

Threads of Fate FAQ/Walkthrough (NA)

by krystalklyr

Updated to v1.3 on Jun 26, 2002

Threads of Fate
One World, Two Adventures

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Threads of Fate, One World, Two Adventures
North American Version
Walkthrough and FAQ
Version 1.3
06/25/2002
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The latest version of this document is available at http://www.gamefaqs.com
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#####
## ---Author's Note--- ##
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-Me and the FAQ-

Hi! Actually this is my first walkthrough but I really want this to look good. The reason why I chose to make a walkthrough on Threads of Fate mainly is that because there are no walkthroughs that are specifically written for the North American Version as of August 7, 2000. Maybe, I also created this because Threads of Fate is a relatively short game (about 24 hours of game play).

I also included paragraphs in almost all or all parts of the game that talks about the story of the game (enclosed by these - *story*). They are SPOILERS so I suggest that you should not read them unless 1) You have finished the game or that section already or 2) You did not understand the story at that part.

-Others and the FAQ-

Everyone is welcome to read and keep this document. This can also be sent or given to anyone without notice to me as long as it is NOT

- 1) used for commercial or profitable reasons
- 2) given for free in order to sell a product
- 3) altered or ripped off

and that be sure that the author and especially all those who contributed in this document are credited (I really took time doing this and I deserve it [I think {sigh!}] and the ones that contributed too!)

I am not perfect. I make mistakes somewhere here and somewhere there. I also miss a lot of things, specially hard to get items or side-quests that 1) requires you to go back to a dungeon you already finished or 2) requires you to talk to a person or to several persons in order to trigger the quest. Please correct me from my mistakes. Also, if you want to add/contribute

something that I missed or miscellaneous tips, just E-Mail me and I will credit you. Spelling and grammar corrections will also be appreciated. I am also poor (sometimes) in understanding the plot or story of a game so if I am mistaken in writing about a certain story line, drop me a mail.

If there are something you want to add such as the enemies stats, or game secrets or anything, please give it to me. I will credit anyone who contributes to this thing.

Hey, don't forget to tell me where you read this document if you are going to e-mail me.

You can also send me questions via E-Mail or ICQ me if I am available.

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#####  
## ---Warning--- ##  
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This FAQ/Walkthrough CONTAINS MAJOR SPOILERS and I STRONGLY suggest that YOU SHOULD NOT READ the walkthrough UNLESS you are STUCK or have FINISHED the game AT LEAST ONCE on BOTH CHARACTERS.

But if you like to be spoiled, go ahead!

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## ---Version History--- ##  
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Version 0.00 - 08/06/2000 - got the idea on making this thing up
Version 0.01 - 08/07/2000 - created the ASCII art (looks good right?)
- placed the stuff about the author, copyrights and the version history.
- written a few stuffs in the walkthrough section
Version 0.02 - 08/08/2000 - fixed certain things.
Version 0.05 - 08/10/2000 - added more sections
- added more things in Mint's Walkthrough
Version 0.09 - 08/12/2000 - added new sections and fixed some mistakes
- fixed some sections
- added more things in Mint's Walkthrough
Version 0.15 - 08/14/2000 - added a new section called "Rental Manual" and the "Beastuary" which are both created by iamnothing [thanks!] (he let me use his FAQ)
- added another section "Boss Strategies", "Cool Stuff" and "Game Quotes".
- added more things in Mint's Walkthrough
- fixed some of my mistakes such as:
- the items that can be found at the docks and in the hotel (except for the Dream Stone) are acquired at random.
- some grammatical errors
- added more stuff in Magic List and Item List
- included a sub-section at the Magic List, the Magic Effects
- added Alundra 2 , Star Ocean 2: The Second Story, Alundra & Brave Fencer Musashi in the Copyrights and Legal Stuff section.
- fixed a cut & paste error in The Town section.
Version 0.16 - 08/15/2000 - added nothing really but added new places to find

this walkthrough/FAQ

Version 0.20 - 08/16/2000 - added stuff in Mint's walkthrough up to the Raging Mountain (Chapter 6 - Dragon Battle)

Version 0.21 - 08/18/2000 - fixed the Author's Note section
- explained the version numbers
- fixed some things which I already know what to do but is written that I am asking what to do
- strategy for the final boss

Version 0.25 - 08/20/2000 - fixed the Thanks section
- fixed some error in the Underground Ruins
- continued typing Mint's walkthrough
- new section: Transformation List
- fixed and added more characters in the Character list
- more stuff in other sections
- more cool things to check out stuff

Version 0.60 - 08/24/2000 - added more quotes and fixed the section
- new section: Side Stuff
- added more stuff in other sections
- finished Mint's walkthrough (Yay!)
- updated Rue's walkthrough

Version 0.80 - 08/29/2000 - fixed the Yellow Magic
- added the Normal and Wide
- added the MP Consumption of Yellow - Trine
- updated the Transformation List
- added stuff at the Boss Strategies section
- some minor stuff on other sections
- fixed some errors
- updated Rue's walkthrough

Version 1.00 - 09/01/2000 - finished Rue's walkthrough
- added stuff at the Boss Strategies section
- fixed some errors
- FINISHED THIS DOCUMENT

Version 1.10 - 09/11/2000 - fixed some minor error
- some clarifications in the puzzle before the battle with Psycho Master (thanks to chojin66)
- another interesting stuff to check out and some storyline that I missed (thanks to PyRo MaNiA for this one)
- some info for Mint's game and the whole game from grady

Version 1.11 - 09/16/2000 - fixed from www.crosswinds/~rpgdreamer to www.crosswinds.net/~rpgdreamer

Version 1.12 - 09/19/2000 - fixed up some minor errors
- added some FAQs
- now, its home of 7 sites in the web! (I didn't imagine this would spread quick)

Version 1.13 - 09/20/2000 - its 8 now! (I really wonder how the hell webmasters find this document)
- fixed the List of Characters Section
- more FAQs
- now added a spoiler space

Version 1.14 - 09/26/2000 - changed my e-mail address
- finally came up with a good name
- fixed certain minor stuff

Version 1.15 - 10/02/2000 - something weird about the Cloud Whale
- changed my E-mail address!

Version 1.20 - 10/22/2000 - finally confirmed when to get the Mysterious Statue together with 3 Silver Coins and a Star Stone (courtesy of Even Staves)

- added an 'Asking for Help' Section
 - fixed the 'Spoiler Space' to lessen the KB.
- Version 1.21 - 12/11/2000
- added the costs of monster coins
 - put one cool stuff to check out
 - some alternatives things to do
 - (All thins above are courtesy of KTeoh)
- Version 1.30 - 04/22/2001
- removed the Boss Strategies to lessen KB
 - info regarding the Cloud Whale
 - new things in gameplay and a Gold Coin
 - new sub-section, Battling with Rod, check the "The Town" section
 - minor fixes
- Version 1.40 - 06/25/2002
- Clean-up (includes removal of certain text and the ASCII art)
 - minor fixes

 ## ---Asking for Help--- ##
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I suggest you use the GameFAQs message board. <cgi.gamefaqs.com/boards>
 Just sign up and post on the game board of the game you want help on. You can also e-mail me for help but asking on the GameFAQs message board will be better as you might get replies faster.

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 ## ---Introduction --- ## - I am going to fix this, it sounds stupid
 #####

Threads of Fate is an action-RPG which is developed and released by Square. It is like Brave Fencer Musashi or Alundra 2 in terms of gameplay.

Threads of Fate is 3D (just like Brave Fencer Musashi or Alundra 2) and has two playable characters namely Rue and Mint. Their story, just like that of Star Ocean 2 are somewhat alike, they aim for the same things, they have the

same goal but different intentions.

I considered Threads of Fate a fun game to play mainly because of Mint's dialogues but also that the game is really enjoyable.

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#####  
## ---List of Characters--- ##  
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Note: SPOILERS AHEAD!

Rue - A mysterious boy. The lead male character in Threads of Fate. He has the power to transform into monsters. He suffers because he does not know who he is until Claire arrived in his life. He is searching for the [Relic] to revive Claire.

Mint - A spunky girl. The lead female character in Threads of Fate. A somewhat immature princess that was supposed to be the successor to the throne but was replaced by her more *suitable* sister Maya. She journeys in order to get hold of a [Relic] so that she can beat up her sister, become queen and dominate the world.

Claire - Rue's adopted sister. She was there to comfort Rue in his problems. She died trying to help Rue fight.

Maya - Mint's younger sister. The successor of the East Kingdom throne. She holds the Book of Cosmos, which is an Aeon Relic.

Doll Master - Also known as Rucian. He is some evil guy at East Heaven. He also wants to get hold of Valen's relic for ...

Blood - One of the two hoodlums. He is the tall guy.

Smokey - One of the two hoodlums. He is the short and fat guy.

Davis - The person at the docks.

Klaus - An antique shop owner who has devoted his life in searching for [Relics]. He is the husband of Mira and Elena's father.

Mira - The wife of Klaus. She talked Ms. Cartha into giving you free service at the inn.

Elena - The daughter of Klaus and Mira.

Hobbs - The owner of the [upgrade shop]. You can [upgrade] your skills at his shop.

Tonio - The owner of the item shop. You can buy bracers or belts from him which will increase your (Bonus) Parameters.

Jargen - The bartender in the tavern

Annette - The waitress in the tavern.

Ms. Cartha - The innkeeper. You can recover your HP at her inn and register (save your game).

Doyle - The priest in the church. Talk to him if you want to

pray and donate at the church in order to get coins.

Marco - A boy who will tell some things about the game to you.

Marcum - An old swordsman and is experienced. Talk to him sometime after finishing the Carona Forest and you can ask him about game basics.

Neil - A salesman who is in town. He doesn't sell anything to you but he will tell you something about the [Cannon Orb] near the end of the game.

Cadmon - The magician who lives in the Atelier in Carona Forest.

Rod - A weapon smith and a swordsman, he wants to be the best weapon maker and swordsman in history. He also owns a vehicle called the Pulsar Inferno Typhoon Omega.

Pleskin - The greatest swordsman in the world and is also Rod's father. You would not meet Pleskin [simply because he is dead] but at one time, Rod will tell you that he wanted to take his father's title but his father died before he had a chance to fight.

Lucine - The woman that encourages Rod to make good weapons. She is the one that Rod hopes to come back to after marking a name in history.

Johnny Wolf - Rod's dog, he sometimes helps Rod to beat you up (what a cheater :P).

Elroy - The Grand Master Magician and an expert in creating mechanical dolls. In the past, he was also searching for Vale's [Relic]

Belle - Fought a battle against Mint a year ago. She also wants to get Valen's [Relic] and sell it for money. She is together with the Duke in getting the [Relic].

Duke - Belle's admirer and he travels together with Belle. Addresses Belle as Milady. He also wants to get Valen's [Relic] for money.

Mel - Also known as Fancy Mel. Mint said that she looked like a some kind of frea(k). She is a magician who works together with the Poppul Purrels and she will help you in deciphering what the Cube was for if you help one of her Poppul Purrel friend (or helper or slave or something).

Poppul Purrels - Tiny mushroom like creatures. Rue and Mint describes them as dwarfs. They help Mel in her tasks. You will also talk to them to play the (mini-games).

Valen - The most powerful Aeon. He created the Valen's [Relic] (duh!) called Dewprism. He was capable of moving the stars and raising mountains. The reason of why he died or disappeared was still unknown ...

Wylaf - An old stubborn dragon that is on the Raging Mountain. Known to have the power that can summon the flames of the earth. In history, he wiped out an entire army and destroyed the Dorian Kingdom. He is also a collector of rare gems and minerals. He will give you the Phantomite after proving that you have both spirit and power.

Psycho Master - He is one of the Doll Master's henchmen. He has the power

of telekinesis.

Prima Doll - A mechanical doll created by the Grand Master Magician Elroy. Prima is the only one who can break the seal to summon Valen's Fortress which contains the Valen's [Relic] or Dewprism.

Trap Master - One of the Doll Master's henchmen. The red spike-haired guy who looks like a porcupine according to Mint. He sets traps to trap you.

Mode Master - Also known as Kirielle. One of the followers of Doll Master. She can change her appearance to fool Rue and Mint. She can mimic the skills of the characters that she is mimicking.

Atenacius - The Aeon that created the Book of Cosmos and sealed his spirit within it.

Ruenis - Another doll created by Valen whose purpose is to resurrect Valen.

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#####  
## ---You Need to Know These Stuff--- ##  
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+ ---Starting a Game--- +  
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Just connect your Play Station on an electrical outlet, press the Eject button, put the CD in (the Threads of Fate CD), press the power button.

You will see the Sony logo, then the Play Station logo. Then you will see something like this 'Published by Square' or something, then you will see the Squaresoft logo. After that you will be at the 'Press Start Screen' where in there is the Threads of Fate logo.

At the press start screen, you can press L1 or R1 to see some kind of intro of the two main characters of the game, other characters and enemies. There are no FMV sequences in this game. [Why? Why Square? ... Why? ...]

If you press start, you will be asked whether to start a 'New Game' or 'Continue' your game [that you already saved (duh!)]. Press 'X' to confirm.

If you chose 'New Game', you can choose between the two playable characters in the game, either Rue [Tale of a Mysterious Boy] or Mint [Tale of a spunky girl]. Press the 'X' or confirm button to begin any of the two tales.

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+ ---Controls--- +  
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You can change the controls in the game <Menu>.

- D-Pad - Character Movement. Up, Down, Left and Right.
- L1/R1 - Rotate Camera - applicable in certain places only.
- See also Camera Movement section

The different control settings:

-Control Setting A-

Triangle - Attack 2 (Rue) / Magic (Mint)
Square - Transform (Rue) / Set Magic (Mint)
X - Attack / Confirm
Circle - Jump / Cancel

-Control Setting B-

Triangle - Transform (Rue) / Set Magic (Mint)
Square - Attack 2 (Rue) / Magic (Mint)
X - Attack / Confirm
Circle - Jump / Cancel

-Control Setting C-

Triangle - Transform (Rue) / Set Magic (Mint)
Square - Attack / Confirm
X - Attack 2 (Rue) / Magic (Mint)
Circle - Jump / Cancel

-Control Setting D-

Triangle - Attack 2 (Rue) / Magic (Mint)
Square - Attack / Confirm
X - Transform (Rue) / Set Magic (Mint)
Circle - Jump / Cancel

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+ ---Camera Movement--- +
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You can change the game's camera movement in the game options. Access the game options from the menu. There are two types of camera movements, normal and reverse. The normal and reverse concept of this game is unlike other games and I believe that Square was mistaken in this one. Why?, because:

The normal camera movement goes like this. When you press L1, the camera moves to the right and when you press R1, the camera moves to the left.
[Isn't this supposed to be the reverse camera movement]

The reverse camera movement goes like this. When you press L1, the camera moves to the left and when you press R1, the camera moves to the right.
[This should have been the normal camera movement]

++++
+ ---Attacking--- +
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Attacking in this game gives you a 3-Hit combo then there will be a brief stop. Attacking is also auto-aim, meaning that if you attack, even if the enemy is behind your back, your character will automatically face the other direction and whack the enemy. Also, if you attack, every time you hit an enemy your MP will restore depending on how powerful the enemy is (the stronger the enemy is the higher the restore of MP).

For Rue, he has the 3-Hit combo together with Attack 2. Attack 2 in Rue's normal form can be best utilized when the enemies are hard to attack using Attack 1 like the Stingers. Attack 2 does not use MP and just like Attack 1, you can get MP if you hit an enemy with it.

There is also the jump attack. The jump attack has twice the damage of an ordinary attack. Rue's jump attack is a spin while damaging the enemy on both directions. Mint's jump attack is a jump kick and deals damage from enemies that is below or in front of it. In some battles, the jump attack

proves very useful.

Eventually (at the Final Battle) Rue's Attack 2 will turn in to a defense posture. The damage you receive (I think) is minimized and you won't fall down or lose your ground if you receive a strong blow.

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+ ---Transform--- +
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Rue needs monster coins in order to transform. Monster coins can be acquired by killing monsters (just like money) but it does not subtract anything from the monster coins that you can get for money and if you sell your monster coins, even if you can read 0 monsters for all, you can still transform into that monster as long as you have killed it. But even if it is like this, you can carry up to 4 monsters in your transformation inventory (you can see that at Rue's Status) at a time.

In transforming as I said earlier, require monster coins, and only 4 monsters in the inventory. If you press the transform button, you can choose to transform into the 4 monsters or become Rue. Rue and the monsters have different abilities for Attack 1 and Attack 2. Sometimes attacks would use up MP, but sometimes it does not. Aside from difference of attacks, the way they look like (pretty obvious) and the way they move is also different. Sometimes the monster has the power to jump twice or float on terrain, others can run faster and jump further.

See the Transformation List for extra details.

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+ ---Magic--- +
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Mint uses MP when using Magic. Magic is divided into classes and type. Different magic classes are (Blue, White, Red, Green, Yellow, Black and Gold).

Also, magic, just like attacks, is auto-aim. Mint automatically aims the magic to the enemy. Also magic attacks with different effects (like Wide, Normal, Super, Power, Hyper, Circle and Cosmos). You can gain classes or colors from certain events and the effects can be acquired from chests scattered in the game.

If you press the 'Set Magic' button, you can change the color of the magic to the one you want to use by pressing the 'Left' or 'Right' direction button and by pressing the 'Up' or 'Down' button, you can change the effects of the magic.

In the 'Set Magic' screen, the one in the center is the icon of the magic you want to use and the icon of the effect. On the top, you can see the magic's name, below it the MP and below of it, on the left is the effect of the magic and at the right is the description of the magic (though it is a very vague description for a magic attack but you can get ideas from it though).

Also check out the magic list section.

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+ ---Game Over--- +
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If your HP reaches below 0, you will be in the 'Game Over' screen (except for situations like fighting Rod or the fight together with the Trap Master). In this screen you will be asked to choose from three things, first whether to continue the game at that point, or to go back to town or to exit.

If you chose the first 'Continue', you will be asked what is the coin you want to use:

- Bronze Coin - Full HP & 1/4 MP
- Silver Coin - Full HP & 1/2 MP
- Gold Coin - Full HP & MP
- Platinum Coin - Full HP & MP, +1 Base Strength & Defense

If you chose to 'Go back to town', you will end up in town [where else?] and your parameters (Maximum HP, Maximum MP, Strength & Defense) will remain the same to the ones before you died, and NOT before your last save so it is all right. The monsters coins you have will also be the same at the time before you died so do not worry. The problem with this though is that the items you picked up at that place will be gone and you have to go back through that place again :(.

If you chose exit, you will forfeit your chance of continuing, so if I was you, if you are planning on choosing this, reconsider and choose the 'Go back to town' option and 'Save' your game if you want to quit.

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+ ---Increasing Parameters--- +
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In Threads of Fate, there are no 'Level Up' features, nor do you gain experience from fighting enemies. To increase your parameters, you need to do the following. Check out Hobbs' Shop and Item Shop in the The Town section.

Status of	How to increase
Maximum HP	Buy from Hobb's Shop, Receive enemy damage.
Maximum MP	Buy from Hobb's Shop, Cast magic
Strength	Buy from Hobb's Shop, Buy bonuses on Tonio's Item Shop
Defense	Buy from Hobb's Shop, Buy bonuses on Tonio's Item Shop

You can also increase your parameters in the tavern after giving the Legendary equipment to Jargen the bartender and giving him the right ingredients.

Dish	Enemies Required	Status Raised
Minced Fire Blobs	50 Fire Blobs	+10 Maximum HP
Mushroom Soup	60 Fungies	+10 Maximum MP
Pollywog Souffle	50 Pollywogs	+2 Base Strength
Gudon Liver Soup	30 Gudons	+2 Base Defense

Also, there is a nice tip, courtesy of KTeoh!

- (1) When fighting Rod, if he hits you a lot (usually if he wins), you will usually gain 2 hp (when your hp is not very high, i think below 150 or so). And the cost? Only 100 G. If you add it up, buying the +10hp from Hobbs costs 5000G, 10hp divided by 2hp is 5 (so 5 times). Battle Rod 5 times (and let him beat you up) - 500g only compared to 5000G (you shoulnd't buy that anyways). So its kinda

good way especially when monsters don't quite help anymore.

(2) The max hp/mp gain formula is simple.

HP - As you lose HP, your max HP will increase. So its not a matter of how many times you get hit, its the amount of damage dealt. So a Pollywog may hit you 10 times and each hit gives you 1 damage - total is 10 damage. But a behemoth can hit you once and give you 20+ damage. So to say, its better to fight monsters that do more damage (being careful to get those blue potions to keep healthy).

*Fighting Rod is a good way...see (1)

MP - MP gain is counted by the number of times you use magic against enemies (better) OR just stand there with nobody around and 'waste' MP (works in a way, but takes more times). Since the formula doesn't care about MP cost, use magic/attack that uses very little MP.

For Mint = White-Vulcan

For Rue = Gargoyle's Sonic, Stinger's rolling spine*, etc...

* I found this to be a good way early in the game. The king ant at the underground ruins is weak only to fire, so any other attack will deal only 1 damage. Since the stinger's rolling spine uses only 1 mp, and refilling MP is soo easy, just roll at the ant again and again, it won't die fast, but your max MP will go up

---Frequently Asked Questions--- ##
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Q. Where can I find the (something) and what does it do?

A. Just try finding the item using the 'Search' or 'Find' feature in your word processor, whatever word processor you are using. Usually it is in the something bar, look under 'Edit'. Most of the time, you just have to press Ctrl-F for the 'Find' or 'Search' window to open up. Just type the item and just read the text near it and maybe they will lead you to something.

Q. Darn it, I need money, where can I get some?

A. If you kill monsters, go to a shop and use the option 'Sell Monsters'. Note that if you sell, you will be selling all of them. Also, you can get money by selling items like stones, coins, or the rare but sellable equipment like the Legendary stuff and the like.

Q. Those blinking things around towns, I found out that they were items and you said that it appears at random, are you sure?

A. No, I am not. Verify them if you like. Thanks!

Q. Can I ask you about other games besides Threads of Fate?

A. Go ahead, I will entertain everything that is at my e-mail (well,

except advertisements though) and I think I would love to do that.

Q. Can I buy items that restore HP and MP in dungeons?

A. You can't. There are no such things in Threads of Fate. What you could do is to get the potions (blue to restore HP and red to restore MP), step on heal panels (to restore HP) or use Mint's blue magic (Blue - Restore) to gain HP.

Q. Why are the story parts near the end full of this (...)? (you can spoil the story for me)

A. But some people doesn't want to and I think that you guys should find it out for yourselves.

Q. Do you retain all the items you have in New Game +?

A. No, not all but you will retain all coins, all stones and other things except from other rare things that I am not really sure. For more info, check out the So You've Finished the Game section.

Q. I have finished one character and I am asking if I can play that character again (before playing the other one)?

A. No, you can't but if you finished the other character, you will have the New Game + mode and you can play both characters alternatively and that would depend on you who to play at any given time.

Q. I am fighting Pollywogs at Carona Forest for a long time now but I still couldn't get a level up, what is wrong with this game?

A. Mainly, there are no 'Level ups' in Threads of Fate. You can increase your maximum HP by taking damage, your MP by using MP consuming abilities, your Strength and Defense by buying upgrades from Hobbs, by buying items (bracers for strength and belts for defense) from Tonio. You can also increase your Maximum HP, MP, Strength and Defense by giving Jargen the 'Legendary Items' (Legendary Sword, Legendary Shield and the Legendary Helmet) and give him the necessary ingredients. Also, for more info, check out the You Need to Know These Stuff section pertaining to the Increasing Parameters.

Q. What is with this spoiler space?

A. Just a warning that the walkthroughs contains spoilers [^_^].

#####

- Now let's get on with the walkthroughs! But first, spoiler space!

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he will drop down so Claire went outside and attack the man with a hoe. Rue desperately wants to stand up and tells Claire to run away but the man attacks Claire with his claws [;_;]. Rue gets enraged and attacks the man wildly. After that, the man will be gone and Rue tries to wake Claire up but it is no use...

Story

 * 'Ship' *

Story

Rue will be talking to himself and he will say that he hasn't found a [Relic] yet. Then, he will overhear two hoodlums talking about a [Relic] somewhere in the forest. Rue will decide to go there but a red thing will bump them and Mint will fall off the ship.

Story

You will arrive at the docks of the Town of Carona and

Story

Davis, the guy who watches the docks will welcome Rue to town and tells him to be careful with the two guys, the hoodlums who has traveled with him.

Story

+++++++
 + END +
 ++++++++
 ++ -Prologue- ++
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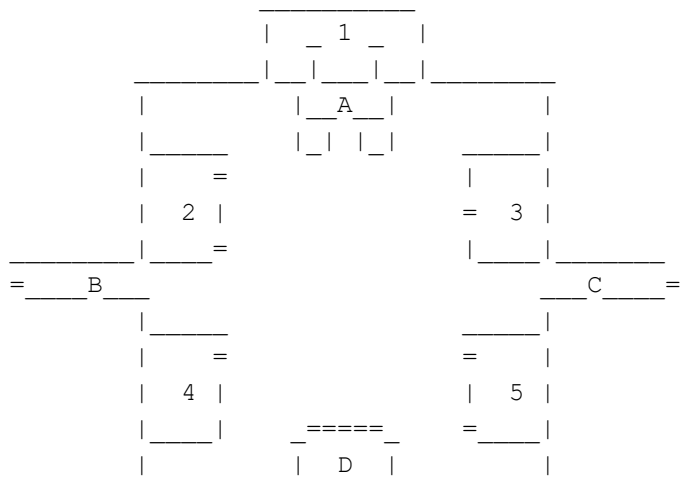
+++++++
 + Chapter 1 +
 ++++++++
 ++ -Beginning - ++
 ++++++++

 * 'Town of Carona' *****

 * Items: 2x Silver Coins *

Go up and leave the docks.

Town of Carona



1. Church
 2. Hotel
 3. Klaus' House
 4. Item Shop
 5. Inn
-
- A. Leads to the Docks
 - B. Leads to the Tavern
 - C. Leads to the Grasslands
 - D. Exit

First things first so what you should do, if you like is to save. To save, go to the 'Inn' see #5 on Map. Enter the 'Inn' go to the counter and press confirm button at the log book (that is what it looks like for me), select register. (See Saving in 'You need to know these stuff' section. You can choose to go to the church. Talk to Doyle (the person in there), say that you like to pray, then he will ask you if you like to make a donation but since you only have 100 G so don't bother. There is nothing to do at the Hotel. Elena's House is locked. The store doesn't sell anything yet but the storekeeper will tell you about the antique shop. He will say that the antique shop is in another side of town and the shop's keeper Klaus is out together with his wife Mira to research about the [Relic] in the forest. He also will say that the antique shop is being run by Klaus' daughter, Elena [because Klaus is not there] but she isn't there because she has gone to the forest to go looking for her parents. You can talk to the people there and they will say some interesting things so try talking to them (specially to Marco). After that, proceed to B (see Map).

```

_____
|  x  |  6  _|          |      Town of Carona (B) Map
=     |____|=|         |
|           |          |      6. Tavern
|           = 7 |          |      7. Hobbs' House
|           |____|
|           |          |      x. Silver Coin (barrel)
|_____|

```

Here, first check the barrel, it contains a Silver Coin. Go to the tavern if you like and talk to Annette (the waitress) many times and she will treat you to drink either 'Milk' or 'Root beer'. Milk restores 10% of your MP and the Root beer restores your MP 25% (so choose the 'Root beer'). There is also a sign beside the Tavern's door (leads you to the outside of the Tavern). There will be a fight at Grass Fields, the fighting fee is 100 G and the winners prize is 1000 G. Leave the tavern. Hobbs' Shop is locked so leave the place and go next to C (see Map).

```

_____
||    |          |      Town of Carona (C) Map
||____|x         |
||_PO_|          |      x. Silver Coin
|           |
|           |          |      +. Sea
|+++++++|          |      PO. Pulsar Inferno Typhoon Omega
|           |
|_____|

```

Here just examine the wall to get another silver coin. Leave the place.

Maybe you would like to check out the docks because sometimes it contains random coins that can be found.

Now you are back to the main town of Carona, if you like why not 'Save' again. Leave the place (D) and now head to Carona Forest.

```

*****
* 'Carona Forest' *****
*****
* My Status:  HP 60/60      STR 032 + 000      *
*              MP 15/60    DEF 016 + 000      *
* Items: 4x Bronze Coin (1 to be found later) *

```


Story

(I am planning for a 3D look at this map but it is so hard)

```

|21|
|4322|__
|5666666|_
|66| - Sorry about this it was hard.
|8777776| - Just follow the numbers, then the letters.
|9+++++7| - 123456789abcdefghij
|bba|||||&| |
|bb||||||&|
||ccdde||&|
|gffeee| |7| & It means that it is both 6 & 7. The ? is at 7
|hh+++eee| |+|
|hhi+++++|
|iijjjjj|
|llll|jj|
|jj|
|jj|
=j|
```

Nothing important, just a new enemy, the Stinger. It has high defense but only 3 HP, he also deals you 1 damage. It takes 1 hit to kill this guy.

```

=
| G&G |
| L | G. Gargoyle Statue
| L sss| &. Crest (talk to this) and also L
| OLG sSs| L. Steps (appears after defeating the Gargoyles.
| sss| O. Obstacles
| OOO | S. Spring (the one you should step at to restore HP
| | s. Spring (just water)
|_____|
```

Here, what you do is talk to the Crest (&) and it will say something about facing the Gargoyle & then you will fight the two Gargoyles. Defeat the gargoyles and get their coin and transform yourself into a Gargoyle and stand and face the Gargoyle Statue (G) which is beside the (L) on the map. After doing that, steps will appear. Go up to the next area.

```

/ x \
/ h \ x. Silver Coin (get later)
| | | h. Go home plant (not yet accessible)
| |=_| | &. Bronze Coin (it is on the crest) (get later)
| | | s. Crest
\ &ss /
```

Interesting stuff to check out

Try running around the perimeter of the place and looking at your shadow. The shadow depends on the lighting of the place. Pretty cool huh!

