx|
|_|_|_|_|_|_|_|_|
|  |  |xx|xx|xx|  |
|_|_|_|_|_|_|_|_|
|  |  |  |xx|JS|  |
|_|_|_|_|_|_|_|_|
```

PH Pirate's Hook (SS Buccaneer)
GC Green Cane (White Forest)
TM Tome of Magic (Geo)
JS Jumi's Staff (Bejewled City)
** Water

Pirate's Hook- Its not like you have a choice here ^_^

Green Cane/Tome of Magic- To be honest, it matters not which you put in the spot. Either way

Geo will have a L4 Mineral Shop with L7 (IshePlatinum) weapons for sale.

Jumi Staff- Place it wherever you want! May as well just use it to give extra mana to any adjacent areas.

++IMPORTANT UPDATE++

Map Plan 4: 'Round the Tree Again

Step One:

```
-----
|  |  |  |  |  |  | | |
|_|_|_|_|_|_|_|_|
|**|  |  |  |  |  |
|_|_|_|_|_|_|_|_|
|  |  |  |  |  |**|
```

MB Mailbox (Home)
CB Colorblocks (Domina)
WH Wheel (Luon Highway)
FL Flame (Gato Grottoes)
AT Ancient Tablet (Mindas Ruins)
BS Bottled Spirit (Ulkan Mines)

```

|_|_|_|_|_|_|_|_|
|_|_|_|_|_|JE|_|
|_|_|_|_|_|_|_|_|
|_|_|_|CB|_|BD|_|
|_|_|_|_|_|_|_|_|
|FL|WH|MB|AT|BS|_|
|_|_|_|_|_|_|_|_|

```

```

BD Broken Doll      (Junkyard)
JE Jade Egg        (Mekiv Caverns)
** Water

```

The order here is kinda obvious due to the order you'll receive these AFs. You don't have any choice but to place them in the order listed here.

The mechanics behind this step are a bit complex though. The Wheel gives the Home a second Gnome point. The Tablet then absorbs one of these points and also gets to two Gnome. The same thing happens with the Bottle, so the Junkyard finally absorbs its first Gnome point. Then, the Jade Egg gives the Junkyard a second Gnome point.

Step Two:

```

-----
|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|**|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|**|_|
|_|_|_|_|_|_|_|_|
|SE|_|_|_|xx|_|_|
|_|_|_|_|_|_|_|_|
|MM|_|xx|_|xx|_|_|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|

```

```

MM Moon Mirror     (Tower of Leires)
SE Stone Eye       (Lake Kilma)
** Water

```

Nothing much to say here. Just make sure you complete "The Lost Princess" before you enter the Tower of Leires or you'll miss the quest. And while you're at it, do "The Wisdom of Gaeus" too. It'll be too late once you've entered the Jungle.

Step Three:

```

-----
|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|**|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|_|_|_|_|ME|**|_|_|
|_|_|_|_|_|_|_|_|
|xx|_|_|FF|xx|_|_|
|_|_|_|_|_|_|_|_|
|xx|_|xx|_|xx|_|_|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|

```

```

FF Firefly Lamp    (Lumina)
ME Medallion       (Jungle)
** Water

```

This step gives you a level two material shop in Lumina, as well as Lorant Silver

weapons and armors.

Step Four:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| | | | TS| |
|_|_|_|_|_|_|_|
| | | | |xx|**|
|_|_|_|_|_|_|_|
|xx|SR| |xx|xx| |
|_|_|_|_|_|_|_|
|xx| |xx| |xx| |
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx| |
|_|_|_|_|_|_|_|

```

```

SR Sand Rose (Duma Desert)
TS Trembling Spoon (The Underworld)
** Water

```

The only worthy note here is that the Sand Rose gives the Lake a second Wisp point.

Step Four:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| |DB|SL|xx| |
|_|_|_|_|_|_|_|
| | | FH| |xx|BL|
|_|_|_|_|_|_|_|
|xx|xx| |xx|xx| |
|_|_|_|_|_|_|_|
|xx| |xx| |xx| |
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx| |
|_|_|_|_|_|_|_|

```

```

SL Skull Lantern (Norn Peaks)
DB Dragon Bone (Bone Fortress)
FH Frozen Heart (Fieg Snowfields)
BL Brooch of Love (Lucemia)
** Water

```

Norn Peaks absorbs its first Salamander point from the Underworld. It then receive a second Salamander point from the Dragon Bone. Also, the Brooch of Love gives the Jungle its last Dryad point required to get Chitto the Chobin Hood.

Step Five:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| |xx|xx|xx| |
|_|_|_|_|_|_|_|
| | RA|xx| |xx|xx|
|_|_|_|_|_|_|_|
|xx|xx|SM|xx|xx| |
|_|_|_|_|_|_|_|
|xx| |xx| |xx| |

```

```

SM Sword of Mana (Tree of Mana)
RA Rusted Anchor (Polpota Harbor)
** Water

```

```

|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|

```

The Tree of Mana raises the levels of the lands surrounding it, and gives you access to the

Seeing Double and Pee Wee Birdie quests, Guri the Goblin, the Wimpy Thugling quest with Tikkle the Sahagin, as well as Elysia the Succubus!

Polpota then absorbs the mana of the desert and snowfield and gets maxed out too.

It's also placed just soon enough so you don't miss your level 3 mineral shop.

Be sure to thank the tree for a job well done! ^_^

Step Six:

```

-----
|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|**|_|_|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|TC|xx|xx|_|_|xx|xx|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|xx|_|_|xx|GS|xx|_|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|

```

```

GS Golden Seed      (Orchard)
TC Torch of Coral   (Madora Beach)
** Water

```

Since two of the lands touching the Orchards are filled with Mana, it also starts with three everywhere, speeding up the growth speed of produces, and only two steps away from Home. The Orchard also gives the Junkyard its final Gnome point, letting Fernando the Narcissos come out, ready to fight. Madora Beach also starts with 2 or more mana points everywhere by absorbing Polpota's energy. The Torch of Coral also adds the final Wisp point to Lake Kilma, giving the Mad Mallard pet a happy lakeside home.

Step Seven:

```

-----
|_|_|_|_|_|_|_|_|
|_|_|_|_|_|_|_|_|
|PH|GC|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|TM|xx|xx|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|xx|JS|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|_|
|_|_|_|_|_|_|_|_|

```

```

TM Tome of Magic    (Geo)
GC Green Cane        (White Forest)
PH Pirate's Hook     (SS Buccaneer)
JS Jumi's Staff      (Bejewled City)

```

The Tome of Magic gives Norn Peaks a third Salamander point, releasing Mambo the Tomato Man.

Also, Geo gets a level four material shop, as well as Ishe Platinum weapons and armor.

>VERY IMPORTANT< Do NOT step onto the outdoor fruit parlor in Geo! If you do, Gilbert's School Amour quest will begin, and since you haven't placed the S.S. Buccaneer, there's no way you could have completed Gilbert: Love is Blind. This means also that you won't be able to complete Nicollo's Business Unusual 4 or Blessed Elixir, but those are not as important.

As with Madora, the Forest starts with two or more mana points everywhere. The SS Buccaneer thus gets high mana upon placement. By the way, the SS Bucanneer's quests will now give you two pieces of Altena Alloy. The White Forest should as well.

The Bejeweled City is also two steps away from home, making it faster to level up your level by fighting the Machine Golem. You really need to place this AF last if you want to be able to do Gilbert: Love is Blind.

++IMPORTANT UPDATE++

=====
Map Plan 5: Home Grown Produce
=====

Step one:

| | | |
|---------------|----------------|-----------------|
| ----- | MB Mailbox | (Home) |
| | CB Colorblocks | (Domina) |
| _ _ _ _ _ _ _ | WH Wheel | (Luon Highway) |
| ** | FL Flame | (Gato Grottoes) |
| _ _ _ _ _ _ _ | ME Medallion | (Jungle) |
| ** | ** Water | |
| _ _ _ _ _ _ _ | | |
| WH | | |
| _ _ _ _ _ _ _ | | |
| ME MB CB | | |
| _ _ _ _ _ _ _ | | |
| FL | | |
| _ _ _ _ _ _ _ | | |

Order isn't too important here. The only important aspect is that Home now has two Salamander points.

