

Dino Crisis English version, and Dino Crisis Japanese version.

You can read this walkthrough and my other walkthrough at these sites too :

<http://vgstrategies.about.com>
<http://www.planetweb.purespace.de>
<http://www.cheatcc.com>
<http://www.nexus.connectfree.co.uk>
<https://www.neoseeker.com>

Here is cheatcc.com 's ad :

Webmaster of Cheat Code Central - <http://www.cheatcc.com/>
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One of the largest and most comprehensive video and computer game help sites on the web. Cheat codes, Game Shark codes, and much more for PlayStation, Nintendo 64, Dreamcast, and PC.

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T A B L E O F C O N T E N T S
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V E R S I O N
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Version 1.0: Contains a little walkthrough
I make this walkthrough at : 4:26 PM 7/11/99

Version 1.1: Add a little walkthrough
I make this update at : 7:23 PM 7/12/99

Version 1.2: Add a little walkthrough
I make this update at : 11:34 PM 7/15/99

Version 1.3: Add little walkthrough
I make this update at : 9:58 PM 7/16/99

Version 1.4: Add more walkthrough
I make this update at : 10:20 PM 7/17/99

Version 1.5: Complete walkthrough
I make this update at : 9:10 PM 7/22/99

Version 1.6: Add the answers of Sun & Moon Room, and give little words
I make this update at : 11:38 PM 7/24/99

Version 1.7: Add vgstrategies' ad
I make this update at : 12:53 AM 7/27/99

Version 1.8: Add some words
I make this update at : 3:38 AM 8/6/99

Version 1.9: Correct some words
I make this update at : 6:49 AM 8/13/99

Version 2.0: Add some secret
I make this update at : 6:54 AM 8/17/99

Version 2.1: Add FAQ, update a little, and add a German web site.
I make this update at : 5:34 AM 9/16/99

Version 2.2: Add Logo (it is better than none)
I make this update at : 9:32 AM 10/27/99

Version 2.3: Add a little sorry above
I make this update at : 5:38 PM 1/5/00

Version 2.4: Edit the walkthrough section and the FAQ sections. Read them.
I make this update at : 12:05 PM 2/14/00

Version 2.5: Ok, the Game Shark codes are find with Game Shark v3.1
I make this update at : 7:55 PM 2/26/00

Version 2.6: I add a little secret from Dr. Disreputable.
I make this update at : 9:03 PM 6/1/00

Version 2.7: Just give another address, where you can see this
I make this update at : 19:17 06/11/00

Version 2.8(LAST VERSION): I change my E-mail address! If you want to contact
me, E-mail me at radicalz@telkom.net
I make this update at : 22:10 12/07/01

B A S I C C O N T R O L
#####

Directional Pad : Move your character
Square : Use Item
Circle : Cast spell (not in battle)
X : Pick item, select option
Triangle : Equip your character
R1 : Run
L1 : Show map (on world map)
L2 : None

R2 : None
L2 + R2 : Crouch
Select : Option
Start : Pause

Press Start to skip the FMV

W H A T I S C R O U C H F O R ??
#####

Crouch is for evade from enemy. You won't encounter enemy if you crouch when hear a roar.

Nb: If you can, try to fight all enemies you meet (to gaining up your level)

Nb: If you want Stinger to Lv 2, try to Stinger kill all enemy while his friends evade enemy.

F A Q
####

Q : How to get Zero ?

A : You can automaticaly get Zero

Q : Where is the graveyard ?

A : It's beside Thugs

Q : How to use ice and fire twitch ?

A : As for the Ice and Fire twitch attacks, the instructions they give you, horrible. The only way it every works for me is hitting the complimenting button instead of X. They don't work very well. So, you may want to just not bother

Thanks Dark Angel !!!! The RPG God. If you have any questions about RPG you can ask him at darkangel504@hotmail.com

Q : I don't understand about 270 degrees. Please explain.

A : From save point, go right, down (go to the right side), go left, then repair the bottom door with Clemett

Q : How to change the pointman ?

A : Press select, choose Pointman, then choose who is the pointman

Q : How to use Skeleton Key ?

A : The SK's level must be the same as the lockpick (example : SK lv 3, lockpick lv 3). Just press X in front of the door.

Q : I was unable to complete as it froze at a critical point. Why ?

A : I can't answer that question. May be the CD's program is damage

Q : I can't find the boss at the Verde Island's mini game. Where is it ?

A : After you defeat many enemies and finish it, you will go to unknown place. There isn't door, item and enemy just boss. If you defeat it, you will get Pandora's Cauldron.

Q : What are useless items (hoe, nails, wrench, cologne, etc)for ?

A : Take those useless items, because you can sell them at the shop for high Price. Ex : Karillon = 1000 G for a worthless items. So, take them.

Thanks a lot Dark Angel. You've helped me much.

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#####  
W A L K T H R O U G H  
#####
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| Port Lochane |

First of all, you'll face a monster. Now, it's how to face it:
Press L2, press X on engage. Now, press X again before your sword hit it
(this trick cause double damage on it). And if it isn't die, press L1,
press X on normal, and press X again before your sword hit it.

First, go upper left. Take Kii Nuts 1. Then, go bottom right (in the town)
and you will come to a short pier, with a sailor wishing he had drowned with
his ship mates (or instead of them). There's a chest on the pier with some
healing items, that you must use Lockpicking Lv. 1 to open it.

Thanks to Hap Penstance (donedoneit@webtv.net)

Go bottom left, you'll see an
event. Talk to the man, and see the FMV. Now, go to the right, take
Gold 100.

Go right again, take Nails 5. Go right again and take Deathcheat 1.
Go right again and take Fyrn Tonic 2. Next, go right. Go up (where you see
sun light). You'll see a human run across from left to right. Follow her.
And Windleaf will join your party. Now, go left and go to the sun light.
Now, go to the Mountain Pass (it's on upper right of the map).

| Mountain Pass |

There, will be an event (quiet long event ^o^). Now, Harv-5 will join your
party. Take item on the right, go out. Go down, take items. Now go left then
up until you see a shiny item. Take it. Go up again and you see a house.
There, you will face lockpick level 1. This, I can't explain because it is
random. It's easy (but you need Practice).

Inside, there is an event. After the event, take the items at the bottom
left corner. Now, talk to the Brink again and sleep if you need. Next, exit;
go up and take items. Go back to Brink's house to sleep (if you need). From
Brink's house, go right, the down a little and then go right. You'll go
down. Go on till you see a cave. Enter it. Now, check the corpse two times
and take the items at upper left corner. Now, exit the cave. Go right and
you see a road () right? Press X. Now go to the left, and press X again.
DON'T ENTER THE CAVE NOW (because your level is to low. If you fight Red
Tom, you'll defeated in five or ten minutes ^_^). Continue to the right.

Now, you see a man right? Just go up and he will run away. Continue go up.
Nah! This place is for collect Ep for gaining level. After your party is
Level 4, back to the cave which I tell you not to enter it before.

First intersection go left. Second intersection go left, third intersection
go up, follow the path, forth intersection go up, follow the path until you
reach Red Tom's Cave.

| Red Tom's Cave |

Go straight, fight with Red Tom.

Fight : Red Tom

Red Tom : Hp about 100 (may be)

Strategy : Stinger and Harv-5 : Attack with double damage

Windleaf : Magic attack (anything)

My level : Stinger, Harv-5, Windleaf 4

Go to the next room, take all items (it's no enemy here).

Now, It's up to you. You can go to anywhere, actually Rockra.

Explore the island and don't forget to take all items. Your point is go to the Southeast (Barleygrove)

| Barleygrove |

There, give Kii nuts to the man. Next, take all items (I can't remember all), and talk to all people (You can go up 2 views to meet all people) Now, you can go to Rockra. Before go there, go to Mountain Pass first to sleep. Now, after you ready, go to Rockra and fight boss.

| Rockra |

Before fight boss, take 2 shiny items, go to world map, equip them, save, fight Rockra.