What you do here is to run around and after that enter the Atelier but ...
BOSS battle, Nightmare.

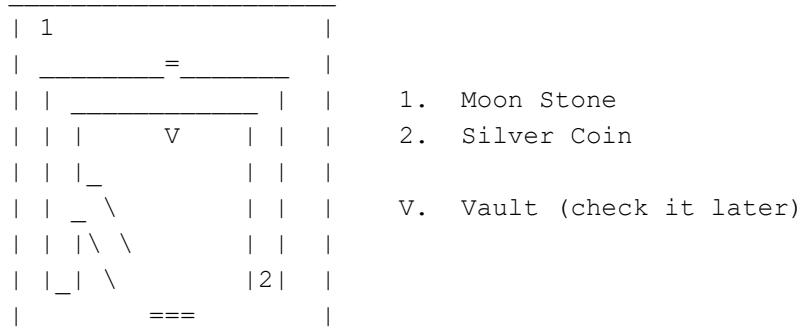
Boss Battle - Nightmare
Challenge: Easy - Medium

Just try running around, while evading the attacks and when Nightmare closes, jump away. Transform yourself into a Saber Tiger and use Thrust. Thrust its sides (don't go head to head).

Story

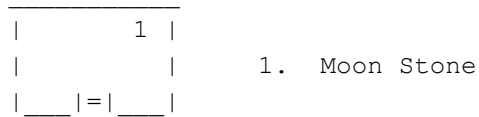
Klaus, Mira and Elena will catch up here and Klaus and Rue will go inside the Atelier while Mira and Elena will wait outside

Story



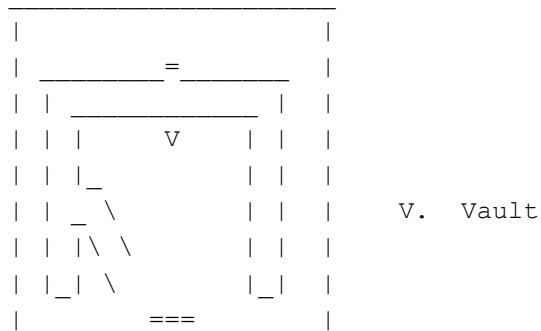
- 1. Moon Stone
- 2. Silver Coin
- V. Vault (check it later)

First get the Moon Stone, it is at ground level, then get the Silver coin, on the second level. Enter the door that leads to the terrace (it is on the second level).



- 1. Moon Stone

Get the Moon Stone (1) then go out the door.



- V. Vault

Examine the Vault (V)

Story

Rue tries to open the vault by force but Klaus will examine it and he will push a switch. Then Elena will call Rue so Rue steps outside and Elena will tell him that Rue's friend is outside, a pollywog.

Story

Go back inside the Atelier.

Story

Klaus will tell Rue that they found something pretty important but someone will arrive and demand that you give it to her. Rue will ask for her name and she will say 'Princess' Mint. Rue and Klaus doesn't want to give up what they found so Mint will try to attack them so she jumps down but she will drop flat on the ground. She will leave and tell you that she will get it later. Klaus will ask Rue to carry what they have just recently found back to Klaus' house.

Story

You will automatically end up in town.

* 'Town of Carona' *

Story

Mira, Klaus wife is talking to Ms. Cartha, the innkeeper. She asks Ms. Cartha to let Rue stay at the inn for free so now you can recover HP at the inn. Mira tells Rue to proceed to their house (Klaus' house).

Story

I suggest that you go to the inn first to save. Go inside the inn, talk to Ms. Cartha and she will ask you to Recover / Recover & Register / Go to your room. Choose Recover & Register then save your game [sadly, the inn only restores your HP]. After that, if you like, check out your room. Nothing really important, just talk to the bed and sleep [it doesn't replenish your MP either :)].

Leave the place and go check out Hobbs' place. Even though you can't buy anything here yet, just make a trip there to find out more stuff about the game. In Hobbs' place, you can choose to [upgrade] your base strength, base defense, maximum HP and maximum MP. Your base strength will increase by 1 and the same goes for the base defense. Your maximum HP and maximum MP will increase by 10. It costs 30,000 G for each one (base strength or base defense or maximum HP or maximum MP). It is ultra-mega-hyper [ok, you probably understand already] expensive but if you give the Rare Wine to him later in the game, you can buy one for 5,000 G.

Now you can go to the tavern and replenish your MP (but I suggest not to). Talk to the bartender and he will offer you Milk for 50 G (restores 10% MP), Rootbeer 120 G (restores 25% MP) and Tropical Delight 220 G (restores 50% MP). Leave the tavern.

Now to go to the shop. At the item shop, talk to the shopkeeper, his name is Tonio. First sell your coins (monster coins not the Bronze or Silver Coins). Check out what he is selling. At this point, he is selling

Item Shop

Item	Description	Cost
Bronze Bracer	- Bonus Strength +4	- 1,000 G
Silver Bracer	- Bonus Strength +8	- 3,000 G
Bronze Belt	- Bonus Defense +4	- 1,000 G
Silver Belt	- Bonus Defense +8	- 3,000 G

If you have 3,000 G, go buy the Silver Bracer. After that leave the shop.

Now if you have confidence in yourself, try going to the Grasslands. Here try fighting Rod.

Story

Here, Rod introduces himself and his dog Johnny Wolf. He says that he is a weapon blacksmith and a swordsman. Rod will challenge Rue because he saw the large weapon that Rue is carrying. If you decide to fight, you have to pay 100 G (you will win 1,000 G if you beat him). Pay the 100 G and do battle.

Story

Boss Battle - Rod

Challenge: Hard

Approach him with caution. Do not go near him when he is spiraling either the ground or jumping one. Try leading him to the obstacle (in the middle). He will stop spiraling so now run and attack him using a 3-hit combo, then evade his attack by jumping back twice. After that attack again using a 3-hit then evade his attack by jumping back again twice. Then run around until he does again the spiraling move (either the jumping one or ground one). Repeat the above steps again till you win.

If you win against him, you will get 1,000 G but if you lose then you wasted your money. So after that, go back to town and go to Klaus' House. Go to the basement and talk to Klaus.

Story

He will tell you that according to the diary Rue found at the Atelier below the cliff, an Aeon [Relic] is sealed by a high order of magic, which even the magicians cannot break. And according to the diary, the magician will go to the Atelier of the Master Magician Elroy. Now you are instructed to go to Elroy's Atelier and get more info about the [Relic].

Story

+++++++
+ END +
+++++++
++ -Beginning- ++
+++++++

+++++++
+ Chapter 2 +
+++++++
++ -Underground mystery- ++
+++++++

* 'Town of Carona' *****

* Items: Dream Stone *

After that, go talk to Marco, the kid outside town. Talk to him twice until he tells you about a something hidden in the stump in Carona Forest. So now, head for the Hotel and ask for a room (it costs 500 G).

```

      =
-----
|           |
|           | 1. Bed
|           |
|           |
|           |
|           |
|x          |

```

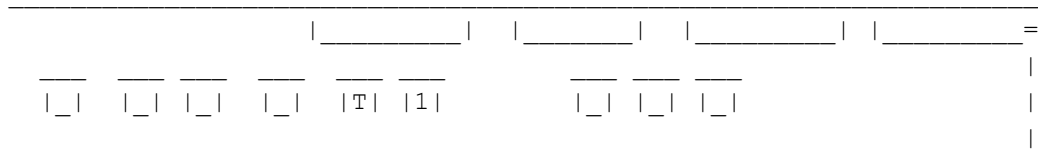
First get the bed and examine the bed to sleep. You will dream about some monkey, jumping down the hollow stump. [You might wonder that why did I let you sleep in the hotel if you could have just slept at the inn. 1) is that because you can get the Dream Stone here and 2) No you will not get the dream if you slept at the inn.] After that leave the Hotel and go talk to Graham outside town for some tips in playing the game.

You need to buy the Silver Belt so if you don't have enough money, fight enemies at Carona Forest and while you are there, why don't you go search for

the items that I listed that you should get later, get them now, the Silver Coin and Bronze Coin (outside the Atelier).

```
*****
* 'Carona Forest' *****
*****
* Items: Moon Stone *
* Enemies: Pollywog *
*         Saber Tiger *
*         Mandola *
*         Ootang *
*         Stinger *
*         Gargoyle *
*****
```

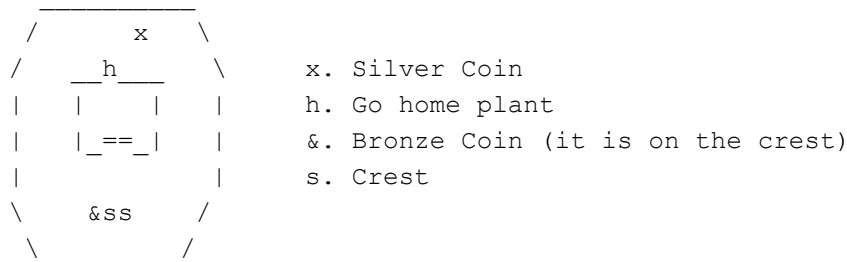
Here, get a Mandola coin and go to the place where you always fight Blood and Smokey. At that room, transform into a Mandola and use Bloom. If it is near you and jumping at you, attack it using Seed. Get its coin and transform into Ootang and climb the tree at the northeast. You will be in a new area.



T. Trampoline Effect, it has a
1. Moon Stone

Here, in the Ootang form, just make your way, jumping from one place to another. On the (T), just jump when you are about to hit on the ground for a higher jump and get the (1) first, which is a Moon Stone. Make your way to the exit (=).

After this place you will just appear at the cliffs so go now to the place outside Cadmon's Atelier.



Go get the coins and leave using the Go home plant.

```
*****
* 'Town of Carona' *
*****
```

After that, go to the Underground Ruins.

```
*****
* 'Underground Ruins' *****
*****
* My Status: HP 103/103 STR 024 + 008 *
*             MP 108/108 DEF 016 + 008 *
* Items: Night Stone *
```

```

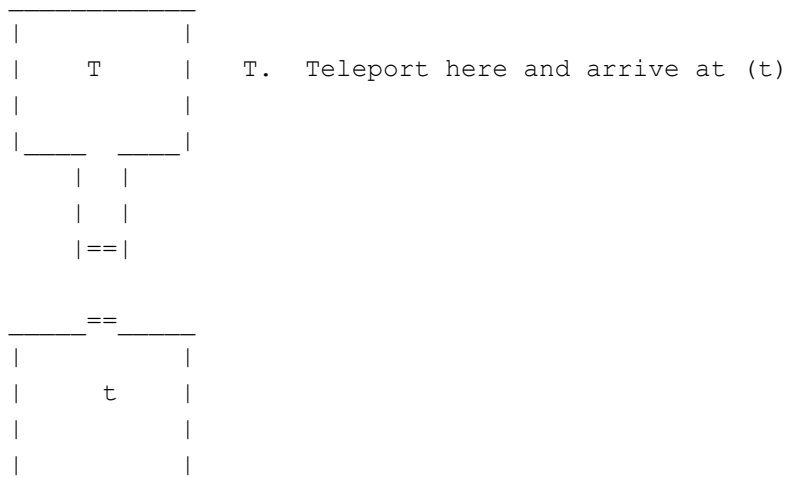
*           Moon Stone           *
*           Rare Wine            *
*           5x Bronze Coins      *
*           Legendary Sword      *
*           Gold Coin            *
*           Tiara (will be stolen) *
*           Cube                 *
* Enemies:  Gudon                *
*           King Ant             *
* Bosses:   Skull Beast         *
*           Duke                 *
*****

```

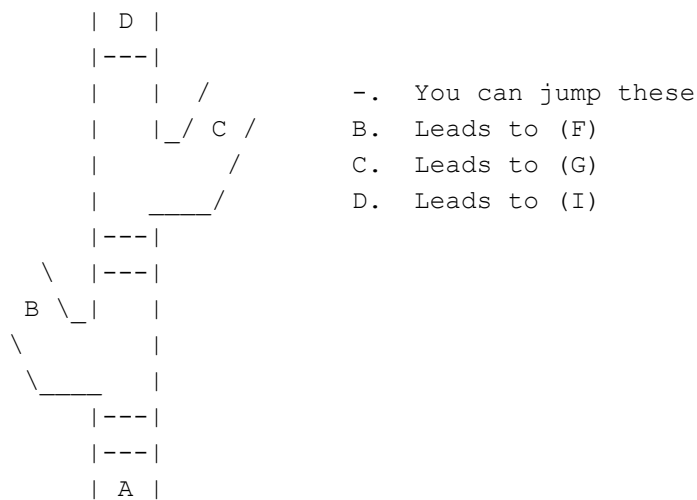
Story

At the entrance, Mint will call Rue and ask him her name. After that, she will ask Rue to work together because the Underground Ruins is full of monsters and she will say that Rue will probably last a minute in there.

Story

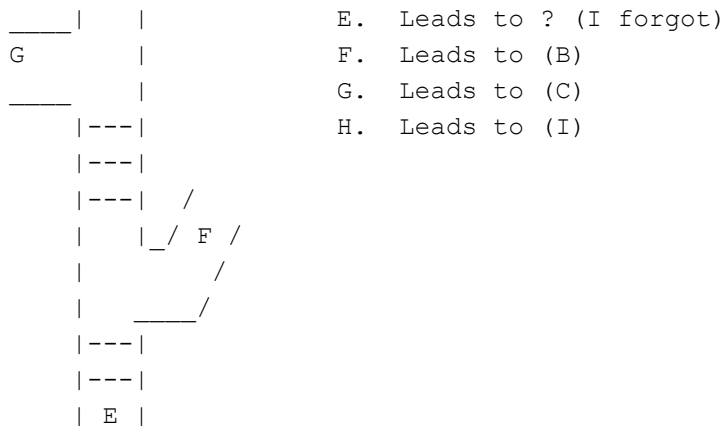


From (t) proceed to the door and you will come out at (A). [This maps you will see will look like a straight line but in the game, it is truly not. But it was hard to follow the curves so this maps are quite alright and you can get to the place where you want to go with these.]

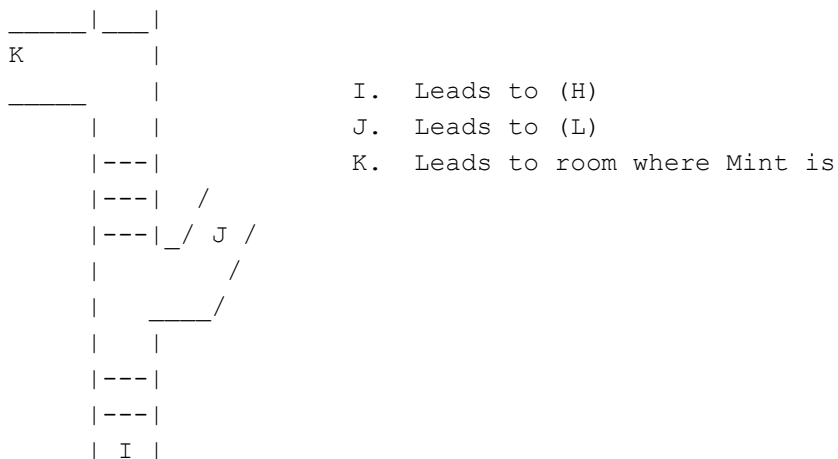


Damn! the some passages does not lead anywhere, they will only confuse you. Just exit at (D). The enemies here are Gudon (the red guy) and King Ant (the black insect). The King Ant has high defense against attack so use Gudon - Flame on it.



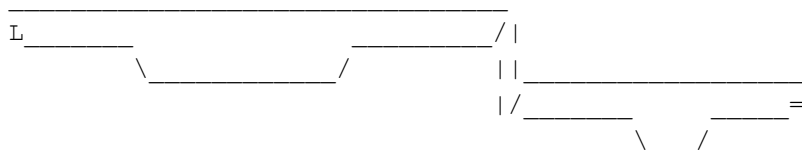


Just go to passage (H). I forgot where E leads to can you please check and E-Mail me or every one of you have to wait till I replay the game with Rue or Mint again.

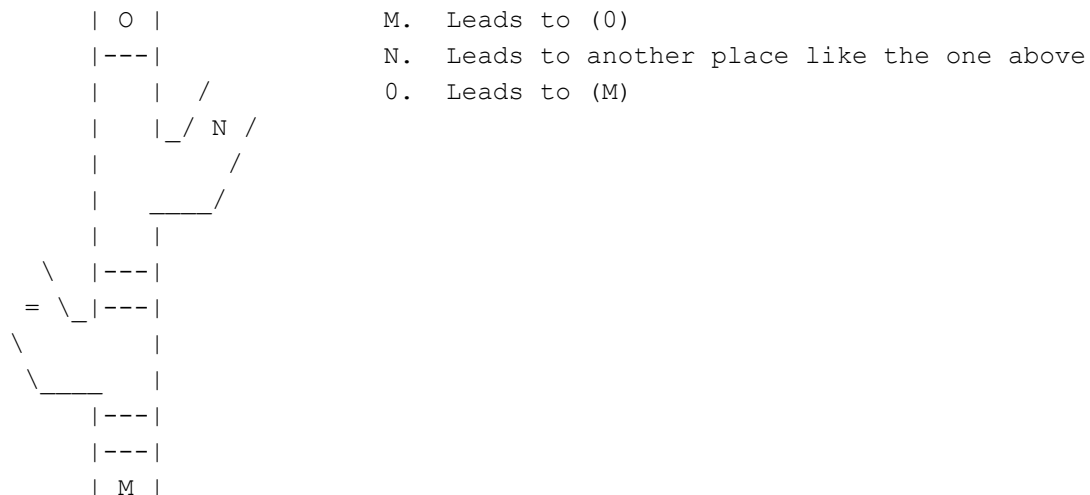


If you want go first to (K), inside that room, you can talk to Mint and she will say something about underground river or something. Then leave and head to (J)

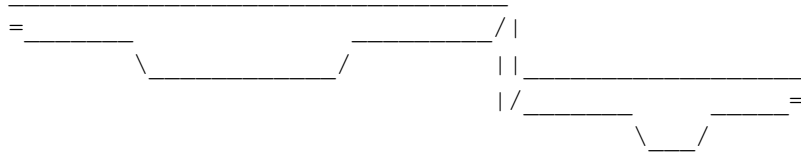
(This map has a part that has a 3D look in it [cool huh! ^_^] - I made this look so good, I admire my work [somebody needs to thank me for this!])



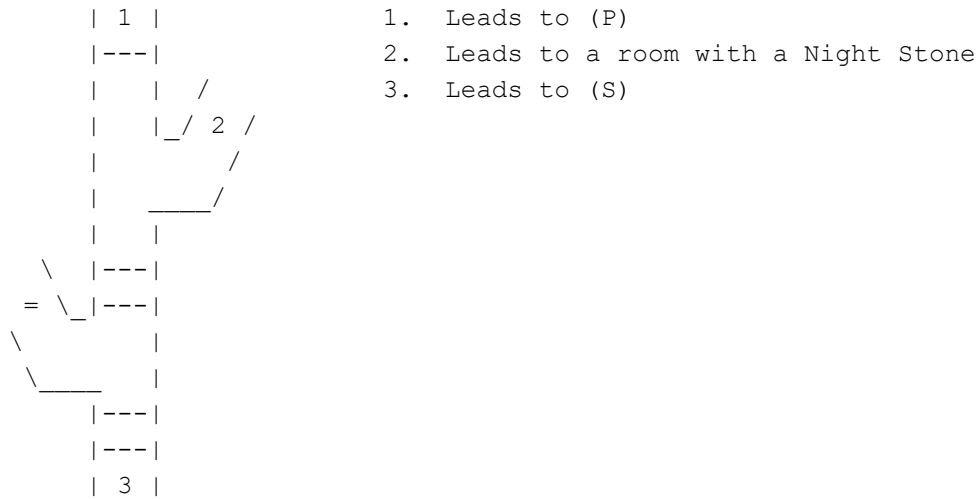
Just run along, beat the Pollywog and head for the exit at the right.



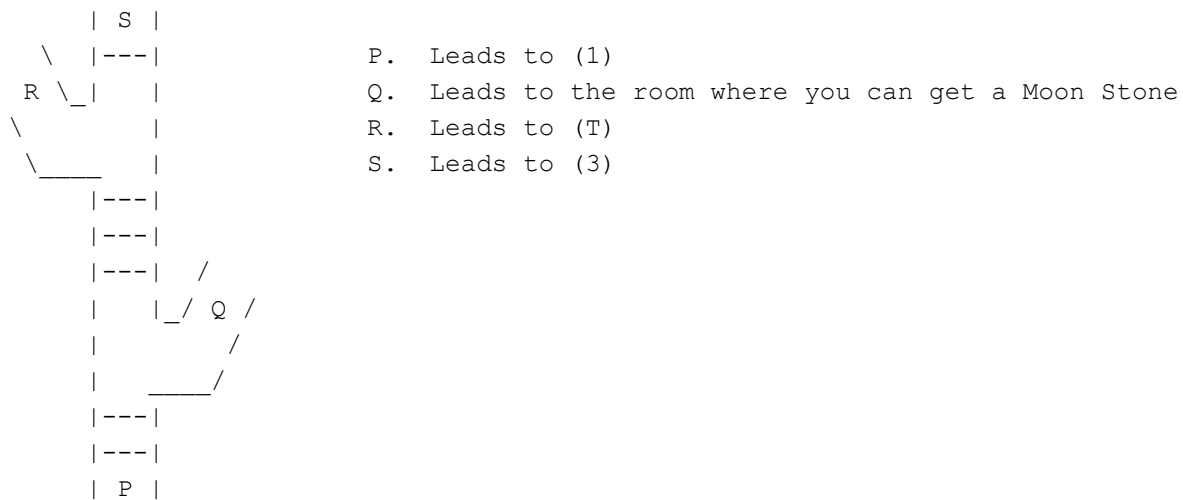
You only need to go to (N).



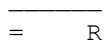
Again, just run along, beat the Pollywog and head for the exit at the right.



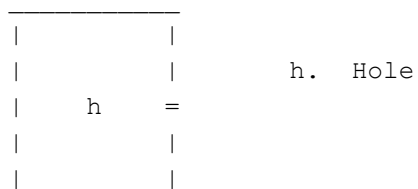
First go to (2) and get the Night Stone then leave the room. Go to (1) or (3), they both lead to the same place.



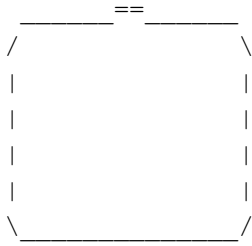
You can hear water running in this place. Here go to (Q), enter the room, get the Moon Stone, then leave and enter (R).



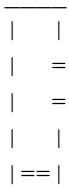
Go out using the left exit (duh!, where else do you want to do).



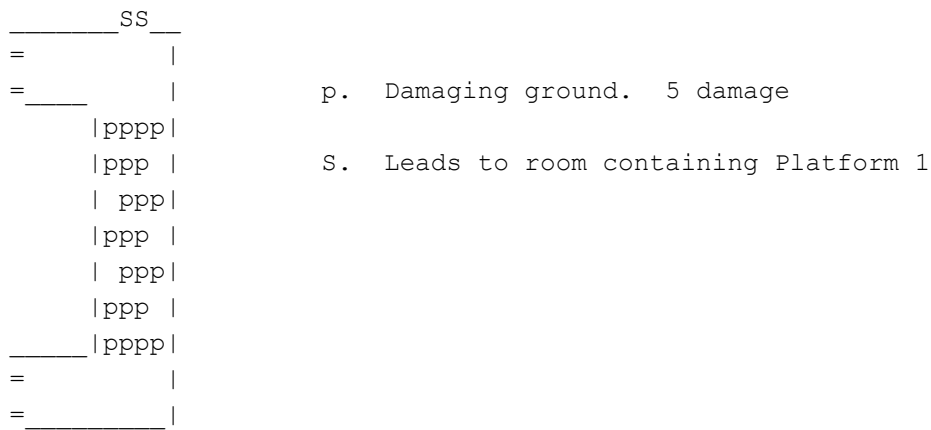
Jump down the hole. [or fall down the hole or drop down the hole.
Whatever.]



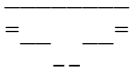
After the fall, enter the top door.



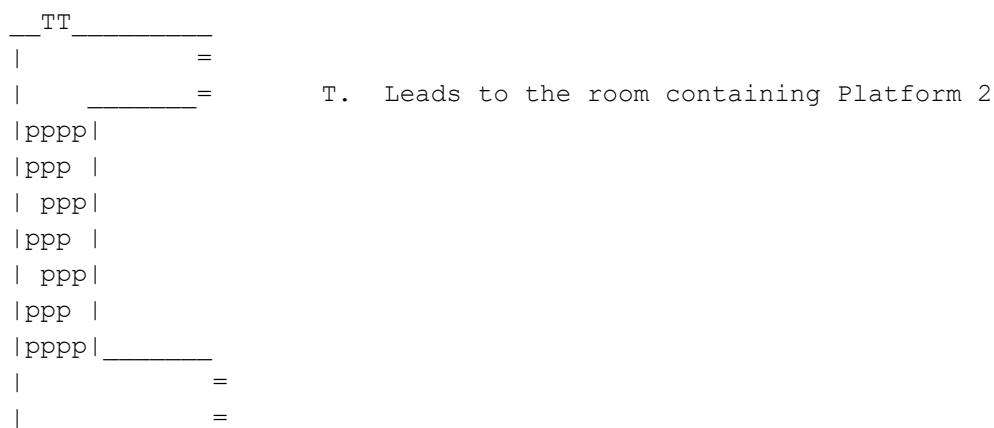
Enter the right door.



Jump on the boxes to avoiding the green part of the ground. Head for (S), get the Icon there (the icon will appear at the room where you dropped at [but worry about that later] also there are 6 platforms), leave the room. Exit the room on the higher left exit.



You can jump down at the center but don't do that or else you will be repeating the steps done above, instead, head for the right exit.



Again, avoid the green ground by jumping from one box to another. Enter (T), get the second icon, then exit the room with the upper right exit.

```
_____  
=  _  _  =  
  --
```

You can jump down at the center but don't do that or else you will be repeating the steps done above, instead, head for the left exit.

```
_____  
=  _  _  =  
  --  
      UU  
      |  
      |  
      |pppp|  
      |ppp |      U. Leads to room containing Platform 3  
      | ppp|  
      |ppp |  
      | ppp|  
      |ppp |  
      |ppp |  
      |ppp |  
      |pppp|  
      |  
      |  
      |
```

Again, avoid the green ground by jumping from one box to another. Enter (U), get the third icon, then exit the room with the upper right exit.

```
_____  
=  _  _  =  
  --
```

You can jump down at the center but don't do that or else you will be repeating the steps done above, instead, head for the right exit.

```
_____  
=  _  _  =  
  --  
      VV  
      |  
      |  
      |  
      |pppp|  
      |ppp |  
      | ppp|  
      |ppp |  
      | ppp|  
      |ppp |  
      |pppp|  
      |  
      |  
      |
```

Again, avoid the green ground by jumping from one box to another. Enter (V), get the fourth icon, then exit the room with the upper right exit.

```
_____  
=  _  _  =  
  --
```

You can jump back down but don't do that. Head for the upper exit to get the sixth platform, leave the room, then exit using the right exit, but you need at least 108 MP if you want to go to the next room. If your Maximum MP is less than 108, go play with your Gudon - Flame and when your MP runs low, go attack the King Ant at the previous room till your MP is full

and play with Gudon - Flame again until you have 108 Maximum MP. But if your Maximum MP is already 108 but you do not have 108 MP, go attack the King Ant till you get maximum MP.

```

_____ |b | ICE. Melt it using Gudon - Flame
= __ICE_a_ICEICE | a. Platform 6
| | b. Rare Wine - DO NOT SELL THIS - give it to
|_____ | Hobbs

```

First melt the ice (using Gudon - Flame) beside you then get the sixth icon, then melt the next ice, then the next ice. After that get (b) the Rare Wine - DO NOT/NEVER, SELL THIS ITEM YOU NEED TO GIVE THIS TO HOBBS FOR A DISCOUNT IN HIS SHOP (from a price of 30,000 G to 5,000 G! ^_^). After that, leave the room.

```

__| |__
  ----
  ----
  ----
  ----
  ----
  ----
  |  __
  |==|

```

Jump down, then walk then jump down, then again, and again, and again. Leave the area using the exit below.

```

      ==
  _____
 /         \
 |         |   1-6. The six platforms (icons)
 |  6       1 |
 |   5     2  |
 |    4 3    |
 |         |
 \         /
  _____

```

Step on the platforms from 1 to 6. They will move and rise to make it look like this.

```

      ==
  _____
 /         \
 |   5 6   |
 |   4     |
 |   3     |
 |   2 1   |
 |         |
 \         /
  _____

```

Jump to the ledge and head for the upper exit

```

_____
|       |
|       |   h. Hole
|   h   |
|       |
|_____=|

```

You will be in another room with a hole so jump down the hole. [or fall down the hole or drop down the hole. Whatever.]