Step two:

| | | |
|---------------|-------------------|----------------|
| ----- | BD Broken Doll | (Junkyard) |
| | AT Ancient Tablet | (Domina) |
| _ _ _ _ _ _ _ | JE Jade Egg | (Luon Highway) |
| ** | SE Stone Eye | (Lake Kilma) |
| _ _ _ _ _ _ _ | ME Firefly Lamp | (Lumina) |

```

| | |BD|AT|JE|**| |
|_|_|_|_|_|_|_|
| | |xx| |SE| |
|_|_|_|_|_|_|_|
|xx|xx|xx| |FF| |
|_|_|_|_|_|_|_|
| | |xx| | | |
|_|_|_|_|_|_|_|

```

** Water

Well the order here is rather obvious if you ask me =)

The Ancient Tablet gives the Junkyard its first Gnome point.
 The Firefly Lamp upon placement will have a Level 2 mineral shop with Lorant Silver weapons,
 gives Lake Kilma its second Wisp point, and finally gives Lake Kilma 2 Shade points.
 Another important note, the Lamp gives Lake Kilma two Shade points.

Step three:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| |BS| | | |
|_|_|_|_|_|_|_|
| | |xx|xx|xx|**|
|_|_|_|_|_|_|_|
| |SL|xx|SR|xx|TS|
|_|_|_|_|_|_|_|
|xx|xx|xx| |xx| |
|_|_|_|_|_|_|_|
| |TC|xx| | | |
|_|_|_|_|_|_|_|

```

SR Sand Rose (Duma Desert)
 TC Torch of Coral (Madora Beach)
 BS Bottled Spirit (Ulkan Mines)
 TS Trembling Spoon (The Underworld)
 SL Skull Lantern (Norn Peaks)
 ** Water

Plenty going on in this step!

Bottled Spirit gives the Junkyard its second Gnome point.
 Sand Rose gives Lake Kilma the third crucial Wisp point to let Captain Dayang the Mad Mallard come out from hiding.
 The Underworld gets a third Shade point from Lake Kilma.
 As Skull Lantern is placed, it absorbs one Salamander point from Home.
 With the Torch of Coral placed, the Home has these mana levels: (the point of this map)

Wisp-3 Shade-0 Dryad-3 Aura-2 Salamander-2 Gnome-3 Jinn-3 Undine-2

Very good for growing most every type of produce!

Step four:

```

-----
| | | | | | | |
|_|_|_|_|_|_|_|
|**| |xx| |RA| |
|_|_|_|_|_|_|_|
| |DB|xx|xx|xx|**|
|_|_|_|_|_|_|_|
|MM|xx|xx|xx|xx|xx|
|_|_|_|_|_|_|_|

```

MM Moon's Mirror (Tower of Leires)
 RA Rusted Anchor (Polpota Harbor)
 DB Dragon Bone (Bone Fortress)
 GS Golden Seed (Orchard)
 ** Water

```
|xx|xx|xx| |xx| | |
|_|_|_|_|_|_|_|
| |xx|xx|GS| | |
|_|_|_|_|_|_|_|
```

Get Polpota down second or third to get a Level 3 mineral shop and Vizel Gold weapons.

Moon's Mirror gives Norn Peaks its second Salamander point.

The Dragon Bone not only gives the third Gnome point to Junkyard to lure out Fernando the Narcissos, but also adds the third Salamander point to Norn Peaks, adding enough fire to make Mambo the Tomato Man feel right at home.

Step five:

```
-----
| | | | |TM| | |
|_|_|_|_|_|_|_|
|**| |xx| |xx| |
|_|_|_|_|_|_|_|
| |xx|xx|xx|xx|**|
|_|_|_|_|_|_|_|
|xx|xx|xx|xx|xx|xx|
|_|_|_|_|_|_|_|
|xx|xx|xx|SM|xx|FH|
|_|_|_|_|_|_|_|
|BL|xx|xx|xx|JS|÷÷|
|_|_|_|_|_|_|_|
```

BL Brooch of Love (Lucemia)
SM Sword of Mana (Tree of Mana)
TM Tome of Magic (Geo)
FH Frozen Heart (Fieg Snowfields)
** Water

(Sorry about all the writing here, but there's a lot to say about this step)

The Brooch of Love gives the Jungle its final Dryad point, leaving Chitto the Chobin for your listening pleasure.

I would strongly recommend you use the run of Matilda and Irwin scenarios to obtain the Sword of Mana. Doing this will guarantee that you can get at least two pieces of Altena Alloy from quests in the White Forest. If you choose the Jumi quests, you will not be able to get full mana levels in Bejewled City... granted, it's just for show, but it looks nice ^_^ But you also have to put Geo down earlier, which may prevent the chance of getting Altena Alloy from a quest there.... and worse YET, it'll mean that you have to place down the S.S. Buccaneer first if you want to do Gilbert: Love is Blind! o_o And doing the dragon arc forces you to place the Green Cane down and in most cases forfeit your chance for getting Altena Alloy.

The Sword of Mana upon placement:

Gives Duma Desert three Dryad points, enabling the Wimpy Thugling quest and subsequently the Sahagin, Tikkle, to join you if you do things right =)
Fills Lumina's mana levels, giving access to the Goblin, Guri.
Adds the necessary mana levels for the Pee-Wee Birdie and Seeing Double quests in Domina.
Provides for an Orchard that will grow the fastest produce.

The Tome of Magic will have a Level 4 mineral shop and Ishe Platinum weapons for sale. If you're able to place it late enough, you may also receive some Altena Alloy there.

>VERY IMPORTANT< Do NOT step onto the outdoor fruit parlor in Geo! If you do, Gilbert's School Amour quest will begin, and since you haven't placed the S.S. Buccaneer, there's no way you could have completed Gilbert: Love is Blind. This means also that you won't be able

to complete Nicollo's Business Unusual 4 or Blessed Elixir, but those are not as important.

ALSO IMPORTANT! Don't place the Frozen Heart until the Sword of Mana is down already if you wish to follow this plan as best as possible.

Because the Underworld and Lumina both have 3 shade, placing the Frozen Heart will let you immediately have access to Elysia the Succubus =)

Step six:

```
-----
|  |  |  |  |xx|GC|
|__|__|__|__|__|__|
|**|  |xx|  |xx|  |
|__|__|__|__|__|__|
|  |xx|xx|xx|xx|PH|
|__|__|__|__|__|__|
|xx|xx|xx|xx|xx|xx|
|__|__|__|__|__|__|
|xx|xx|xx|xx|xx|xx|
|__|__|__|__|__|__|
|xx|xx|xx|xx|JS|  |
|__|__|__|__|__|__|
```

GC Green Cane (White Forest)
PH Pirate's Hook (SS Buccaneer)
JS Jumi's Staff (Bejeweled City)
** Water

Basically, these last three items are last because the first two have two quests each that give you a metal upon completion. Wait to place them now and it means that you can get up 4

Altena Alloy! Jumi's Staff will have full mana levels, but it only really important for completing quests.

Boy, that was a lot less complicated than the last step ^_~ That's all folks =)

-----{Frequently Asked Questions}-----
--

Instead of leaving a few mysteries open, I thought I'd answer some potential questions now so you don't have to e-mail us and wait for an answer. Aren't I the good little samaritan?

Q. Why would you want the White Forest further from Home?
A. We received an e-mail from someone who was complaining that White Forest's proximity to home made it difficult for him to get DiorWood. Let me debunk this right now, when FAQs mention that you can get more rare items from being further from home, they do NOT mean dropped from enemies. I've gotten 4 DiorWood within about an hour in Gato, which is just about right next to Home! What this WILL do however, is make high level Woodings on normal mode, and therefore increase your chance of getting DiorWood =) So inadvertently this is correct, but its nice to know why things work.

Regardless, it brought up the idea that keeping the Forest further from Home would increase the potential of Larc giving a strong metal after Dragon Princess. If you're lucky, you just might get some Altena Alloy handed to you! Even from Catchin' Lillipeas too! Plus, for those Gray Ox lovers out there, you'll have no problem getting them in the forest! =)

Q. Then why did you keep the Standard map if there's this extra revision?

A. Simply put, the standard map is the most practical and customizable.

Q. How come I'm not getting the ____ (AF) from ____ (quest)?

A. I can't answer this specifically, AFs have a certain set of quests that they can be given from, and the order in which you do quests has a very big bearing on what AFs you get and at what time you get them. A year and a half ago I could tell you what to do, but now you're more likely to find out from another FAQ or from the message board users.

Q. What's this about Tyrranos, Chimera Beast and Gray Ox?

A. If you didn't know, the likelihood of catching the rarest eggs of each type of monster is proportional to the distance of the egg's location from home. The further from home a location it is, the higher the frequency of catching rare eggs. In the standard map, Jungle, the only location with Demonic Eggs, is right next to home. It would literally take you hours and hours of catching eggs, and you may never come up with a Chimera Beast. And if you think hours is an exaggeration, just try me ^_^ And the same goes for Tyrranos, as Luon Highway and Mekiv Caverns, the two locations with Reptile Eggs also are touching Home. Thus if you really want these pets, I STRONGLY suggest you use the Intermediate or Advanced map, rather than catching and selling eggs for hours on end for the infinitesimally small chance of getting the rare pet.

Q. Do I have to do the Dragon Quests to get the Sword of Mana, since the Brooch of Love and

Jumi Staff are listed as being placed later in most plans?

A. Not at all. The Jumi Staff only matters if you for whatever reason need to follow the Sword-before-Heart plan, and the Brooch of Love has a set place in 2 of the 3 Plans, and you're not likely to get the Brooch before it can be useful. HOWEVER! On the newer maps 4 and 5, it's recommended that you do the Matilda/Irwin scenarios first to use Lucemia to help get the Sword of Mana if you want to follow the plans to their maximum potential.

Q. Huh? I checked other FAQs and it says Tomato Man is in Ulkan Mines!

A. That wasn't a question, but anyways, they're wrong! He's at Norn Peaks, the Ulkan Mines was just a mistake that others repeatedly copied.

Q. Why is the Sword of Mana placed next to the same AFs in most maps?

A. Domina- The Seeing Double quest requires 3 Shade, and the Pee Wee Birdie quest requires 3 Wisp and 3 Salamander. Because it has to be placed next to home, and there's no other artifact that gives 2 or more Wisp, its impossible to get both quests without placing the sword here.
Lumina- Requires 3 Shade and Dryad for the Goblin. It very possible to get those levels without the Sword, but its much less of a hassle this way.
Orchard- Higher mana = Faster growing produce. Full mana = Fastest growing produce =)

Q. How come I can't place an AF at certain places of the map, even if all spots are open?

A. You can't place an Artifact down in a spot until at least one adjacent area has had a quest completed in it. Certain places such as Domina, Lumina and Geo however, do not need this condition.

Q. Why would I want Altena Alloy?

A. It's the highest level metal that you can receive for a quest. It's stronger than

Lorimar

Iron (the strongest metal material that you can purchase) and is especially good for making cheap equipment without having to fight tons of enemies to drop rare items like Dragon Scales and Adamantite. Also it makes the second strongest powered magic from instruments, just barely less than Dior Wood.

Q. If three people made this, who should we e-mail questions, comments or love letters?

A. Well I (Anthony) personally wrote almost all of this out, but believe me, none of our work is one-sided, nor is our knowledge of how this stuff works. I haven't talked to Fred in ages, he's still on ICQ, but I don't know if he checks e-mail. If your question is about something in Part Two, it's important that Andy gets it, but comments can go to any one of us.

Q. Why can the Torch of Coral be placed where it is in Map Plan 5, if there's no water next to it?

A. On the contrary, there is! When you select the map, there's a space with water just below that map, which to your benefit, still can affect placing the two water based artifacts.

Q. OOH! I have a map that I made, can I submit it to your FAQ?

A. Well I would hate to be the bearer of bad news if you've gone through hard work and we don't have room for it, so let me put up some credentials:

- 1) Sword of Mana MUST be placed next to Domina, and the Orchard must have full mana as well.
 - 2) All 4 levels of mineral shops MUST be available.
 - 3) It is preferred that you have level 4 weapons with the level 2 mineral shop, level 6 weapons with the level 3 mineral shop and level 7 weapons with the level 4 mineral shop.
 - 4) You MUST have access to all 7 demi-human pets, which means 3 Dryad at Duma Desert and the Jungle, 3 Dryad/Shade at Lumina, 3 Shade at Fieg Snowfields, 3 Salamander at Norn Peaks and 3 Wisp at Lake Kilma, and 3 Gnome at the Junkyard.
 - 5) It is recommended that you try to push lands with eggs far away from home to give better chances for catching the rarest monster for each monster breed.
 - 6) It is also recommended that you position lands to obtain a few pieces of Altena Alloy upon completion of quests in that/those land(s).
- But most importantly.....

Your map MUST include some important aspect that either strongly sets it apart from what we already have available, or is completely omitted from our maps that the average player would find useful or helpful. Please submit it to both of us so we can both look it over without having to send it to each other. If you want your map to follow along the plans that Andy Poon has gone with, or you'd just rather it be in his part of the FAQ, be sure to e-mail him instead or as well.

I realize that this is a lot to ask, but we wish to keep a very solid list of map plans in this FAQ, and these guidelines are important not only for giving players access to the very vital parts of the game, but to ensure that each map has something unique to contribute. If you can make a map that does all this, we would LOVE to see it! All of Part Two started out from a guy with a plan, and just look at what it's done.

Q. Are you two insane?

A. Shut up, judge!!!

Created by the joint efforts of-
Frederic Desroches & Anthony Nelson
Contact info is listed at the beginning of the FAQ

If you see any glaring errors, something important we've missed or most importantly if you have a question, PLEASE don't hesitate to ask or notify us! Suggestions and comments have already made a VERY big difference in this FAQ, so keep it up! If you haven't guessed, we love getting mail and would be glad to implement your workable ideas if they can help others

out in any way! So contact us in any way you can for whatever reason! =) If you'd like to submit a map to us, read up in the Question/Answer section before you do.... We don't want you to spend too much time on something that we can't put up for you. If Part Two of this FAQ hasn't proven that a single person's idea can make a world of a difference, I don't know what will.

Legal stuff that has to be said:

This FAQ is copyright work by Anthony Nelson and Frederic Desroches.

All right, we made the FAQ for all of you LoM fans to use right? The point is for you to pass the link along to other people so it can be used around.... this goes for Andy Poon's work as well, he put a lot into his part.

But don't take our names off this or replace them. We did the work, not you, and that's just not cool.

If you wish to put this on an LoM site, go ahead, knock yourself out! But keep it as this text file, and in its entirety..... don't just steal the good parts, or change what specific parts. And you don't have to, but we'd love it if you sent us a link if/when you put this up somewhere. We kind of like that "pride" thing in our work ^_^

Thanks go to:

Zach Keene, for noting an important mishap in our last few plans. I owe ya one =)

CJayC, for well, putting this up in the first place, being quick with updates, and changing the title of the FAQ on the page for us ^_^

Al Amaloo, for taking the interest in our guide!

Kurasu Soratobu, for thanking us in his Pets and Plants FAQ =P

Andy Poon, for taking a strong interest in making new maps and adding so much to this FAQ.
I hope all you readers enjoy the hard work he's put into this.

All the members of the GameFAQs for supporting our work =)

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LOM-Map Planning Guide
Author to contact: Andy Poon

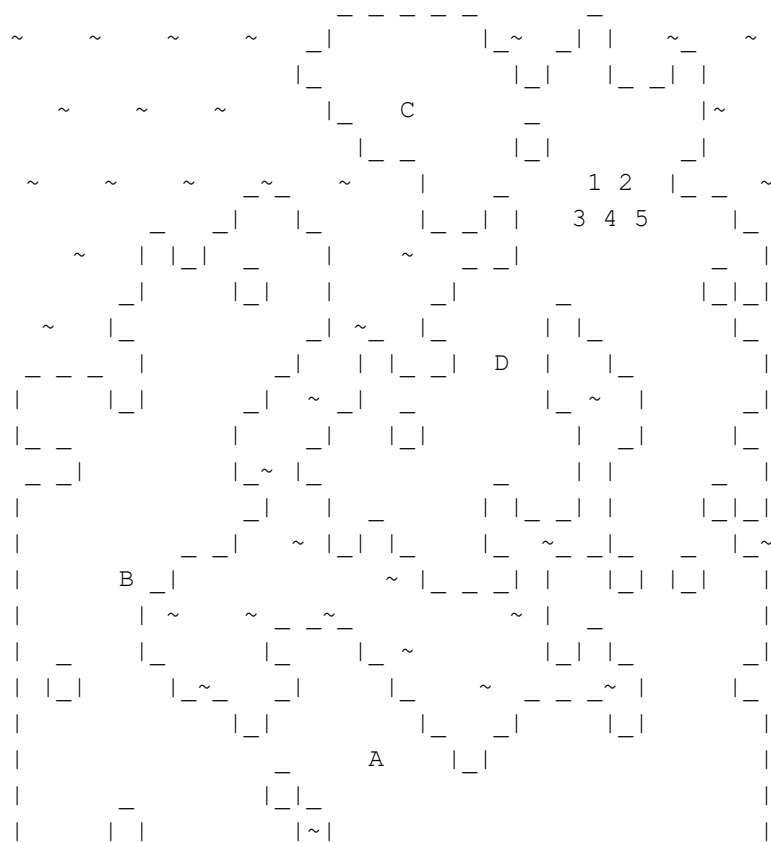
Hi all, I'm the 3rd author of this FAQ, and my contributions are 4 more all-enabling maps, and also a section that is useful if you feel like planning your own maps.

For the following maps I made, beside the basic requirements, I added a certain quality to them that satisfies the 'anal-retentiveness' within me:

- All land squares are filled. I've been influenced by a series of sci-fi novels that put emphasis on machine "elegance". It feels inelegant to me leaving any spaces open, so when I scavenge for suitable lands, I only chose ones that contain 22 to 25 land squares, so that some artifacts that can go on water must go on water. (eg. Leucemia, Bejeweled City, and last but not least, the Mana Tree)

Although I've made quite a lot of maps, only four really stand out as being really flexible, easy to implement, and nice looking. Most of my other maps lack a certain... something, like unsatisfactory Home produce growth, or not enough Altena Alloy acquireable. What can I say? "I'm anal?"

So without further delay, the land of Fa'diel: (well... sort of. There are some little islands, but I didn't bother putting them in.)



Map A: Symmetry At Its Best

Land Squares: 25

Home Mana: Wi2,Sh0,Dr2,Au2,Sa3,Gn2, Ji3,Un2 (Default)
(16 pts.)

Eggs: 1 ~ 3 steps: Morph/Oddity/Reptile/Demonic/Plant
4 ~ 6 steps: Dragon/Poltergeist/Aquatic/Undead
7+ steps: Aerial/Anthropod/Beast
(The further back in the list the more distant)

Altena Alloy: 5 pieces

Bonus:

- The land is diagonally symmetric, so if you want something different, do it all in diagonal mirror!

This is the first map I've ever made, improved after some alterations. I gave the S.S. Buccaneer a whole ocean to sail in for this map. Hearts content for the Men of the Sea!

This map uses the land at the center-bottom of the map screen, with only the land squares shown.

| | | | |
|-------------|----------------------|-----------------------------|------------------|
| | TM - Tome of Magic | TM GC PH | |
| | GC - Green Cane | 23 24 25 | |
| _ _ _ | PR - Pirate Hook | _ _ _ | |
| | SL - Skull Lanturn | SL TS FH | |
| | TS - Trembling Spoon | 17 15 22 | |
| _ _ _ _ | FH - Frozen Heart | _ _ _ _ | |
| | DB - Dragon Bone | DB MM FF MD | MD - MeDallion |
| | MM - Moon's Mirror | 19 12 10 11 | |
| _ _ _ _ _ | FF - FireFly lamp | _ _ _ _ _ | |
| | BL - Brooch of Love | BL SR GS WH AT | WH - WHeel |
| | SR - Sand Rose | 20 13 09 04 07 | AT - Ancient |
| Tablet | | | |
| _ _ _ _ _ _ | GS - Golden Seed | _ _ _ _ _ _ | |
| | JS - Jumi Staff | JS BD SM CB MB TC | CB - Colorblocks |
| | BD - Broken Doll | 26 14 21 02 01 08 | MB - MailBox |
| _ _ _ _ _ _ | SM - Sword of Mana | _ _ _ _ _ _ | TC - Torch of |
| Coral | | | |
| | | RA SE JE FL BS | JE - Jade Egg |
| | RA - Rusty Anchor | 18 06 03 05 16 | FL - FLame |
| _ _ _ _ _ _ | SE - Stone Eye | _ _ _ _ _ _ | BS - Bottled |
| Spirit | | | |

1. MB - Mailbox - Home
2. CB - Color Blocks - Dominia - L.1 Weapon/Armor/Instrument L.1 Material
3. JE - Jade Egg - Cavern
4. HW - Wheel - Highway
5. FL - Flame - Gato - L.2 Weapon L.1 Material
6. SE - Stone Eye - Lake
7. AT - Ancient Tablet - Ruin - Dr +1 to Highway (for Jungle & for Orchard to Desert)
8. TC - Torch Coral - Beach - Home now with Wi2,Sh0,Dr2,Au2,Sa3,Gn2, Ji3,Un2
9. BS - Bottled Spirit - Mines - L.3 Weapon/Armor

- 10.GS - Golden Seed - Orchard - Dr +2 to Highway(for Jungle)
- 11.FF - Firefly Lamp - Lumina - Dr +1 from Orchard
- L.4 Weapon/Armor/Instrument L.2 Material
- 12.MD - Medallion - Jungle - Dr +1 from Highway(Done), Dr +2 to Lumina
- 13.MM - Moon's Mirror - Tower - Sh +1 to Lumina(Done)
- Dr +1 from Lumina (for Desert)
- 14.SR - Sand Rose - Desert - Dr +2 from Orchard & Tower
- 15.BD - Broken Doll - Junkyard
- 16.TS - Trembling Spoon- Underworld- Sh +1 from Tower(for Snowfield)
- 17.SL - Skull Lantern - Peaks - Sa +1 from Underworld
- 18.RA - Rusty Anchor - Polpota - L.6 Weapon/Armor/Instrument & L.3 Material
- 19.DB - Dragon Bone - Fortress - Sa +1 to Peaks
- 20.BL - Brooch of Love - Lucemia - Dr +1 to Desert (Done)
- 21.SM - Sword of Mana - ManaTree - Gn +3 to Junkyard(Done), Wi +3 to Lake(Done)
- 22.FH - Frozen Heart - Snowfield - Sh +3 from Underworld & Lumina(Done)
- 23.TM - Tome of Magic - Geo - L.7 Weapon/Armor/Instrument L.4 Material
- Sa +1 to North Peak(Done)
- Altena Alloy x 1
- 24.GC - Green Cane - Forest - Altena Alloy x 2
- 25.PH - Pirate Hook - Buccaneer - Altena Alloy x 2
- 26.JS - Jumi's Staff - Bej. City

Notes: (* - important)

-The ones that indicate Weapon/Armor/Instrument or Material are describing the shop levels,
and the ones that have a (Done) behind them indicates that after that artifact is put down,
a Demi-human will appear.

* An important note is that since Torch Coral/Madora Beach can only be acquired from the "Flame of Hope" or "Reach For the Stars" quests, it's essential to get it earlier to acquire the Rusty Anchor/Polpota Harbor. To do that, one must make sure that there are no more than two Artifacts left on the checkered table before the "Flame of Hope" is finished, since the Inspector will only hand you the Ancient Tablet, and not the Torch of Coral if you still have more than two artifacts on hand. Which means that the Stone Eye/Lake Kilma may need to be put down before you do "Flame of Hope".

- The GoldenSeed/Orchard is the bottleneck. It must be put down before Lumina. But if you can't wait, then putting down the Jungle first and the Orchard after Lumina won't hurt the map either. But Lumina must be the 10th land down at the latest, or the Lv.2 Material Shop will be missed.

Map B: Dryad Boulevard

Land Squares: 25

Home Mana: Wi2,Sh0,Dr3,Au2,Sa2,Gn3, Ji2,Un2 (Default)
(16 points) Or
Wi2,Sh0,Dr2,Au2,Sa3,Gn2, Ji3,Un2 (Swap Wheel for Flame)
Or
Wi2,Sh1,Dr2,Au2,Sa1,Gn3, Ji2,Un3 (Swap Tablet for Jade Egg)

Or

Wi2,Sh1,Dr1,Au2,Sa2,Gn2, Ji3,Un3 (Swap Wheel for Flame & Tablet for Jade Egg)

Eggs: 1 ~ 3 steps: Demonic/Morph/Plant

4 ~ 6 steps: Oddity/Poltergeist/Reptile/Undead/Aerial/Anthropod/Aquatic/Dragon/

7+ steps: Beast

(The further back in the list the more distant)