Fight : Rockra

Rockra : Hp about 500

Strategy : Stinger and Harv-5 : Attack with double damage

Windleaf : Cast Beeswarm

If Stinger can't attack Rockra, it's okay. Attack small Rockra (Beeswarm can attack all)

Now, go to the Catman (North East from Rockra)

| Catman |

Take shiny item, talk to cat man, check beside entrance (catman's house), then leave Catman. Go to Karillon.

| Karillon |

I only give you important place :

Lower Karillon:

Inn : In front of entrance. Here, you may pay 100 gold. But, if you say "No" for the 200 gold, he will let you sleep in the barn for free, and if you check the stalls in the barn, you'll find some items. AND you can stay at the Inn for free from then on too!!!! (there is a door to the barn in the Inn's lobby, which you can enter and check the stalls, if you paid to stay at the Inn before, and missed out on the items)

NB : Thanks to Hap Penstance (donedoneit@webtv.net)

--- (forgot the name) : Next to Inn. You can buy items one time. Then, you

can buy this shop (I buy this shop for 5000 gold, but every I came here, there's no profit. So, it's up to you, you can buy it or not. It's not change the story).

Graveyard : Next to Thugs

Liam's house : Next to Blacksmith 0

Thugs : It's on the farthest house to the left. This place is to collect Level and money.

Blacksmith : Next to Liam's house.

Karl's house : The farthest house to the right and up. You need back here later.

Middle Karillon:

Armor Master : In front of entrance. Sell best armor (for now ^!^)

Newspaper Office : From entrance: go right, up, left, go up the stairs, enter the door. You can get money from here later.

Hall of Wisdom : Next to Newspaper office.

Fine Weapon : From entrance: go right, up, enter the door on your right. Sell weapon.

Captain Willis : From Newspaper Office: Go right straight ahead.

Acc. Office : Next to C. Willis' house.

How to the Upper Karillon?? Talk to the man (From Acc. Office: Go right straight ahead, go up). Say yes. FMV

Upper Karillon:

High Council : The farthest building

Diva's house : from entrance: Go left, go up ahead, there is a house on the corner left of many houses.

Now, go to the Captain Willis' place (before that, you can collect Level and money for buy great equipment, or you can do it later). Go to Diva's house, talk to her and accept her job for you. Now go to Karl's house. After that, back to Diva's house again for the money.

Go to High Council. Captain Willis is waiting you there. Event. Now, go to the house beside Captain Willis' house. Talk to him, you'll receive money and you'll back here again later. Go to Acc. Office, talk to him, you'll receive money. You'll back here later.

Go to Hall of Wisdom (to see event. And you can read many books here), then go to Blacksmith. Windleaf learn new magic. Go to High Council. After little chit chat, you'll receive Council Massage. Back to world map. Then go to the east --> Gogarin Keep. Before you enter, save your game first, 'cause you'll face two bosses inside.

NB : If you go to the Mayor's house after their first meeting with the council, but before they leave to fight the Knights, the Mayor will give you some items after talking to him.

NB : Thanks to Hap Penstance (donedoneit@webtv.net)

| Gogarin Keep |

Go to the left, take Knight Dagger and some gold
Keep toward, and see the event; Then fight Gogarin Knights
Gogarin Knights : Hp about 300

Strategy : Stinger and Harv-5 : Attack with double damage
Windleaf : Cure party
My Level : Stinger, Harv-5, Windleaf 8

Now, take skeleton Key Lv 1 at the upper right corner. Now, go to the bottom left corner.

| Dining Room |

Now, there are 2 doors (one on the left and one on the top).
Enter the door on the left. There's nothing in top room.

Go to the left of the gate and press X on the lock. Now, there is lockpick lv 1 again. It's easy (You don't have to do this if you have Skeleton Key lv1). Go on, and see event. Go up the stairs, go right, enter the door.

Take Skeleton key Lv 3, go up. BECAREFUL!! The floor will collapse if you step it. So walk to left till corner then goes up.

| The Reading Room |

Enter the door on the north, take Skeleton Key Lv 4. Take Gold (1500), Gogarin Armor, Knight Helm, and the others.
Now, go left (green light). Enter the door on the bottom.

| The Throne Room |

After you open this lockpick, you fight the boss.
There is Lockpick Lv 3 on your right. It's difficult or you can use Skeleton Key Lv 3.
Fight : Grimsmeer
Grimsmeer : Hp about 500

Strategy : Stinger and Harv-5 : Attack with double damage
Windleaf : Cure party
My level : Stinger 9, Harv-5 8, Windleaf 8

Back to the place you fight knight. Enter the door on your left.

| Picture Room |

Use Skeleton key Lv4. Turn !@#\$ (may be wheel) to open the secret door.
Enter the secret door and take :

Gold	2500
Venom Dagger	5
Cologne	1
Caviar	1

Wine 1
Deathcheat 1
Fyrn tonic 3
Knightsword 1

Now, back to the place you fight knight. Enter the door in front of entrance.

There, enter the door on your right (hard to see).

Take : lard 1
beans 1
nuts 1
apple 1
berk jerky 3

Nb: I don't take those useless items ^_^

Continue your path until you out to world map.

Go to Anglerville (it's on SouthEast)

| Anglerville |

Follow the path, take gold 50, fyrn tonic 2, aether drop 1, stank moss 1.

Go on until you see first intersection. Go right, enter first house (The Pub).

There, see the event. Here (in Anglerville), you must clean the zombie

Go out go to next house, take: Steel gauntlet
Steel helm

Enter the house that farthest from you. Take: Flame arrow 20

Back to the intersection, go down.

Enter first house (The Inn), take: plate mail helm 1
goat milk 1
ave 1
gold 150
gems 5 1

Go out, take: gold 200
fyrn salve 2
cerebral jold 1
bamf pill 1

Enter the house next to inn. It's shop for items.

Enter the warehouse, take : Helm of Emmens 1
Barleyfiz 2
Kii nuts 1
Beer 1

After you kill all zombies, then go to the Inn.

Give the helm of Emmens to the old woman and she will ask you if you want something for the rewards. (Its up to you, You can take the money from her or you didn't take the money). Now you can sleep for free.

Now you can go to the world map, But before you out of town, Stinger will remember that they haven't take their salary from the Pub. So you will be automatically go to the pub and take your rewards for kill all the zombies.

Now your business in this town finish, you can go out to the world map.
Go to the Jynx (From Anglerville: Go left, then down)

| Jynx |

Say yes. Now, go to the Mayor's house (first house). Talk to William.
Go out, event. Go to the Town Hall (NorthWest). Walk up the stairs, talk
to the man. Now, back to the Karillon.

| Karillon |

Go to the grave on the left (beside you gaining level).
You get : Rangers (all are Rangers), Reaver Scythe.
Go to the Magic Academy

| Magic Academy |

Go on, enter the room; Event then FMV.
Okey..... I can't explain you where I get those items. So, just go down
and enter all doors.

Items to get : Aether Wafer 1
 Gold 250
 Order Arrow 10
 Ullk Oil 1
 Gold 50
 Aether Drop 3

Now, enter the room before you meet elders.
Go left, go up the ladder, you'll be on the world map. Go to Old Gulbrath.

| Old Gulbrath |

Take : Basket, buttons, needle, thread
Assembly of Keerg : Candle, Aether Drop, Deathcheat
House : Soap
Northeast : Green cod, Armortrout

You don't need to do anything, only take those items. Now, go to
Gulbrath Woods

| Gulbrath Woods |

This place is many branches, so I only write left (it mean upper left).
Understand !!?? he... he... just kidding ^_^

First, go to the left and take Gold 1000 (it's behind tree).
Go on straight, go upper right, take the item (it's at center).
Go on left, right, take item at center. Go to the right, take the item
(at right), go up. It's end here. And you will be kidnap by strangers.