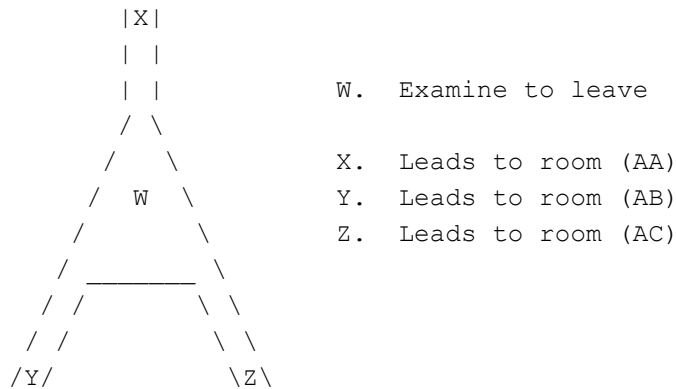
```

=====| _____ | s | _____ | h |
|   | _____ | _____ |   |
|   |           |           | m b |

```


| _____ = _____ | r. Recover HP

First, recover your HP, then grab the Bronze Coin and the Gold Coin. After that, leave the room.



Now that you are back at the triangular room, examine (W) to leave (you can't leave if you didn't yet take the Cube and the Tiara).

After that you will see...

Story

Belle and Duke will demand from Rue to hand over the items he got from the Atelier, but Rue doesn't want to. Because of that, Duke will want to fight you using his new act that he learned from a book called "Shadow Night" which is about the ninjas.

Story

Boss Battle - Duke

Challenge: Medium

You can avoid his attacks by jumping aside. Just use attack 1 to dispose of him.

Story

Belle will say "Good work" to Duke and she will steal the Tiara from Rue. After that they are going to leave and Rue will go after them.

Story

Back to the past room, it would seem like another boss battle with Skull Beast but now, it is invincible and it is stronger. Try whacking it once and get the hell out. Go to the left and step on the platform with the star icon.

Now, run like hell to the top by taking the inner belt (the one closer to the center) and try avoiding the spiked iron balls by passing when you can get a good clearing (it is quite alright to take a hit or two). Pollywog works great here so make sure you have one and you can jump over the iron balls too!

Story

It is a dead end, and the Skull Beast is close, Rue will take a side step so the Skull Beast will fall below.

Story

You will automatically end up in town.

* 'Town of Carona' *

Go to Klaus' House.

Story

In the basement, he will tell Rue that he now knows where the relic was and it is inside the Lake Ruins. Also he will tell Rue that the Cube is somewhat like a key needed to enter the ruins in the lake. Rue will say sorry because he lost the Tiara. Klaus will say that it is ok because they do not know what the cube is for anyway. He will then tell Rue that he knows someone that may know how to use the Cube so maybe you should ask Mel a magician and is living at her Atelier, but he doesn't want to go there so it is up to you to go there because of some reason.

Story

++++++

+ END +

+++++

++ -Underground mystery- ++

+++++

+++++

+ Chapter 3 +

+++++

++ -Mel's Atelier - ++

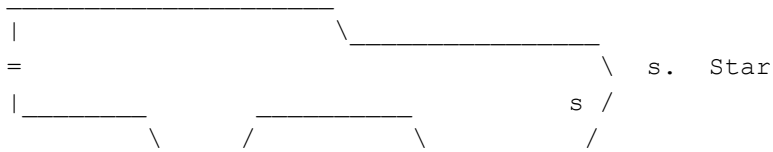
+++++

Now you can access Mel's Atelier and the Lakeside.

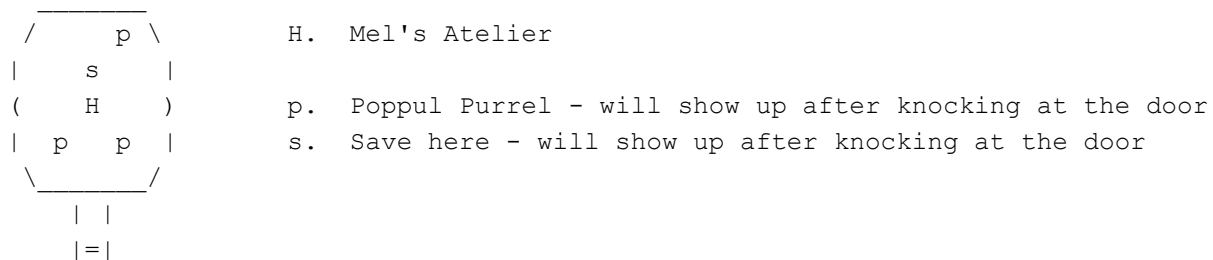
Go first to Hobb's Shop. Here, you can give Hobbs the Rare Wine. If you give it to him, he will give you a discount from 30,000 G to 5,000 G for each base status increase [YEAH! ^_^].

After doing that, go to Mel's Atelier.

* 'Mel's Atelier' *



In this place is Mel's Atelier (duh!). Go walk and in the near half you will be in a ULTRA-WEIRD place [what an UGLY place]. Go step on (s) the Star.



Go knock at the door (where else are you supposed to knock, the roof? HELLOOOOOO!) of Mel's Atelier.

Story

Rue will notice that the place was very unusual. Rue also now knew why Klaus did not want to go to this place. Rue knocks at the door and she notices a strange sound after that, a dwarf-like creature appears and tells him that Mel is not home and he should play the games while waiting.

Story

[Ok, I don't want to play, can I just stand outside and wait for an hour or something. [No you can't, you have to play the DAMN game] ;_;].

Go save first because you *may* reset and bash your CD because of this ultra-annoying mini-games [especially the Big Swings and Giant Balls].

Go play the easiest first, Blow Trumpet. Talk to the Poppul Purrels outside until you find the one that asks you to play Blow Trumpet.

[Sorry no maps for the mini-games. I was so annoyed that I can't do it.]

The games here are timed, and if you hurry, you can get more time at the bonus game. In the bonus game, if you reached or gone above the high score which is 500 points, you can get a Silver Coin, but if not, you can get a Bronze Coin.

Here, wait for the waves or hurry up to avoid it. The enemy here called the cockadoo is annoying. Go blast it with anything you have, just kill the damn thing. On the seesaw, it may seem like impossible to reach, but it is possible. Another seesaw is like something I do not know what to call it [anybody knows?], first jump at the left side of it, then at the right side, then again at the left side, and again at the right side and do the following until you are confident enough to jump to the other side. A little walk after that and you will be at the bonus game. In the bonus game, you have to step on the trumpets to keep the cockadoo away. If you blast many cockadoos at a time, you can get more points. If the cockadoo lands on your head you lose.

After this, go save and go to the Big Swings.

Here, be careful in jumping because the enemies here, called the Imp has an attack that throws stars at you, try to be patient enough so that you don't get hit by it. Also, careful in the swings too. It is very easy to slip by a few centimeters and you will fall. At the bonus game, you have to get the balls to earn points. Do not get the black balls. If you get balls of the same color in consecutive order, you can get bonus points.

After that, save and now is the time that you go to the hardest one (for me), the Giant Balls.

Careful in jumping again because of the Imps. In jumping from a Giant Ball, make sure you don't jump late because you will fall off. There are also cubes near the end where you can step on. It will fall so jump to the next place as soon as possible. The bonus game here requires you to beat up the fungies. Strategy, avoid fungi build up, go all out, whack 'em all.

After this, the cockadoo save point will be gone. If you try to knock again at the door.

Story

Mel will arrive and Rue will be staring at her so she will ask and Rue will say that he was just looking at the fancy stuff all around her. Rue

Just attack them till one of them is defeated.

Story

The hoodlums will run away and the Poppul Purrel will thank Rue. Mint wanted to escort the Poppul Purrel but he said that he would be fine going alone. Now, it would be late so Rue will head back to town.

Story

* 'Town of Carona' *

Before going to your room at the inn and sleeping, go to the Grasslands area and talk to Rod.

Story

Here, Rod will tell Rue something about his past. He will tell Rue the reason why he is, both swordsman and weapon smith. He then tells Rue about his father, Pleskin being the greatest swordsman in the world. Rod wanted to challenge his father for the title but he did not have the chance to do so because his father died already. So now, he seeks to become, just like his father, to be written down in history and excel as being the greatest swordsman and weapon smith.

Story

Now that you have done that, go back to the inn, proceed to your room talk to Ms. Cartha and say 'Go to your room') and sleep (examine your bed).

Story

Rue will have a dream wherein he is being called by Claire. Rue will chase after Claire but Claire's body goes farther and farther and will later be attacked by the claws of the man who you fought. Rue will tell Claire to run but it is too late. When Rue wakes up in the morning, he will mumble about Claire to come back.

Story

Leave your room.

+++++++
+ END +
+++++++
++ -Mel's Atelier- ++
+++++++

+++++++
+ Chapter 4 +
+++++++
++ -Rue's Memory - ++
+++++++

Go to Mel's Atelier.

* 'Mel's Atelier' *

* My Status: HP 122/122 STR 028 + 008 *
* MP 124/124 DEF 016 + 008 *

After that, go leave the town and go to Mel's Atelier. Enter the Atelier

and in there

Story

Mel and the Poppul Purrel that Rue helped will thank him and Rue will inquire about the cube. Mel said that all you need to know is in the report so she hands Rue Mel's Report and the Cube.

After that, Mel will ask Rue the question that she was supposed to tell Rue. She will ask Rue that is Rue human. Rue will ask Mel why does she ask something like that to him and Mel will say that there is something odd about Rue's spirit, she can see Rue's spirit together with a shadowy one. After that, she will say something that she is sorry if she has offended Rue, but Rue will say that it is all right and he will tell a story.

Rue will say that five years ago, he woke up in some ruins and he can't remember anything. He tries to remember what to do, who he is and where to go. But suddenly, he fell down and Claire found him. Even though he is a complete stranger, Claire welcomed him. When she found out that Rue had nowhere to go and stay, she let Rue stay at her house. He will say that he wandered so long and at that time he found a home and Claire that is like his sister. But one night 'he' came and killed Claire, he looked like Rue, and he has a gem on his forehead. Rue will say that he wanted to kill the guy and so he emitted light and the guy was gone and he came to Claire and asked her to open her eyes but she was dead. Light emits on Claire's body and something came out and entered Rue's forehead, it was her spirit.

Now, Mel has understood why Rue is so determined to get the [Relic] but still she asks Rue to think it over. After that somebody will knock at the door and Rue will leave.

Outside Rue will see Mint together with Elena. Mint wanted to ask Rue what Mel told her but Rue doesn't want to tell so Mint is going to ask Mel. Elena will accompany Rue back to town.

Rue will then explain to Elena that he is not a Pollywog but he can transform into one and Elena understood and apologized to Rue. But suddenly, Elena will see a star moving and it is duke. He demands to get Mel's report and the Cube from Rue but Rue does not want to give it.

Story

Boss Battle - Duke

Challenge: Medium - Hard

Just try to avoid his attacks. Just jump attack him until he falls and use attack 2 when he is flat on the ground. When he is spinning, just try to avoid him. After that, he has a finishing move that would deal 20 damage.

Story

Rue will demand to have the Tiara back but Duke jumps far away.

Story

Head back to town.

Story

You will see a cut scene with Doll Master talking to Psycho Master. Psycho Master will tell Doll Master about there is someone who is searching for the [Relic] and it is Rue. Doll will say that they must keep it a secret from Princess Maya. Psycho Master will also say that he prepared someone to watch what Rue is doing, and that guy will arrive to Carona tomorrow morning.

Story

* 'Town of Carona' *

Back in town go to Klaus house and go talk to Klaus.

Story

Rue will give Klaus the report and the cube. Klaus says that the Cube can be opened so they opened it and something came out of it, something which is not human but a mechanical doll. It was written on the report that Grand Master Magician Elroy created the doll and the doll's name is Prima Doll and it is the one that can break the seal to Valen's Relic. But since Prima Doll is still incomplete, Mint can't break the seal now. Rue needs to get the parts for Prima Doll which is kept in the Ateliers of the apprentices of Elroy. A pair of gauntlets, a pair of sollerets are kept in the Ghost Temple while the Earrings is at the Atelier in Gamul Forest and the final item, the Amulet can be created from a Phantomite. Rue will say that he will go to the Ghost Temple and get the 2 pairs of items while Mint will go to the Gamul Forest to get the earrings.

Story

Sorcerer Yordaf is the magician that stays at the Ghost Temple and Klaus will be doing research about the amulet and the phantomite.

+++++++
+ END +
+++++++
++ -Rue's Memory- ++
+++++++

+++++++
+ Chapter 5 +
+++++++
++ -Haunted Temple- ++
+++++++

* 'Town of Carona' *

After that, go check out the new stuff at the shop.

Gold Bracer - 3,500 G - + 12 Bonus Strength
Gold Belt - 3,500 G - + 12 Bonus Defense

After buying those, go to the Ghost Temple.

* 'Ghost Temple' *****

* My Status: HP 111/111 STR 032 + 012 *
* MP 118/118 DEF 016 + 012 *
* Items: 3x Bronze Coins *
* 3x Silver Coins *
* Pair of Sollerets *
* Night Stone *
* Moon Stone *
* Pair of Gauntlets *


```
| S   P |           P. Puppet that is not moving
|       |
```

To open the door, attack the Puppet (P) which is not moving and stand on where it was standing and transform yourself into a Puppet in order for the door to open. Proceed to the next room.

Story

As the door opens, a red sickle thing will come out. Rue will move back to evade it and then he will look around and proceeds. In the next room, he will see a suspicious looking chandelier in which he is thinking that it might fall if he steps on the floor below it. Knowing this, Rue will cautiously move along the corners of the room but an enemy with the red sickle will arrive.

Story

```

_____K_____
|               |
|               |   J. Leads to (I)
|               |   K. Leads to (L)
|               |
|               |
|_____J_____|
```

Boss Battle - Chimera
Challenge: Medium

Try to be careful because the Chimera moves fast and attacks you using the sickle. Try evading it by jumping both back and aside. You can attack it when it is standing still (it will stand still in a few seconds after charging you).

Story

After the defeat of the Chimera, Rue will pick up the Left Solleret.

Story

Now that you have the Left Solleret (which is dropped by the Chimera), 3 items more to go, exit the room.

```

|M|               L. Leads to (K)
| |_____       1. 4 Skeletons
|_____||_1_|_||_2| 2. Recover HP
|               M. Leads to (N)
|               |
|               |
|               |
|               |
| L |
```

In this room, jump to get to (1) but 4 Skeletons will arrive. Fight them all but if you have a low HP, jump back, transform into a Specter and just use Magic to get rid of them. After that, go to the left side and step on the Recover HP panel and go to the right side and exit the area using (M).

```

_____|2|_____|R|_____|   O. Room with 2 Puppets and Ootang
_____O_|2|P_|_____||_____|   P. Room with 3 Skeletons
|_____|2|_|_____||_____||   Q. Rm. with 2 Skeletons and Specter
| |_____|2|_|_||_____||1 S   R. Room with 3 Bronze and 3 Silver
| |_____|2|_|_||_____||_||   Coins
|N|_____|2|_|Q|_____||   S. Room's exit
_____|2|_____||_____||
```

1. see below
2. Mid-level Elevation
 - the places with the room exit is at high-level elevation
 - the places not belonging to any are at low-level elevation
 - the low-level elevation has both normal and damaging ground patches

Upon your entrance, just move up and left then enter room (O) and get an Ootang coin. Leave the room and hop to the place with a Skeleton and a Pollywog [the Pollywog form would make the jumping easier], get both coins. You can ignore other rooms except for room (R), wherein you can get 3 Bronze and 3 Silver Coins. After that at (1)

(1 looks like this)

```

____DOOR____ DOOR. The exit, currently locked or (S), leads to (T)
|           | S. Statue of a Skeleton
| S   P   | P. Empty elevation
|           |

```

Jump up to the empty elevation (P) and transform into a Skeleton to open the door. Proceed.

```

_____U_____
|           | T. Leads to (S)
|           | U. Leads to (V)
|           |
|           |
|_____T_____|

```

In the next room, there is a Chimera again.

Boss Battle - Chimera

Challenge: Medium

In this second battle, it will lose the ability to charge you fast and attack you with its sickle. It has a new attack in place of that, it can cause bolts to fall from the sky [uhhh... roof actually]. You can avoid that attack by running around the place or running far from its starting point. Attack it when it is not moving or after he throws down his bolts.

After the battle, it will drop the Right Solleret, grab it and proceed to the next room using (U).

(yeah!, 3D look for the elevation)

```

_____/\_____/
| ___|___/ \_____|1=
| |
| |
|V|

```

Beat up the 2 Specters and transform yourself into an Ootang so that you can jump the high elevation. At (1):

(1 looks like this)

```

____DOOR____ DOOR. The exit, currently locked or (I), leads to (J)
|           | S. Statue of a Skeleton that has fallen apart

```



```
| S   P |           P. Skeleton that is not moving
|       |
```

Attack the skeleton that is not moving and hop onto the place where it was standing, transform yourself into a Skeleton, then use the ability Fall Apart, the door will open, proceed.

```
      W
-----
|           |           W. Leads to (X)
|           |
|           |
|           |
|_____|=_____|
```

Another room with a Chimera.

Boss Battle - Chimera

Challenge: Medium - Hard

Now it has the combined attacks of the last two and new attacks. Again to avoid the fast moving charge, just jump back and aside. Also to avoid the bolts, just run far from the bolts starting point or run around the place. Fire Wall attack is one of its new attack. Just stay away from it (it would encircle him and he won't move). It can also throw fire now so just jump aside to avoid it. You can attack and run back and just attack and run back again and again.

Leave the room using (W).

```
      Y
-----
|           1  1|       1. Flame (extinguish using any Specter ability)
|_____1_2_1|       2. Spike Ball (will drop)
|   |           Y. Leads to (Z)
|   |
| X |
```

In this room, door (Y) is locked and it can be opened if you extinguish the Flames (1). You can extinguish them using any of the Specter's abilities [I suggest you use the one that costs more MP to cast]. Leave the room using (Y).

You will appear at (Z), remember it is the room where you previously saw Puppets moving and this door was locked. Now the door (D) will be open so leave the area using that and you will come out at (B).

```
      C           B           A. Entrance / Exit (after getting through the place once)
/           \           B. Leads to (D)
|           |           C. Leads to (a)
|           |
|           |
\_____A_____/
```

Story

Rue will wonder how come room (C) is open. He will approach the door and notice that there are fresh footprints.

Story

```
_b
-----
|__2__|       a. Leads to (C), will shut after ...
```

- | | | | b. Leads to (c)
- | | |3| 1. Rue will notice someone moving
- | | _____ 2. Rue will prepare to attack
- |1_____a 3. Lever to open (b)

In this room as you approach (1), Rue will notice someone moving, and as you approach (2), Rue readies in order to attack the one that is moving.

Story

Rue will prepare to attack the one that is hiding and the one hiding will come out and Rue will see Elena. Elena will say that she just came to look for Rue because she thought that Rue needs a guide at the place even though she hasn't been there yet. Elena will ask Rue to explore together but Rue wants Elena to go back to town and he will accompany her because the place is dangerous. Elena will get convinced and as you go back to where you entered, the door will close and Elena and Rue cannot go back. Rue decided to take her but asks her not to move unless he say so. Elena agrees and both of them will go together. Rue will says to Elena that he will transform more often and asks her if she would be all right. She will say that she will be ok but asks Rue to transform into cute forms.

Story

-----+
 | Note that you have to press the Triangle button if you want her to come.
 |It is just like a game (I don't like to say the title because I don't have
 |the time to add them to the Copyrights and Legal Stuff section anymore [but
 |if you like a clue, it is an Action game with a little bit of Role-Playing
 |and the words virus and zombies are involved]) wherein someone will follow
 |you and if you are pretty far from that person, you can't proceed to the
 |next room. But the good thing is that Elena doesn't trip over or something.
 |
 | Elena can get stuck at corners so just go near her and guide her. Also,
 |you can't leave the room if she is far from you (Rue actually '_').
 -----+

Now, trip the lever and exit door (b).

- __g__
- | | | d. Locked, leads to room with 3 Skeletons
- |1 | e. Locked, leads to room (f)
- |__| g. Locked, leads to room (k)
- d____e 1. Hole (examine it), need to transform into Stinger, leads to
 (h)
- _____
- | | |
- | | |
- |_c_|

First jump from your position to where (d) and (e) is and if you examine them, they are locked so do the next jump and examine (g) and it is also locked. After that, examine (1) and you will notice that there is a small hole and you need to transform into something in order to pass through. Call Elena.

Story

Elena will come and as she is standing at the position where doors (d) and (e) are, monsters will come out. Rue will tell Elena to jump back and Elena will do that. Rue jumps toward the place with the monsters.

Story

Kill all the monsters but there are still monsters inside the room and they

are banging at the door. Enter both rooms but go into (d) first. At room (d), just kill all 3 Skeletons and exit the room. Examine door (e) next.

```
_____
|      2      4|      1. 3 Puppets
= 1 | 3 |      2. Examine it to break through the wall
|_____|_____|      3. Stinger
                        4. Moon Stone
```

Thrash all 3 Puppets then examine (2). The wall will crumble and you can pass. Kill the Stinger and get its coin so that you can pass through the hole at the previous room. Grab the Moon Stone (4) before you leave.

Now that you have the Stinger form, transform into it and pass through the hole (1).

```
_____
| _____i
| |          g. Leads to (j)
| |          1. Night Stone
|1_ |
| |
| | _____
| _____h
```

In a Stinger form, go left, then up, then left to grab the Night Stone (1) and go back right, then up then right to exit the place.

```
___l___
|      |      j. Leads to (i)
j   1|      k. Locked, Leads to (g)
|__ __|      1. Locked, Leads to (m)
   k        1. Lever, Unlocks door (l) and (k)
```

Here, trip the lever and Elena will enter the room where you are using door (k) which is now accessible. Exit the room using door (l)

```
_____
|      |      |
| _____|      m. Leads to (l)
| |      | |      n. Locked, Leads to (o)
| |      | |      1. Lever, Unlocks door (n)
|1 |      | u|      u. Appear only (by Teleporter (t))
|__ _|      |__ _|
   n          m
```

Trip lever (1) and enter door (n).

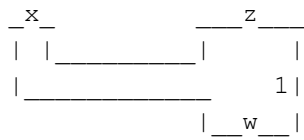
Story

Elena will get locked at the previous room but Rue will tell her to throw the lever so that she can access the door. Elena throws the lever and enters the room where Rue is.

Story

```
___q___
|      |      p. Teleporter that needs Puppet form, Leads to (s)
|p  1|      1. Lever, opens door (q)
|__ __|      q. Leads to (r)
   o          o. You will enter the room through here
```

Trip the lever (1) so that (q) will open, enter (q)



- w. Leads to (v)
- x. Leads to (y)
- z. Leads to room with Mysterious Statue together with 3 Silver Coins and a Star Stone (cannot be accessed, come back later to get it)
- 1. Lever

You still can't enter room (z) right now so you have to come back later. What you need to do here is to hit the lever (1) and go left, then up and enter door (x).

*Thanks to Even Staves for verifying to me that you can't get the Mysterious Statue, the 3 Silver Coins and the Star Stone right now. And also for telling me the items that is together with the Mysterious Statue.



In the next room

Story

Rue and Elena will see Duke battling with a Chimera. Duke will confidently destroy the Chimera, grab the Right Gauntlet and talk to Rue. He will say that he is going to get the other stuff from Rue and after that, he will also beat Rue up. He will say that he has a new act from the book "Fist of Fire" and the new move is the 'Sunrise Uppercut'. He will say that he is a little sleepy but his fist is powerful. He will also ask Elena to stay back before the battle.

Story

Boss Battle - Duke

Challenge: Medium - Hard

Avoid his fists and uppercut by jumping back. Also when he lights up, he will punch the ground and will either do a circular attack or a straight one directional attack. You can attack him when he finishes doing an uppercut and you can do that only twice because he has another uppercut which will follow. Do not attack the obstacles because they will deal you damage. You can also try to let him destroy the obstacles so that he will be the one to take up damage.

Story

After the battle, Duke cannot but desperately tries to get up. Rue will say to him that the battle is over but Duke is still determined to get the stuff from you. Elena will try to help Duke but Duke will refuse her offer because he does not need Elena's pity. But Elena will say that she wants to help Duke so Duke will get up and say thanks. After that, the Wall will move and there seems to be a trap mechanism and it would crush all of them. Rue will try to open the previous door but it is locked. Duke tries to stop the wall by pushing it and asks Rue to open the other door. Rue will try to open the door but it is also locked and Duke will tell him to bash it, destroy it or something because he cannot push any longer.

Story

Just continually use Attack 1 and it will eventually open. Or according to KTeoh:

At the final section, where Duke holds the moving wall as hard as he can, he will tell you to whack the door, right? Well, you can press Attack and waste your finger's energy, OR you can...

...just stand there and hear Duke's agony... (heh heh)

Just when you think you're gonna die, Elena will say that the door is actually a SLIDING door, the door opens and everybody gets out. (I think thats one of those little times that Elena proves very useful ^_^)

Story

Elena will go out and say something about how good the sunlight feels and stuff. She will also ask you to go back to town. She will thank Duke but Duke will say that he just wanted to save himself. Elena will tell Duke to stop pretending because she knows that Duke is a good guy. Elena will tell Duke to take care of his injuries and then she will be going back to town with Rue. Duke will stop you and give the Right Gauntlet, Rue will thank him but Duke will say that it is not for Rue but for Elena for worrying about him.

Cut Scene

At the hotel, Belle is mad at Duke for giving Rue the Gauntlet and she will beat Duke up. She will ask Duke to explain why he gave it after he worked so hard just to get it. Duke couldn't explain because he will say that he was just help by Rue and Elena and when they were outside, he just got a strange feeling and gave it. He will say that he is stupid and promises to beat Rue up next time and get the stuff back. He will say that he can do that because he is psyched just like in the book.

Belle will ask what book

"'Fist of Fire', baby!!! Rue, I'm gonna like 'Fist of Fire' with you." - Duke

"YOU MORON, (what was that all about? Maybe he really is a nut case." - Belle

Solin will arrive and asks them to pay up 2,500 G for their stay. Belle will tell him that she is going to pay for it sometime tomorrow. Now, Belle asks Duke to fix up Hexagon, their secret weapon and get money FAST!.

Cut Scene

Rue will be back at town and he will see Claire going into the alley that leads to the tavern and Hobbs' shop.

Story

* 'Town of Carona' *

Follow where Claire went, the alley that leads to the tavern.

There, you will not see Claire but talk to Marco.

Story

Rue will ask Marco if there was a girl in a purple robe and that is about his height. Marco will say that he did not see anybody so Rue will wonder what he saw.

Story

If you check Rod out, he has a new weapon which is called the 'Golden Gale'.

Go to Klaus' House.

Story

Mint will be there and tells Rue that Belle put her up to a tough fight at the forest. After that, they will put the Pair of Gauntlets, Pair of Sollerets and the Earrings to Prima Doll. Klaus will then ask the both of you to get the Phantomite at the Raging Mountains and somebody there named Wylaf is there and a collector of rare gems and minerals and he might have some. Mint decides to go but Klaus will tell her that Wylaf is a powerful dragon so she will back down and pass the work to Rue. Mint will also tell Rue that she will be the one that is going to confront Belle and Duke to get the Tiara which 'Rue lost'.

Story

+++++++

+ END +

+++++++

++ -Haunted Temple- ++

+++++++

+++++++

+ Chapter 6 +

+++++++

++ -Raging Mountain- ++

+++++++

Go sell your monster coins and buy Platinum stuff at Tonio's Shop.

Platinum Bracer - 4,500 G - Bonus Strength +16

Platinum Belt - 4,500 G - Bonus Defense +16

* 'Ghost Temple' *****

* Items: Mysterious Statue *

* 3x Silver Coins *

* Star Stone *



w. Leads to (v)

x. Leads to (y)

z. Leads to room with Mysterious Statue together with 3 Silver Coins and a Star Stone

1. Lever

Just follow the above Ghost Temple part until you get to the above illustrated room. DO NOT HIT THE LEVER, just enter door (z). Inside get the Mysterious Statue and the 2 other stuff. After getting all of them, leave the room, hit the lever (1) and enter (x).

*Thanks to Even Staves for verifying when to get this things in the Ghost Temple. And for telling me the items that goes with the Mysterious Statue.

Interesting Stuff to Check Out

Notice that the camera view is different now and you will be facing Rue's

front side instead of his back. This is very confusing but it is quite fun after a while because you don't see the things that are in front of Rue.

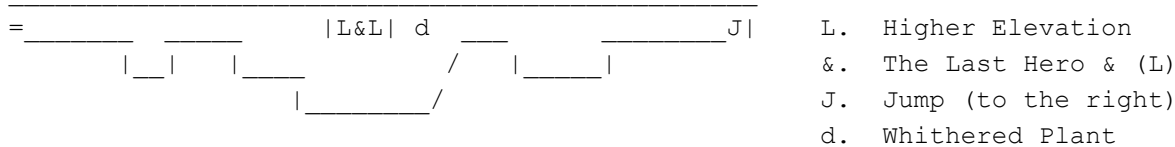
Just go back to the main entrance and you can leave through there but MAKE SURE YOU GET A SPECTER COIN if you do not have one.

```
*****
* 'Town of Carona' *
*****
```

Go to Carona Forest if you have a Specter Coin but if not go to the Ghost Temple (again!) and grab one.

```
*****
*'Carona Forest' *****
*****
* Items: The Last Hero *
*****
```

Walk at the lower part of the road. Jump down the stump.