Altena Alloy: 5 pieces

Bonus: As you can see from the Home Mana status, This map is flexible enough to let you choose Mana points to grow your favorite produce at home (Normal ones, not Toadstools. I'm no wizard). Choose your own skittling colors!

Lining up most of the "lands with plants" vertically got this map its name. Also lots of spaces for the S.S.Buccaneer.

This map uses the land near the bottom-left of the map screen, a little bit above the corner, with only the land squares shown.

| | | | |
|-------------------|---------------------|-----------------------------|---|
| | BL - Brooch of Love | JS BS BL TS SL TM | SL - Skull |
| Lanturn | | BS - Bottled Spirit | 26 14 21 17 18 23 TM - Tome of |
| Magic | __ __ __ __ __ __ | DB - Dragon Bone | __ __ __ __ __ __ GC - Green Cane |
| | JE - Jade Egg | JE FF SR FH DB GC | TS - |
| TremblingSpoon | | FF - FireFly lamp | 08 11 12 16 20 24 FH - Frozen Heart |
| __ __ __ __ __ __ | SR - Sand Rose | __ __ __ __ __ __ | JS - Jumi Staff |
| | BD - Broken Doll | BD SM GS MM | PH MM - Moon's |
| Mirror | | SM - Sword of Mana | 07 22 13 15 25 |
| __ __ __ __ | GS - Golden Seed | __ __ __ __ | PH - Pirate Hook |
| | FL - FLame | FL CB MD | |
| | CB - Colorblocks | 04 02 06 | |
| __ __ __ | MD - MeDallion | __ __ __ | |
| | WH - WWheel | WH MB AT | |
| | MB - MailBox | 03 01 05 | |
| __ __ __ __ | AT - Ancient Tablet | __ __ __ __ | |
| | | TC SE RA | RA - Rusty Anchor |
| | TC - Torch of Coral | 10 09 19 | |
| __ __ __ | SE - Stone Eye | __ __ __ | |

1. MB - Mailbox - Home
2. CB - Color Blocks - Dominia - L.1 Weapon/Armor/Instrument L.1 Material
3. HW - Wheel - Highway - Dr +1 to Home (for Ruin to Jungle)
4. FL - Flame - Gato - L.2 Weapon L.1 Material
5. AT - Ancient Tablet - Ruin
6. MD - Medallion - Jungle - Dr +1 from Jungle(Done)
7. BD - Broken Doll - Junkyard
8. JE - Jade Egg - Cavern
9. SE - Stone Eye - Lake
- 10.TC - Torch Coral - Beach - Wi +1 to Lake
- Home now with Wi2,Sh0,Dr3,Au2,Sa2,Gn3, Ji2,Un2
- 11.FF - Firefly Lamp - Lumina - L.3 Weapon/Armor/Instrument L.2 Material
- 12.SR - Sand Rose - Desert
- 13.GS - Golden Seed - Orchard - Dr +2 to Desert
- 14.BS - Bottled Spirit - Mines - L.5 Weapon/Armor

- 15.MM - Moon's Mirror - Tower
- 16.FH - Frozen Heart - Snowfield -
- 17.TS - Trembling Spoon- Underworld- Sh +2 to Snowfield
- 18.SL - Skull Lantern - Peaks - Sa +1 from Underworld
- 19.RA - Rusty Anchor - Polpota - Wi +1 to Lake (Done)
- L.6 Weapon/Armor/Instrument & L.3 Material
- 20.DB - Dragon Bone - Fortress - Sa +1 to Peaks, Sh +1 to Snowfield (Done)
- 21.BL - Brooch of Love - Lucemia - Dr +1 to Desert (Done)
- 22.SM - Sword of Mana - ManaTree - Gn +3 to Junkyard (Done), Sh +1/Dr +3 to Lumina (Done)
- 23.TM - Tome of Magic - Geo - Sa +1 to North Peak (Done)
- L.7 Weapon/Armor/Instrument L.4 Material
- Altena Alloy x 1
- 24.GC - Green Cane - Forest - Altena Alloy x 2
- 25.PH - Pirate Hook - Buccaneer - Altena Alloy x 2
- 26.JS - Jumi's Staff - Bej. City

- Nothing that needs to be watched out for on this one, it's pretty straight forward. Just watch out for the same things as the first map.

Map C: Top of the World

Land Squares: 24

Home Mana: Wi2, Sh0, Dr3, Au2, Sa2, Gn3, Ji2, Un2 (Default)

(16 points)

Or

Wi2, Sh1, Dr2, Au2, Sa2, Gn3, Ji1, Un3 (Swap Wheel for Jade Egg)

Or

Wi2, Sh0, Dr2, Au2, Sa3, Gn2, Ji3, Un2 (Swap Wheel for Flame)

Or

Wi2, Sh1, Dr2, Au2, Sa1, Gn3, Ji2, Un3 (Swap Tablet for Jade Egg)

Or

Wi2, Sh1, Dr1, Au2, Sa2, Gn2, Ji3, Un3 (Swap Wheel for Jade Egg & Tablet for Flame)

Eggs: 1 ~ 3 steps: Morph/Demonic/Plant

4 ~ 6 steps: Oddity/Poltergeist/Reptile/Undead/Aerial/Anthropod/Aquatic/Dragon/

7+ steps: Beast

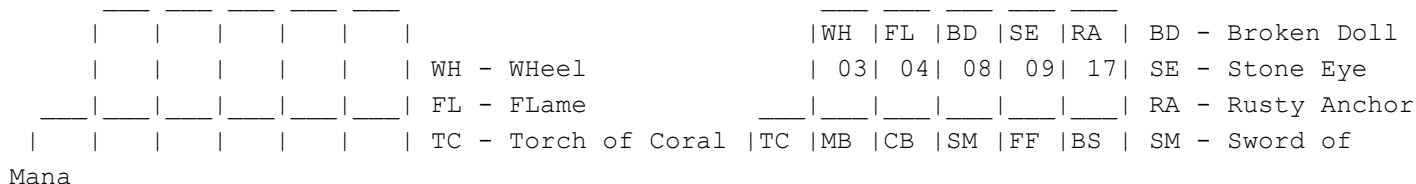
(The further back in the list the more distant)

Altena Alloy: 5 pieces

| | | | |
|-------------------|-----------------------|-------------------|------------------|
| Aerial - 6 steps | Anthropod - 6 steps | Aquatic - 6 steps | Beast - 8 Steps |
| Demonic - 3 steps | Dragon - 6 steps | Morph - 1 step | Oddity - 4 steps |
| Plant - 2 steps | Poltergeist - 4 steps | Reptile - 4 | Undead - 5 steps |

Bonus: Even more flexible than Map B in choosing Home Mana Points, otherwise there's no major difference. If you look closely, most of the placement patterns are the same as well.

This map uses the big piece of land at the center-top of the map screen (hence its name) with only the land squares shown.



| | | | | | | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|---------------------|--|----|----|----|------------------|-------------------|------------------|---------------------|
| | | | | | | | | MB - MailBox | | 06 | 01 | 02 | 22 | 11 | 14 | FF - FireFly lamp |
| | | | | | | | | CB - Colorblocks | | | | | | | | BS - Bottled Spirit |
| | | | | | | | | | | AT | JE | GS | MM | JS | GS - Golden Seed | |
| | | | | | | | | AT - Ancient Tablet | | 05 | 07 | 10 | 15 | 26 | MM - Moon's | |
| | | | | | | | | | | | | | | | | JS - Jumi Staff |
| | | | | | | | | | | MD | SR | FH | TS | SR - Sand Rose | | |
| | | | | | | | | | | 12 | 13 | 16 | 18 | FH - Frozen Heart | | |
| | | | | | | | | MD - MeDallion | | | | | | TS - | | |
| | | | | | | | | | | BL | DB | SL | BL - Brooch of | | | |
| | | | | | | | | | | 21 | 20 | 19 | DB - Dragon Bone | | | |
| | | | | | | | | | | | | | SL - Skull | | | |
| | | | | | | | | | | PH | GC | TM | PR - Pirate Hook | | | |
| | | | | | | | | | | 25 | 24 | 23 | GC - Green Cane | | | |
| | | | | | | | | | | | | | TM - Tome of | | | |

1. MB - Mailbox - Home
2. CB - Color Blocks - Dominia - L.1 Weapon/Armor/Instrument L.1 Material
3. HW - Wheel - Highway
4. FL - Flame - Gato - L.2 Weapon L.1 Material
5. AT - Ancient Tablet - Ruin
6. TC - Torch Coral - Beach - Home now with Wi2,Sh0,Dr3,Au2,Sa2,Gn3, Ji2,Un2
7. JE - Jade Egg - Cavern
8. BD - Broken Doll - Junkyard
9. SE - Stone Eye - Lake
- 10.GS - Golden Seed - Orchard - Dr +2 to Cavern (for Jungle)
- 11.FF - Firefly Lamp - Lumina - Wi +1 to Lake
- L.4 Weapon/Armor/Instrument L.2 Material
- 12.MD - Medallion - Jungle - Dr +1 from Cavern (Done)
- 13.SR - Sand Rose - Desert - Dr +2 from Jungle & Orchard
- 14.BS - Bottled Spirit - Mines - L.5 Weapon/Armor
- 15.MM - Moon's Mirror - Tower - Sh +1 to Limina, Sh +1 from Lumina (For Snowfield)
- 16.FH - Frozen Heart - Snowfield - Sh +1 from Tower
- 17.RA - Rusty Anchor - Polpota - Wi +1 to Lake (Done)
- L.6 Weapon/Armor/Instrument & L.3 Material
- 18.TS - Trembling Spoon- Underworld- Sh +2 to Snowfield (Done)
- 19.SL - Skull Lantern - Peaks - Sa +1 from Underworld
- 20.DB - Dragon Bone - Fortress - Sa +1 to Peaks
- 21.BL - Brooch of Love - Lucemia - Dr +1 to Desert (Done)
- 22.SM - Sword of Mana - ManaTree - Gn +3 to Junkyard(Done), Dr +3 to Lumina(Done)
- 23.TM - Tome of Magic - Geo - Sa +1 to Peaks(Done)
- L.7 Weapon/Armor/Instrument L.4 Material
- Altena Alloy x 1
- 24.GC - Green Cane - Forest - Altena Alloy x 2
- 25.PH - Pirate Hook - Buccaneer - Altena Alloy x 2
- 26.JS - Jumi's Staff - Bej. City

- This map is quite straight forward as well.

- 15.SL - Skull Lantern - Peaks - Sa +1 from Underworld
- 16.DB - Dragon Bone - Fortress - Sa +1 to Peaks
- 17.RA - Rusty Anchor - Polpota - L.6 Weapon/Armor/Instrument & L.3 Material
- 18.MM - Moon's Mirror - Tower - Sh +1 from Lumina (For Bej.City to Snowfield)
- 19.BL - Brooch of Love - Lucemia
- 20.TM - Tome of Magic - Geo - Sa +1 to Peaks (Done)
- L.7 Weapon/Armor/Instrument L.4 Material
- 21.SM - Sword of Mana - ManaTree - Wi +2 to Lake (Done)
- Sh +1/Dr +3 to Lumina(Done)
- 22.SR - Sand Rose - Desert - Dr +3 from Lake & Lumina (Done)
- Sh +3 from Lake & Lumina (for Bej.City to Snowfield)
- 23.PH - Pirate Hook - Buccaneer - Altena Alloy x 2
- 24.GC - Green Cane - Forest - Altena Alloy x 2
- 25.JS - Jumi's Staff - Bej. City - Sh +2 from Tower & Desert (for Snowfield)
- 26.FH - Frozen Heart - Snowfield - Sh +3 from Underworld & Geo & Bej.City (Done)
- Altena Alloy x 1

- It's a bit hard to implement at first, as the Orchard is also the bottle-neck. You'll need to spend a lot of time early on with Trent to try and get it to cough up the Golden Seed (About 10 harvests or so should do).

- The Moon's Mirror/Tower and the Dragon Bone/Fortress can swap places if you feel that Poltergeist eggs are more important than Undead eggs. I have the Tower where it is for aesthetic reasons only. The only other advantage to swapping the Tower and the Fortress is that you can put down the Frozen Heart/Snowfield before the Jumi's Cane/Bej.City, because an extra Shade point will be passed on to Geo from the Tower by way of the Skull Lanturn/Peaks.

But aesthetics is more important to me, so I like 'em where they are.

* An important note is that since Torch Coral/Madora Beach can only be acquired from the "Flame of Hope" or "Reach For the Stars" quests, it's important to get it earlier, so that the Home is at its full potential mana points early. To do that, one must make sure that there are no more than two Artifacts left on the checkered table before doing the quest "Flame of Hope", since the Inspector will only hand you the Ancient Tablet, and not the Torch of Coral if you still have more than two artifacts on hand. Which means that both the Golden Seed(Orchard) and the Medallion(Jungle) needs to be put down before you do "Flame of Hope".

GENERAL COMMENTS ON MY MAPS

- For all the maps, the orders are set as such, so that some of the cities just catch the necessary points for their respective shops, leaving the later numbers for the dungeon lands to produce higher level monsters for you to fight with. You can try and manipulate them into different orders and positions, just as long as you check the charts and make sure that whatever you change won't have any bad side-effects such as a missed demi-human or material shop.

- The Home Mana are set as such so that the default settings give best mana points for the growth of the three most common types of seeds - Big, Small, Long - that can all be acquired early. Manipulate Maps B and C as you like for your preferred produce type, but again, be

careful of order to prevent any bad side-effects.

- In Maps A, B, and C lie the potential to get 17 points of Mana for Home produce growth by switching pieces and orders to have the Jungle (another 4 Mana point inducer besides the Beach) near home for another Dryad Point. Moving a couple of pieces will do. I leave it to your wits to figure out how. Try it if you don't care much Demonic Eggs.

- It is possible to bring out all the Demi-humans without the help of the Tree of Mana at all, and having only Domina and the Orchard adjacent to it. I've made a couple of those maps but they didn't turn out well, so they're not on this FAQ. Just telling you all that it's possible, and give it a shot if you've got the time.

MAP MAKING KIT

For those of you who wish to plan your own maps, this is the part of the guide that helps you choose and make your ideal map, practically, and aesthetically.

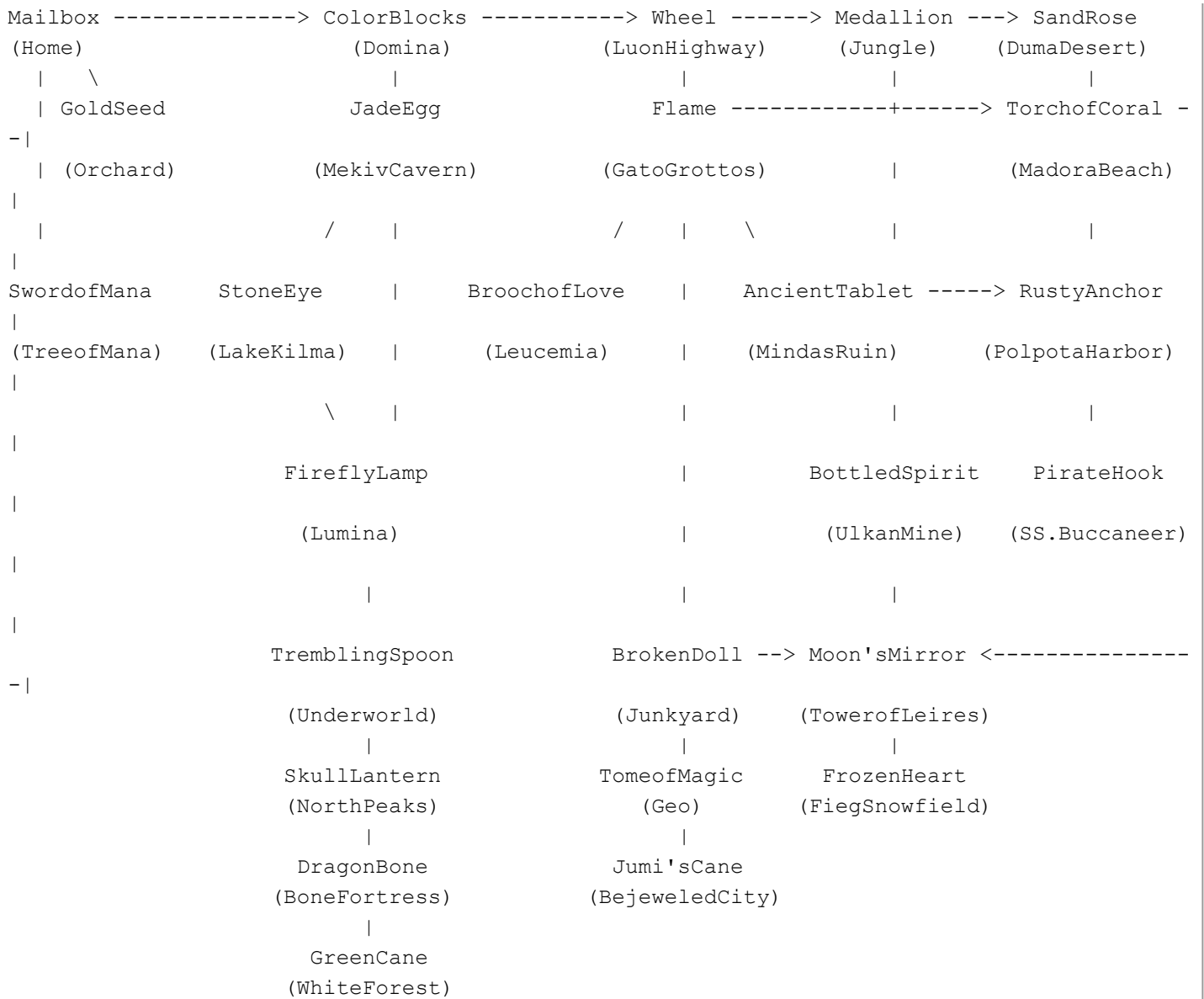
a. Check-list

Basically what an ideal map contains are the following:

- Domina needs 3 Wisp and 3 Shade for the two optional quests "Little Pee-Wee" and "Seeing Double", which is achievable only with the help of the Mana Tree. [note from Anthony: it's actually required to have 3 Salamander as well for the former. 3 Wisp and 3 Shade is possible without the Mana Tree, but not good enough =)]
- Orchard should have full Mana, so it must be near the Mana Tree as well.
- Lake Kilma needs +2 Wisp for the Mad Mallard - Captain "Die Young" Dayang.
- The Jungle needs +1 Dryad for the Chobinhood - Chitto, the cheap Mexican sidekick. Should call it "Poncho" instead.
- Lumina needs +1 Shade and +3 Dryad for the Goblin - "Say 'Guru of Evil' very quickly and you get" Guri
- Junkyard needs +3 Gnome for the Narcissos - "Hairy chested Bodybuilder" Fernando
- Duma Desert needs +3 Dryad for the Sahaggin - "Every attack is a" Tikkle (Remember to give it the prize seeds too)
- North Peaks needs +3 Salamander for the Tomato Man - Mambo, living in a steel drum.
- Fieg Snowfield needs +3 Shade for the Succubus - "Kinky & Oozy" Elysia
- All 4 levels of material shops, and even though it doesn't make much difference at all, as many different Weapon & Armor shops as possible (eg. 6 shops all having different inventory).
- As many mana points at home as possible, for Produce growth.
- 4 ~ 5 pieces of Altena Alloy attainable.
- Lands with rare monster eggs as far away from home as possible.

b. Artifact Order List

Below is a chart illustrating the ordering of the Artifacts. (It should be pretty self explanatory as in what comes after what, but the "+" sign below the Medallion is just an overlap.)



I drew this chart out on paper beforehand along with another chart that also states all the quests of all the lands. I won't put the other chart on here so as not to spoil the game.

*During the testing phase I discovered that there may actually be quite a lot of quests, even later ones, that grants 2 Artifacts upon completion. This chart seems inadequate in accomodating for all the links. However, I did manage to create 4 good maps on this ordering alone, so even though this chart may be incomplete, it is sufficient for the purpose of map planning, and can stay as is.

c. Artifact-Land Properties Chart

This chart includes all the important properties of the Lands of Fa'diel. Most of what is on this chart are already on other FAQs, but for your referencing convenience, it is put here again, recompiled in the clearest and most concise manner. Since you already know what each of the fields means, I won't explain further.

Elements: (Wi)sp / (Sh)ade / (Dr)yad / (Au)ra / (Sa)lamander / (Gn)ome / (J)i(n)n / (Un)dine

Shops: (W)eapon / (A)rmor / (I)nstrument / (J)ewel / (M)aterial / (S)eed

Abb. Articact Land Elements Shops Eggs Demi-

Human/Req.

MB - Mailbox - Home - Wi1 Dr1 Gn1
CB - Color Blocks - Dominia - Au2 Sa1 - W/A/I/M
JE - Jade Egg - Cavern - Sh1 Gn1 Un1 - Oddity/Reptile
HW - Wheel - Highway - Dr1 Gn1 Jn1 - Aerial/Reptile
FL - Flame - Gato - Sa1 Jn1 - W/M - Morph
SE - Stone Eye - Lake - Wi1 Dr1 Un1 - Beast/Plant - MadMallard
Wi3
TC - Torch Coral - Beach - Wi1 Jn1 Un2 - Aquatic/Morph
AT - Ancient Tablet - Ruin - Dr1 Sa1 Gn1
FL - Firefly Lamp - Lumina - Wi1 Sh2 - W/A/I/J/M - Goblin
Sh3/Dr3
MD - Medallion - Jungle - Dr2 Sa1 Gn1 - Demonic/Plant - Chobinhood
Dr3
SR - Sand Rose - Desert - Wi1 Sa1 Jn1 - Arthropod - Sahaggin
Dr3
BD - Broken Doll - Junkyard - Wi1 Sh1 Un1 - Poltergeist - Narcissos
Gn3
GS - Golden Seed - Orchard - Dr2 Gn1
BS - Bottled Spirit - Mines - Au2 Gn1 - W/A - Oddity
MM - Moon's Mirror - Tower - Sh1 Sa1 Jn1 - Poltergeist
TS - Trembling Spoon- Underworld- Sh2 Sa2
SL - Skull Lantern - Peaks - Wi1 Gn1 Jn2 - Aerial/Arthropod - TomatoMan
Sa3
DB - Dragon Bone - Fortress - Au1 Sa1 Gn1 - S - Undead
RA - Rusted Anchor - Harbor - Wi1 Au1 Un1 - W/A/I/M
FH - Frozen Heart - Snowfield - Ji1 Un1 - Dragon - Succubus
Sh3
BL - Brooch of Love - Lucemia - Dr1 Un1
SM - Sword of Mana - ManaTree - All at Lv3
TM - Tome of Magic - Geo - Sh1 Au1 Sa1 - W/A/I/J/M
GC - Green Cane - Forest - Au1 Sa1 Gn1 - Beast
PH - Pirate Hook - Buccaneer - Au1 Un2 - Aquatic
JS - Jumi's Staff - Bej. City - Sh1 Au2 - J

*In approximate placement order

d. Distance and Order to Home Charts

Levels of lands change in accordance to its placement order and placement distance in accordance to the Home. The level of the land determines the Weapon Shop level, Material Shop level, and Raw Metal level; the higher level the land, the more powerful the Shop inventory and Raw Metals rewarded by Quests, when the said lands contain them. The monster levels and egg rarity of the lands are also determined by this "Point System" that governs the Shops and the Raw metals, but those are less important. For more information on this topic, please see the Store Placement FAQ, because this part of the FAQ assumes that you already know the relevance of each bit of information.

The first two charts are from the Store Placement FAQ made by Craig Lafayette, with his permission I have reproduced his data here. The third chart was created by me through experimentation.

| Weapon Shop Points Chart | Material Shop Points Chart | Raw Metal Points Chart |
|--------------------------|----------------------------------|------------------------|
| 1 - Menos Bronze | 1 - Menos/Forsena/Stones | 1 - Menos Bronze |
| 2 - Forsena Iron | 2 - Granz/Lorant/Mercury/Sulphur | 2 - Forsena Iron |
| 3 - Granz Steel | 3 - Wendel/Vizel/Oil/HolyWater | 3 - Granz Steel |
| 4 - Lorant Silver | 4 - Ishe/Lorimar | 4 - Lorant Silver |

5 - Wendel Silver
 6 - Vizel Gold
 7 - Ishe Platinum

5 - Wendel Silver
 6 - Vizel Gold
 7 - Ishe Platinum
 8 - Lorimar Iron
 9 - Altena Alloy