Then, you must fight Shaman.
Fight : Shaman and 2 soldiers
Shaman : About 700 or 500

Strategy : Just attack them
My Level : Stinger and Harv-5 10, Xero 5

Go down the stairs, fight with 2 Cultists. Take the items (on left and
right). Go down, take 2 items (on left). Fight 3 Cultists. Go to the nearest

camp and take the item. Go out, go right to the world map.
Go to Gamathel's Tower.

| Gamathels Tower |

Event. After a long event, go left at first intersection. Take the items at the corpse. Go back to first intersection, go up. Then go left, take items. Go up to The Grand Dinning Room.

| The Grand Dinning Room |

Take 2 items. Now there are 4 rooms (bottom left, upper left, bottom right, upper right).

Bottom left : nothing

Upper left : nothing (you can read many books here)

Upper right : Your decision. Take shiny items (Natagor Codex & another).

Bottom right : Take blue shiny item.

Go back to Chunnel. You must go through the wood again.

Here's the path how to pass the wood :

Pick item. Always go bottom left. Go back to Chunnel.

Event. Your party will split up to two groups. First, you must decide what quest do you want to do first (I choose Xero and Harv-5 first). After that you must split up your items too (it will be wise if you split it half.
Example : Your Deathcheat are 10. Split it 5 - 5).

!!! Xero & Harv-5 's Quest !!!

Go to Bene Brokul (It's at NorthWest from Magic Academy)

| Bene Brokul |

The house above the cave, the one with the shady owners has an Artifact amulet hidden in the wood pile.

{Dr. Disreputable told me. His E-mail is dr_disreputable@hotmail.com}

Go to left, take items at corpse (if you choose right, there's nothing here). Continue your journey, until you reach a bridge. Event. Cross the bridge. Take the left path, check the blue gem and Ice Twice Attack will unlock (If you take right path, you don't know Ice Twice Attack). I don't really understand this message. Continue up, go down (If you take right path just now, you came from up). Continue up until you reach the frozen corpse of a man. Event. Fight with Arkose Thug's.

Arkose Thug : Hp about 500 each enemy.

Strategy : Harv-5 evade enemy, Xero kill all enemy

My level : Harv-5 11, Xero 3

Go on quickly. You are at Bene Brokul now. If you want info, kill all zombies in town. It's easy + the main creature will appear if you've killed them. Now go right, take all scattered items. After you kill all zombies, there is a real zombie at graveyard (perhaps SHE is mother of zombie ^o^ tee... he...)

Zombie : Hp about 600

Strategy : Keep attacking, don't bother the damage. But, let Xero defeat her
My level : Harv-5 12, Xero 3

Now, you can talk to people, enter houses, take all items in houses.
You can buy items too. If you are ready, go to South part of town. Go inside
the cave.

Go left, go down the rock ladder, and then event. Continued with FMV (It's
cool FMV. You fly by a... bee! no, a... fly! Bah! Who cares. But it's still
cool FMV).

| Uhndrashi Plateaus |

NOTE : * = place you must remember.

Go left, take the item. Go right, right again, take the item. Back to first
intersection, go down, take the left path, take left path again, take the
items. Go back to last intersection, take right path. Go on. *, go up,
take right path, back to *. Go right, event. Go east, take the right path.
Take the item, back to intersection, go up. Don't go down, go on right.
There is intersection up and right. Take right, then go down. you will be on
world map.

Go to the NorthEast --> Nomad Camp.

The Nomad Camp will switch its location rapidly from one oasis to another.
There are only four locations, but it's a pain when you keep going the wrong
one.

| Nomad Camp |

Long event. Go to the white tent. It's on the left. Talk to the old man, and
you will receive Tempel Crystal. You can explore the camp. Try to talk to
everyone. You can rest in Sleeping Tent. It's white tent. Go to the old man
again, and you automaticly sleep again, and you will automaticly go to
Moon temple.

| Sun & Moon temple |

Continue go North, and you'll be enter the moon temple. Enter the door on
the right. Go North. In this room there are 4 rooms. Enter the door on the
North. The other door is nothing except center door. It's lock. Enter the
north door and go to the left, and watch event. You will receive the moon
key. Then go out from that temple and then the sun will shining. Back to the
Nomad Camp if you have low HP, you can sleep there. Now go to the Ziggurat.

Continue north and Event. Enter it, Event. Go to the left door, take the up
door. There are many doors here, three door on the east (north east, east,
and south east). Enter the south east door for items, for the east door you
need two keys. Enter the north east door for the items behind the wall (you
can't see it). Go up to the north door, and then enter the right door,
event. You will get the sun key.

Now, after you get 2 keies, you can go to the door which is need two keies.
But, go out and save first, or you can sleep first. After that, enter that
door.

IMPORTANT : You can't go back after you enter this tomb.

Go down the stairs, event. Now you will fight two khytynnies. Its an easy
fight (don't worry). Go down, go right (be careful with the trap), go up
then enter the door on the right. Don't enter Moon Room (room on your right)

now, enter it after you save your game. Go up, go left, *, enter the up door. Then enter the door on your left. There, you'll meet Clemett and fight four little khytynnies. Go back, enter the door on the right (you can read books here). Change the pointman to Clemett so you can fix the switch.

Go back to * . Fix the switch; Now, enter the room on the left (the crypt). Here, you can rest, save here also change quest to Stinger and Windleaf at the stone.

Now, you can enter Moon Room or Sun Room.

How to know the answer :

When you got here, Magic Mouth will give you three question. You just have one chance to answer (if you choose wrong answer, you can't go in). Now, choose any answer (the right one or the wrong one). If you choose the wrong one, reset the game. If you choose the right one, write it on the papper or remember it (it would be wise if you write it on the papper).

NOTE : Don't worry, I add those answers at the bottom of my walkthrough (before the Game Shark Codes' section)

After you open Sun Room, go inside and take the item. Now go to Moon Room. After answer those questions correctly, go inside and take the item there.

Now, there is a room under the Sun Room. Enter that room and take all items there (those 2 are scattred, 1 is in the box). Go back to *. Now, walk around the room 270 degrees. Here, fix 2 switches. Go down and enter the room on your left to Debris Room.

| Debris Room |

In there, Clemett get new magic gun. Go out;

Don't enter the door on your right now. But give it * here. Go down, don't go to right. But go left. Fight three khytynni warriors. Take all items in three boxes (one at the left, two at the top). Now, go back to *, enter the door on your right to Dining hall.

| Dining Hall |

There you will fight three khytynni warriors. Event, You'll eat cook's meal. Your Hp is full again (therefore I told you not to enter this room just now) Go out;

Then continue South East enter the room, Event. Go out from that room, event. Enter the room again then go up the stairs to the Vault.

| Vault |

Event, continue north (there is no enemies here), take the items that lying on the floor. Go on and the floor will collapse. Now, there are 2 stairs (one on the north, one on the south. These through the same way). Go on; Go up to the bigger floor and it'll collapse again. Go up the stairs after the event is end. Now, there are three doors and one big switch.

HOW IS IT WORK:

If you turn the switch once, the floor leeding to left room is going down and the floor leeding to center room will go up and let you cross it, and enter the center room.

First, don't turn the lever, just enter the room on the left. There, turn the big lever then go back;
Turn the lever, go enter the center room, turn the big lever then go back;
Turn the lever again, go enter the right room, turn the big lever then go right room.

Enter the right room, take all items; Go back, continue the path to the north. First intersection go left. Enter the door on your left. Take all items there. Don't enter the door on your right. It's back to 3 doors, but it from the left. Back to the intersection, go up. See event, than fight Vault Guardian.

Vault Guardian : Hp about 1000
Strategy : Just keep attack him
My level : Harv-5 15, Xero 11, Clemett 7

Go back. Now the floor that collapsed just now is back to normal again (This is strange, isn't it ? ^_^). After you go back to Grand khytynni, you'll fight him. Just keep attack him.
After that, you must escape from here for 6 minutes (that's too much. He he) There are enemies. In battle, the time isn't stop. It's continue counting. If you're in battle, just ... FLEE!!!!!!!