There are two kinds of enemies here, the Stinger and the Mandola. The Stinger is hard to hit so just measure the time when they are near your attacking range, hit them. When you reach the withered plant, blast it with your Specter - Water. It will take a few hits and the plant will grow. Now, step on the plant (just jump to get to it) then get on the higher elevation part (L) and take the (&) The Last Hero. After that leave the area. You can leave the area by going right until you reach the wall and jump towards the right.

You will end up at the other open stump of the Carona Forest. Just proceed until you get to the area outside the Atelier, talk to the Go home plant there.

```
*****
* 'Town of Carona' *
*****
```

Go to the Grasslands area and talk to Rod. Rod will ask you if he could have the The Last Hero. Go give it to him, he will tell you that it is a book about the life of a dragon slayer named Highwind. He will say that he always wanted to read this and since you gave it to him, he will reward you into giving his 4 Strength Ups that he bought from Hobbs. Your base strength will increase by 4 [yeah!, free stats].

After that, leave the town and go to the Raging Mountain.

```
*****
* 'Raging Mountain' *****
*****
* My Status: HP 123/123 STR 036 + 016 *
* MP 119/119 DEF 016 + 016 *
* Items: 3x Silver Coins *
* Legendary Shield *
```



```

* Phantomite *
* Enemies: Fire Blob *
* Ootang *
* Bubba *
* Pollywog *
* Gudon *
* Bosses: Belle with Hexagon and Duke *
* Wylaf *
*****

```

```

_____ b. Boulder
|pp| |pfp| b= f. Falling ledge
_____ |pp| |pfp|-----b= p. Pit
|_____b_X_|pp|_____|

```

First go straight and fight the enemies if you like (Ootangs and Fire Blobs) just go and jump the pits (p) and on the next place, just jump across (you may like to step on (f) but you better hurry or you will fall with it). At the next place, you will see it is blocked by a boulder (b) that you can't destroy so just jump down and fight the Bubba there, kill it and get its coin. Use Bubba - Hammer or Bubba - Final Strike to destroy the boulder at your right. Now go back again to the top and hop the pits (p) and go destroy the boulder (b) near the exit. Go to the exit (duh!).

```

_____ b. Boulder
/ ___b_1_| _____ F. Fissures
___/ / _____/ _____F__=
|___/ b_____ F area | 1. 3x Silver Coins
|_____ / |_____ |

```

Here just go up first and destroy the boulder (Bubba - Hammer or Bubba - Final Stirke) and get 3 Silver Coins (1) and then go back, now down and again destroy the boulder and in the (F area) just avoid the steam coming out of the ground because they would damage you. Just go to the exit.

```

_____ b. Boulder
LAVA | ___b__r | | r. Restore HP
|___| |___| LAVA | LAVA. Lava (5 damage)
=___| O |___| |_ | |_ | |_ | |___=
LAVA |
_____ |

```

You have to jump along the floating platforms (they move Up and Down). First go smash the boulder and Restore your HP (r), and then go back and just finish the place by going to the right exit.

```

= o |pp| |pp| o o = o. Obstacle
= ___o___o___|pp| |pp| _____ = p. Pit

```

In this area, the winds sometimes blow, so avoid jumping too much. You can use the obstacles (o) as cover when the wind blows so you can attack the enemies that are blocking your way and prevent you from blowing away. Jump the pits only when the wind is not blowing or else you will fall or fall back (the Bubba is a major blockage on the way so take it out, even if you fall, it does not matter). Just head for the exit.

EXTRA PLACE FOR BOSS BATTLE

```

|___| |_____ | |___|

```


Rue will call Wylaf and Wylaf will arrive and say something about how dare humans disturb him but he will say that Rue is not human. Rue will apologize for the disturbance but he wants Wylaf's help. Wylaf will read Rue's mind and say that he has a lot of Phantomite but he would not give it to Rue. It is because that he can destroy the world in attempting to do, the reason why he wants to get the [Relic]. Wylaf will say that Rue is a selfish runt but Rue will say that you just want to save Claire and that he doesn't intend on destroying the world. Wylaf will tell Rue that his words are meaningless and that it can only be proven with a weapon.

Story

Boss Battle - Wylaf

Challenge: Medium

You can avoid getting damage and deal damage to Wylaf when WHILE he is swooping down at you, you use Attack 1 and slash the air until he gets near you and you will eventually slash him and he will go back into the air. Also, when he breathes a fireball, avoid the place where it will fall and avoid the (+) effect that it has (there would be a cross (+) in which the fireball is the intersection). Avoid also the vortex when he casts one because it will throw you into the air. When his life is below 1/2, the battle will be over.

NOTE THAT YOU SHOULD NOT ATTACK ONCE HE SAYS THE FIGHT IS OVER OR ELSE PREPARE TO GET ROASTED, errr ... I mean meet the Game Over Screen. Thanks to KTeoh for giving this to me, check the Cool Stuff section to see more about this.

Story

Wylaf will say that your heart is true and splendid and he will give you the Phantomite. Rue will thank Wylaf but Wylaf will say that there is no need because Rue deserves it. Wylaf will say that Rue's heart is true (again!) and that he knows that Rue will not misuse the power of the relic and that a 1,000 year old knowledge guarantees it. Wylaf will leave, (and maybe so for Rue too).

Cut Scene

You will see Belle and Duke at the tavern and blame each other because they failed. Belle will say that they do not have enough money to buy food, they have not yet paid the hotel and that they have to repair Hexagon. Duke will say that if they did not stay at the nice hotel, they could have had enough money. Belle will punch him and say that unlike Duke, she came from a good family and she does not want to stay at a cheapo inn. After that, Annette will ask them to leave because they are disturbing the other customers or they should just have to quiet down. Mint will arrive and they she is going to talk to Belle and Duke about something...

Cut Scene

At the town, the hoodlums will arrive and give Rue a letter of challenge. Rue is challenged to fight Blood and Smokey at the usual place at Carona Forest. The hoodlums will leave and tell Rue that they both hope that he will come.

Story

* 'Town of Carona' *

Why don't you go and save your game at the inn and go to Carona Forest.

* 'Carona Forest' *****

* Bosses: Trap Master *
* Blood and Smokey *

Go to the area where you always find Blood and Smokey.

Story

They will say that they have a new boss, and he is someone with a red spike hair and he will tell Rue that his name is Trap Master. Trap Master will tell Rue that he was expecting some tough big guy but he will tell Rue that it doesn't matter because he is going to bash Rue. Trap Master will tell Rue that Rue is on his trap and Trap Master will take Rue at his own battle field because he usually destroys the surroundings when he fight outside

Story

Boss Battle - Trap Master

Challenge: Easy

All you have to do here is to stand on the center and use Bubba - Hammer. He will just die. Just avoid jumping too much and stepping on blinking platforms. You can die in this battle if you want.

Story

After that Trap Master will say that Rue was nothing and he can easily kill her in a few seconds but he cannot kill Rue yet. The two, Blood and Smokey will fight Rue because Trap Master will go away.

Story

Boss Battle - Blood and Smokey

Challenge: Easy

Just use Attack 1. Just fight one of them for an extremely easy battle.

Story

Again, they will be beaten and they will run away.

Story

You will be automatically back at the town.

* 'Town of Carona' *

If your old coin is the Bubba coin, go back to the Raging Mountain and fight any monster and get its coin and fight a Bubba and get its coin, then leave the Raging Mountain.

Go back to Carona Forest.

* 'Carona Forest' *****

* Items: Star Stone *
* Enemies: Pollywog *
* Saber Tiger *
* Mandola *

```

*           Ootang           *
*           Stinger          *
*           Little Bat [NEW!] *
*           Gargoyle         *
*****

```

Avoid killing any monsters so that you would not get their coins. Just go to the cliff and kill a Stinger and get its coin.

```

|21|
|4322|___
|566666666|
-----\6\
|xx| |_R| |6|_
    __|66|      R. Just a rock, nothing inside
    |&&&&776|     S. A rock, destroy it using Bubba - Hammer or Bubba -
    |8+++++6|     Final Strike
    __|9|||||7|
|bba|||||&|
|bb||||||S=
|ccdde||&|
|gffeee| |7|     & It means that it is both 6 & 7. The ? is at 7
|hh+++ee| |+|
|hhi+++++|
|iijjjjj|
|llll|jj|
    |jj|
    |jj|
    =j|

```

Here, go to the (6), the one at the left of a (+), from there, jump so that you would not fall at (7), and that you would step on (&). there will be a rock there (S), destroy it using Bubba - Hammer or Bubba - Final Strike. A tiny hole will appear and you need to transform into a Stinger and pass through the hole.

Inside, there will be Little Bats, just follow the path until you get the Star Stone.

Go back to town.

```

*****
* 'Carona Town' *
*****

```

Go to Klaus' house.

Story

Rue will give him the Phantomite and Klaus will be amazed that Rue got it. He will take it and will say that he will make the Amulet for Prima right away. Rue will then tell Klaus that only the Tiara is left and you are going to get it from Belle and Duke but Mint will arrive telling Rue and Klaus that there is no need for that because she already got it from Belle and Duke. Rue will ask Mint how she got it but Mint would not say it.

They will then put the Tiara on Prima Doll but ask what the Tiara is for. Prima will say that the Tiara is used for decision making and certain abilities, both mental and physical are on the Tiara which exceeds the current intelligence which is only a mere backup. After a couple of small talk, Mint will get mad at Prima Doll and shows him the finger. Also, after

that, Prima Doll will bug Klaus to finish the amulet as soon as possible but he will suddenly stop. All of them will wonder what happened so they have to talk to Mel to find out.

Story

+++++++

+ END +

+++++++

++ -Raging Mountain- ++

+++++++

+++++++

+ Chapter 7 +

+++++++

++ -Bond with Prima- ++

+++++++

After the talk, go check out the town and if I am not mistaken you can get 2 Silver Coins and a Bronze Coin (I am not sure because I think that items in places appear at random).

Go to Mel's Atelier.

* 'Mel's Atelier' *****

* Items: 1x Gold Coin *

* Boss: Gorotan *

Talk to Mel.

Story

Rue will say that there is something wrong with Prima Doll. Mel will say to her that it must be because of Prima Doll's energy being radiated after its long rest in the cube. She will tell Rue that there might be a way to restore Prima Doll's energy and that you need Gorotan's power, some guy that can control the power of lightning. She also will say that she is not sure whether it will work but it is worth the try and tells Rue to be careful because Gorotan does not like visitors. Mel asks Rue to just find out where Gorotan leaves from one of her assistants.

Story

[Gold Coin info], contributed by Kele Kravelin (kestrel@furcen.org)

"When going to Mel's Atelier as Rue when Prima is out of energy I found a gold coin on the pink petalled plant with blue leaves and the purple 'crown'."

Go outside the Atelier and talk to the Poppul Purrel that you helped earlier. I think it is the one near the back.

Story

He will say to Rue that he knows where Gorotan is and asks Rue if he wants to play with Gorotan now, say Yes and Rue will be in a room with a flying guy thing.

Story

Go talk to the flying thing and it will transform into a big cat.

Boss Battle - Gorotan

Challenge: Medium

Avoid the star thingies that are around him and it will just go farther away from him, leaving himself unprotected from your beating. Go near him and attack him until he dies.

Go back to town.

* 'Town of Carona' *

Go to Klaus' house.

Story

Rue, in a Gorotan form, will be blasting bolts to Prima Doll and Prima Doll will be charged up. He should be ok now and he only needs to get the Amulet in order to break the seal.

Story

I am not sure but iamnothing went to the tavern after this so head for the tavern and maybe something will happen.

After going there, go leave the town and head for the Lakeside.

* 'Lakeside' *

In the lakeside, you will see Mint together with Elena. Go near them.

Story

Elena will tell Rue and Mint how she will feel after they get the [Relic]. She will say that she will be lonely because they will leave Carona. Mint will say to her that it doesn't matter because she will conquer the world and create a castle. Mint will also ask the two whether they want to become ministers at her kingdom. Elena will answer first and tell Mint that she wants to become the minister of house keeping. Mint will ignore Elena and then ask Rue whether he wants to become a minister after getting the [Relic].

If you chose the option about Rue saying something like being a minister would be a great idea, Mint will tell Rue that she wants Rue to become the dog walking minister, Upon hearing this Rue will say that he will change his mind and say that he just wants to stay home.

But if you chose the other option which is about Rue saying something about turning down the offer, Rue will say that he will just have to stay home after getting the [Relic] and whisper to himself "... stay home (with Claire)."

Anyway, after that, Mint will ask about how the amulet is doing to Elena and Elena will say that it would probably be finished after some time. Mint will say that she can't keep THEM waiting. Rue will inquire what Mint meant about THEM but Mint will say that she remembered something. It was obvious that Mint is trying to hide something so Rue will wonder just what it was about.

Story

Now that you are alone, go head back to town too.

* 'Town of Carona' *

Go to Klaus' house.

Story

Klaus will tell Rue that the Amulet is near completion and he will ask Rue to take Prima Doll to the Lakeside.

Story

Go leave the house and talk to Marcum, the fat guy that buys stuff from you and he will give you 50 G. After that, I think there is a Bronze Coin somewhere (but since item appearance, I think is at random so maybe it is not there).

Interesting Stuff to Check Out (thanks to PyRo MaNiA for this one)

Prima Doll is following you right, why don't you go to the Grasslands and talk to Johnny Wolf and he will follow Prima Doll, then talk to Rod, he will join the 'train' party. Now, Rue will be followed by Prima Doll, which is followed by Johnny Wolf, and Rod will be behind Johnny Wolf. You gotta see this, it looks silly.

Go talk to the gate and head for the Lakeside (again!).

* 'Lakeside' *

Story

At the Lakeside, Prima Doll will be amazed at how good it feels to be out there. He will tell that staying at the Cube did not gave him that kind of feeling. Also, Prima Doll will challenge Rue for a race towards the Lake.

Story

A good way to win the race is to block his way and run while he is at your back. You can also lose the race.

Story

Doesn't matter if you win or lose, it would be just small talk. After that, Prima Doll will say something about him, that he is just a tool that would be used to unseal the [Relic]. Rue will comfort him by saying that Prima Doll is not a tool because Prima Doll is alive.

"As long as you're alive, there's always a chance ... there's always hope." - Rue

Prima Doll will realize this and will thank Rue for the words. After that, he will say that he wants to go back to town.

Story

* 'Town of Carona' *

After that, go to Klaus' house.

Story

Here, Klaus will say that he has finished doing the Amulet. Prima Doll

will try it on and he will feel great wearing it. Now they are ready to break the seal so Klaus gets up and tries to walk but his ankle still hurts. Elena will say that her father still needs to rest but Klaus will say that he can't stop now because his dream is only a few steps away. Rue will ask Klaus to rest and that he (Rue) and Prima Doll will take a boat ride to the ruins.

Story

+++++++

+ END +

+++++++

++ -Bond with Prima- ++

+++++++

+++++++

+ Chapter 8 +

+++++++

++ -Lake Ruins- ++

+++++++

In town, go to the Grasslands and talk to Rod.

Story

Rue will ask Rod about his machine that can travel fast on water. Rod will say that he has one and its name is Pulsar Inferno Typhoon Omega. He will tell Rue that it is powered by five Sorcerous Drivers that can make Pulsar Inferno Typhoon Omega move and travel fast on water. Rod will tell Rue that he needs to get Pulsar Inferno Typhoon Omega ready and asks Rue to call the people who are coming with him.

Story

Go leave the grasslands and go back to Klaus' house. Go talk to Klaus at the basement and say to him that you will depart for the ruins.

Story

Rue and Prima Doll together with Rod will be going to the Ruins together. Prima Doll asks you if you were going to ride that cool looking boat and Rod will say to him that it is not a boat but Pulsar Inferno Typhoon Omega. Prima Doll ignores it and still calls it a boat. There, you will then ride the boat to the Lake Ruins. After you see Rue, Rod and Prima Doll leave, Mint will arrive and say something that Rue thought that they can leave them, Mint together with Belle and Duke.

Story

* 'Lake Ruins' *

Story

At the Lake Ruins, Prima Doll tells Rue that he is ready to open the seal. While Prima Doll is reciting the words that are to be used to break the seal, Rue then speaks the latter part of the spell and he will then say that it came out naturally from him. Well anyway, Prima Doll begins to recite the spell but Princess Maya will arrive, accompanied by Doll Master and Psycho Master. Princess Maya will say that it is the East Heaven Kingdom's duty to protect the [Relic] from being unsealed for the past many years and she will say that Rue cannot be allowed to break it. Rue will say that he has a good reason for breaking it so he doesn't want to stop the spell but Princess Maya will cast a spell to Rue using the Book of Cosmos. Rue, for some reason, although he was a brought down by the spell, was latter able to conquer and

resist the power of the Book of Cosmos, East Heaven's greatest [Relic]. After that, Doll Master will cast a spell that would seal Rue's powers, so Rue got sealed. Doll Master will then ask Prima Doll to open the seal but Prima Doll will petrify himself. Mint will arrive, together with Belle and Duke. Duke will use his "Fist of Fire" on Doll Master but gets psyched out by Psycho Master. Belle will help Rue with the help of Hexagon. After that, all of them (Belle, Duke, Mint and Rue) will get out of the place and Rue will promise to Prima Doll that he will save him. Princess Maya will use the Book of Cosmos to create a tower so that they can fortify the Lake Ruins.

Story

* 'Town of Carona' *

Story

Upon their arrival to town, Rue will ask Mint why Belle and Duke is with her. Mint will say to Rue that Belle and Duke is waiting for her at the bar and why don't Rue join them to talk about the stuff.

Story

Before you go to the bar, why don't you go talk to Rod first at the grasslands.

Story

Rod will encourage Rue to keep going because it is just his trial phase. He has survived his trial phase already and that was when he wasn't able to create good weapons. He will say that 'his woman' kept him going. She was the one that encourages him when he is down and tells him to stop moping and create a new weapon. He will say that Pulsar Inferno Typhoon Omega was her only keepsake to him. Rod will clarify that she, her name is Lucine and she is not dead but he can't go see her until he marked a name in history. He will tell then to Rue that she just have to keep on going no matter what and do not give up because someone will be watching over Rue. Rue will ask himself if Claire is watching him ...

Story

After that, go to the Tavern.

Story

Belle, Duke and Mint, will invite Rue in their table and they are going to talk about something. Belle will ask Rue why he is fighting so hard and Rue will answer her that he is fighting because of Claire. He will tell the story but [you] won't hear about it. After that, Belle and Duke will say that now they understood what Rue has been going through and tell you taht Mint always tried to double-cross him. Belle will say that once Rue got the [Relic], they are going to steal them from him. Mint will defend herself and say that if it was not for her, Rue may have been dead by that time. They will say that Maya is guarding the ruins and that they have to figure out a way to get the [Relic].

Story

I found a Bronze Coin somewhere above the town's spring. [But since, I think, items appear at random, you might not find it there]. Now that most things are clarified, it is time for a good night sleep. Head for the inn and ask Ms. Cartha to go to your room. You will automatically sleep.

++++++

+ END +

++ -Lake Ruins- ++

+++++

+++++

+ Chapter 9 +

+++++

++ -Maya's Arrival- ++

+++++

Go out the inn and take note that the left (Ms. Cartha's left) door is broken so you have to leave through the right (Ms. Cartha's right) door.

First go check out Tonio's shop. He is selling new stuff.

Mythril Bracer - 5,500 G - Bonus Strength +20

Mythril Belt - 5,500 G - Bonus Defense +20

After buying those stuff, why don't you go fight Rod, he has a new weapon called 'Black Tornado'. If you don't like to fight him, go to the Lakeside.

* 'Lakeside' *

Story

Here, Rue will wonder how to get the [Relic] and ...

Cut Scene

Doll Master will say to Princess Maya that he was surprised that Prima Doll was able to petrify his self so that Prima Doll can protect the [Relic] from being unsealed. Doll Master will suggest to Princess Maya that they should get the [Relic] so that they can keep it and that it would not fall into the wrong hands. Princess Maya will say that excessive power leads to destruction and that it is their duty to prevent the seal from being broken and they should never get into contact with the [Relic]. Princess Maya will leave and Doll Master will talk to Psycho Master that if Maya cannot be used to attain their goals, then they have to use Rue.

Cut Scene

Story

You will automatically back to town.

* 'Town of Carona' *

It would be night again. As usual, at night, go to the Grasslands and talk to Rod.

Story

Together with Rod, Duke is there and they will say that they fought a while ago and Rod won. Rod will tell both Rue and Duke that he had a hard time fighting Duke because of his star outfit because it was a very thick and sturdy armor. Rod will also tell Duke that he wants to borrow it because he will try to make a weapon out of it.

"Sometimes you even gotta make a fool of yourself to come up with a weapon." - Rod

After that, Duke will change the topic and tell both Rue and Rod that how come there is nothing happening at the tower but Rod will say that they just

need to rest and wait for the enemies move because it can be a trap.

Story

After that, go to the inn, talk to Ms. Cartha, go to your room.

Story

As Rue is sleeping, someone is calling him. He looks outside and sees Claire and she is walking towards the alley that leads to the Tavern and Hobbs' Shop. Rue runs out of the room and out of the inn.

Story

Interesting stuff to check out

If you go to the Grasslands take note that Rod is sleeping.

I found a Silver Coin beside the Hotel [but maybe the items are found at random]. Follow her so go to the place where Hobbs' Shop and the Tavern is. You would not see Claire there so go back to the main part of town. You will see Claire go to the docks, follow her. At the docks you would not see Claire anywhere, talk to Duke, he is somewhere below.

Story

Rue asks Duke if he saw a girl in a purple cloak that is about his height. Duke says that he did not see anyone like that.

Story

Leave the docks.

Story

Rue will wonder what is going on.

Story

Go to the Grasslands and talk to Rod.

Story

Again, Rue will ask if Rod saw a girl in a purple cloak and that is about his height. Duke will say that he did not see anyone because he was busy calming the Johnny Wolf because it seems like Johnny Wolf seen a ghost or something. Rue will wonder about the word 'ghost' but he believes that it couldn't be.

Story

Leave the Grasslands. You will see Claire enter the church, as usual follow her.

Story

Rue sees Claire walking towards Psycho Master. Psycho Master lifts Claire using his psychic power or something so Rue demands from Psycho Master to bring Claire down but Psycho Master challenges Rue to fight.

Story

Boss Battle - Psycho Master

Challenge: Easy

Careful not to attack him at his front or side meaning attack him ONLY at his back. Just whack his back till he withdraws. When he is hovering and following you, just run around the place or around him and make sure that he doesn't come into contact with you.

Story

After the battle, Psycho Master will teleport Claire and tells Rue that if

he wants to rescue Claire, he needs to go the Lake.

+++++++
+ END +
+++++++
++ -Maya's arrival- ++
+++++++

+++++++
+ Chapter 10 +
+++++++
++ -Claire's shadow- ++
+++++++

It will automatically be morning and what you do here is you leave town and go to the Tower of Maya (which was formerly the Lakeside).

If you talk to Graham, he will tell something good.

"Damn, you're way too eager. You might end up dead if you don't take a deep breath and calm down. Remember, the secret to longevity is composure." - Graham

Go to the Tower of Maya.

```
*****
* 'Tower of Maya' *****
*****
* My Status:  HP 132/132      STR 036 + 020  *
*              MP 126/126    DEF 016 + 020  *
* Items:      7x Gold Coins          *
*              2x Star Stones        *
*              Legendary Helmet      *
* Enemies:    Wabbit                 *
*              Pumpkin                *
*              Witch                  *
* Bosses:     'He'                   *
*****
```

```
_____
|      |
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|__|  |__|
|  |  |
|  |  |
|==|
```

Just go enter the top door.

Story

Inside, Trap Master will be there and tell Rue that Rue is on his trap. Trap Master will also say that Rue has nowhere to go but up.

Story

In the round room, just run up and...

Story

Trap will tell Rue that he left a surprise at the door and that Rue should not try to escape because he is trapped.

Story


```

|1 _____ \      1. 2x Gold Coins
      \ \
      \ \      +. You will start there
      | |      =. Exit
      = |
      | |
      / /
_____ / /
+ _____ /

```

Again, just like the previous room, just go get the 2 Gold coins and if you pass through the door, pumpkins will come out and you have to defeat them in order for the door to open again. Just exit through the door.

```

=====
|   |r____L|   |
|           |   | 1. Step on this first (deals 15 damage at end of ride)
|           |   | 2. Step on this second (15 damage at end of ride)
|  3     2   |   | 3. Step on this third
|           |   | x. You can step on this, but you need to hurry because
|  X     X   1 |   | they will deal you 15 Damage
|-----|   | r. Restore HP
|_____|   | L. Legendary Helmet

```

First go step on (1) but if you fall you can step on the middle (x) to get back up. After stepping on one, beat up the Wabbits first because they are blocking access to the other platform (2 and 3). You have to step on (1) then (2) then (3), you can wait for (3) to stop unlike (1 and 2) because at the end of (3)s ride it will not throw you but it would wait for a few seconds. Go get the Legendary Helmet (L) and step on the Restore HP spot. Go exit the place.

Just enter the door and

In the next room, Claire is there.

Story

Claire will then turn into Mode Master. She will tell Rue that she envies Claire because Rue is willing to sacrifice for Claire. Rue gets mad and charges to attack Mode Master but Mode Master will change into Claire so Rue stops. Mode Master will leave and Doll Master will arrive. Doll Master is going to reveal that he is the onewith the large claw and he killed Claire. Rue gets furious and challenges Doll Master.

Story

Boss Battle - 'He'

Challenge: Impossible - N/A

Just die in battle, I believe you can't win. Also if you checked out the Message Board of GameFAQs, there is an article there that says that he replayed the game with stronger characters and he fought for a long time against Doll Master but it seemed that Doll Master has infinite HP.

Story

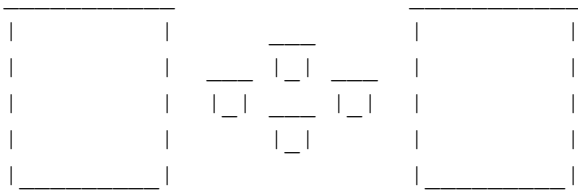
After the battle, Doll Master will again seal Rue's power and Maya will arrive then Doll Master will tell her that they don't need her anymore so Psycho Master takes the book and lifts it up to the air. Doll Master will command Rue to tear apart the Book of Cosmos. Rue will follow and he, using his somewhat like a psychic power, tear the book apart.

```
*****
* 'Book of Cosmos' ***
*****
* Boss: Atenacius *
*****
```

Rue will wake up somewhere and he is together with Princess Maya. Princess Maya will heal Rue's injuries and tells him that they are inside the Book of Cosmos and the Book of Cosmos is a 'Gateway to the Cosmos'. She will also tell Rue that Rue has tremendous power because he was able to destroy the book and that Doll Master can't do that. Princess Maya will ask Rue to go see Atenacius, an Aeon that sealed his spirit inside the Book of Cosmos. Princess Maya tells Rue that maybe Atenacius knows something about Rue.

Atenacius will come and he looks like a face that is merged with a book. Atenacius will ask Princess Maya about how did the book get destroyed but Princess Maya will tell him that it might have something to do with the stone that is on Rue's forehead. Atenacius will get furious and says that he knows Rue, and he is Valen's servant. Atenacius says that he gets disgusted seeing Rue and on the stone. Atenacius will tell Rue that he (Rue) is evil and he is going to resurrect Valen and get the Dewprism. Atenacius will say that he must kill you so that Valen won't get resurrected because the Dewprism can bring about disaster.

Story



Boss Battle - Atenacius

Challenge: Easy - Medium

In this battle, attack the old man's beard. He will counter attack or attack you using his beard too but if you are about my level, meaning you bought the Mythril stuff, it doesn't matter. There are also 'Electric Beard Slice' [I made that up {^_^}] attack which also gives pitiful damage. He will move from one large platform to another so you have to jump using the small platforms (note that sometimes, HP or MP up items appear there). He also has something homing attack which you can't avoid.

Story

After the battle, Rue wonders what is going on. A few moments later, Atenacius come back and say that it is his world and he just can't die. He tells Rue how dare he tries to fight his sovereign power. Doll Master arrives and laughs at Atenacius because of bragging about his power, he then attack Atenacius and absorbs his power. So now, Maya's Book of Cosmos has no power. Doll Master tells Rue and Maya a story.

Doll Master says that Rue and himself's fate was pre-determined when they were born. It was because when the Aeons still existed, one Aeon has the power to rival the gods, he made a [Relic] that embodies all the forces of the universe. It is the purest form of crystal, it has life, space, time, logic and will. It can control time and nature's creations, the ultimate power of the universe, the Dewprism. It defines heaven, earth, time and life, simply a microcosm of the universe, meaning having it is having the universe. Valen wanted to be a god so other Aeons where afraid of him and killed him. Valen's body died but his spirit, together with the Dewprism was transported to another dimension. Later, Aeons died except for one that

sealed his spirit inside a book, which is Atenacius. So now, Doll Master says that now the enemies are defeated, Rue and himself can now do their purpose, to resurrect Valen. Valen cannot escape or can be set free from his dimension.

After telling that, Atenacius arrives and say that Valen's dolls can resurrect Valen. Doll Master attacks him again and he tells Rue that Rue needs to serve his purpose.

Continuing the story, Doll Master was the one that woke Rue up because they are brothers. Rue had a gem on his forehead, a fragment of the Dewprism, a life stone. Both Rue and Doll Master are to do resurrect Valen. Rue tells Doll Master that Doll Master is lying but Doll Master replies by saying that he is not, Rue just lost his memory. Rue woke up only five years ago but he was awake for a hundred years so he retained all his memory and knows everything that he has to do. The sad part is that he was a defect, his life stone is dead so he has no power. He can't fulfill his duty so he needs Rue. He called Rue three years ago but Rue gets mad and asks why Doll Master killed Claire. Doll Master replies by saying that he had no intention of killing Claire and it was just an accident. Rue says that he hates Doll Master and that he is not help. Doll Master tells Rue that it doesn't matter because with Atenacius power, he can de-petrify Prima Doll and let Prima Doll break the seal.