```
DS| 1 2 3 4 5 6 7 8 9 10
L#|-----
02| 1 - - - - - - - - -
03| - - - - - - - - -
04| 2 2 2 - - - - - -
05| 2 2 2 2 - - - - -
06| 2 2 2 3 3 - - - -
07| 2 2 3 3 3 3 - - -
08| 2 3 3 3 3 4 4 - -
09| 3 3 3 3 4 4 4 4 -
10| 3 3 3 4 4 4 4 5 5 -
11| 3 3 4 4 4 4 5 5 5 5
12| 3 4 4 4 4 5 5 5 5 6
13| 4 4 4 4 5 5 5 5 6 6
14| 4 4 4 5 5 5 5 6 6 6
15| 4 4 5 5 5 5 6 6 6 6
16| 4 5 5 5 5 6 6 6 6 6
17| 5 5 5 5 6 6 6 6 6 7
18| 5 5 5 6 6 6 6 6 7 7
19| 5 5 6 6 6 6 6 7 7 7
20| 5 6 6 6 6 6 7 7 7 7
21| 6 6 6 6 6 7 7 7 7 7
22| 6 6 6 6 7 7 7 7 7 7
23| 6 6 6 7 7 7 7 7 7 7
24| 6 6 7 7 7 7 7 7 7 ?
25| 6 7 7 7 7 7 7 7 ? ?
26| - - - - - - - - -
```