Go to Uhndrashi Plateaus (which many intersection).

| Uhndrashi Plateaus |

Go up in the first intersection. Continue walk until you reach Artelier. Before enter, you must fight Earthstalker

Earthstalker : Hp about 900
Strategy : Keep attacking don't bother damage
My level : Same

| Artelier |

Event. Enter the large green door which magically locked before. Now, go to Dobietown. It's South from Artelier.

| Dobietown |

Event. Fight to Whipmaster 2, Arkose thug 2 (keep attacking. My level are same).
Now, you just enter every houses and kill all bandits here. After kill all bandits in first view, go left & right till your view is change 1 time for kill more bandits.
After you kill all bandits, you get 2000 gold. But, if you return it, you get useful thing : Matador Helm, Matador Gauntlets, Matador Armor
At Inn, you can change to Stinger. Go out, and go to New Gubrath (South East from Dobietown).

| New Gubrath |

You must go to the Inn of gubrath to know what happen in that city. And you can sleep for free too, so don't waste this chance to refresh your party. The Inn is on the corner of the street. Check all the house in the city. Now its time to go to the cell, you must let your friend go. And now go to

your friends house one by one. You will get two items from your friends. Now go to the gubrath mercantile. Go up the stair, and you will meet Mrs Flamme. Talk to her and you will get regulator. Now go to the clemmet house, you can open it now.

Enter the house. Once you enter the house go to the straight lift, so you can go to another room. Now you will see the teleport, use it. You will be sent to another room. Take the item, go down through the secret lift (tee hee).

The lift is on the corner of the room (press X to operate it). Event, then you will fight Clemett's friends. Its just an easy fight, just use nightmare (if you already have it). Now Clemmet will push the switch, so that you will be able go through the Bog gate.

Now go out from the house, continue to the Bog gate (on the west side of town). You will be able to go through now. Enter it, Event. On the first intersection choose right path, the second intersection choose down path. Now, your view is change, right? Now, I give * to this place. Now just walk straight, although there are many intersections but there is only one right path (don't worry the wrong path is a dead end). Just continue until the scenery become darker. Pass the third intersection. Continue left. Change pointman to Clemett. Turn the whell one time.

Go back to *. Now, you can go through that the path broken before. Go left, take the item, turn the wheel; Back to first intersection, go up, follow the path, turn the wheel. Back to third intersection; Go up, follow the path until you meet dead end (actually that's not dead end). Event.

After event, you'll automaticly go to world map. Go back to Chunnel, and pass Gulbrad Wood first (if you want the path, look above).

| Chunnel |

Event. Now, your quest with Xero and Harv-5 is end. Then you'll automaticly change to Stinger and Windleaf.

!!! Stinger & Windleaf 's Quest !!!

| Magic Academy |

After event, leave Magic Academy and go pass Gogarin Keep to go to Karillon.

| Karillon |

Event. After event, go to High Council (before that, you can go to your shop if you buy that shop 5000 gold (there is no profit). You can rest in Inn for free. Go to Newspaper office for 1000 gold). Now go to Acc. Office for gold and then go to Mayor's House for complain, and back to Acc. Office and you'll receive more money.

Event. They're trying to ring the bell but isn't working. Stinger and Windleaf must look the bell.

Go down a little, go right, go up. That's the tower.

| Bell Tower |

Go up the stairs, event and fight with Deathknoller.

Deathknoller : Hp about 600 - 700

Strategy : Stinger attack with double damage, Windleaf attack

My level : Stinger 12, Windleaf 10

Back to High Council. Go to beside Captain Willis' house for 250 gold.

After that go to Hall of Wisdom in the Middle Karillon. Event, get Clockworks Codex. Now, go to Liam's house. Back to Bell Tower (WWHHEEWW..., I'm tired).

There, see event. The bell is repaired and they ring the bell. I don't really know what do we do now. I think you must wait for about five minutes here (I don't really know. If it is wrong, I'm sorry), then go to upper left at Upper Karillon (that's what I think).

FMV, then event.

| Eyre |

Event. Take those 2 items here, then explore Eyre (enter every room, talk to all people, and take all items you meet). If you want to sleep, play mini game, buy weapon, shield or anything else, go down to elevator. There, choose recreation. There, you can sleep, buy armor and weapon if needed. If you ready to leave Karillon, go to habitat, continue up, talk to one of the man there.