After that, both Rue and Princess Maya awaken at the Tower. Rue says to her that he needs to go to the Ruins but Princess Maya tells him that she can't help because the Book of Cosmos is gone.

Cut Scene

Something will be floating above the skies and forms a Fortress.

Doll Master will be talking to the other 'Masters', his subordinates. He will tell them that he and Psycho Master will go up to Valen's Fortress. He asks Mode Master, he will call her Kirielle, together with Trap Master to stay and prevent anyone from going up Valen's Fortress. Kirielle will say that she was proud to be with Doll Master. Doll Master tells Trap Master, but he calls him Narcius, not to die for no purpose. He will call Psycho Master, Karwyn and tells him that it is time to go. Doll Master will be called Ruecian and they will say farewell to each other.

Cut Scene

Rue tells himself that he knows that his feelings may not be real but he knows his promise is, which is to revive Claire. He will go get Dewprism, revive Claire and kill Doll Master.

Story [That was the most detailed (although no descriptive elements for the setting) story I created for this walkthrough]

++++++
+ END +
++++++
++ -Claire's shadow- ++
++++++

++++++
+ Chapter 11 +
++++++
++ -Aim for the sky- ++
++++++

```

*****
* 'Town of Carona' *****
*****
* Item: Platinum Coin (now, or later in the game) *
*****

```

If you fight Rod, he has a new weapon called the 'Dark Hurricane'.

Go to the tavern and you may like to give the Legendary Stuff to Jargen, the bartender. He will offer you the following as dishes.

Dish	Enemies Required	Status Raised
Minced Fire Blobs	50 Fire Blobs	+10 Maximum HP
Mushroom Soup	60 Fungies	+10 Maximum MP
Pollywog Souffle	50 Pollywogs	+2 Base Strength
Gudon Liver Soup	30 Gudons	+2 Base Defense

You can only cook 10 times and the Legendary equipment will be overused but if that happens he will give you a Platinum Coin. I suggest that you should either get the Pollywog Souffle and Gudon Liver Soup because you can get a +2 Bonus for each of them.

Go to Mel's Atelier.

```

*****
* 'Mel's Atelier' *
*****

```

Go talk to Mel inside the Atelier.

Story

Mel tells Rue that he has the ability to fly and lets Rue think of someone who can fly. Rue thinks but cannot remember anyone so Mel tells him to go see Wylaf to get the Dragon Wings. Rue thanks Mel and now he is going to the Raging Mountains.

Stroy

Leave Mel's Atelier.

```

*****
* 'Town of Carona' *
*****

```

If you want, save and go talk to the town's gate and go to the Raging Mountains.

```

*****
* 'Raging Mountains' *****
*****
* My Status:  HP 143/143      STR 038 + 020 *
*              MP 131/131    DEF 016 + 020 *
* Enemies:    As usual      *
* Bosses:     Trap Master   *
*              Mode Master   *
*****

```

If you forgot the Raging Mountains, just consult the Raging Mountains section of the Rue's walkthrough.

Get a Bubba coin and avoid fighting the other monsters if the Witch coin is still present in your Coin Inventory. Just go to the area with steam coming out of the ground, you will meet Trap Master there.

Story

Trap Master tells Rue that he cannot go on any further and he is going to finish Rue now.

Story

Boss Battle - Trap Master

Challenge: Easy - Medium

Just stay at the center and hopefully you have the Witch coin or the Bubba coin. Transform into any of the 2, preferably the Witch and use Pumpkin Shot if not use Bubba - Hammer. If you don't have any of the two, it would be a hard battle. Avoid stepping on the blinking platforms because they will explode and deal you damage. Also, when a shadow is on top of you, move to another platform because a spiked ball will fall on top of you (but it really isn't necessary if you have Witch or Bubba).

Story

Trap Master attempts to blow himself up but he got no power left and he promised Doll Master that he would not die in vain. He tells Rue that Mode Master is up ahead. Rue advances to the next room and Trap Master apologizes to Doll Master for being a failure.

Story

On the next area, step on the HP Restore if you received damage. Advance to the next area and there will be another extra boss battle area.

Story

Rue will see Mode Master in a Claire's form. Rue gets mad and asks Mode Master to change her form because it doesn't affect him anymore. But she tells Rue to go to Doll Master and follow Doll Master because he is Rue's brother. Rue says no and that he will never forgive Doll Master because he killed Claire. After that Mode Master transforms into Rue and tells Rue to see who is better.

Story

Boss Battle - Mode Master

Challenge: Medium

She is in a Rue form and she has the same attacks as you. Just jump attack her. When she sustained a lot of damage, she will begin transforming herself into different monsters, even monsters that Rue can't transform into (like the Behemoth). Again just use jump attacks.

Story

After the battle, Mode Master, in Rue's form, asks Rue to finish her. Rue charges her but Mode Master will transform into Claire's form. Rue stops and Mode Master asks why he stopped because she thought that, as Rue said earlier, it doesn't affect Rue anymore. She runs and tells Rue that you cannot defeat Psycho Master and if you did defeat him, you cannot defeat Doll Master. She tells Rue that Rue couldn't stop them.

Story

Go to the area with the blowing wind, if you are very low on HP (below 1/4), just attack the enemies there and get the stuff that they drop. Finish the area and you will be at the Cliff area. There will be a Restore HP there

and go to the peak.

At the peak ...

Story

Rue sees Wylaf and asks him for help. Wylaf read Rue's mind and tells Rue that he needed his help in order to go to the Fortress. Wylaf gives it to Rue and Rue will be surprised that Wylaf gave it easily. Wylaf asks Rue why he looks troubled and Rue tells him that it is because Doll Master told him that his purpose was to resurrect Valen and not really to revive Claire. Rue says that Doll Master can control him. Wylaf stops Rue from underestimating his self and tells Rue that he (Wylaf) believes in Rue. He believes that Rue's strength comes from will and not from duty and he can overcome it, Rue has the capacity to choose his will, to revive Claire, over his duty, to resurrect Valen. Rue thanks Wylaf for the words.

Story

++++++

+ END +

+++++

++ -Aim for the sky - ++

+++++

+++++

+ Chapter 12 +

+++++

++ -Soar into battle- ++

+++++

You will automatically end up in town.

* 'Town of Carona' *

Go to the Tavern.

Story

Belle and Duke is there and tells Rue that they are amazed that Rue was able to get the Dragon Wings from Wylaf. Rue tells them that he was able to do it because of Klaus, Belle and Duke and everyone's help. Belle tells him that why Rue is always so humble, very much unlike the immature one that is with her. Duke assumes and tells that Belle is talking about Mint but Belle says that it was Duke. Duke says that he might be immature but he is preparing a new act because Rue is his lifelong rival and that if he acts like Rue, he can beat Rue. Belle asks Rue if he is going to go and Rue will say that he will go for Claire. Belle and Duke will say that Rue is so selfless, willing to risk his life. After that, in a serious manner, Belle will wish Rue good luck and Duke bids him with happy hunting. Rue will thank them and that he hopes to see them again.

Story

If you have not yet destroyed the Legendary stuff yet, go beat up Pollywogs and Gudons [I suggest that you get Gudons because that is what I did] (remember to get only enough since the Legendary stuff will break after 10 meals) [Don't waste time beating Fire Blobs and Fungies because +10 HP or +10 MP is not worth it] after destroying it, the bartender will give you a Platinum Coin.

After that, if you think you have missed something, go check out the

section Side Stuff. If you have done all of them go to the inn and register.

Extra storylines [contributed by MahalLynx (MahalLynx@aol.com)]

- "If you go see Mel after getting your wings from Wylaf (Rue's Story), there'll be another story line about Rue and his doubts. She'll ask ya questions that u can answer any which way. Good to prolong the story."

- "With Rue, after getting your wings from Wylaf (or just some time before you go to Valen's) stop by the Hotel. Marco should be standing in front of the hotel. If u talk to him, he'll say something about hearing an arguement and about to girls with red hair. Go up to the rooms and you'll see Maya and Mint. It's a funny lil story line. Ahh, sibling rivalry!"

Now examine the town's gate and go to Valen's Fortress.

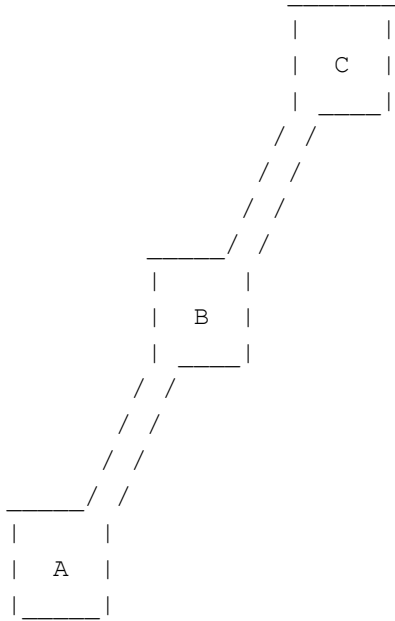
```
*****
* 'Valen's Fortress' *****
*****
* My Status:  HP  149/149      STR  038 + 024  *
*              MP   16/133      DEF  037 + 024  *
* Items:  Magic Color [Gold Magic]          *
*          Bronze Coin or \                  *
*          Silver Coin or  - (0 - 4x)       *
*          Gold Coin      /                  *
* Enemies: Behemoth                          *
*           Shaolon                            *
*           Fire Blob                          *
*           Hellhound                          *
*           Bubba                              *
*           Jinn                               *
* Other Enemies/Bosses: Pollywog             *
*                       Saber Tiger          *
*                       Mandola              *
*                       Gudon                *
*                       Witch                *
*                       Pumpkin              *
*                       Wabbit               *
*                       Puppet               *
*                       Skeleton              *
*                       Specter              *
*                       Nightmare            *
*                       Chimera              *
*                       Skull Beast          *
* Bosses:  Psycho Master                     *
*          Doll Master as 'He'               *
*          Valen                              *
*          Valen                              *
*****
```

Story

Rue will be at Carona Forest at the place where you first met Klaus and Mira. He is preparing to transform and Elena will arrive. Elena tells Rue that she is going to make pumpkin pie and she expects Rue to come over. Rue promises to Elena that he will come back. Elena asks Rue to be careful. Rue then transforms into Wylaf and Mint will arrive and hops on Rue for a ride. Rue shakes her out and tells her that he has to go alone.

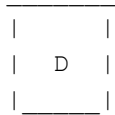
At Valen's Fortress, Rue sees Prima Doll. Prima Doll tells Rue that Doll Master threatened him that if he did not break the seal, Doll Master will

 * 'Arena II' *



- A. You will appear here
- B. Teleports to (E)
- C. Teleports to (D)

You will appear at (A), step on (C).



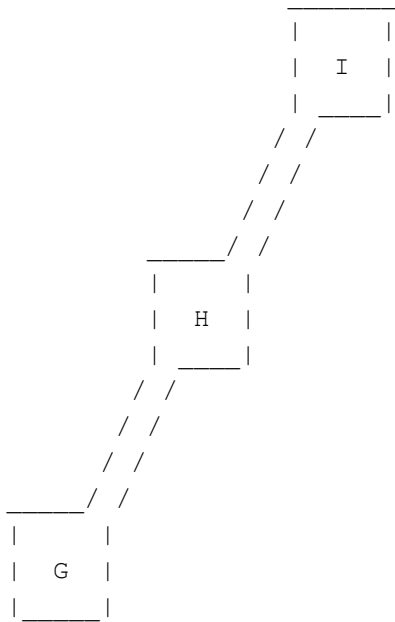
- D. Bubba, Teleports to (C)

Step on (D) and a Bubba will appear, dispose of it, get its coin and step on (D) again and step on (B).



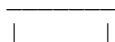
- E. Teleports to (B)
- F. Rock, Teleports to (G)

Destroy the Rock by using Bubba - Hammer or Bubba - Final Strike. After that, go step on the teleporter (F).



- G. You will appear here
- H. Teleports to (J)
- I. Teleports to (K)

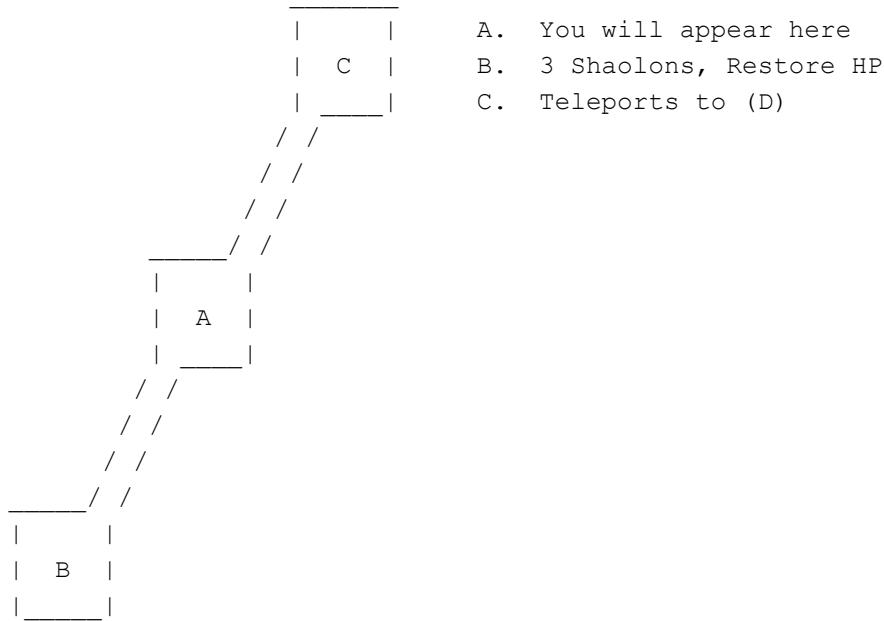
Here, you cannot go back to (F) anymore so step first on (H).



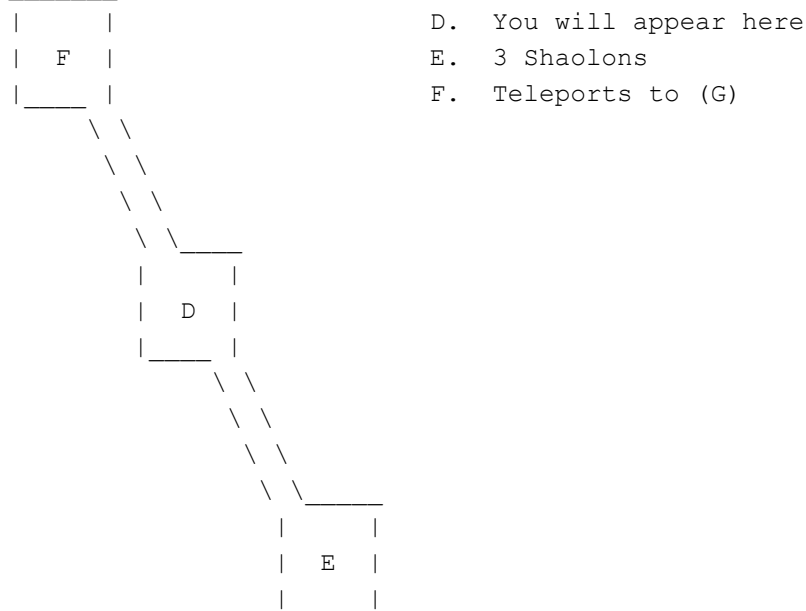
|_____|

Another timed room, go attack (f) to begin time and step on the first (s). You will see that (i) is blowing fire so avoid it when it is blinking. Step on (i), then jump on (s), and go to (U). It depends whether what you will get again here on (U), and while there is still time, you can restore your HP, this (U) will lead to Arena III.

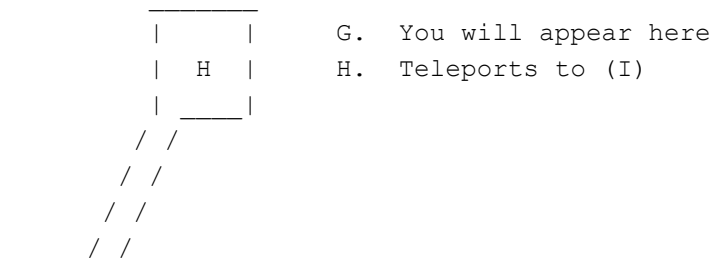
* 'Arena III' *



Here, go first to (B) and fight the 3 Shaolons and step on the Restore HP panel. After that, go to (C).



Go to (F)



| |
| G |
|_____|

Step on (H)

|_____|
| |
| J |
|_____|

- I. You will appear here
- J. 3 Shaolons
- K. Teleports to (L)

|_____|
| |
| I |
|_____|

|_____|
| |
| K |
|_____|

Go to (K)

|_____|
| |
| M |
|_____|

- L. You will appear here
- M. Teleports to (N)

|_____|
| |
| L |
|_____|

Uh... um... go to (M)

|_____|
| |
| O |
|_____|

- N. You will appear here
- O. 3 Shaolons
- P. Teleports to (Q)

|_____|
| |
| N |
|_____|

|_____|
| |
| P |
|_____|

Step on (P)

|_____|
| |

- Q. You will appear here

1 2 3 4	1 and 4 - Unlit
s	2 and 3 - Lit
s s	s. That is where the stones are to be placed
____ s ____	

- Room 3: a. Use Hellhound - Flame or Fire Blob - Sparks on the two at the center (2 and 3)
- b. A rock will be floating on top of your head, take that to room 1.

1 2 3 4	All [IDKWTAC] Unlit

- Room 5: a. Use Hellhound - Flame or Fire Blob - Sparks on (2)
- b. and use Jinn - Tornado on (3).
- c. Take the rock to room 1.

1 2 3 4	
	1, 2 and 4 - Unlit
	3 - It has a low flame

- Room 7: a. Use Hellhound - Ice Blow on (1 and 4).
- b. Take the rock to room 1.

1 2 3 4	All [IDKWTAC] lit

After placing the rocks at room one, you automatically advance to the next room.

Story

Rue will see Psycho Master and Psycho Master will say that he cannot allow Rue to go on further and disturb what the Doll Master is doing. It is because that the Doll Master is taking the Cursed Crossways wherein you will face the fears of your past. He also cannot allow Rue to go back and Rue has to end the battle there. Also, he will say that his destiny is to serve his master, which is Doll Master and he will release his full power before fighting Rue because Rue is the brother of his master.

Story

Boss Battle - Psycho Master

Challenge: Medium

Do not touch the invisible barrier because it will deal you damage. Note again that you can only attack him at his back. When he floats and chases you, run around the room (but avoid the invisible barrier) and around him. When he casts the blue floating things, just get hit by them, it is only cheap damage anyway. Also he casts a circular attack that moves in all directions, just jump to evade that attack.

Story

After the battle, Psycho Master charges Rue but Rue will attack him. Psycho Master dies and Rue wonders why Psycho Master did it on purpose. Rue proceeds to the Cursed Crossways.

Story

* 'Cursed Crossways' *

1	2	3	
			1. Pollywog, Saber Tiger, Madola
			2. Nightmare
			3. Gudon, Fire Blob, Bubba
4		5	4. Chimera
			5. Skull Beast
			6. Puppet, Specter, Skeleton
			7. Wabbit, Pumpkin, Witch
6	A	7	

Here you have to go through all the teleporters, beating the enemies at the place you will go to. I also believe that there is some kind of order here but sadly, I can't remember. Well anyway, the enemies here are pitiful so you can easily defeat them. Also if you are low on HP in the degree of:

Ultra low - Fight at 1 or 3
Low - Fight at 3 or 7
Medium - Fight at 6 or 7

to regain health (by beating up enemies and getting the potions (the red or blue stuff that they leave behind)).

After beating all the rooms, the center will have a save point and (A) will become a teleporter which has a Restore HP, save and hop onto it.

Story

At the next room, Doll Master tells Rue that he was amazed at his brother for getting that far. Rue still rejects him so he doesn't want to be called Doll Master's brother. Doll Master tries to convince Rue about accepting his true purpose of resurrecting Valen and that Rue can't deny it forever because he can never escape. It was fate that reunited them. Rue tells Doll Master that he doesn't care about Valen and he only cares about reviving Claire. Rue could have accepted Doll Master if he just did not kill Claire. Again, Doll Master says that it was just an accident and that if they got the Dewprism, they can just revive Claire. Rue gets mad and says to Doll Master that he just toyed with Claire's life. Even if Doll Master bring Claire back, he still won't forgive Doll Master. He will tell Doll Master that he did not come for duty, and that his mind is set and there is no turning back, he is going to get rid of Doll Master and bring Claire back. Doll Master says that if that is what Rue thinks, then they have to settle the fight. He also tells Rue not to worry because he is not going to use the seal spell. He removes the Doll Master outfit and know he is the guy with the large claw. He tells Rue that he will kill Rue the same way he killed Claire.

Story

*Boss Battle - Doll Master *

Challenge: Medium - Hard - Impossible (Doll Master can cheat)

He has a lot of attacks such as the 'Claw Swipe' and for that, you just have to jump back. He has a 'White Magic Loop' which would lift you up and you will take damage and throws you aside, immediately jump because he will use another 'Claw Swipe'. He has a 'Black Projectile' attack which you can avoid by running far away from its casting point (let it chase you to the other side of the screen) but it does pitiful damage so it doesn't matter. Also, he has the 'Charge Grab' and you know if its coming because he will stand and his body would emit stars, when you see that, run to the direction where Doll Master is facing (meaning if he is facing right, run right, if he

is facing left, run to the left), if you get caught, you will suffer MAJOR damage. After that attack, if you did not get hit, you can use a 3-hit combo against him. Sometimes, you can jump kick him but it is not very advisable because Doll Master, just like Rod, can block attacks. The cheat, sometimes, Doll Master cheats by using the 'White Magic Loop Infinity' [Wow, what a lousy name, I just made that up]. He uses it continually and you will just die from it [happened to me once].

Story

After that, Doll Master desperately wants to get up but Rue says to him that the battle is over. Doll Master says to himself that he still needs to fulfill his duty and fight Rue. Rue will tell him that as long as Doll Master is tied to the duty, Doll Master can't beat him. Rue will tell Doll Master that he is unlike him because he fights not for duty. Doll Master then asks what Rue is doing. Rue answers him by telling that saving Claire is not a duty because nobody told him to do it, it was his will. Rue tells Doll Master that he doesn't care about him being created by Valen and that he just would not follow orders. Doll Master then mumbles to himself about him, sacrificing everything for Valen, everything in terms of will. He will say that he was a fool and that if only wasn't a defect, he could have never killed Claire and that could kept Rue's will dormant. He will die, Rue will remorse a little, and then he proceeds to the next room.

At the next room, Valen tells Rue about Rue's loyalty. Rue asks Valen if Valen was trapped in another dimension, how come Valen is there. Valen answers Rue by telling him that when the Fortress was summoned his spirit was revived but still he doesn't have a physical body. Rue will ask Valen on how can he revive Claire and Valen tells him that he can revive Claire by using the life stone on his forehead. Since the life stone is a fragment of the Dewprism, it has the power to control it. Rue then revives Claire but when Claire's body appears, it is not moving. Then Valen enters Claire's body, he (or she [^_^]) will tell Rue that resurrecting Valen was not their only purpose, and that they should also provide a body. So now, Rue provided Valen with a body. Rue gets furious and demands that Valen leave Claire's body. Valen gets mad and tells Rue about his disrespectful attitude towards his creator. He will call Rue his slave but Rue will say that he is not a slave because he has will and then he again demands that Valen leave the body right now or else he is going to kill Valen. Valen then tells Rue that broken dolls are to be purified and that can be done by shattering them, Valen will destroy Rue's body and will. Rue cry out that Valen can never destroy his will.

Story

Boss Battle - Valen

Challenge: Medium

In this battle, Valen, in Claire's body will be floating and moving around. You can damage him (or her) if he is near you and you try to jump attack him (or her). Also, Valen summons a big creature. This big creature has three attacks. First it can spin around and damage that comes along its path. Try jumping when it is near and going to slice you. Another one is when he is jumping, the ground shakes and when you are on the ground, you will receive damage. Jump when the big guy is about to fall on the ground to avoid taking damage. Also, he can restore Valen's HP. He does this when he is like doing a stupid pose. Just run towards it and attack it. It is a good time to attack Valen if you kill this guy first (although he will summon this guy again). You can also get restore HP or MP stuff from the big guy if you run out of HP (I don't think you will run out of HP).

Story

Valen is rejected by the body so he is on a spirit form again. He tells Rue that he couldn't possess a human's body and only can possess a doll's. Valen then casts the bind spell on Rue and as Valen prepares to enter Rue's body, Doll Master arrives and unseals Rue. Now, Valen knows that the two dolls that he created is fighting against him. Doll Master will tell Rue that Rue's will can conquer anything but Valen shoots a spirit blast on Doll Master. But after doing that, Valen's spirit is breaking down and he begins to fade. Valen then tells Rue and Doll Master that he will become the light and say that he will pass through the Dewprism and Valen disappeared. Rue goes to Doll Master and finally accepts him as a brother. Doll Master, nearly dying, thanks Rue because that is the best thing that he heard in a hundred years time. But suddenly, Valen arrives, as the light.

Story

* My Status: HP 157/157 STR 038 + 024 *
* MP 138/138 DEF 037 + 024 *

Boss Battle - Valen

Challenge: Easy - Medium

Note that in this battle, Rue's attack 2 is already a defensive posture. Rue's defensive posture would prevent him from falling after an attack and I believe that he takes up less damage. Here, the only time you can damage him when he is a bit red and that is after storming you with a rapid fire of White star-like stuff attack. But before that, if you are low on HP, just grab the blue potions that randomly appear at the battlefield. And, when he is flying, he will attempt to grab you so just run away from it and just run to some direction when it is going to blast you with the 2 barreled rainbow colored rapid star-like stuff attack. When you are seeing an overhead view, it is preparing for the 'suck' maneuver. Here, just run down and move left or right so you can avoid the shots and avoid getting sucked in.

Now, when he is hovering, he will storm you with a rapid fire of white stuff attack. When that happens, use Attack 2 so that you would receive small damage and you won't fall back. After the storm, he will be blinking red and use a jump attack on him. It will take 4 jump attacks to defeat the guy.

Story

After the battle ... will ... and will ... and the will ... but ... at the ... will be ... the There would be ... and So ... and will ... at the

Story

* 'Town of Carona' *

You will be automatically in the inn and

Story

... tells ... that ... hasn't and that will ... to ... and ... tell ... when

Story

+++++++
+ END +
+++++++

```
++ -Soar into battle- ++
++++
++++
+ Chapter 13 +
++++
++ -I'll see you soon- ++
++++
```

Here is what you do

- 1) Go out of your room
- 2) Leave the inn
- 3) Go to the Grasslands and talk to Rod
- 4) Go to the Tavern and talk to Belle and Duke
- 5) Enter the hotel, go upstairs and talk to Maya
- 6) Go to the church and leave
- 7) Enter Klaus' House
- 8) Leave Klaus' House
- 9) Outside, talk to Mint
- 10) Go to Klaus House
- 11) Leave the house again and ...

Story for all of them

... will be ... and ... are too. ... will be ... and ... will be At the ... will At the ... and ... but ... so

Story

```
++++
+ END +
++++
++ -I'll see you soon- ++
++++
```

Congratulations, you have finished Rue's story. If you like to know, it took me 11:38 hours to finish Rue's game and that I did Rue's second (I played with Mint first). It took me a long time because I wrote maps for the Ghost Temple and wrote on paper the story.

If you have finished Rue's story only:

- After the credits, you will see something like End of Rue's story. You will be asked if you want to save the game which is Mint 0:00. Save your game and you will see Rue's picture has a color now. After that, you will be asked if you want to:

- Play the Mint Episode
- Return to the Title Screen
- Return to the Save Screen

do anything you want.

But if you have finished Rue's and Mint's story, proceed to the section, So you've finished the game.

```
#####
## ---Mint's Walkthrough--- ##
#####
```

```
++++
++ -Prologue- ++
++++
```

Story

Mint's story begins as she runs in a hall and opens the door and enters the dining room. Gramps will tell her that it is not yet time to eat and that she should go back to her room, but she said that she was very hungry so she tasted one of the foods.

Story

```
*****
* 'East Heaven Kingdom - Castle - Dining Room' *
*****
```

Now that you can control Mint, press the confirm button on all the foods until you have tasted them all then press the confirm button on the chair or throne {whichever you want to call it}.

Story

After tasting, she then sits on the King's chair or throne, then Gramps will tell her not to sit there but Mint says that since she will be queen anyway, it is ok, but her younger sister arrives, namely Maya. The Doll Master accompanies Maya {the weird looking guy}. Maya and tells Mint that she is not worthy to be the successor of the throne and it is already decided by the High Council where in the King also approved that the successor wouldn't be Mint even if she was the eldest in the family. Mint asks why that decision was made but Maya said many reasons such as she is childish, selfish, lazy and the list goes on. Mint gets angry, shows Maya the 'finger' and charges her magic to attack her sister with but Maya was holding the 'Book of Cosmos' the greatest Aeon [Relic] which is a powerful magic caster so Mint doesn't have a chance against her. Mint asks if Maya was just joking but Maya was serious and attacks her using a pumpkin [Mint hates pumpkins]. The pumpkin chases Mint out of the room.