```
DS| 1 2 3 4 5 6 7 8 9 10
L#|-----
02| 1 - - - - - - - - -
03| - - - - - - - - -
04| 1 1 1 - - - - - -
05| 1 1 1 1 - - - - -
06| 1 1 1 1 2 - - - -
07| 1 1 1 2 2 2 - - -
08| 1 1 2 2 2 2 3 - -
09| 1 2 2 2 2 3 3 3 -
10| 2 2 2 2 3 3 3 3 3 -
11| 2 2 2 3 3 3 3 3 3 3
12| 2 2 3 3 3 3 3 3 3 3
13| 2 3 3 3 3 3 3 3 3 3
14| 3 3 3 3 3 3 3 3 3 3
15| 3 3 3 3 3 3 3 3 3 4
16| 3 3 3 3 3 3 3 3 4 4
17| 3 3 3 3 3 3 3 4 4 4
18| 3 3 3 3 3 3 4 4 4 4
19| 3 3 3 3 3 4 4 4 4 4
20| 3 3 3 3 4 4 4 4 4 4
21| 3 3 3 4 4 4 4 4 4 4
22| 3 3 4 4 4 4 4 4 4 4
23| 3 4 4 4 4 4 4 4 4 4
24| 4 4 4 4 4 4 4 4 4 ?
25| 4 4 4 4 4 4 4 4 ? ?
26| - - - - - - - - -
```