FMV. Go to Recreation; Then go to equipment deck. FMV.

~~~~~END OF DISC ONE, PLEASE INSERT DISC TWO~~~~~

| Eyre |

Take notice to the controler of submarine. Then start MINI GAME!!!!!!

(NOTE : I can't translate the path. I think just trust your instink. If you die, you can retry. Blue bar on bottom left is your amunision. The red bar is your live).

Good Luck ! May God bless you.

!! Under World !!

| Diaglo's Dock |

Remember! money here is not gold, but hexite.

Event, after that, go out from Diaglo's house, event. Enter the house again (Diaglo's Dwellings). You can save and rest in here (Diaglo's Dwellings). After that, there is level 3 lock. The items are great there. And take items (bottom left. In box). Go out of here, go to world map (go south east to go to world map)

Go to far East (Pays' Hom)

| Pays' Hom |

There, you'll get new friend (Jirina). Then you'll fight with 5 enemies



(easy). Now, after long chat with Jirina, take the item, then go north east, cross the bridge. There is intersection. Choose north path. Enter the house, fight with guard. Then, take item. Go out, continue north, fight again. Intersection, chose down. Now, talk to Thiem-al. Now back to intersection, choose up. Go on, enter the house, go on, there is inter section again. Go left. Continue, event. Then, take items (2 shiny items and box). Back to intersection choose right.

Event, take shiny item (right). Back to intersection, choose up. Follow till intersection, then choose left, follow the path, ignore the ladder for now. Event. Go out, enter the other house, event. Go out, go up the ladder 2 times, enter the house. This house is Jirina's house. You can rest and here for free. Go out, ignore the intersection to north east. Enter the house on south east. Event. Go back to intersection that I told you to ignore just now.

Ignore the first and second house (it's nothing there), go on, fight the guard again. Enter Guardhouse, fight guard. Take the item. Go out, go on up.

Finally, you arrive at the mine. Event. Go North West, event. Go up, \* , go cross the bridge, go on, event, fight guard. Event, get Bronze key. Go back to \*, go up, use Bronze Key. Enter, event, \*. Free the miners inside left jail. Continue go up (don't enter the door now), go left, go down, release the worker. Go enter north east room (you can look this room from right jail)

Take item on the right. Go back. Go left one view, there are 2 rooms. Enter the right room. Fight 3 guards. Then take items (corner). Go back, enter the door on the left. Fight 2 guards. Go back to \*, enter the room at north, fight 4 guard. Go out, go left. There are 2 rooms. Enter the nearest room. HALT! Don't move now. Now, go left, take the item. Go back, enter the other room. Fight 2 guards. Go up the ladder (Level Bronze Two).

| Level Bronze Two |

Go right. Now, the place is dark (like Red Tom's Cave). If you go up, you'll need key. So go down. First intersection go right, continue until you see the intersection again. Go left and enter the vault. Take the item. Go back to the intersection, now go right and pass the intersection, enter the vault. Take the item. Go back to the third intersection which you passed just now. Go up, and continue yntil you see the cave door on your right, enter it (you will fight 1 guard there). Event. go out from that room, and then go up to the upper cave door (Petit vault). Event, enter the door on the left. Continue north until you see the door on your right. Enter it and then you will fight 2 guards. Event, go out from that place. Go up and you will see an intersection, go left and the second intersection go down and go left until you see yhe door. Enter it (There is nothing here just an event). Continue left and take down path on the intersection, go left on the second intersection and you will find petit vault. Take the Item and go back. Now you must walk on the way to the last room which you entered just now. But on the intersection don't go right but left. Next you will see intersection again. \*, Take the upper path and then right, so you will see the door. Enter it, in there you can heal your party and save the game and take the item. Go out, back to \*, go left, go up, enter cave on your right (here, you just save kids). Now go back, choose upper path, till you see intersection again. Go left. Enter the cave (Bronze One Access Point). Go down the ladder in black hole (I mean hard to see, or upper left corner).

| Level Bronze One |

Event. Enter the door. Go enter the door (south east and hard to see).

Fight one guard, then event. Enter the room (north west), fight four guards. Go to north east, enter the door. Enter the upper door, you can rest here. Enter the southern door (there's nothing here) Go to south west, go enter the room. Fight one captain and three guard. Easy fight. Strategy : hit them. Now, the floor is collapse. Go on, then go up the first ladder.

First intersection go left. Second intersection go on. Third intersection go on, then take Icespike 10.

Go to third intersection go down. Continue until you see intersection go left, continue till you see intersection \* go down, continue till you see intersection go left, continue till you see intersection go down take Aether Wafer 1, and Lifedew 1.

Go back to \*, go up, go left. Continue till you see intersection go left. Continue till you see intersection go up {enter cave (nothing here, just event)}. Exit this cave, go left till you enter cave again (Silver Two Access Point)

There, go up the ladder (hard to see. It's at upper left). Go down. Continue the path, till you see cave, enter, take item. Go down, continue go right till you see first intersection (The top one you need gold key, the bottom one you need silver key). Go on, till you enter the cave. Event. Now, go down, follow the path enter the cave. Fight three guard. Go to bottom left corner.

Go on till you see first cave. There, see event and you can rest and save there. After that, take all items there. Go out, enter the other cave (Guard Post). Fight three guard. Go out (cause there are items in the other cave), enter the other cave. Event. Take item. Go back, go on till you enter cave, take the item (it's useful item). Now go back to guard post. There, go on enter the door on your right, go down the ladder. Event. Go down.

First intersection go left. Follow the path till you see second intersection go left. Enter the room (treasure room). Here, you can refresh your party and save your game. Go back to second intersection go up. Follow the path till you see third intersection, go up. Follow the path till you see fourth intersection go up. Take item. Go back, continue to right. Follow the path till you see fifth intersection go right. Follow the path till you see sixth intersection go up enter the cave. Fight one captain and three guard. After you defeat them all, there is an event that Windleaf find Silver Key. Take Item, go back to sixth intersection.

Go right. Follow the path till you see seventh intersection go up. Follow the path till you see next intersection \* go up enter the cave (treasure room). Take Hexite. Go back to \* go right. Next intersection go down. Next intersection go right. Enter cave (treasure room). Take item. Go back to, go down. Next intersection go up. You'll be back again. Go up the ladder, exit the cave. Now, go back to the Guard Post. Exit this room through the other door.

Continue up till you reach the other guard post. Exit to the right. Go to Work Area. Go up, exit this cave. Next, you'll see four path \* (up (need gold key), down (need silver key), right, left). Enter bottom door.

First intersection go left, next intersection go down, next intersection go up (if you want refresh your party and save the game).

Now, back to \*. Go left, enter the second cave. Go down the ladder, exit to the south. First intersection go right. Next intersection go up. Next

intersection go down. Next intersection go right. Next intersection go up.  
Next intersection go right. Next intersection go right. Next intersection go  
up, enter the door. Go down the ladder.  
Continue right, go up the ladder. Event. Go left.

| Gold Level One |

Event. Go left.

Use Silver Key to open the door. First intersection go right; enter the  
door, event. Go back, continue left. Next intersection go left. Next  
intersection \* go right. Next intersection go up, enter the cave. Fight two  
Darg Org. After that, you can rest and save here. Take the item. Go back  
to \*, go down, enter the cave, event. Take item. Go up the ladder.

| Level Gold Two |

Take item, go north west. \* go down, enter the cave. Event. Exit, continue  
to the right. Next intersection go up. Enter the cave on the left. Event.  
Fight with two Darg Org. Pick item (south east, in box). Exit, continue go  
up. Take item (Boltspike and Imperials). Go back to last intersection go  
right. Next intersection go right. Next intersection go right. Enter the  
cave. Event. Go up till your view change one time. Fight one Darg Org.  
Event. Fight two Darg Org Scientist. Event. You get gold key.

Back to Level Gold One. Go left to exit this cave. First intersection go up  
or go left if you want to sleep. Next intersection go up, use gold key.  
Next intersection go Left. Enter the cave, event, fight four Darg Org.  
Event.

NOTE: After this, you are fight Minelord (boss fight). So, if you want to  
rest and save first. Before you enter the pipe.

Go enter the pipes on the east (far east and hard to see. Its colour is  
blue)

Fight : Minelord

Minelord : Hp about 600 - 750

Strategy : Stinger and Jirina : Double damage.

Windleaf : Hit and heal party (if need)

My level : Stinger 15, Jirina 7, Windleaf 12

Event. You all will faint cause poison gas and Daigo'll find you and take  
you to The Old One's Adobe. Go out from this house. And go out from this  
city. Before you go out, you'll have event. Now go to world map.

There, go far to North (Garrison). Or you can go to Michi Village first  
(you go to Michi Village later, but it's ok you go there now) Save before  
go to Garrison. You'll fight three Darg Org.

| Garrison |

Event, fight three Darg Org, after that event.

Don't go to left camp, right camp (there's nothin' there). But go to upper  
left camp (barracks). After little chit chat, take the item (bottom left, in  
box). Go back, enter the center building take the left path. Its a war room,  
event. Go back, and go to the right. Its a mess, event. Go back and now its  
time to go up. Go to the first left. You can play minigame here. Just check  
the computer and you will play the minigame. The minigame is about 3D  
shooting like doom or duke nukem. Go back, and go to the first right, its  
officer room, event. Don't forget to take the items (bottom left and bottom  
right) Now go to the upper left. Event, You will meet Cerina and Taluna. Go  
to southeast for kill the commander. Event, you'll automaticly asleep (the

gas is from Pogras). Then, there are two friends in the cell. They'll help you and you'll help them too. Go out, fight two guards. Then, go out from this building. You'll fight Pogras.

Pogras : Hp about 500 - 700

Strategy : Attack all

My level : Stinger 15, Jirina 8, Windleaf 12

Event, FMV.

~~~~~END OF DISC TWO, PLEASE INSERT DISC ONE~~~~~

After that, there is a long event. After that, your party will automatically go to Magic Academy. There, your party will split to two again. But now, the first party are : Stinger, Windleaf, and Harv-5.

The second party are : Xero, Clemett, Jirina.

After that, you must split up your items too (it will be wise if you split it half. Example : Your Deathcheat are 10. Split it 5 - 5).

Nb : I explain Stinger, Windleaf, and Harv-5 quest first.

!!! Stinger, Windleaf and Harv-5 's Quest !!!

You'll automatically go to world map. Now Go to Gogarin Keep.

There, you'll automatically chat with a man (at the place you fight Gogarin Knight). Go on until world map and go to Karillon.

| Karillon |

Go to Newspaper Office, and you'll receive 1000 gold. Now go to High Council. There, the guard must ring the bell again. Now, the bell is ringing. After that, go to thug fight as much as you want or you can wait at Upper Karillon for about five minutes (may be). Then, go to the dock.

The Eyre is coming. See that FMV again. Well, there is long event again.

After that, you can explore Eyre again. If you are ready, go to the bridge (Go to elevator, go to bridge). There, say yes. FMV again.

Now, you see Eyre in world map. Later, Eyre will crash. FMV. After little event, you back to world map and see Eyre float to the city of Choire.

Go down to Recreation. There, go down till you exit Eyre. There, take the item (north west corner). Then, talk to the man, say yes.

FMV

| Choire |

Event. The first house is Hotel (not Inn again ^o^ he he).

The Standard 500 gold a night and The Penthouse is 2000 gold a night (it's so expensive here). Exit this hotel, go to the next house.

The next house is Sailor's Saloon. Event. Exit, go to the next house.

The next house is Armory. You can buy armor here. This armory is so expensive (I don't buy any armor here). Exit, go to next house.

The next house is Pappy's. Pappy is selling items. Exit, go to the next house (The Cat's Claw).

Here, take the item, buy bow, arrow, sword, and dagger if you want. Exit, go to the next house (Pirate's Hangout).

