

Tales of Phantasia Treant Forest Map Final (Import)

by Gogeta75

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Tales of Phantasia (for the Super Famicom)
Treant Forest Map v.Final
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Disclaimer: This guide is made by a fan for fans so that we can all enjoy this great game by Namco. Please give me credit if you wish to put this on your site. Please do not edit the content of the guide. I spent a lot of time on this and I won't tolerate people taking my work and call it their own.

As you can tell, I had nothing better to do... I read a lot of Walkthroughs and each one had left the Treant Forest Maze out or skipped the crucial details. I was a little annoyed by the fact that I kept having to fight Snakemen, who could turn you to stone if they hit you. And getting lost certainly didn't help either. So I decided to map the maze out, so that I wouldn't miss anything. Since I mapped out the whole thing, I might as well share it with you guys.

Explanation:

The map is quite easy to figure out. After getting Brambard to join you as a NPC, go up and you'll immediately be in Treant Forest. The bottom path where the S is, which is a Save Point, is your starting place. Each "cube" on the map with something in the center, like Trees or a Pond, is an area. Each area always have 4 paths: North, East, South, West. Some are dead ends with chests, others are actual paths. Numbers correspond to the items (See below to match number with item). Some of the items were hidden in the left side of the an area, like #8 and 18. Just find the little path that leads to the item and you can get it. I've also noted where the cats are on the map so that you can check if you are in the right place. Generally, moving right and seeing cats around is a good sign.

Patch:

Be sure to use the newest patch from Dejav Translation at <http://dejav.zsnes.com>. Their site kicks ass! Thank you Dejav for making English TOP come true. I used the TOPE_GD7.IPS patch to figure out the items' names and description in detail. One thing that the patch screwed up on was the Piyohan

Ring. If you want to know what it is, it's the golden ring and it's supposed to halve the time to recover from dizziness. That means you should not be dizzy for that long if an enemy stunned you.

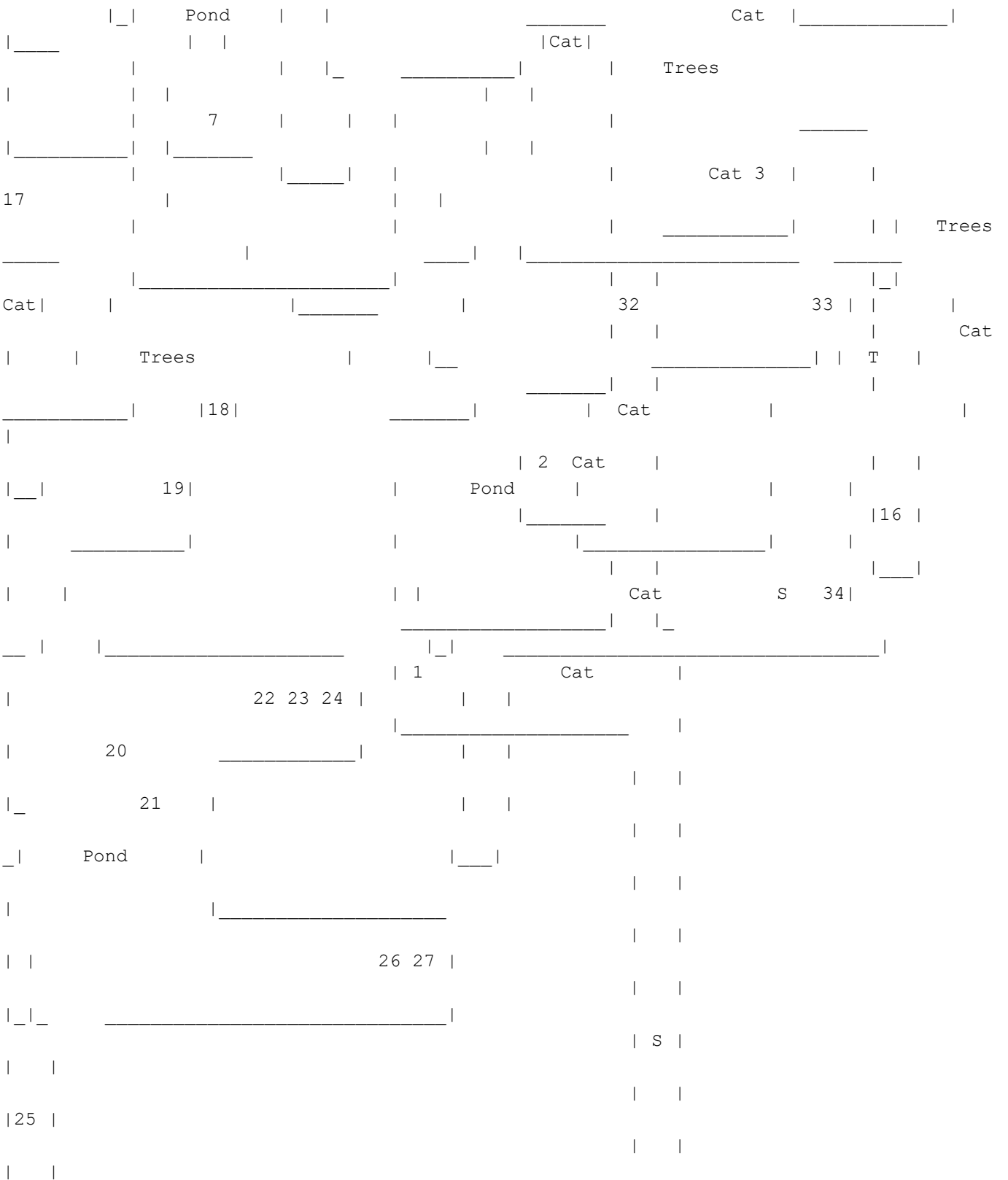
Anyway, the name they used for the Piyohan Ring was Pickaxe and that totally screwed things up for me. But, it's a beta patch, so it's an incomplete product. I'll be waiting for the next patch update! Until then, keep up the good work Dejav!

Tip:

I didn't find out where the Gorgon Amulet was until I mapped the maze out. You can save yourself a lot of frustration if you go get it first. The Gorgon Amulet (Number 32 on the map) protects you from petrification so the Snakemen can't do jack to you anymore! If you want the other items, go get them. If you only want to finish this quickly, go directly to where T is. You can always check the numbers and see which items you want to get and just get those.

Credits: Uhhh... I would like to thank the Academy, my mom and dad, my dog Checkers, and the guys at Namco! Seriously though, no one really helped me since I did this myself. I guess I should thank JMan, my best friend, for nagging me from time to time to play this game. Thanks man!





- S: Save Point
- T: Tablet
- 1: Spy Lens
- 2: Veggies
- 3: Life Bottle
- 4: Rune Bottle
- 5: Black Onyx
- 6: Savory
- 7: Apple Gummy
- 8: Piyohan Ring
- 9: Hourglass
- 10: Heavy Stone
- 11: Battle Rune
- 12: Apple Gummy
- 18. Piyohan Ring (halves time to recover from dizziness)
- 19: Dark Bottle
- 20. Spy Lens
- 21: Mixed Gummy
- 22: Steak
- 23: Wool Mantle
- 24: Rune Bottle
- 25: Life Bottle
- 26: Liquor Bottle
- 27: Resist Ring
- 28: Protect Ring
- 29: Resist Ring
- 30: Wool Mantle
- 31: Reverse Doll

13: Orange Gummy	32: Gorgon Amulet
14: Holy Bottle	33: Protect Ring
15: Apple Gummy	34: Resist Ring
16: Verbena	
17: Savory	

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