```
DS| 1 2 3 4 5 6 7 8 9 10
L#|-----
02| - - - - - - - - -
03| - - - - - - - - -
04| ? 2 2 - - - - - -
05| 2 2 3 3 - - - - -
06| 2 3 3 3 3 - - - -
07| 3 3 3 3 4 4 - - -
08| 3 3 3 4 4 4 4 - -
09| 3 3 4 4 4 4 5 5 -
10| 3 4 4 4 4 5 5 5 5 -
11| 4 4 4 4 5 5 5 5 6 6
12| 4 4 4 5 5 5 5 6 6 6
13| 4 4 5 5 5 5 6 6 6 6
14| 4 5 5 5 5 6 6 6 6 7
15| 5 5 5 5 6 6 6 6 7 7
16| 5 5 5 6 6 6 6 7 7 7
17| 5 5 6 6 6 6 7 7 7 7
18| 5 6 6 6 6 7 7 7 7 8
19| 6 6 6 6 7 7 7 7 8 8
20| 6 6 6 7 7 7 7 8 8 8
21| 6 6 7 7 7 7 8 8 8 9
22| 6 7 7 7 7 8 8 8 9 9
23| 7 7 7 7 8 8 8 9 9 ?
24| 7 7 7 8 8 8 9 9 ? ?
25| 7 7 8 8 8 9 9 ? ? ?
26| 7 8 8 8 9 9 ? ? ? ?
```

e. Potential lands to try it out yourselves:

\\\\\\under construction ...\\\\\\

f. What to be aware of when designing:

* Try and choose areas that are nice and wide. There are some areas that have a body of water in the middle, which narrows the design space and make things difficult. I tried to

plan maps in those challenging places and it ended in headache. Even though it is possible

for those maps to satisfy the requirements stated by this FAQ, the home produce growth and

the amount of Altena Alloy attainable were both below satisfaction. I've made quite a few of those, and it just goes to show that being anal-retentive can be pretty messy... d'oh!

Uh... don't take that the wrong way... D'OH!! I mean ... don't misunderstand that. (Bear in mind that I was also searching for areas with 22 ~ 25 land squares.)