There, there is event. Now, there are two options. First, you're deal to pay him 3000. Second, you're not deal pay 3000 gold. But you're deal that you

must work on his ship and defend it if needed. The choices is up to you (if me, I'm not agree pay 3000 gold, but agree to work on his ship and defend it if needed). Exit, go right, take Jug 3 and bottle 10. Then, go down the stairs. Continue South. You'll see Jacques (the man you've deal with). Say yes and you'll see FMV (you're on the ship and see many birds at the sky). Then, you're on world map. After that, you see a ship come from east to west, and you are crushing by that ship.

Sometimes later.....

Event. Go East. Go on till you find item. Take it, go west two views. Go on West, take 2 items. Now, back to East one view. There, go to the center of this place. Go up (the place is dark and medium distance). There, see event. Continue North till dead end, go right. See event, continue right. Be careful, there is enemy here. It's rather tough. Take item, go up the ladder.

| Voltaire Island |

Go enter the first house (I think this isn't house). Event, exit. Go on, go right, enter the right house, event, exit this house. Go on right, go on down, you don't need enter this house, it's nothing here. Go on down. Here, you'll meet fist intersection. Go on down, you don't need enter this house, it's nothing here. Second intersection, choose right ladder. Go on down, take two shiny items. Go back, choose left ladder. Enter the first house, event, you can hear joke or not (you better hear it. It's funny). Don't forget to take the item (especially glove. It's strong). Exit, enter the next house. You can rest here. After that, you'll meet the elder. After little event, you'll fight four slavers. Their Hp about 700. Easy fight. Then event. You're captured by Mannheim. Long event.

| Petit Island |

After that, go right ahead, then enter the house. She sell items. Exit, continue go up. Enter the first house on the left. Event. Then see FMV. That's a good FMV I think. Now, fight three Battle Sailors. You fight them with Erik Pyke (only). You'll fight three Battle Sailor again.

Fight with Varley : Hp about 600.
Strategy : Stinger and Pyke attack with double damage
My level : Stinger and Pyke 15.

Then Event. Now, go to the first house on your left, take the item (don't talk to the man now). Exit, enter the rightest house. Take the item (useful items). Exit, go to the leftest house, talk to the man now. You're sailing your own ship.

Go North till you find Treeside.

| Treeside |

Go to the right two screens from entrance (Armory), event, exit, go to the house next to Armory, event, fight two Battle Sailor. You'll automaticly face Lv 1 Lockpick. Free your friends, exit; Go left one screen, go up the stairs, event. Go enter the house (from the main door). Fight three Battle Sailors. It's an easy fight if your level is 15. Go left, event, go back

to your ship. Talk to the man.

Go left till you see Metaboline.

| Metaboline |

Go up till you see ladder. Go down the ladder, pick Aether Drop. Continue your path, event.

Important note : You must remember the path, 'cause you need exit from here later.

Now, go on, there is first intersection. Go right. Take item. Go left, next intersection go right, take item. Continue right, take top path. After change one screen, take the item (the item is at next intersection go right). Next intersection * go right, next intersection go upper right, take item. Now, take bottom path till your screen change one time. There, take item. Go back to *, take left path, and then take right path till event. Go on enter the cave to the north. Choose the first entrance, go up the stairs, go down the stairs, go on till you find item. There, go left. Go on till you find Fire Stalker and fight it.

Fire Stalker : Hp about 700 - 900

Strategy : Stinger and Harv-5 attack, Windleaf magic attack

My level : All 15

Now exit this maze. Event, FMV. Event, you can rest now. Then explore this castle (take all item. The item is useful). After you're ready, go meet the queen at the top of the castle. Event, you'll receive the Blood of a Mage King. Go out to world map. Go to Verne Island. Verne island lies on southwest from this island

| Verne Island |

Event, take items and enter the house. Event, take the item, play mini game. If you win the mini game(after you beat the boss), you will get pandora's cauldron. Save your game before you use that item because after you use that item, the ARMAGEDDON will occur(te he he.....). Go to the upper left corner, there is a hidden lift. Event, take all items. Go back to Eyre.

| Eyre |

Go to Bridge, talk to the man, say yes. On the journey, you'll see a small island, isn't it? Its name is South Cartoff Island.

After you arrive to the land, go to Recreation. Continue down till you exit. Exit this town, go North to Magic Academy.

| Magic Academy |

FMV, and your journey is over.

!!! Xero, Clemett & Jirina !!!

Go to MOLE Crater (South East corner).

| MOLE Crater |

Event. FMV

~~~~~END OF DISC ONE, PLEASE INSERT DISC TWO~~~~~

| Garrison |

Event, go to Comander's Room. There, take two items (the items is very useful). Talk to the commander, event. Go to Michi Village.

| Michi Village |

Kill all Darg Org there (the Darg Org is running). Then, go back to Garrison and talk to the commander. Then, go to world map; go left, hop the boat. Now go on the path till you see Banori Caverns.

| Banori Caverns |

Event. Now go down the ladder, enter the cave. There, if you talk to all monsters, you can buy anything (equipments and items). Exit this cave after you buy anything you need here. Nb: armors here are expensive. So, if you can, buy two helms or three gauntlets minimum (I think).

The next house on the right is Inn (you can rest here next time). Go up the ladder, enter the cave. Event. After that, take Warlord Helm it's on upper right corner (invisible). Exit, go up the ladder, enter the cave. There, take the items. It's in front of the org. The other one is at bottom right corner. Exit, go up the ladder. Here, there are two caves. Enter the nearest one.

There, go to the top of this cave. Take Skeleton Key Lv2 (you can sell it if you want). Exit, enter the other caves. Take green item. Go on enter the other cave. Take the item. Once again, I don't know how to operate it. Exit, back to the first you got here. Go up the ladder, enter the cave. Take red item. It's upper left this cave. Exit, go up the ladder, enter the cave. Here take all items (there are three items here). Exit, go on to the next cave. There you'll fight the boss.

Earthstalker : Hp about 800

Strategy : Keep attacking

My level : Xero 13, Clemett 11, Jirina 8

After defeating this ugly monster, you can rest in Inn by descend all ladder here. After you get to the ground, go right till you pass one guard; enter the cave. Now you can save your game here (I suggest to save it first). Then go to the first place where you get here, enter the cave. Talk to the org in the center (Dashau). Say yes and you'll play the third mini game. If you press square, the game is over (you run away). If you press X, you shot them. If you press circle, change the character who will use the catapult.

TIPS AND TRICK : Use Jirina ('cause his aim is good, not shaking). Now shot as much as you can, especially shot all catapult. Or may be you'll have to destroy the wall. After that, you'll see event. Fight boss.

Venal : hp about 600

Strategy : Attack him

My level : Same

Event, rest if you need. Go to your boat, continue the path till you find Banori Trading Post. There, just an item shop. You can sell all useless items you're holding now. There aren't items here, just shop. Go back to your boat, continue your path till you find Banori Tanglewoods. Ups I almost forgot. Here, is the greatest place to increase your level to 15 (all) if you want. After collecting many Ep, enter Banori Tanglewoods (if you want to get here, you must get off from your boat).

| Banori Tanglewoods |

Event. Go right, enter the first house on the left. Take shiny item (upper right corner and hard to see). Exit and continue right, don't enter the house. It's nothing there. Continue right, don't enter the bottom house. Enter the top house. Take the item on the left. You can rest here for free by talking to the woman and say yes. Exit, don't enter the house on the right. So, back to intersection (second house), go up. Continue the path; Take all items you see. Now go out from this city. Go to Keerg's Camp. BUT! before you go there, save your game first.

| Keerg's Camp |

Event. Fight with four enemies (forgot the name. But the other two are Darg Org). Exit, enter the right camp. Fight three enemies. Take the item. May be if you want to fight enemies for gaining level, you need to explore and fight all enemies. Go to upper right corner's camp, fight three Hexit Golems, take all items there.

Go to Keerg's Shrine (under that camp), event, fight Keerg's servant. You wont fight Keerg. After Keerg die, you'll get Keerg's Essence.

After Keerg die, all enemies die. After you find Cage key, open the cage, take the item. If anyone know what is that, feel free to E-mail me (I don't know are you fight him or not. SORRY...). Now back to Garillon, Talk to Joe, say Yes. That FMV again.