Story

```
+++++++
+ END +
+++++++
++ -Prologue- ++
+++++++
```

```
+++++++
+ Chapter 1 +
+++++++
++ -World domination, baby- ++
+++++++
```

```
*****
* 'Ship' *
*****
```

{You will see Rue, just passing by the ship's deck}

Story

It was already been two years but still there are many things going on in Mint's mind. About her getting the [Relic] and beat Maya up, succeed in the throne and dominate the world. She also thinks about making Maya her slave, let Maya clean the toilet and stuff.

There are also two hoodlums, Smokey {small fat guy} and Blood {tall guy}. They thought about stealing your money but they didn't do it. Then the ship bumps a red thing, you will fall down the ship and get rescued by Davis, the one who manages the docks.

Story

'Carona - Docks'

Now, you go and climb the land elevation

Story

The two hoodlums will push you and you will fall down. Mint gets angry and wanted to beat up those two and Mint heard that they are going to the forest {Carona Forest} so Mint decided to go there too.

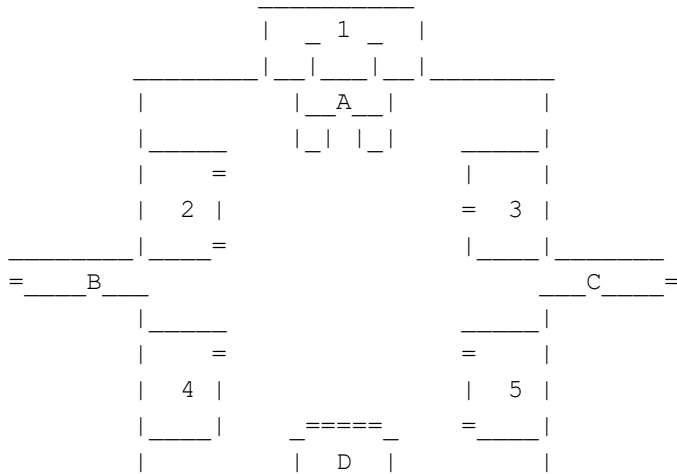
Story

Now go back up and you will be in town.

* 'Town of Carona' *****

* Items: 2x Silver Coins *

Town of Carona



- 1. Church
- 2. Hotel
- 3. Klaus' House
- 4. Item Shop
- 5. Inn

- A. Leads to the Docks
- B. Leads to the Tavern
- C. Leads to the Grasslands
- D. Exit

First things first so what you should do, if you like is to save. To save, go to the 'Inn' see #5 on Map. Enter the 'Inn' go to the counter and press confirm button at the log book (that is what it looks like for me), select register. (See Saving in 'You need to know these stuff' section. You can choose to go to the church. Talk to Doyle (the person in there), say that you like to pray, then he will ask you if you like to make a donation but since you only have 100 G so don't bother. There is nothing to do at the Hotel. Elena's House is locked. The store doesn't sell anything yet but the storekeeper will tell you about the antique shop. He will say that the antique shop is in another side of town and the shop's keeper Klaus is out together with his wife Mira to research about the [Relic] in the forest. He also will say that the antique shop is being run by Klaus' daughter, Elena [because Klaus is not there] but she isn't there because she has gone to the forest to go looking for her parents. You can talk to the people there and they will say some interesting things so try talking to them (specially to Marco). After that, proceed to B (see Map).



Town of Carona (B) Map

- 6. Tavern
- 7. Hobbs' House

```

|           |___|
|           |           x. Silver Coin (barrel)
|_____|

```

Here, first check the barrel, it contains a Silver Coin. Go to the tavern if you like and talk to Annette (the waitress) many times and she will treat you to drink either 'Milk' or 'Root beer'. Milk restores 10% of your MP and the Root beer restores your MP 25% (so choose the 'Root beer'). There is also a sign beside the Tavern's door (leads you to the outside of the Tavern). There will be a fight at Grass Fields, the fighting fee is 100 G and the winners prize is 1000 G. Leave the tavern. Hobbs' Shop is locked so leave the place and go next to C (see Map).

```

=====
||      |      |      Town of Carona (C) Map
||_____|x      |
||_PO_|      |      x. Silver Coin
|           |
|           |      +. Sea
|+++++++|      |      PO. Pulsar Inferno Typhoon Omega (more on that later)
|           |
|_____|

```

Here just examine the wall to get another silver coin. Leave the place.

Maybe you would like to check out the docks because sometimes it contains random coins that can be found.

Now you are back to the main town of Carona, if you like why not 'Save' again. Leave the place (D) and now you will head to Carona Forest.

```

*****
* 'Carona Forest' *****
*****
* My Status:  HP 60/60      STR  024 + 000      *
*              MP 15/60      DEF  016 + 000      *
* Items:      4x Bronze Coin (1 to be found later) *
*              2x Silver Coin (1 to be found later) *
*              2x Moon Stone                      *
* Enemies:    Pollywog                               *
*              Saber Tiger                           *
*              Mandola                               *
*              Stinger                               *
*              Gargoyle                              *
* Bosses:     Blood & Smokey                          *
*              Nightmare                              *
*****

```

```

|      _JJJJ_      E      ~ E      x =  J. Jump
=      |      |      E |      |      ~ E      =  E. Enemy
|_____|      |_____|      |__~__|      x. 3x Bronze Coins

```

Walk, then jump the three stumps, then your first battle. You will be fighting against the Pollywog, (see Fighting, and Increasing Parameters in 'You need to know these stuff' section) they are EASY, just whack them. The game will say that when you attack an enemy, your will gain MP. Also the enemies drop potions. The Blue Potion restores some of your HP and the Red Potion restores some of your MP. The restoration of your HP when picking up the blue potions or restoration of your MP by picking up red potions or attacking enemies physically depends on how strong the enemy is [If the enemy


```

      / / |   \\ |
_____ | | 1 | | _____ | _____ =
_____ | _____ | _____ LllllLLLLL\ _____ | |
                                     \ Llllllllllll _____ |
                                     \ llLlLlLlLll/
                                     |_llllllllllll|

```

1. Deep Water
L. Higher elevation
l. Lower elevation

Just walk and jump till you get to the exit. Avoid (1), deep water, when you fall, you lose 5 HP. You will see Elena near the exit. Head for the exit.

```

_____
| |
_|W|| | W. Walk or jump
_|W| | = h. Go Home Plant (not yet accessible)
_|W| | =
=W| | ___ h ___ |

```

Here, you will talk to Elena's parents, Klaus and his wife, Mira. You will meet Rue here for the first time.

Story

Klaus, Elena's father already know what Mint is about to ask because someone has asked him earlier, it was Rue (Mint thought that Rue was some kind of weirdo ^_^). He will tell you about the [Relics]. Since he has spent his life searching for ruins, he found out certain things. Klaus says that 100 years ago there was a magician that was also searching for the [Relics]. The magician lived in an Atelier (a magician's workshop) which has a key to somewhere that could probably lead to the [Relic] but the problem is that it is below the steep cliff and Rue and Klaus tried going down but they both broke their ankles. What Mint is supposed to do is to go down the cliff and get hold of the investigations and findings that the magician knows. Without much hesitation, Mint crazily jumped down the cliff.

Story

(I am planning for a 3D look at this map but it is so hard)

```

_____
|21|
|4322|__
|5666666|_
_____|66| - Sorry about this it was hard.
|8777776| - Just follow the numbers, then the letters.
___|9+++++7| - 123456789abcdefghij
|bba|||||&|
|bb|||||&|
||ccdde|||&|
|gffee| |7| & It means that it is both 6 & 7. The ? is at 7
|hh+++ee| |+|
|hhi+++++|
|iijjjjj|
|lllljj|
 |jj||
 |jj|
 =j|

```

Nothing important, just a new enemy, the Stinger. It has high defense but only 3 HP, he also deals you 1 damage. It takes 2-3 hits to kill this guy.


```

|           L           |           G. Gargoyle Statue
|           L           sss|           &. Crest (talk to this) and also L
|          OLO          sSs|           L. Steps (appears after defeating the Gargoyles.
|                       sss|           O. Obstacles
|          000          |           S. Spring (the one you should step at to restore HP
|                       |           s. Spring (just water)
|_____|

```

Here, what you do is talk to the Crest & then you will fight the two Gargoyles. If you kill only one of them, it will come back to life. What you do is lure them both into a good position where you can attack them both at the same time and kill them in nearly the same time (about 1 or 2 seconds delay before one will again come back to life) [I haven't tried using White - Spread or Blue - Cutter, please try them and E-Mail me if it works fine].

After defeating them both, the steps will appear leading you to the exit.

```

/_____/
|      x      |
|  _h_        |      x. Silver Coin (get later)
| |          |      h. Go home plant (not yet accessible)
| |__=|      |      &. Bronze Coin (it is on the crest) (get later)
| |          |      s. Crest
|  &ss       |
\_____/

```

Interesting stuff to check out

Try running around the perimeter of the place and looking at your shadow. The shadow depends on the lighting of the place. Pretty cool huh!

Enter the Atelier but ... *BOSS* battle, Nightmare.

Boss Battle - Nightmare

Challenge: Easy - Medium

Just try running around, while evading the attacks and when Nightmare closes, jump away. After getting used to his pattern, beat it up to the finish by using White - Spread. When you are low on MP, try attacking and evading attacks.

After finishing the battle, proceed inside Cadmon's Atelier.

```

|_____|
| 1      |
| _____=_____ |
| | _____ | | 1. Moon Stone
| | | V | | | 2. Silver Coin
| | | _ | | |
| | | _ \ | | | V. Vault (check it later)
| | | \| \ | | |
| | | _ | \ | 2 | |
| _____===_____ |

```

First get the Moon Stone, it is at ground level, then get the Silver coin, on the second level. Enter the door that leads to the terrace (it is on the second level).

```

|_____|
| 1      |
| |      | 1. Moon Stone

```


Now to got to the shop. At the item shop, talk to the shopkeeper, his name is Tonio. First sell your coins (monster coins not the Bronze or Silver Coins). Check out what he is selling. At this point, he is selling

Item Shop

Item	Description	Cost
Bronze Bracer	- Bonus Strength +4	- 1,000 G
Silver Bracer	- Bonus Strength +8	- 3,000 G
Bronze Belt	- Bonus Defense +4	- 1,000 G
Silver Belt	- Bonus Defense +8	- 3,000 G

If you have 3,000 G, go buy the Silver Bracer. After that leave the shop.

Now if you have confidence in yourself, try going to the Grasslands. Here try fighting Rod.

Story

Here, Rod introduces himself and his dog Johnny Wolf. He says that he is a weapon blacksmith and a swordsman. Mint asks if she can see the weapons but Rod said that he only shows his weapon in battle. Mint asks Rod for battle but Rod refuses because he turns Mint down. Mint says to Rod that she will leave so she turns around but she kicked Rod. Rod finds out that you are good so he decides to fight you for 100 G (you will win 1,000 G if you beat him). Also, Mint hates being called 'baby' so she tells Rod her name. Pay the 100 G and do battle.

Story

Boss Battle - Rod

Challenge: Hard

Approach him with caution. Do not go near him when he is spiraling either the ground or jumping one. Try leading him to the obstacle (in the middle). He will stop spiraling so now run and attack him using a 3-hit combo, then evade his attack by jumping back twice. After that attack again using a 3-hit then evade his attack by jumping back again twice. Then run around until he does again the spiraling move (either the jumping one or ground one). Repeat the above steps again till you win.

If you win against him, you will get 1,000 G but if you lose then you wasted your money. So after that, go back to town and go to Klaus' House. Go to the basement and talk to Klaus.

Story

He will tell you that according to the diary Mint found at the Atelier below the cliff, an Aeon [Relic] is sealed by a high order of magic, which even the magicians cannot break. And according to the diary, the magician will go to the Atelier of the Master Magician Elroy. Now you are instructed to go to Elroy's Atelier and get more info about the [Relic]. He also gives Mint something that he found at the Atelier, the Red class of Magic. (^_^)

Story

+++++++
+ END +
+++++++
++ -World domination, baby- ++
+++++++

+++++++
+ Chapter 2 +

+++++
++ -Underground trap- ++
+++++

* 'Town of Carona' *****

* Items: Dream Stone *

After that, go talk to Marco, the kid outside town. Talk to him twice until he tells you about a something hidden in the stump in Carona Forest. So now, head for the Hotel and ask for a room (it costs 500 G).

```

_____ = _____
|           |
|           | 1. Bed
|           |
|           |
|           |
|           | x. Dream Stone
|x_____ |

```

First get the bed and examine the bed to sleep. You will dream about some monkey, jumping down the hollow stump. [You might wonder that why did I let you sleep in the hotel if you could have just slept at the inn. 1) is that because you can get the Dream Stone here and 2) No you will not get the dream if you slept at the inn.] After that leave the Hotel and head for Carona Forest.

*'Carona Forest' *****

* My Status: HP 84/84 STR 024 + 000 *
* MP 89/89 DEF 016 + 000 *
* Items: The Last Hero *
* Bronze Coin *
* Silver Coin *

Walk at the lower part of the road. Jump down the stump.

```

_____
= _____ |L&L| d _____ J|
|_| | | / |
|_____/

```

L. Higher Elevation
&. The Last Hero & (L)
J. Jump (to the right)
d. Whithered Plant

There are two kinds of enemies here, the Stinger and the Mandola. The Stinger is hard to hit so just measure the time when they are near your attacking range, hit them. When you reach the whithered plant, blast it with your Blue Magic - Raindrops. It will take a few hits and the plant will grow. Now, step on the plant (just jump to get to it) then get on the higher elevation part (L) and take the (&) The Last Hero. After that leave the area. You can leave the area by going right until you reach the wall and jump towards the right.

You will end up at the other open stump of the Carona Forest. Now that you are here, time to go search for the items that I listed that you should get later, get them now, the Silver Coin and Bronze Coin (outside the Atelier).

```

/      x      \
/  _h_      \   x. Silver Coin
|  |      |   h. Go home plant
|  |==|      |   &. Bronze Coin (it is on the crest)
|  |      |   s. Crest
\  &ss      /
 \_____/

```

```

*****
* 'Town of Carona' *
*****

```

Go to the Grasslands area and talk to Rod. Rod will ask you if he could have the The Last Hero. Go give it to him, he will tell you that it is a book about the life of a dragon slayer named Highwind. He will say that he always wanted to read this and since you gave it to him, he will reward you into giving his 4 Strength Ups that he bought from Hobbs. Your base strength will increase by 4 [yeah!, free stats].

If you have the money, go to the shop and buy the Silver Belt, but if you do not have enough money, go to the forest and beat the hell out of the enemies there until you gathered enough money to do so.

In town, you can talk to Graham and he will give you tips in playing the game. After that, proceed to the 'Underground Ruins'.

```

*****
* 'Underground Ruins' *****
*****
* My Status:  HP 103/103      STR 024 + 008 *
*              MP 108/108      DEF 016 + 008 *
* Items:      Night Stone      *
*              Moon Stone      *
*              Rare Wine       *
*              [Super] - magic effect *
*              5x Bronze Coins *
*              Legendary Sword *
*              Gold Coin       *
*              Tiara (will be stolen) *
*              Cube            *
* Enemies:    Gudon            *
*              King Ant        *
* Bosses:     Skull Beast     *
*              Belle           *
*****

```

Story

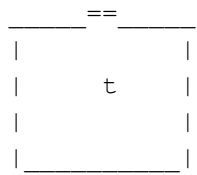
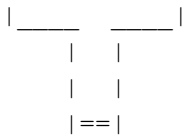
At the entrance, you will see Rue, he will say that he heard from Klaus that Mint is going to the underground ruins so he decided to go too. He heard that the enemies here are strong so Mint and him needs to work together. He then jumps to the teleporter and Mint decided to hurriedly go to Atelier so that she would get more of the stuff inside, she then follows him. (why did Rue go ahead of Mint if they are to work together?)

Story

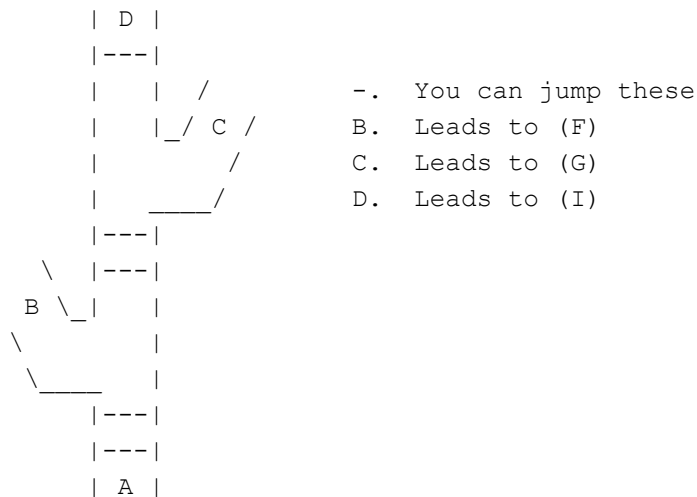
```

|      |
|      T      |   T. Mint will teleport here and arrive at (t)
|      |

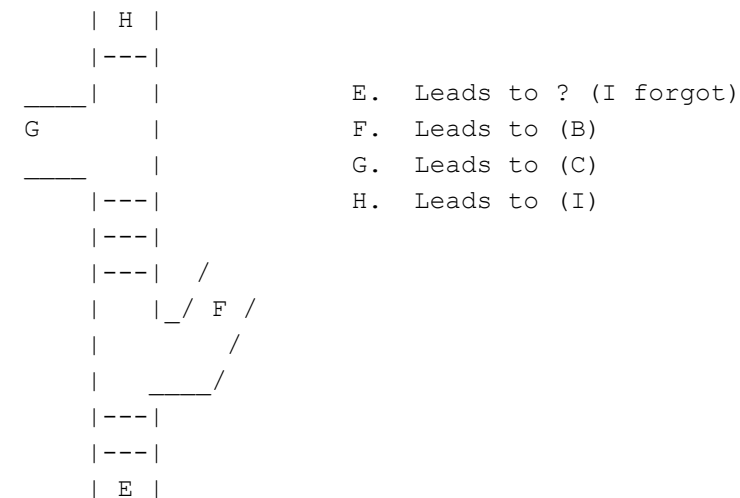
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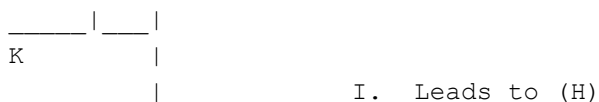
From (t) proceed to the door and you will come out at (A). [This maps you will see will look like a straight line but in the game, it is truly not. But it was hard to follow the curves so this maps are quite alright and you can get to the place where you want to go with these.]



Damn! the some passages does not lead anywhere, they will only confuse you. Just exit at (D). The enemies here are Gudon (the red guy) and King Ant (the black insect). They have high defense against attack so use Blue - Droplets on Gudon and any magic on the King Ant (I suggest you use Blue - Droplets on him too so that you do not need to Set Magic again and again).



Just go to passage (H). I forgot where E leads to can you please check and E-Mail me or every one of you have to wait till I replay the game with Rue or Mint again.



```

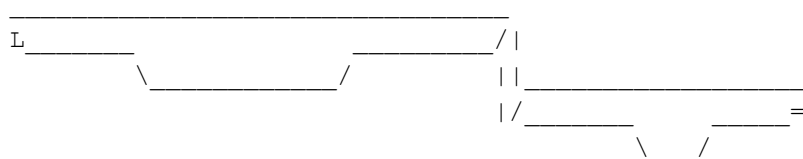
|  |
|---|
|---| /
|---|_/ J /
|   | /
|   | /
|   |
|---|
|---|
| I |

```

J. Leads to (L)
K. Leads to room where Rue is

If you want go first to (K), inside that room, you can talk to Rue and he will say something about underground river or something. Then leave and head to (J)

(This map has a part that has a 3D look in it [cool huh! ^_^] - I made this look so good, I admire my work [somebody needs to thank me for this!])



Just run along, beat the Pollywog and head for the exit at the right.

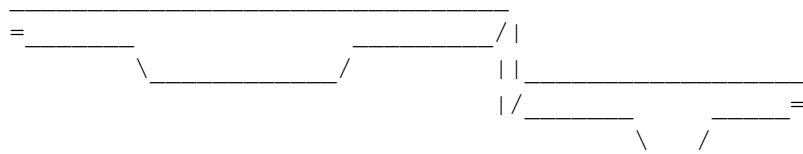
```

| O |
|---|
|  | /
|  |_/ N /
|   | /
|   | /
|   |
\  |---|
= \_ |---|
\  |   |
\  |   |
   |---|
   |---|
   | M |

```

M. Leads to (O)
N. Leads to another place like the one above
O. Leads to (M)

You only need to go to (N).



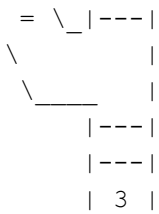
Again, just run along, beat the Pollywog and head for the exit at the right.

```

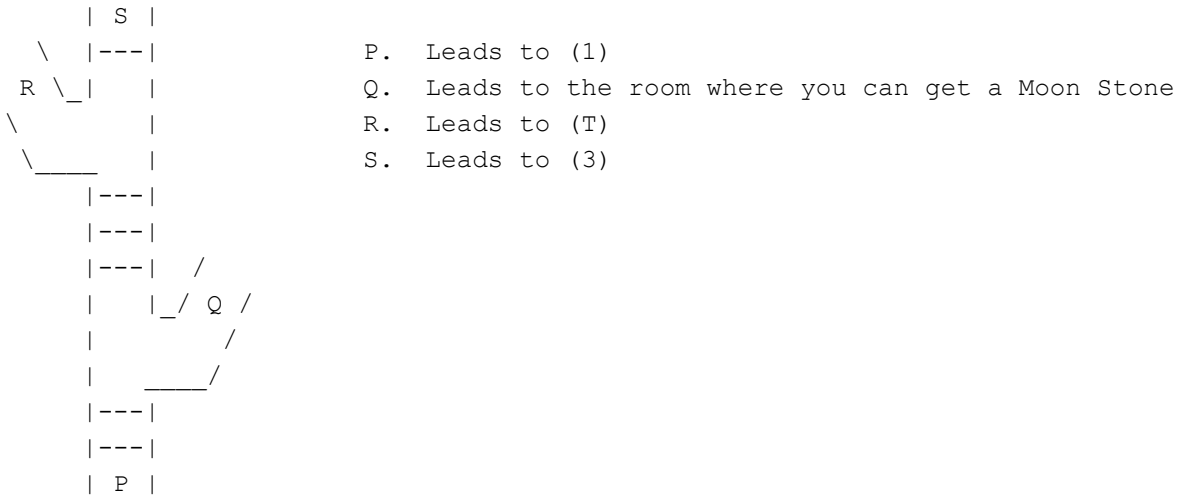
| 1 |
|---|
|  | /
|  |_/ 2 /
|   | /
|   | /
|   |
\  |---|

```

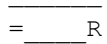
1. Leads to (P)
2. Leads to a room with a Night Stone
3. Leads to (S)



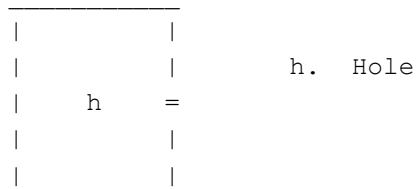
First go to (2) and get the Night Stone then leave the room. Go to (1) or (3), they both lead to the same place.



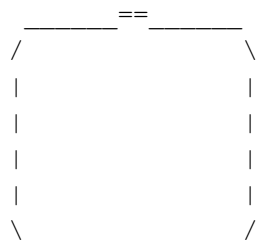
You can hear water running in this place. Here go to (Q), enter the room, get the Moon Stone, then leave and enter (R).



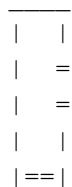
Go out using the left exit (duh!, where else do you want to do).



Jump down the hole. [or fall down the hole or drop down the hole. Whatever.]



After the fall, enter the top door.



Enter the right door.

```
_____SS_____  
=           |  
= _____ |           p. Damaging ground.  5 damage  
           |pppp|  
           |ppp |           S. Leads to room containing Platform 1  
           | ppp|  
           |ppp |  
           | ppp|  
           |ppp |  
           |ppp |  
_____ |pppp|  
=           |  
= _____ |
```

Jump on the boxes to avoiding the green part of the ground. Head for (S), get the Icon there (the icon will appear at the room where you dropped at [but worry about that later] also there are 6 platforms), leave the room. Exit the room on the higher left exit.

```
_____  
=  _  _  =  
  --
```

You can jump down at the center but don't do that or else you will be repeating the steps done above, instead, head for the right exit.

```
____TT_____  
|           =  
| _____ =           T. Leads to the room containing Platform 2  
|pppp|  
|ppp |  
| ppp|  
|ppp |  
| ppp|  
|ppp |  
|ppp |  
|pppp|_____
```

Again, avoid the green ground by jumping from one box to another. Enter (T), get the second icon, then exit the room with the upper right exit.

```
_____  
=  _  _  =  
  --
```

You can jump down at the center but don't do that or else you will be repeating the steps done above, instead, head for the left exit.

```
____UU_____  
=           |  
= _____ |  
           |pppp|  
           |ppp |           U. Leads to room containing Platform 3  
           | ppp|  
           |ppp |  
           | ppp|
```

```

      |ppp |
_____|pppp|
=      |
=_____|

```

Again, avoid the green ground by jumping from one box to another. Enter (U), get the third icon, then exit the room with the upper right exit.

```

_____
=  _  _  =
  --

```

You can jump down at the center but don't do that or else you will be repeating the steps done above, instead, head for the right exit.

```

__VV_____
|           =
|           =      V. Leads to the room containing Platform 4
|pppp|
|ppp |
| ppp|
|ppp |
| ppp|
|ppp |
|ppp |
|pppp|_____
|           =
|_____ =

```

Again, avoid the green ground by jumping from one box to another. Enter (V), get the fourth icon, then exit the room with the upper right exit.

```

__|==|__
=  _  _  =
  --

```

You can jump back down but don't do that. Head for the upper exit to get the sixth platform, leave the room, then exit using the right exit, but you need at least 115 MP if you want to go to the next room. If your Maximum MP is less than 115, go play with your White - Vulcan magic and when your MP runs low, go attack the King Ant at the previous room till your MP is full and play with White - Vulcan again until you have 115 Maximum. But if your Maximum MP is already 115 but you do not have 115 MP, go attack the King Ant till you get maximum MP.

```

_____ |b      c|  ICE. Melt it using Red - Burner
= __ICE_a_ICEICE |  a. Platform 6
                  |  b. Rare Wine - DO NOT SELL THIS - give it to
                  |_____|  Hobbs
                  |  c. [Super] - Magic Effect

```

First melt the ice (using Red - Burner) beside you then get the sixth icon, then melt the next ice, then the next ice. After that get (b) the Rare Wine - DO NOT/NEVER, SELL THIS ITEM YOU NEED TO GIVE THIS TO HOBBS FOR A DISCOUNT IN HIS SHOP (from a price of 30,000 G to 5,000 G! ^_^) and (c) [Super] magic effect. After that, leave the room.

```

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__----__
__----__
__----__
__----__

```

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|
|
|==|

```

Jump down, then walk then jump down, then again, and again, and again.
 Leave the area using the exit below.

```

      ==
 /-----\
 |         |
 |  6       | 1
 |  5       | 2
 |  4 3     |
 |         |
 \-----/

```

1-6. The six platforms (icons)

Step on the platforms from 1 to 6. They will move and rise to make it look like this.

```

      ==
 /-----\
 |         |
 |  5 6     |
 |  4       |
 |  3       |
 |  2 1     |
 |         |
 \-----/

```

Jump to the ledge and head for the upper exit

```

-----
|         |
|         |
|  h      |
|         |
|  =      |
|         |

```

h. Hole

You will be in another room with a hole so jump down the hole. [or fall down the hole or drop down the hole. Whatever.]

```

=====|         | s |         | h |
|         |         |         |         |
|         o         |         r b |
|         o         |         b |

```

- s. Starting point
- r. Rue
- b. Boulder
- o. Obstacle
- h. Recover HP point

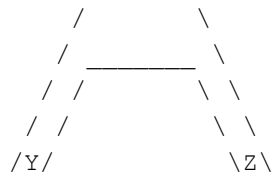
From where you dropped (s), go talk to Rue (r).

Story

Mint will wonder how did Rue get there so fast. Rue will say to Mint that there is something blocking their way. But after that conversation, the boulder begins to move and will most likely flatten anything on its way.

Story

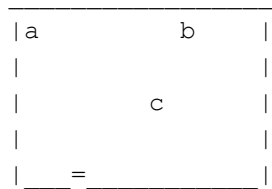
RUN!, NOW!, don't mind Rue getting flattened. I think the debris that are dropping down the ceiling drops at random (I did it 6 times and I got 2 patterns.) There is a time that both ceilings will fall, jump to avoid it.



Z. Leads to room (AC)

First go to room (AA) so go to (X)

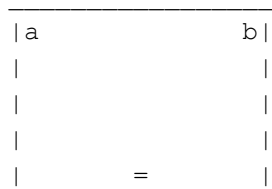
Room AA



- a. Bronze Coin
- b. Bronze Coin
- c. Tiara

Go loot the room. Get the two Bronze Coins (a) and (b). Then grab the Tiara (c). Then go back to the previous room and go to room (AB) so take path (Y).

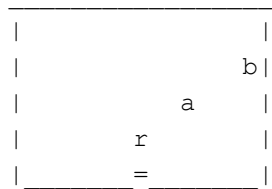
Room AB



- a. Bronze Coin
- b. Cube

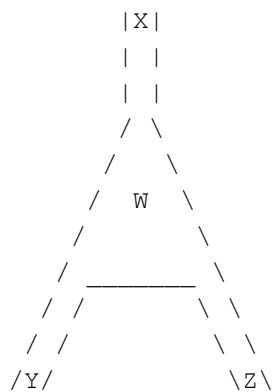
Get another Bronze Coin and the Cube. Leave the room and go next to room (AC) so take path (Z).