```

_ _ _ _ _
|_ _ _ _ | - one of the potential lands that I spent hours on.
|   |   |   |   |
|   |   |   |   |   |
|_ _ _ _ |
|   |   |   |   |
|   |   |   |   |
|_ _ _ _ |

```

Would've looked real nice if it worked though.

* Also, find lands where you could place your Home just one square (horizontally and vertically) out of the corner, and there are four spaces available for home produce growth improvement; and that there are 8 spaces out to the farthest corner of the land, and use that space for better monster eggs and a good chance for getting the Altena Alloys. If you look at the shapes of some of the lands that I have chosen, you'll know what I mean.

* Certain artifacts can only be received after the placement of - and completion of a quest from - another artifact (e.g. You only get the Trembling Spoon(Underworld) after the placement of the Firefly Lamp(Lumina) and the completion of the Quest "Faerie's Light"). When you are planning your own map, it's important to know what comes after what (If you wanted to use The Jungle to power the Desert with Dryad points, it is impossible because the Medallion comes before the Sand Rose) Use the Artifact Order List to help you.

* Be careful with the order that you place the artifacts. If you want a certain city to contain a certain shop level, they must fit within the point limits of the Point System. See the Placement Point Charts for reference, and try to arrange it so that the land is placed early enough or late enough to get the right amount of points.

* Since the Jumi stories can only continue in Geo in the quest "Gilbert: School Amour" when Gilbert is turned into stone, and to do all quests one must do "Gilbert: Love is Blind" before that - which requires the pirate ship, the Pirate Hook/Buccaneer has to be put down before the Jumi's Staff/Bej. City.

* To make it clear to all, there are 6 Quests in all that are pretty certain to give you a slab of Raw Metal upon each of their completion. Fieg Snowfield yields 1, Geo yields another, and the White Forest and SS.Buccaneer both yield 2. To make Altena Alloy be the Metal that you receive, the land placement must have at least 31 points. (eg, land number 23, 8 squares away from Home)

g. What to be aware of when playing:

* Some of the quests early on in the game will grant you two artifacts upon completion. (eg. Quest "Flame of Hope" grants 'Ancient Tablet' and 'Torch of Coral') BUT!! The second artifact will only be given to you if you don't have a crowded table! This may ruin your plan if you wanted to have a certain Artifact from an earlier quest instead of a later one. Keep the table clear at two artifacts or less to gain both artifacts from a quest, by putting some down earlier or by putting off the quests with artifacts 'til later.

* Although the placement of the artifacts with the maps with this FAQ allows you access to all quests, certain quests must be done before others, or they will be lost:

- "Daddy's Broom" before "Heaven's Gate/Crimson Dragon/Teardrop Crystal"
- "Where's Putty" before "Catchin' Lilipeas" (Before Diggers take over the Mana Church)
- "Gilbert: Love is Blind" before "Gilbert: School Amour" (Before he turns to stone)

Last words

There are several potential play areas that I have not explored yet, and since I am happy with my maps, I probably won't. But if there is enough requests for them, I will explore them. So please e-mail me and give me either positive feedback ("Hey these maps are nice! got any others!?") or negative feedback ("Hey these maps are crap! got any others!?") and if

Anthony gives an okay too, then I'll make more maps of the same - or better - quality as the ones in this FAQ.

Any Questions or kinks with the maps? Send me an e-mail or find me on ICQ.

Gratitude

- Much of my knowledge on artifact placement is based on - or at least reinforced by - what was provided by previous versions of this FAQ, therefore much thanks to the two original authors. Without them, my contributions may not have been possible.

- Appreciation also goes to the author of the Store Placement FAQ, Craig Lafayette, who enlightened me on the existence of the Point System, and made it possible for me to chart

the point system for Raw Metals. It was also his Point System charts that helped determine

the optimum land placement order for every one of my maps.

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