~~~~~END OF DISC TWO, PLEASE INSERT DISC ONE~~~~~

Now back to Magic Academy. FMV. Event.

Here, I choose Xero and Clemett's quest first. Devide your items and go on the quest!!!!

!!! Xero and Clemett's quest !!!

Go to Bene Brokul

| Bene Brokul |

Continue till you find the town (the path ? Look above or I'll tell you. Just go straight ahead. It's only one path).

Event. Go down until your view is change one time. Now enter the cave, go down the stone ladder, go right, event; Say yes if you're ready. FMV.

| Uhndrashi Plateaus |

* Go right, go down, continue down, go right don't go down, continue right till your view change one time. Intersection go right. Next intersection go up. Continue right, go up. Go left ahead. Go straight on till you meet Stalker. Here, you'll have two question.

Kill it! = You'll kill EarthStalker

Show mercy = You'll get Enigma Blade (the second best sword I've ever know for Stinger)

Ok, I'll give you his Hp, Strategy and My level for anyone who choose to kill it (I think you must choose show mercy. Hee hee ^_^)

EarthStalker : Hp about 700
Strategy : Let Clemett kill it.
My level : Xero 15, Clemett 14

Enter the cave, climb the web, event. Get the Scroll of Silence. Go back to *, talk to the man say yes. Now you see the fly is go to far east.

Meanwhile...

Now, you'll control to Stinger, Windleaf and Jirina's quest

!!! Stinger, Windleaf and Jirina's Quest !!!

Go back to Karillon. Event, go to Newspaper office for 1000 gold. Go to Hall of Wisdom for Orb of the Heavens. Now back to Magic Academy (but don't enter it). Go down to Anglerville.
There, go right, continue right, enter Eyre.
There, go to eleveator and go to Bridge. Talk; and then say yes. Now exit the town to world map by boat (before talk to the man, take all items first. the items are in the same screen).
Go North ahead, till you find Metaboline.

| Metabolin |

Follow the path, till you find the maze (the place was fire before). Go on till you find exit path. And you'll fight FireStalker. It's easy. His Hp about 1500. Event, enter the castle, go up and enter the room. Event; she will give you Metaboline Tablet.
This is your final visit to this castle. Go to world map and back to Eyre. Event.

Meanwhile, high above...

See the fly again. You'll automaticlly split again.

| South Cartoff Island |

Go on the path (ascend the ladder and descend the ladder if needed). Now continue up till you reach the top. Go on till your screen is change. Event. Boss fight. You'll fight Wingedstalker two times.

Wingedstalker : Hp about 1000
Strategy : Keep attacking
My level : All 15

After you fight two wingedstalker, you'll automaticlly back to Eyre. Now I'll explain Stinger, Windleaf and Jirina's quest first.

!!! Stinger, Windleaf and Jirina's Quest !!!