Room AC



- a. Bronze Coin
- b. Gold Coin
- r. Recover HP

First, recover your HP, then grab the Bronze Coin and the Gold Coin. After that, leave the room.



W. Examine to leave

X. Leads to room (AA)

Y. Leads to room (AB)

Z. Leads to room (AC)

Now that you are back at the triangular room, examine (W) to leave (you can't leave if you didn't yet take the Cube and the Tiara).

After that you will see...

Story

Mint will see her OLD enemy Belle together with Duke. She is assuming that you are up to no good. She is the one Mint beat up a year ago somewhere. Mint calls her an OLD hag [:P] and she gets enraged but Duke tells her that she was only 30, for revealing her age, she whacks Duke (he became unconscious). After that she will attack Mint.

Story

Boss Battle - Belle

Challenge: Easy

Just beat her like silly. But , if you want a flawless victory, avoid her when there are things that are circling around her until she throws them to you (avoid those too!).

Story

Mint is sure that it was a victory but it is not, she took the Tiara from you. [After all that hard work [sniff] you [sniff] ... [sniff] ... you stole it [sniff] ... from ... [sniff] me. [;_;]]. Mint gets mad and she demands it back but Duke and Belle run away. Then Mint goes after them.

Story

Back to the past room, it would seem like another boss battle with Skull Beast but now, it is invincible and it is stronger. Try whacking it once and get the hell out. Go to the left and step on the platform with the star icon.

Now, run like hell to the top by taking the inner belt (the one closer to the center) and try avoiding the spiked iron balls by passing when you can get a good clearing (it is quite alright to take a hit or two).

Story

It is a dead end, and the Skull Beast is close, Rue will kill the Skull Beast and save the day [and your butt from being booted]. You will end up in town.

Story

```
*****
* 'Town of Carona' *
*****
```

Go to Klaus' House.

Story

In the basement, he will tell you that he now knows where the relic was and it is inside the Lake Ruins. Also he will tell you that the Cube is somewhat like a key needed to enter the ruins in the lake. Mint immediately says that since they have the key and know where the relic is, why don't they go now. But sadly, Klaus says that he doesn't know how to use it so you cannot open the ruins. He will then tell you that he knows someone that may know how to use the Cube so maybe you should ask Mel a magician and is living at her Atelier, but he doesn't want to go there so it is up to you to go there because of some reason.

Story

```
+++++++
+ END +
+++++++
++ -Underground trap- ++
+++++++
```

```

+++++++
+ Chapter 3 +
+++++++
++ -Fancy Mel - ++
+++++++

```

Now you can access Mel's Atelier and the Lakeside.

Go first to Hobb's Shop. Here, you can give Hobbs the Rare Wine. If you give it to him, he will give you a discount from 30,000 G to 5,000 G for each base status increase [YEAH! ^_^].

Before you go to Mel's Atelier, go back to the Underground Ruins*.

```

*****
* 'Underground Ruins' *****
*****
* Items: Magic Effect [Power] *
*****

```

There, go back down to the room where you were chased by the Skull Beast. There, go down the circular stairs and examine the body of the Skull Beast and you will get a new Magic Effect [Power]*. After that, leave the Underground Ruins. You can leave using the Go Home Plant at the place where you fought the Skull Beast.

* Thanks to iamnothing for this one.

```

|          jj  jj          |
|          jj  jj          |  j.  Jump / Step on these
|      j  j          j  j  g |
|          jj  jj          |  g.  Go Home Plant.
|_____jj__jj_____|

```

Now that you are back to Town and head for Mel's Atelier.

```

*****
* 'Mel's Atelier' *
*****

```

```

|
= _____ \ s. Star
| _____ s /
| _____ /

```

In this place is Mel's Atelier (duh!). Go walk and in the near half you will be in a ULTRA-WEIRD place [what an UGLY place]. Go step on (s) the Star.

```

/____p\      H.  Mel's Atelier
|  s  |
(  H  )      p.  Poppul Purrel - will show up after knocking at the door
|  p  p  |      s.  Save here - will show up after knocking at the door
\_____/
  | |
  |=|

```

Go knock at the door (where else are you supposed to knock, the roof?)

HELLOOOOOO!) of Mel's Atelier.

Story

Mint will notice that the place was very unusual. She also now knew why Klaus did not want to go to this place. She knocks at the door and she notices a stupid sound after that, a dwarf-like creature appears and tells you that Mel is not home and you should play the games while waiting.

Story

[Ok, I don't want to play, can I just stand outside and wait for an hour or something. [No you can't, you have to play the DAMN game] ;_;].

Go save first because you *may* reset and bash your CD because of this ultra-annoying mini-games [especially the Big Swings and Giant Balls].

Go play the easiest first, Blow Trumpet. Talk to the Poppul Purrels outside until you find the one that asks you to play Blow Trumpet.

[Sorry no maps for the mini-games. I was so annoyed that I can't do it.]

The games here are timed, and if you hurry, you can get more time at the bonus game. In the bonus game, if you reached or gone above the high score which is 500 points, you can get a Silver Coin, but if not, you can get a Bronze Coin.

Here, wait for the waves or hurry up to avoid it. The enemy here called the cockadoo is annoying. Go blast it with anything you have, just kill the damn thing. On the seesaw, it may seem like impossible to reach, but it is possible. Another seesaw is like something I do not know what to call it [anybody knows?], first jump at the left side of it, then at the right side, then again at the left side, and again at the right side and do the following until you are confident enough to jump to the other side. A little walk after that and you will be at the bonus game. In the bonus game, you have to step on the trumpets to keep the cockadoo away. If you blast many cockadoos at a time, you can get more points. If the cockadoo lands on your head you lose.

After this, go save and go to the Big Swings.

Here, be careful in jumping because the enemies here, called the Imp has an attack that throws stars at you, try to be patient enough so that you don't get hit by it. Also, careful in the swings too. It is very easy to slip by a few centimeters and you will fall. At the bonus game, you have to get the balls to earn points. Do not get the black balls. If you get balls of the same color in consecutive order, you can get bonus points.

After that, save and now is the time that you go to the hardest one (for me), the Giant Balls.

Careful in jumping again because of the Imps. In jumping from a Giant Ball, make sure you don't jump late because you will fall off. There are also cubes near the end where you can step on. It will fall so jump to the next place as soon as possible. The bonus game here requires you to beat up the fungies. Strategy, avoid fungi build up, go all out, whack 'em all.

After this, the cockadoo save point will be gone. If you try to knock again at the door.

Story

Mel arrives and Mint will notice that she looks like a frea ... looks

Story

Boss Battle - Blood and Smokey

Challenge: Easy

Use Rapid Shot to kill any one of them.

Story

The hoodlums will run away and the Poppul Purrel will thank Mint. Mint will say that a beautiful princess named Mint helped him and to tell that to Mel. Mint wanted to escort the Poppul Purrel but he said that he would be fine going alone. Now, it would be late so Mint will head back to town.

Story

* 'Town of Carona' *

Before going to your room at the inn and sleeping, go to the Grasslands area and talk to Rod.

Story

Here, Rod will tell Mint something about his past. He will tell Mint the reason why he is, both swordsman and weapon smith. He then tells Mint about his father, Pleskin being the greatest swordsman in the world. Rod wanted to challenge his father for the title but he did not have the chance to do so because his father died already. So now, he seeks to become, just like his father, to be written down in history and excel as being the greatest swordsman and weapon smith.

Story

Now that you have done that, go back to the inn, proceed to your room talk to Ms. Cartha and say 'Go to your room') and sleep (examine your bed).

+++++++
+ END +
+++++++
++ -Fancy Mel- ++
+++++++

+++++++
+ Chapter 4 +
+++++++
++ -Starlight Duke- ++
+++++++

Go to Mel's Atelier.

* 'Mel's Atelier' *

* My Status: HP 122/122 STR 028 + 008 *
* MP 124/124 DEF 016 + 008 *

After that, go leave the town and go to Mel's Atelier. Enter the Atelier and in there

Story

Mel and the Poppul Purrel that Mint helped will thank her and Mint will

inquire about the cube. Mel said that all you need to know is in the report so she hands Mint Mel's Report and the Cube.

After handing those to Mint, Mel will tell her interesting stuff. Mel will say that the East Heaven Kingdom [this is where Mint came from], is a kingdom which the citizens are excellent magicians. Also, the eldest princess ran away and rumor was nobody misses her [;_;) and that was because she was violent, indulged in luxury and a pain in the neck. Mint understood that Mel was saying those things to her because she knows that Mel is pointing her out. So Mint tells her story of world conquest to Mel.

Story

After that, leave the Atelier and you will meet Rue and Elena outside.

Story

Elena wanted to tell Mint some big secret about Rue, but Rue doesn't want to talk about it so she would not tell Mint. Elena will say that she was just accompanying Rue to Mel's Atelier and would join you in leaving. Mint wanted to squeeze the secret from Elena but Elena would see something moving somewhere, it is Duke, in a star costume. Duke will tell Mint that he came to take away the cube and Mel's report but Mint will say no so...

Story

Boss Battle - Duke

Challenge: Easy - Medium

To damage him, you have to kick him until he lies flat or let him tire by making him jump high or after him spinning. If he is lying flat, use White - Spread. If he is spinning, just jump out of the way. He has a final move which he executes when you drained his life to 0, it will take out 20 damage from you.

Also, you can lose at this battle for something funny (according to grady, thanks grady!)

Story

You will see a cut scene with Doll Master talking to Psycho Master. Psycho Master will tell Doll Master about there is someone who is searching for the [Relic] and it is Mint. Doll will say that they must keep it a secret from Princess Maya. Psycho Master will also say that he prepared someone to watch what Mint is doing, and that guy will arrive to Carona tomorrow morning.

Story

* 'Town of Carona' *

Back in town go to Klaus house and go talk to Klaus.

Story

Mint will give Klaus the report and the cube. Klaus says that the Cube can be opened so they opened it and something came out of it, something which is not human but a mechanical doll. It was written on the report that Grand Master Magician Elroy created the doll and the doll's name is Prima Doll and it is the one that can break the seal to Valen's Relic. But since Prima Doll is still incomplete, Mint can't break the seal now. Mint needs to get the parts for Prima Doll which is kept in the Ateliers of the apprentices of Elroy. A pair of gauntlets, a pair of sollerets are kept in the Ghost Temple while the Earrings is at the Atelier in Gamul Forest and the final item, the

Amulet can be created from a Phantomite. Rue will say that he will go to the Ghost Temple and get the 2 pairs of items while Mint will go to the Gamul Forest to get the earrings. Mint would not agree because she wanted to keep the [Relic] just for herself but Rue will say that he only need it once and he will leave it up to Mint and Klaus what to do about it later.

Story

Ginema is the magician that stays at Gamul Forest and Klaus will be doing research about the amulet and the phantomite.

+++++++

+ END +

+++++++

++ -Starlight Duke- ++

+++++++

+++++++

+ Chapter 5 +

+++++++

++ -Upstream adventure- ++

+++++++

* 'Town of Carona' *

After that, go check out the new stuff at the shop.

Gold Bracer - 3,500 G - + 12 Bonus Strength

Gold Belt - 3,500 G - + 12 Bonus Defense

After buying those, go out the town's gate and Mira will arrive

Story

Mira will tell you that it would take 3 days on foot to get to the Gamul Forest, so you should ask Rod for a boat and ask him to take you there because Rod claims that he owns the fastest boat in the world.

Story

Go to the Grasslands area and talk to Rod.

Story

Rod will say that yes he has the fastest baby in the world but in order for you to ride it, he wants to fight you and this time, it is on the house.

Story

Boss Battle - Rod

Challenge: it depends

For me, I have not fought him recently so he sucks. I just whacked away at him and he lost.

Also, according to PyRo MaNiA you can also lose at this battle and he will demand 100 G from you in order for both of them to fight again. If you lost again, Mira will arrive.

Story

(If you win)

Rod will agree to take you to Gamul Forest but tells Mint that do not ever call his baby a boat, it is called Pulsar Inferno Typhoon Omega. Mint calls

his baby Pinto. Rod will get mad at Mint but he will still take you there.

(If you lost twice [according to PyRo MaNiA])

Mira will arrive and asks Rod about why he is giving Mint a hard time. After some small talk, she will leave and Rod will say something that he couldn't stand up to Mira about an argument or something.

(After those stuff)

Mira will give Mint and Rod their lunch and now at the boat ride, Rod will tell something to Mint but Mint does not respond because she was eating hers and Rod's meatballs and leaves the pumpkin behind.

After they arrive at the Gamul Forest, Mint will ask Rod to wait for her.

Story

```

*****
* 'Gamul Forest' *****
*****
* My Status:  HP 124/124      STR 028 + 012  *
*              MP 125/125      DEF 016 + 012  *
* Items:  Magic Color [Green Magic]          *
*         Brooch                          *
*         Earrings                          *
* Enemies: Gamulian                          *
*         Ootang                             *
* Bosses: Belle with Hexagon                  *
*         Cloud Whale                          *
*****

```

```

      w
-----
|           |
|           |   g.  Ginema's Diary
|           |   r.  Restore MP
|           |   w.  Wind device [I don't like to call it a windmill simply
| g         |         because it is not a mill]
|-----|

```

First examine Ginema's diary (g) then check out the wind device (w) and run around until

Story

Mint wonders what to do since the earrings is hidden in a guardian's body but it escaped and destroyed the Atelier. After thinking of that, Belle arrives and wants to fight you with her toy, Hexagon.

Story

Boss Battle - Belle with Hexagon

Challenge: Medium

Here just run around and avoid the hands of hexagon (by jumping aside) if it tries to grab you. Just try to kick Belle until the floor rise and jump up the risen floor and from there, kick Belle (about 5 kick attacks).

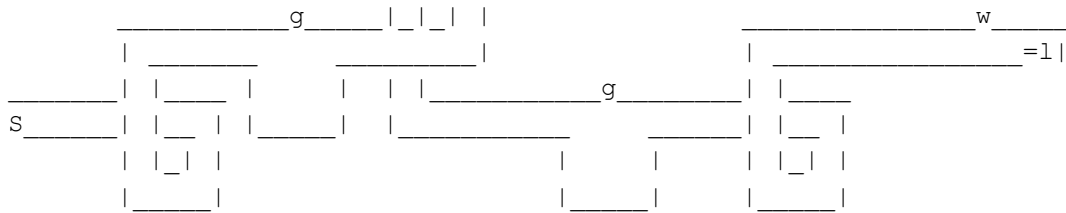
Since Belle is down, Mint will take 'steal' something from Belle, [Green Magic]. Now that you have the [Green Magic], which has a wind element, use it (Green - Wave) on the wind device (w) until it turns fast and a lift will come down.

Area 1 Map

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|   _   |

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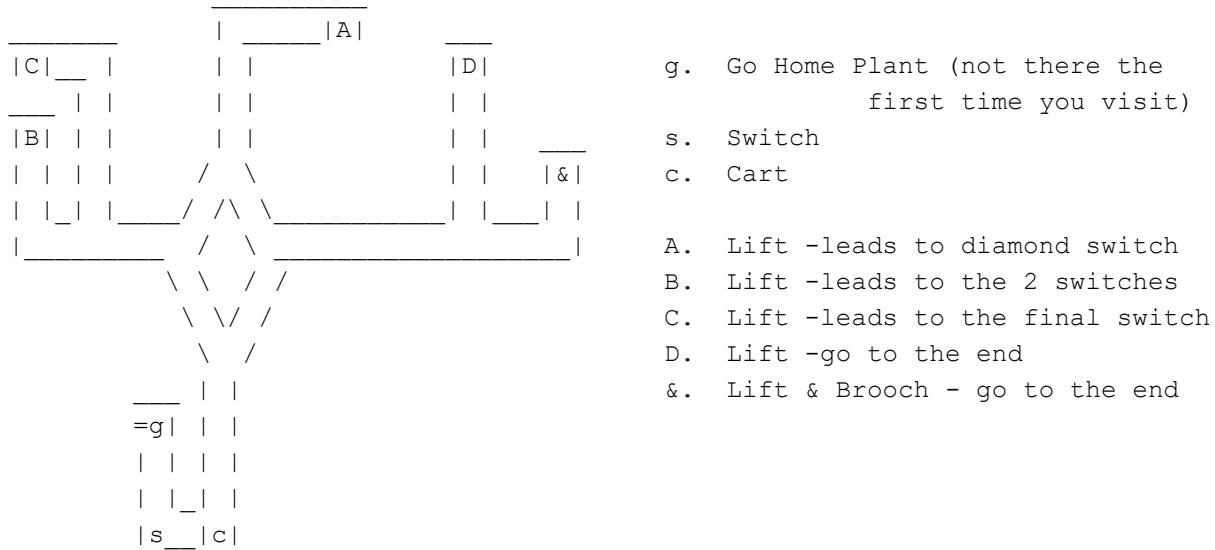


- g. Gamulian Tribe
- w. Wind Device
- l. Lift
- S. Starting Point (most Lifts in the later part would go here)

Here, if the Gamulian people would not attack you if you do not attack them (note that some Gamulians are fighting each other and if you get on their way, you will get hit). The only reason they are there is that if you are low on MP, you can attack them. Also, if you attack a Gamulian Tribe, all the other tribes will attack you.

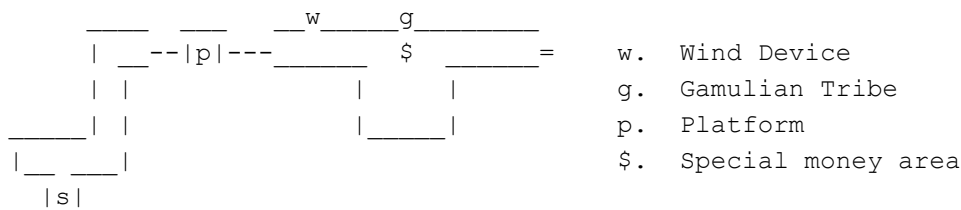
Use Green - Wave on the wind device (w) and ride the lift (l) (if you stepped on it too early, jump again and it will rise up).

Diamond Area Map



- g. Go Home Plant (not there the first time you visit)
- s. Switch
- c. Cart
- A. Lift -leads to diamond switch
- B. Lift -leads to the 2 switches
- C. Lift -leads to the final switch
- D. Lift -go to the end
- &. Lift & Brooch - go to the end

Go ride (c) and you will arrive at (A).



- w. Wind Device
- g. Gamulian Tribe
- p. Platform
- \$. Special money area

[Special money area] contributed by Corp. Ted.Lance (Teddy_0@web.de)

"Now blast those two practising Gamulians to kingdom come so more will pop out of their house. If you go to the point I marked with" {\$} "in the above plan (perhaps a little bit on the right of it...) and use the Fire Heart, all enemies that pop out of the hut will be automagically roasted, and you do not have to move to collect the powerups. In fact, if you hit the right spot, you can glue down the appropriate Magic-button and go for a little coffee or whatever... Provided you collect enough brown goodies. Thats the crucial

* 'Town of Carona' *

Exit the grasslands.

Story

Mint will see a red haired guy and she calls him a spike-haired weirdo. The man, named Trap Master overhears this and wants to fight you but he can't so he left a surprise to Mint in Klaus House, and he will leave. Mint thought that the surprise is that something horrible happened to Klaus or his family so she rushes to the house and was greeted by Elena. Mint will then get the surprise because two pumpkins would fall onto her head.

Story

Interesting stuff to check out

You can push the pumpkins. Move 'em around the house.

Go down the basement.

Story

Mint will give the earrings to Prima Doll and you will see Rue give the gauntlets and sollarrets. So now you will have to get the Phantomite. Klaus will say that the Phantomite is a mineral and somebody named Wylaf who lives in the Raging Mountain is a collector of rare gems and minerals, because of this Mint decides that she is the one who wants to go to the Raging Mountains. Klaus will tell you to be careful because Wylaf is a powerful but stubborn dragon. History recorded that Wylaf defeated a whole army that attacked him led by King Dorian. Wylaf was said to have the power to summon the flames from the ground.

Story

+++++++
+ END +
+++++++
++ -Upstream adventure- ++
+++++++

+++++++
+ Chapter 6 +
+++++++
++ -Dragon battle- ++
+++++++

Go sell your monster coins and buy Platinum stuff at Tonio's Shop.

- Platinum Bracer - 4,500 G - Bonus Strength +16
- Platinum Belt - 4,500 G - Bonus Defense +16

After that go to the Tavern and give the Brooch to Annette and she will give you a discount on the drinks.

- Milk - 10 G - Restores 10% MP - (best deal)
- Root beer - 30 G - Restores 25% MP - (expensive)
- Tropical delight - 50 G - Restores 50% MP - (just x5 of Milk)

* 'Raging Mountain' *****

```

* My Status:  HP 133/133      STR 028 + 016  *
*              MP ???/138      DEF 016 + 016  *
* Items:  Magic Color [Black Magic]          *
*          3x Silver Coins                   *
*          Legendary Shield                   *
*          Phantomite                         *
* Enemies: Fire Blob                         *
*          Ootang                             *
*          Bubba                               *
*          Pollywog                           *
*          Gudon                               *
* Bosses:  Belle with Hexagon and Duke      *
*          Wylaf                               *
*****

```

```

_____
|pp| |pfp| b=
_____ |pp| |pfp|-----b=
|_____b_X_|pp|_____|

```

b. Boulder
f. Falling ledge
p. Pit
X. Magic Color [Black]

First go straight and fight the enemies if you like (Ootangs and Fire Blobs) just go and jump the pits (p) and on the next place, just jump across (you may like to step on (f) but you better hurry or you will fall with it). At the next place, you will see it is blocked by a boulder (b) that you can't destroy so just jump down and fight the Bubba there and jump to get the Magic Color [Black Magic] (X) and use the ability Black - Bomb to destroy the boulder at your right. Now go back again to the top and hop the pits (p) and go destroy the boulder (b) near the exit. Go to the exit (duh!).

```

/ ___b_1_| _____
___/ / _____/ _____F__=
___ |___/ b_____ F area |
|_____ / _____|

```

b. Boulder
F. Fissures
1. 3x Silver Coins

Here just go up first and destroy the boulder (Black - Bomb) and get 3 Silver Coins (1) and then go back, now down and again destroy the boulder and in the (F area) just avoid the steam coming out of the ground because they would damage you. Just go to the exit.

```

_____
| ___b__r | _____ |
LAVA |___| |___| LAVA |
=___| O |___| |___| |___| |___|=
LAVA |
_____

```

b. Boulder
r. Restore HP
LAVA. Lava (5 damage)

You have to jump along the floating platforms (they move Up and Down). First go smash the boulder and Restore your HP (r), and then go back and just finish the place by going to the right exit.

```

= _____ |pp| |pp| _____ =
= ___o_____o___|pp| |pp|_____ =

```

o. Obstacle
p. Pit

In this area, the winds sometimes blow, so avoid jumping too much. You can use the obstacles (o) as cover when the wind blows so you can attack the enemies that are blocking your way and prevent you from blowing away. Jump the pits only when the wind is not blowing or else you will fall or fall back (the Bubba is a major blockage on the way so take it out, even if you fall,

it does not matter). Just head for the exit.

EXTRA PLACE FOR BOSS BATTLE

```
_____  
|_| |_____| |_|
```

EXTRA PLACE FOR BOSS BATTLE

Here you will see Belle and Duke.

Story

The two are waiting for Mint and they demand from Mint the stuff. Mint will annoy Belle by calling her an old bag so she will call Hexagon and you will fight her and Duke together.

Story

Boss Battle - Belle with Hexagon and Duke

Challenge: Medium

First go beat the hell out of Duke, he is so annoying, constantly doing uppercuts to you. After he is done, concentrate on Belle and Hexagon. You need to jump kick her. Try doing that at Hexagon's back or after Hexagon has finished doing his grab attack (move / jump away). After beating Belle out, she will jump down and fight you face to face. Same strategy as before, just attack her normally but avoid her while she has the swirling white stuff around her until she throws it. Also jump if she casts the fire attack.

They will leave after the battle and you will automatically go to the next area.

```

  |=|
  ||
  ||_____
  |_____|
  _____| |
  |_____|| | | | | | | |
  | |_____||
  | |_____| |
  | |p|_____|
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p. Pit
r. Restore HP
1. Legendary Shield

Sorry for the map, it is not very accurate, but it is good enough. First go straight for the (r), Restore HP then after that, go up and jump the ledges where the Fire Blobs are to get the Legendary Shield (1). After that, go back then go up and move left, hop across the pit and go up again, then right and there will be a Fire Blob, then go up, then left and you will see 3 Pollywogs and go up to the exit.

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_____  
|         |  
|         | g. Go Home Plant (will only be accessible after going  
|         | through this place.)  
|         |  
|         |  
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At the mountaintop...

Story

Mint will call for Wylaf. The dragon Wylaf will then arrive and say something about a human dares to disturb him. Mint will ask for a Phantomite but he doesn't like to give it because he will read Mint's mind and knows that you just want the relic for world conquest. He will also sense a great spirit because Mint will say that if anyone tries to destroy the world she will beat them up because she is going to rule it, so he might reconsider. But he will say that spirit alone is not enough to tame the Aeon's powers so he will test Mint if she has power.

Story

Boss Battle - Wylaf

Challenge: Medium

To damage him, you can use Blue - Icicle WHILE he swoops down at you (it will eventually hit him and would cause him to go back up). If you are low on MP, try attacking WHILE he again swoops down. He has other attacks that are quite easy to avoid. Like if he breathes fire to the ground, just avoid the ground and a + radius. The fire will remain there so avoid that too. If he rapidly swoops down at you, just try to jump to other directions to avoid. When his HP is below half, he will withdraw from the battle.

NOTE THAT YOU SHOULD NOT ATTACK ONCE HE SAYS THE FIGHT IS OVER OR ELSE PREPARE TO GET ROASTED, errr ... I mean meet the Game Over Screen. Thanks to KTeoh for giving this to me, check the Cool Stuff section to see more about this.

Story

He will say that he has underestimated Mint. Mint then says that Wylaf needs to rest, he will treat it as mockery. But as he promised, he will give Mint the Phantomite and he will trust Mint that she would not bring end to the world. Mint will ask Wylaf if he would like to work for her when she rules the world but Wylaf will say that he will think about it.

Cut Scene

You will see Rue talking with Belle and Duke. They will say something that Rue is carrying such a heavy load from his past so they decided to help him out just for the moral duty. Rue will say that he does not need money and only needs to use the [Relic] once and after that Belle and Duke can keep it. After that, they will agree to work together.

Cut Scene

Mint will be automatically back in town will be called by Blood, as always, together with Smokey (or the other way around). They will challenge Mint for a battle at the forest. They will leave a note telling you that.

Story

You will be automatically back to town.

* 'Town of Carona' *

Why don't you go and save your game at the inn and go to Carona Forest.

* 'Carona Forest' *****

* Items: Magic Effect (Circle) *

* Bosses: Trap Master *
* Blood and Smokey *

Go to the area where you always find Blood and Smokey.

Story

They will say that they have a new boss, he is the one with the red hair, he will say that his name is the 'Trap Master'. Mint will call him porcupine head and he will get mad and say that Mint is on his trap. Mint will then be on Trap Masters own battlefield because he usually destroys the outside place when he fights. Both of them (Mint and Trap Master) will then engage the battle.

Story

Boss Battle - Trap Master

Challenge: Easy

All you have to do here is to stand on the center and cast White - Vulcan. He will just die. Just avoid jumping too much and stepping on blinking platforms. You can die in this battle if you want.

Story

After that Trap Master will say that Mint was nothing and he can easily kill her in a few seconds but he cannot kill Mint yet. The two, Blood and Smokey will fight Mint because Trap Master will go away.

Story

Boss Battle - Blood and Smokey

Challenge: Easy

You can either use White - Vulcan or just attack them till they lose. It doesn't matter.

Story

Again, they will be beaten and they will run away. You will feel somewhat good about it.

Story

After that, head for the cliffs area.

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      |8+++++6|
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  |jj|
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p. It is a rock, go bash it with Black - Graviton and it will reveal a treasure box

& It means that it is both 6 & 7. The ? is at 7

=j|

From (&), at (6) level of ground, the one near (8), (careful, you might fall), use Black - Graviton on it and it will reveal a treasure box. From the (&), the one beside where you are now, try to jump to the place where (P) is [it will require many tries for you to get it because it is so hard], you can get Magic Effect [Circle] from it. You need this thing even if it is so frustrating to get.

After getting that, go to the place outside Cadmon's Atelier and go back to town using the Go Home Plant there.

* 'Town of Carona' *

Go to Klaus' house.

Story

Mint will give him the Phantomite and he will be amazed that Mint got it. He will take it and will say that he will make the Amulet for Prima right away. Mint will then tell Klaus that only the Tiara is left and you are going to get it from Belle and Duke but Rue will arrive telling Mint and Klaus that there is no need for that because he already got it from Belle and Duke at the hotel. Mint could not believe that he just got the Tiara easily so she will ask Rue how he got it but for some reason, Rue would not tell it.

They will then put the Tiara on Prima Doll but ask what the Tiara is for. Prima will say that the Tiara is used for decision making and certain abilities, both mental and physical are on the Tiara which exceeds the current intelligence which is only a mere backup. After a couple of small talk, Mint will get mad at Prima Doll and shows him the finger. Also, after that, Prima Doll will bug Klaus to finish the amulet as soon as possible but he will suddenly stop. All of them will wonder what happened so they have to talk to Mel to find out.

Story

+++++++
+ END +
+++++++
++ -Dragon Battle- ++
+++++++

+++++++
+ Chapter 7 +
+++++++
++ -Together with Prima- ++
+++++++

After the talk, go check out the town and if I am not mistaken you can get 2 Silver Coins and a Bronze Coin (I am not sure because I think that items in places appear at random).

Go to Mel's Atelier.

* 'Mel's Atelier' *****

* Items: Magic Color [Yellow Magic] *
* Boss: Gorotan *

Talk to Mel.

Story

By the time Mint arrives, Mel will ask her if she has given up the search for Valen's [Relic] and she will say no. It is because that Mint's father said that she should never quit once she started something. After that, Mint will say that there is something wrong with Prima Doll. Mel will say to her that it must be because of Prima Doll's energy being radiated after its long rest in the cube. She will tell Mint that there might be a way to restore Prima Doll's energy and that you need Gorotan's power, some guy that can control the power of lightning. She also will say that she is not sure whether it will work but it is worth the try and tells Mint to be careful because Gorotan does not like visitors. Mel asks Mint to just find out where Gorotan leaves from one of her assistants.

Story

Go outside the Atelier and talk to the Poppul Purrel that you helped earlier. I think it is the one near the back.

Story

He will say to Mint that he knows where Gorotan is and asks Mint if she wants to play with Gorotan now, say Yes and Mint will be in a room with a flying guy thing.

Story

Go talk to the flying thing and it will transform into a big cat.

Boss Battle - Gorotan

Challenge: Medium

Avoid the star thingies that are around him and it will just go farther away from him, leaving himself unprotected from your beating. Go near him and cast Red - Napalm or just attack him to conserve MP, then immediately jump/run aside to avoid the lightning bolt.

After the battle, you will get from him [Yellow Magic]. Go back to town.

* 'Town of Carona' *

Go to Klaus' house.

Story

Mint will be blasting bolts to Prima Doll and Prima Doll will be charged up. He should be ok now and he only needs to get the Amulet in order to break the seal.

Story

I am not sure but iamnothing went to the tavern after this so head for the tavern and maybe something will happen.

After going there, go leave the town and head for the Lakeside.

* 'Lakeside' *

In the lakeside, you will see Rue together with Elena.

Story

Elena will say something about after both Rue and Mint gets the [Relic] she will become lonely because they will leave town. Elena will then ask Mint what is she going to do after getting the [Relic] and Mint will reply to her and say that she plans to take over the world with it. Now, Mint will ask Rue what is he going to do after the it is over, and you will guess that it is either Rue will stay in Carona or go back to his home town. If you choose the option to 'Go back to his homeland', Rue will say that there would be someone waiting for him back home. Mint will inquire who that person is but Rue will say that it was someone that is 'like' a sister to him, but still she is not yet at home. If you say that he will 'Stay in Carona' Mint will tease Rue. After that, Rue will ask Elena how long is it going to take to finish the Amulet but Elena will say that it will be finished soon. Rue will leave, together with Elena to go back to town.

Story

Now that you are alone, go head back to town too.

* 'Town of Carona' *

Go to Klaus' house.

Story

Klaus will tell Mint that the Amulet is near completion and he will ask Mint to take Prima Doll to the Lakeside. Mint does not want to but Prima Doll will bug her so she will take Prima Doll to the Lakeside.

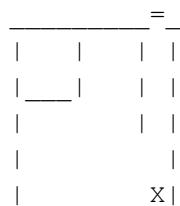
Story

Go leave the house and talk to Marcum, the fat guy that buys stuff from you and he will give you 50 G. After that, I think there is a Bronze Coin somewhere (but since item appearance, I think is at random so maybe it is not there).

Interesting Stuff to Check Out (thanks to PyRo MaNiA for this one)

Prima Doll is following you right, why don't you go to the Grasslands and talk to Johnny Wolf and he will follow Prima Doll, then talk to Rod, he will join the 'train' party. Now, Mint will be followed by Prima Doll, which is followed by Johnny Wolf, and Rod will be behind Johnny Wolf. You gotta see this, it looks silly. (though I haven't seen it yet)

Also, according to grady, at the Grasslands there is a coin (see map below)



After that, go examine the gate and head for the Lakeside (again!).

* 'Lakeside' *

Story

Prima Doll will feel something good and Mint will tell him that it is because it is his first time to experience the sunlight [or something like that]. He will challenge Mint for a race to the shore. Mint is confident that she is not going to lose from a doll.

Story

A good way to win the race is to block his way and run while he is at your back. You can also lose the race.

Story

Doesn't matter if you win or lose, it would be just small talk. After that, Prima Doll will say something about him, that he is just a tool that would be used to unseal the [Relic]. Mint will comfort him by saying that he is not a tool because for one reason he is crying and that he has feelings [^_^]. Prima Doll will realize this and will thank Mint for the words. After that, he will say that he wants to go back to town.

Story

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*****
* 'Town of Carona' *
*****
```