Exit Eyre, go up till you reach the top, go on, take item; Stop! don't move

for now. From this point go up till you enter the cave. Go right till you change your disc to disc two.

~~~~~END OF DISC ONE, PLEASE INSERT DISC TWO~~~~~

Event, then your party will split again.

Choose Stinger and the other first and choose Emperor's Road. After you choose those questions, divide your items now.

!!! Stinger, Windleaf and Jirina's Quest !!!

Go left, continue till you descend the ladder. Descend all the ladders till you arrive at ground floor. And don't forget to take all items. Go on the path; event. Continue the path till you exit to world map. Now you know where you were just now (you were from Big Mesa). Now go down the map, don't go right. Go on down to Wylden's Council Building.

| Wylden's Council Building |

Event. Fight four Darg Orgs. Event. After that, go to Main Entrance.

| Main Entrance |

Event; Then fight two Darg Org. Event; Take the item. Go left. Event; Now go right, take item. Go to The Grand Hall. Go to the next room. Go up the stairs. Go enter the upper room. Go right, enter the room on the right. Go on enter the room (Lair). Prepare yourselves before enter the door. 'cause you'll fight Vrita.

Vrita : Hp about 1000

Strategy : Keep attacking

My level : All 15

You'll automatically go to world map. Continue down, enter Cyl Og Sul.

Save before enter this cave.

| Cyl Og Sul |

Event. Fight two Deathbots. Easy man... Go left, enter The North Tower.

Event. Fight two Darg Org. Take the item. Go on down to enter the church (you'll be called by the child) and you'll control Xero's quest.

!!! Xero and Clemett's quest !!!

Same with Stinger. Go left, till down the ladders. Go on until you get out from Big Mesa. Go down, go right, enter Followers of Nagruk

| Followers of Nagruk |

Event. Go on down. Go on right. Go on down. Go on right. Fight two Darg Banories. Go on right, go up to take item. Go down, event. Fight Nagruk

Nagruk : Hp about 1000

Strategy : Clemett : special to do double damage.

Xero : choose aggressive  
My level : All 15

After defeating Nagruk, you'll automatically out to world map. Go on left and enter Cyl Og Sul.

| Cyl Og Sul |

Event; Fight two Darg Org. Go to the church. You'll called by the child.  
Event.

Later...

Event.

After a lot of planning...

Event. Now the party will split again.  
First party : Xero, Clemett and Jirina  
Second Party: Stinger, Windleaf and Harv-5

I'll explain second party first. Now, devide your items.

!!! Stinger, Windleaf and Harv-5's quest !!!

Now, press Triangle. Look Harv-5, It's cool. Now go to the smithy. Talk to the man, get item. Go down, enter the hut, fight one Darg Org and one Deathbot. Don't enter the hut next to this hut. Go left, enter the South Tower. Inside take the bow and talk to the man. The man will exit this tower. Exit, go left, enter the hut. Take the item. Exit. Go to Chantry and exit from back door. Then enter Tyr Og Nor.

| Tyr Og Nor |

Take item, go on and take the item. Go on till your screen is change (if you are stuck, there is hidden path. The hidden path is hard to see).

Event. Take item at the corner of this room. Go up, event. Go right, till dead end. Go up, enter the room. Event; And you'll fight one Darg Org. Exit, go down, enter the room. Event, take the item (bottom right corner). Exit, go to the center of the room. Go up, don't enter the center room now. Enter the right door, event, you can rest and save your game here. There is nothing in the left room. After rest, take the item (bottom left corner), then exit. Now enter the center door. Event, go up. Event and fight Grimsmeer.

Grimsmeer : Hp about 1000  
Strategy : Attack all  
My level : All 15

Event. Take item, then continue to the next room. Event, from starting point go right, enter the first room. Fight two enemies. Exit, enter the next room. There you can restore yoiur party Hp and save the game. Now exit and enter the next room. Fight two times and then take the item (here you'll find Emperor Key). Exit; walk up, go down and enter the first room you see. Fight two Darg Org. Exit and enter the next room. Fight one time, and get Empress Key. Exit and enter the next room. Here there is no enemy. Just take the items and enter the center room (very big door). Before that, you can heal your party and save your game first.

Event. Go enter the door. Nothing in the left room. But there is event here. Exit and enter the right room. Fight three deathbots. Exit and enter the center room. Fight three deathbots. Go to upper left room. Event; Then take all items here. If you want, save your game first (I suggested to save your game).

Damon Hokum : Hp about 1000  
Strategy : Attack all  
My level : Same

Meanwhile... (you'll control Xero)

!!! Xero, Clemett and Jirina's quest !!!

Exit this house, enter Tyr Og Nor. Event. Go right, enter the room. Fight three enemies. Exit, go back to entrance, take left path. Enter the room. Fight one enemy, event. Now take the item, go left, event. There Clemett will find Master Key. Now you can rest here (say yes if you want to). After that take the items here and exit this office. Now enter the next room. Fight four enemies. Then take the item. Exit, go down the stairs, go down then right. You'll see shiny item. Take it. After that go up the stairs and enter the center door by using Master Key. Event and enter the room. Event. Go straight on till you see green light at the left. Fight two Darg Org. Exit don't move. Go up then right (with green light too). Here you can rest and save your game. Go to the center of this room. Now go up ahead. Event. Fight Mannheim.

Mannheim : Hp about 1000  
Strategy : Keep attacking  
My level : All 15

Mannheim will cast FMV spell. Event. Xero will use Mannheim's body. Now you'll take control again. Go down, enter the left room; Take the yellow shiny item. Exit and enter the right room. Fight three Darg Banori. Take the item, exit. Go north, ascend the stairs and enter the left room. Take the items (shiny item and the other are in the box). Exit, enter the right room. Fight two Darg Orgs. Take the item (upper right corner of this room). Exit, go to the center of this room. Now go left. Event, go on left. Now, the scenery is look like in Red Tom's Cave.

! IMPORTANT ! after you fight Mannheim's head, you'll face your final bosses. So save first before you get here.

Here are the path :

From entrance go down till dead end, go left till second intersection then go up then enter the cave. Fight two Darg Org Scientists. After little event exit this cave and go left then up till there are four paths. Choose left enter the cave. Go left ahead till event. You'll fight two Hexite Golems. Fight Winged Stalker. Fight Mannheim's head.

Mannheim's head : hp about 1000  
Strategy : just attack  
My level : all max

Long event. Choose first option. Event, FMV. Fight Physical Darg I.

TIPS AND TRICK : Use your Mp till all gone. Use your most powerful magic (usually it's at the top of magic list). Attack with double damage, but



|    |             |               |  |
|----|-------------|---------------|--|
| 10 | Infinite HP | 8010B586 03E7 |  |
| 11 | Max HP      | 8010B588 03E7 |  |
| 12 | Infinite MP | 8010B58A 03E7 |  |
| 13 | Max MP      | 8010B58C 03E7 |  |

For Windleaf :

| NO | NAME                                | CODE          |  |
|----|-------------------------------------|---------------|--|
| 1  | Max Ep                              | 8010B4D4 FFFF |  |
| 2  | Max Attack                          | 3010B4C4 007F |  |
| 3  | Max Defense                         | 3010B4C5 007F |  |
| 4  | Max Agility                         | 3010B4C6 007F |  |
| 5  | Max Prowess                         | 3010B4C7 007F |  |
| 6  | Max Speed                           | 3010B4C9 007F |  |
| 7  | Max Level Special Skill             | 3010B4CA 007F |  |
| 8  | Condition Is Always Fine            | 8010B4DA 0000 |  |
| 9  | Enables Access to Cast Spell Screen | 8010B4DC 0001 |  |
| 10 | Infinite HP                         | 8010B4CC 03E7 |  |
| 11 | Max HP                              | 8010B4CE 03E7 |  |
| 12 | Infinite MP                         | 8010B4D0 03E7 |  |
| 13 | Max MP                              | 8010B4D2 03E7 |  |

For Harv-5 :

| NO | NAME                                | CODE          |  |
|----|-------------------------------------|---------------|--|
| 1  | Max Ep                              | 8010B5CC FFFF |  |
| 2  | Max Attack                          | 3010B5BC 007F |  |
| 3  | Max Defense                         | 3010B5BD 007F |  |
| 4  | Max Agility                         | 3010B5BE 007F |  |
| 5  | Max Prowess                         | 3010B5BF 007F |  |
| 6  | Max Speed                           | 3010B5C1 007F |  |
| 7  | Max Level Special Skill             | 3010B5C2 007F |  |
| 8  | Condition Is Always Fine            | 8010B5D2 0000 |  |
| 9  | Enables Access to Cast Spell Screen | 8010B5D4 0001 |  |
| 10 | Infinite HP                         | 8010B5C4 03E7 |  |
| 11 | Max HP                              | 8010B5C6 03E7 |  |
| 12 | Infinite MP                         | 8010B5C8 03E7 |  |
| 13 | Max MP                              | 8010B5CA 03E7 |  |

For Xero :

| NO | NAME                                | CODE          |  |
|----|-------------------------------------|---------------|--|
| 1  | Max Ep                              | 8010B550 FFFF |  |
| 2  | Max Attack                          | 3010B540 007F |  |
| 3  | Max Defense                         | 3010B541 007F |  |
| 4  | Max Agility                         | 3010B542 007F |  |
| 5  | Max Prowess                         | 3010B543 007F |  |
| 6  | Max Speed                           | 3010B545 007F |  |
| 7  | Max Level Special Skill             | 3010B546 007F |  |
| 8  | Condition Is Always Fine            | 8010B556 0000 |  |
| 9  | Enables Access to Cast Spell Screen | 8010B558 0001 |  |

|    |             |               |  |
|----|-------------|---------------|--|
| 10 | Infinite HP | 8010B548 03E7 |  |
| 11 | Max HP      | 8010B54A 03E7 |  |
| 12 | Infinite MP | 8010B54C 03E7 |  |
| 13 | Max MP      | 8010B54E 03E7 |  |

For Clemett :

| NO | NAME                                | CODE          |  |
|----|-------------------------------------|---------------|--|
| 1  | Max Ep                              | 8010B60A FFFF |  |
| 2  | Max Attack                          | 3010B5FA 007F |  |
| 3  | Max Defense                         | 3010B5FB 007F |  |
| 4  | Max Agility                         | 3010B5FC 007F |  |
| 5  | Max Prowess                         | 3010B5FD 007F |  |
| 6  | Max Speed                           | 3010B5FF 007F |  |
| 7  | Max Level Special Skill             | 3010B600 007F |  |
| 8  | Condition Is Always Fine            | 8010B610 0000 |  |
| 9  | Enables Access to Cast Spell Screen | 8010B612 0001 |  |
| 10 | Infinite HP                         | 8010B602 03E7 |  |
| 11 | Max HP                              | 8010B604 03E7 |  |
| 12 | Infinite MP                         | 8010B606 03E7 |  |
| 13 | Max MP                              | 8010B608 03E7 |  |

For Jirina :

| NO | NAME                                | CODE          |  |
|----|-------------------------------------|---------------|--|
| 1  | Max Ep                              | 8010B512 FFFF |  |
| 2  | Max Attack                          | 3010B502 007F |  |
| 3  | Max Defense                         | 3010B503 007F |  |
| 4  | Max Agility                         | 3010B504 007F |  |
| 5  | Max Prowess                         | 3010B505 007F |  |
| 6  | Max Speed                           | 3010B507 007F |  |
| 7  | Max Level Special Skill             | 3010B508 007F |  |
| 8  | Condition Is Always Fine            | 8010B518 0000 |  |
| 9  | Enables Access to Cast Spell Screen | 8010B51A 0001 |  |
| 10 | Infinite HP                         | 8010B50A 03E7 |  |
| 11 | Max HP                              | 8010B50C 03E7 |  |
| 12 | Infinite MP                         | 8010B50E 03E7 |  |
| 13 | Max MP                              | 8010B510 03E7 |  |

Misc. Code :

| NO | NAME              | CODE          |  |
|----|-------------------|---------------|--|
| 1  | Infinite Gold     | 800AFB74 FFFF |  |
| 2  | Max Gold          | 800AFB74 967F |  |
|    |                   | 800AFB76 0098 |  |
| 3  | Infinite Hexite   | 800AFB78 FFFF |  |
| 4  | Max Hexite        | 800AFB78 967F |  |
|    |                   | 800AFB7A 0098 |  |
| 5  | No Random Battles | 8009F932 0273 |  |

NB : I don't have a Game Shark. So, I can't try it, and I hope these codes is working. Now, I ask for you whom have a Game Shark v3.0 to try it and please tell me if these codes working or not.

NB : I've just read an E-mail and told me that the codes are work. But, he use Game Shark v3.1. So, I think they'll work on v3.0 too.

#####  
S P E C I A L T H A N K S  
#####

1. Thanks to God for everything
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Tell me if there is an error in this walkthrough and one more, I want you to tell me if you have a new game like this, please tell me and I will make the walkthrough if I have a good mood that time. ^o^ tee hee.

Thanks for read my Walkthrough and oppinion and suggestion is very useful for me.