After that, go to Klaus' house.

Story

Here, Klaus will say that he has finished doing the Amulet. Prima Doll will try it on and he will feel great wearing it. Now they are ready to break the seal so Klaus gets up and tries to walk but his ankle still hurts. Elena will say that her father still needs to rest but Klaus will say that he can't stop now because his dream is only a few steps away. Mint will say that he should not worry because they have to prepare a boat first in order to get to the ruins. Mint will say in her mind that now, she can keep the [Relic] for herself.

Story

```
+++++++
+ END +
+++++++
++ -Together with Prima- ++
+++++++

+++++++
+ Chapter 8 +
+++++++
++ -Relic, here I come- ++
+++++++
```

In town, go to the Grasslands and talk to Rod.

Story

Mint will ask Rod to get his Pinto ready because she needs it. Rod will get mad and tells you why do you always call Pulsar Inferno Typhoon Omega, Pinto, and if Mint is stupid or anything and he will ask you what is the name of his baby. Just choose Pulsar Inferno Typhoon Omega (though I don't know what will happen if you choose the other options). If you chose that, he will tell Mint that she has a brain after all but then again, Mint will call it Pinto. So now, Rod does not want to give you a ride but Mint will hear Rod's stomach grumble. Mint will say to him that if that is his stomach and Rod will say yes and that is because he does not get challenges lately and he can't even afford a meal. Mint will then say that if Rod remembers what Mira

cooked for them when they first go to the Gamul Forest and tells him that she can ask Mira again to cook that for them. Rod will get delighted and say that he will get Pulsar Inferno Typhoon Omega and you go ask Mira to cook for him.

Story

Go leave the grasslands and go back to Klaus' house. No need to tell Mira about the food so just go talk to Klaus at the basement and say to him that you will depart for the ruins.

Story

Mint and Prima Doll together with Rod will be going to the Ruins together. Prima Doll asks you if you were going to ride that cool looking boat and Rod will say to him that it is not a boat but Pulsar Inferno Typhoon Omega. Prima Doll ignores it and still calls it a boat but he will hear from Mint calling it Pinto and begins calling it Pinto too. There, you will then ride the boat to the Lake Ruins.

* 'Lake Ruins' *

Story

At the Lake Ruins, Prima will go and unlock the seal but Mint keeps disturbing him. At the second try, Maya will teleport there together with Doll Master and Psycho Master. Maya will tell you that how could you have forgotten East Heaven's duty that is to protect Valen's [Relic] from being unsealed at all cost. After hearing this, Doll Master will grab Prima Doll as with Mint is attacked by pumpkins summoned by Maya. Rue then arrives but Psycho Master would be blocking him but Rod will also arrive and he will punch Psycho Master. Rod will then take Prima Doll to safety. Rue will say that he will be coming back (and at this point, he knows that Mint is truly a princess) to save Mint because Mint is pinned on the ground by the pumpkin. Maya will then fortify the Ruins with the help of the Book of Cosmos.

* 'Maya's Tower' *

Mint will be thrown into the tower's dungeon.

Story

```
| tt | t. Something
|    |
|____|
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Go talk to the something at your back and...

Story

Maya will arrive and talk to Mint that she could not let a monster like Mint rule the world because it would bring total chaos and send the world to oblivion. She will leave and tell Mint that dinner would be served to you, and all the dishes are pumpkins. So now Mint desperately wants to escape and at that time, the grate in your place will open and a porcupine will come out and transform into Rue and he will say that he has come back to rescue Mint. Mint will get shocked and asks what he could not explain it very well and so he removes his hat and shows you the gem on his forehead and he will tell Mint that he is not human and that he does not know what he is. He will tell Mint to forget about that now because they both need to escape from there.

He will open the lock.

Story

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=====
=_____ x|
      |_____|      - I am not sure if this is 100% accurate, but this would
just
      |      |      have to do for now.
      |  i  |
      |      |      i. Invisible Steps
      |  vv |      v. Visible Steps
      |  vv |      x. Mint's Magic
      |      |
      |    i |
      |      |
      |  i  |
      |      |
      |  vv |
      |      |
      |    i |
      |      |
      |      |
      |  v  |
      |  v  |
      |  i  |
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      |_____|
=====
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```

In the next room, Rue will say something about invisible steps but he can see them and sadly you can't. All you have to do is to let him guide you and follow where he is stepping. At the end Mint would get her Magic back. Proceed to the next room.

Story

Here some witch would fire a pumpkin and Rue will ask Mint to duck but Mint will catch it on her face and Mint will tell him that he should not have evaded it because there is a lady at his back [;_;]. He will than ask you to ride the floating thing and he will go into another floating thing because it can only accommodate 1 person.

Story

Here, just avoid the witches shots by jumping. You will reach the next room.

In the next room

Story

Both of them, Mint and Rue will see Trap Master and Trap Master will say that they are both caught on a trap. Both Rue and Mint will be falling down the terrace because pumpkins surround them on front and they will fall if they keep going back. Rue will ask Mint to jump and they will be saved by Belle and Hexagon and they will leave.

Cut Scene

Mode Master will tell Doll Master that Mint escaped the dungeon. Here a new plot will be visible that Doll Master wants to get the relic and he will tell it to Maya because it is better to get it now than let it fall into the wrong hands. Maya will stand on her beliefs that the kingdom is there to

protect the [Relic] and they should NEVER lay their hands on it.

Cut Scene

You will be in town and Mint wanted to ask a lot of questions to Rue but Rue will say that they should talk about that at the Tavern because Belle and Duke is waiting for him.

Story

* 'Town of Carona' *

Before you go to the bar, why don't you go talk to Rod first at the grasslands.

Story

Rod will encourage Mint to keep going because it is just her trial phase. He has survived his trial phase already and that was when he wasn't able to create good weapons. He will say that 'his woman' kept him going. She was the one that encourages him when he is down and tells him to stop moping and create a new weapon. He will say that Pulsar Inferno Typhoon Omega was her only keepsake to him. Upon hearing this, Mint will think that the one Rod was talking about is dead, but Rod will clarify that she, her name is Lucine and she is not dead but he can't go see her until he marked a name in history. He will tell then to Mint that she just have to keep on going no matter what and do not give up.

Story

After that, go to the Tavern.

Story

Belle, Duke and Rue, will invite Mint in their table and they are going to talk about something. Also, Belle and Duke already know that Mint is a princess because Rue told them even if they could not believe it. Mint will say to them that you have been through hell for the past 2 years. After that, Rue will then tell his story. He will say that it was 5 years ago that when he was alone and he was lost, he could have just fallen apart if it wasn't for Claire. He will say that she is dead now so that is why he needs the [Relic] to revive her. Duke will say that that story always touches him every time, and also he will tell you that he already know this because Rue have told them this when Rue asked for the Tiara.

Story

Now that most things are clarified, it is time for a good night sleep. Head for the inn and ask Ms. Cartha to go to your room. You will automatically sleep.

++++++
+ END +
++++++
++ -Relic, here I come- ++
++++++

++++++
+ Chapter 9 +
++++++
++ -Maya's here- ++
++++++

Go out the inn and take note that the left (Ms. Cartha's left) door is

broken so you have to leave through the right (Ms. Cartha's right) door.

Story

As Mint goes out, she will be greeted by Psycho Master. He will tell you that Maya demands to get Prima Doll and of course Mint will refuse and tells Psycho Master that Maya can put the demands up her butt. After that, Psycho Master will leave and Elena will arrive and tells Mint that while they were in the forest they were attacked by dolls. So Mint decided to go check the forest out.

Story

* 'Carona Forest' *****

* My Status: HP 143/143 STR 028 + 016 *

* MP 139/139 DEF 016 + 016 *

* Items: Silver Coin (if you helped Blood and Smokey) *

* Enemies: Puppet *

* Specter *

There are new enemies to this place (though they are only here temporarily), the Puppets and Specters. I think Fire deals good damage to the Specters. Here, just run to the place where Blood and Smokey is always at.

Story

Mint will see that Blood and Smokey are surrounded by puppets. She decides whether to help or not to help Blood and Smokey.

Story

Choose the option that will make you help both of them because after killing the 4 puppets ...

Story

Blood and Smokey will thank Mint but Mint will say that she did not help them because the puppets were on her way. Hearing this, Blood and Smokey will run away and Blood will drop an item for Mint. Mint will pick it up and she can't believe that they gave her an expensive item.

Story

After that go to the place where you were jumped to get to the cliffs.

Story

Here Mint will see Mira, fighting Trap Master. Mint will arrive and say to Trap Master that she has defeated many of his dolls and asks Trap Master to give up. Trap Master will say that they create them like crazy and he summons more puppets to that place, after saying that he will leave. The puppets will corner Mint and a Specter will arrive and defeat the puppets for you, he is actually Rue. You will automatically end up in town.

Story

* 'Town of Carona' *

First go check out Tonio's shop. He is selling new stuff.

- Mythril Bracer - 5,500 G - Bonus Strength +20
- Mythril Belt - 5,500 G - Bonus Defense +20

After buying those stuff, why don't you go fight Rod, he has a new weapon called 'Black Tornado'. If you don't like to fight him, just go to Klaus' house.

Story

Klaus will thank Mint for saving his family. Prima Doll will say that if he gave up himself to them, it could prevent many bad things. He will say that it is because of him that bad things happen. Mint will say to Prima Doll that she is fighting for Prima Doll, and she is not protecting Prima Doll just for anyone but she is fighting because she needs to get the [Relic] to conquer the world. And because of that, Prima Doll should not dare attempt to give his self up.

After that topic, they will talk about shutting down the doll factories. Rue will say that he will check out the Ghost Temple and you Mint go check out the Underground Ruins because Klaus saw some of them there too.

Story

After that, go to the Underground Ruins.

```
*****
* 'Underground Ruins' *****
*****
* My Status:  HP 146/146      STR 028 + 020  *
*              MP 143/143      DEF 016 + 020  *
* Enemies:   Puppet                      *
*              Specter                    *
*              Skeleton                    *
*****
```

Story

When Mint arrives there, she will wonder why Maya wants to get the [Relic], and that contradicts what she said earlier at the Lake Ruins. After that, Maya and Psycho Master will arrive (and Mint will go hide) and Maya will say that she will protect the Underground Ruins personally. Maya will teleport into the ruins.

Story

Go follow Maya and inside the Underground Ruins, just go forward twice (you don't need to go down the long way). The wall beside the entrance to the room where Rue used to stand is now gone, and you can go down there, and you will automatically be in the room where you need to get the platforms in order to go to the room above. You will notice that the platforms are not there so you have to get them all again. Also there are skeletons in this place but they just go down and stand up again. After getting them all go back to that room and step on the platforms, exit at the top exit and drop down the hole and go get the heal point and go to the next room, the room with the blinking platforms.

Story

Maya will be there, trying to jump from platform to platform. Mint will ask her what is she up to and Maya will say that she has changed and maybe she got your evil nature. She will bring up the topic that since Mint are in the Underground Ruins and that boy Rue is at the Ghost Temple, then who is protecting the town. After hearing this, Mint will know that the dolls were just acting as decoys because they are really going to attack the town. Mint will immediately back to town.

Cut Scene

In town, you will see Doll Master saying that he, in behalf of Princess Maya of East Heaven Kingdom, demands to get Prima Doll. Nobody answers so he threatens to burn the town and kill all the residents. After that he will call Psycho Master and Doll Master will order him to destroy the inn and kill all the occupants. But Duke will stop them and saying that he has a new act but he will be blown away by Trap Masters trap (duh!). Belle then says that she will take all of them on.

Cut Scene

Mint arrives in town and she kicks Doll Master for an entrance, but Doll Master would evade it and he let Psycho Master take you to Church and there you will fight. Inside the Church, Psycho Master dares you to attack him on his front side.

Story

Boss Battle - Psycho Master

Challenge: Easy - Medium

To defeat him, you have to attack his back. Never attack his front because he will grab you and deal you damage. If he throws certain attacks like a round thing that would move from his body to the outer surrounding areas and stuff, you can jump that attack. If he floating and trying to move closer to you, just run away and move in a circular motion around him.

Story

After the battle, he just said that he just bought enough time and now Mint is free to go. He will then disappear.

Outside, Trap Master is fighting Belle and when he got bored, he will engage the trap and blow away Belle too just like what happened to Duke. After that, Klaus would be defending Prima Doll. He will say that he would not give up a member of his family. Doll Master would be impressed by what he said but will ask him how come he wanted to risk his life for a tool. And as Klaus said earlier, he wouldn't give up a member of his family and so Doll Master cannot believe this and he will shoot Klaus with energy.

Mint will get out of the church and she will see Prima Doll being taken by Doll Master. Prima Doll asks Mint to rescue him and beat up the bad guys. Mint will say that she will come, beat up the bad guys and save Prima Doll, and that would be a promise. Now, all the enemies will leave together with Prima Doll.

Rue will arrive and Mint will say to him that they took Prima Doll. Rue will regret that he has arrived late and if only he was earlier, the enemies could have not taken Prima Doll. Mint will say that he will rescue Prima and Klaus will tell you that they might have taken Prima on the tower that appeared in the lake. Now Mint has to go there.

Story

++++++

+ END +

++++++

++ -Maya's here- ++

++++++

++++++

+ Chapter 10 +

++++++

++ -Maya's sooo dead!- ++

++++++

It will automatically be morning and what you do here is you leave town and go to the Tower of Maya (which was formerly the Lakeside).

Story

Mint will say that it is time to kick some major butt or something and then ...

Cut Scene

Doll Master will demand from Prima Doll to open the seal but Prima Doll does not want to do it. Doll Master will threaten Prima Doll by saying that he will destroy the town so Prima Doll will do it. After breaking the seal you will see something that will rise up and form a fortress.

Cut Scene

Rue will see it together with Mint and he will say that all their efforts are wasted because Valen's [Relic] is there. Mint will say to Rue that it is not yet over and if he wants to save Claire then they should not give up.

Story

```
*****
* 'Tower of Maya' *****
*****
* My Status:  HP 150/150      STR 028 + 020  *
*              MP 152/152      DEF 016 + 020  *
* Items:      7x Gold Coins          *
*              2x Star Stones        *
*              Legendary Helmet      *
* Enemies:    Wabbit                *
*              Pumpkin               *
*              Witch                 *
* Bosses:     Trap Master           *
*              Maya (well, not really) *
*****
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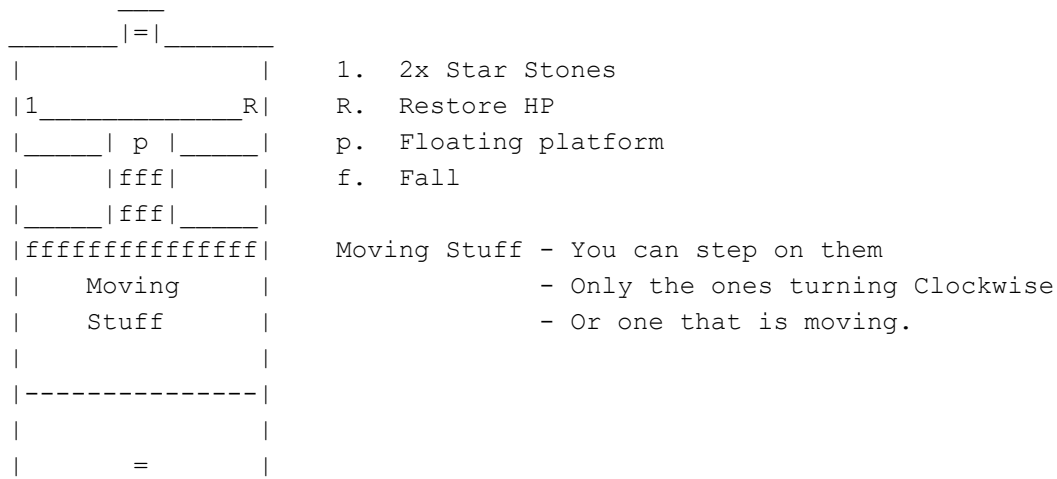
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|__|  |__|
|  |    |  |
|  |    |  |
|==|
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Just go enter the top door.

In the round room, just run up and fight the enemies you encounter such as Wabbits, Witches and Pumpkins. All are easy to kill but you need to use Yellow - Spark or Yellow - Trine to get rid of the witches that are annoying you because you can't get them using physical attacks.

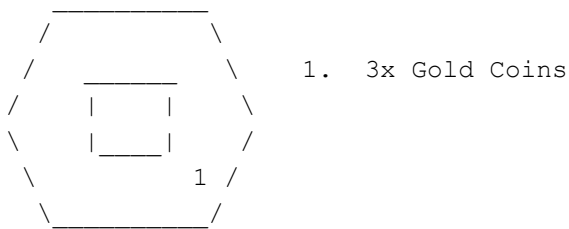
```
_____
|1_____ \      1. 2x Gold Coins
           \ \
           \ \   +. You will start there
           | |   =. Exit
           = |
           | |
           / /
_____ / /
+_____ /
```


Here just go get 2 Gold Coins (1) but pumpkins will bust through the door and you have to kill them all for it to open again, exit through the open door (=).

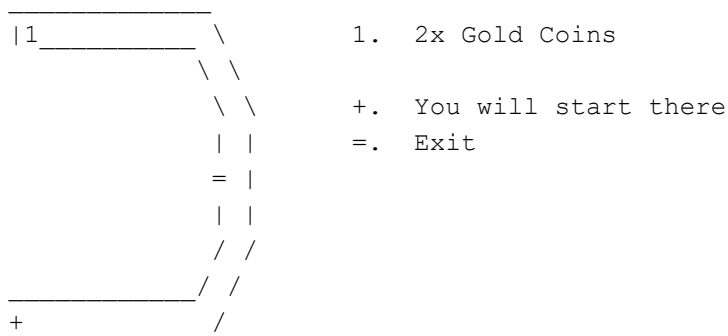


You have to jump across the moving stuff. You can only step on the ones that are moving right to left or vice versa and the ones that are turning clockwise. If you fall, the place below will be surrounded by force fields and you have to kill all the pumpkins in order to get out. Kill the witch on the floating platform (p) and go get the 2 Star Stones and step on the Restore HP and leave the place using the top exit.

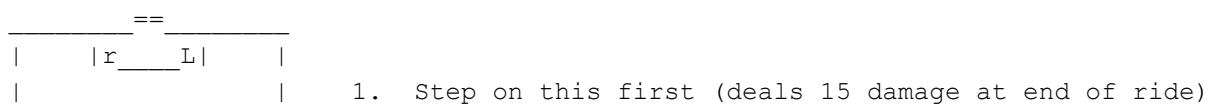
In the next place, you have to hop on the big round thing in the middle and enemies (Pumpkins) will fall down and you just have to defeat them all until you get to the top. At the top, from the round thing, go up the stairs and get out of the room.



The room is actually round, but this is ASCII map, that is the best that it can be. First go get the 3 Gold Coins (they are on the lowest level of the room and move a clockwise in order to see it. After getting this, go up and exit the place.



Again, just like the previous room, just go get the 2 Gold coins and if you pass through the door, pumpkins will come out and you have to defeat them in order for the door to open again. Just exit through the door.



			2. Step on this second (15 damage at end of ride)		
	3		3. Step on this third		
			x. You can step on this, but you need to hurry because		
	X	X	1		they will deal you 15 Damage
	-----				r. Restore HP
	_____				L. Legendary Helmet

First go step on (1) but if you fall you can step on the middle (x) to get back up. After stepping on one, beat up the Wabbits first because they are blocking access to the other platform (2 and 3). You have to step on (1) then (2) then (3), you can wait for (3) to stop unlike (1 and 2) because at the end of (3)s ride it will not throw you but it would wait for a few seconds. Go get the Legendary Helmet (L) and step on the Restore HP spot. Go exit the place.

At the next room, you will see Trap Master

Story

Trap Master will say that he got the permission to kill Mint now so he attacks her and puts her into his own battle field.

Story

Boss Battle - Trap Master

Challenge: Easy - Medium

Just use White - Vulcan while you are at the middle platform, he will just die and leave you nothing to worry about. If you wish to have a flawless battle, if a shadow appears on top of you, get out of there because a spiked ball will fall. After that, do not step on the blinking platforms because they can deal you damage.

Story

After the battle, Trap Master will ask you to finish him off so Mint does her magic stance but Trap Master will say that that won't do because you have to go near him and beat him up to do it. Mint knows that this is a trap so she does not want to go near Trap Master. He will compliment you that you are not so dumb after all and that he will tell Mint that she'll regret it because he will come get Mint in the future. He will just mope there for a while so Mint will automatically advance to the next room.

In the next room, Maya is there, and Mint will demand that she release Prima Doll. She will say that Prima Doll is not there but at the Lake Ruins. But you would also want to fight her and she wants to fight you too. Maya will say to Mint that there is no need to worry because she won't use the Book of Cosmos on this battle and she will use her own powers to fight.

Story

Boss Battle - Maya

Challenge: Easy

Just whack her till she dies. If she summon pumpkins, go whack them all to gain some HP or MP. But if she turns you into a pumpkin just jump and run around and she won't be able to get you.

Story

After the battle, Maya will get humiliated because she cannot defeat Mint with her own power. Then suddenly, her body will be blinking and she will turn back into Mode Master. Mint will ask her why did she turn herself into Maya but she would run and Mint would chase her. She will stop inside the dungeon and you will see 2 Maya. They would be pointing at each other that

the other one is Maya. So Mint would decide who the real Maya is and jump kick the imposter.

Go kick the right one because it is truly Maya and it would be funny to do so [^_^] but if you are a bit serious at this point, attack the left one.

After that, Mode Master would reveal that Doll Master used the Kingdom to achieve his goals which is getting Valen's [Relic]. Maya will be so humiliated hearing this because she let someone like Doll become an Imperial Magician. Mint will say something about Doll Master's sneaky personality and something but Mode Master will tell you that if you have heard what Doll Master has been through, you will understand him. She was supposedly going to tell you this but Trap Master would interrupt her, and will call her 'Kirielle' [so that's her true name]. Trap Master will give Maya back the Book of Cosmos but Maya would ask why is he giving this but Trap Master will say that it does not matter because it is just crap compared to the Dewprism, which is Valen's [Relic] which the Doll Master would be getting. Mode Master will tell Mint and Maya that Prima must have been taken to Valen's Fortress.

Maya will tell Mint that she would come back to Carona but Mint will tell her not to go there because the townspeople may still be mad at her so Mint decided to take her to *the* place [hehehe!], to Mel.

Story

You will be automatically brought to town.

* 'Town of Carona' *****

* Item: Platinum Coin (now, or later in the game) *

You may like to go to register at the inn first then leave the inn and go buy the best bonus status stuff in the game from Tonio's shop.

Brave Bracer - 6,500 G - Bonus Strength +24

Black Belt - 6,500 G - Bonus Defense +24

After that, you may like to give the Legendary Stuff to Jargen, the bartender at the (duh!) Tavern. He will offer you the following as dishes.

Dish	Enemies Required	Status Raised
Minced Fire Blobs	50 Fire Blobs	+10 Maximum HP
Mushroom Soup	60 Fungies	+10 Maximum MP
Pollywog Souffle	50 Pollywogs	+2 Base Strength
Gudon Liver Soup	30 Gudons	+2 Base Defense

You can only cook 10 times and the Legendary equipment will be overused but if that happens he will give you a Platinum Coin. I suggest that you should either get the Pollywog Souffle and Gudon Liver Soup because you can get a +2 Bonus for each of them.

I think this would be the last times you can fight Rod so you better beat him up pretty bad until you don't feel like it anymore.

Go to Mel's Atelier after that.

* 'Mel's Atelier' *****

* Item: Cannon Orb *

Go to Mel's house.

Story

Maya will tell Mint something about Dewprism. She will say that it is a pure essence of the trickles of forces in the universe [or something like that]. The Dewprism was created by Valen by compressing and crystallizing the forces and turned it into a [Relic]. It is the ultimate power of the universe. After that, Mint will ask if the Doll Master took a big part in her being kicked out of the kingdom and Maya will answer her question with a yes. Maya will tell Mint that maybe the Doll Master saw Mint as a big threat so he and the kingdom decided to kick you out.

Mel will ask Mint about how is she going to go up the fortress but Mint will reply her with a no. Mel will give Mint a Cannon Orb and tells her that it is up to her what to do with it. Maya will ask Mint if she is going to go up the fortress and Mint will say that she is going.

- The screen will turn and you see the flying things pinch Mel's behind and she is going to slap them [;_^].

Story

Note: If Mel didn't give you the Cannon Orb, you will have to play with a Poppul Purrel (the one you found in the forest) in order to get it. Contributed by MahalLynx (MahalLynx@aol.com)

Go back to town.

* 'Town of Carona' *****

* Items: 2x Cannon Orbs *

Here, go to the Grasslands and talk to Rod.

Story

Rod will tell Mint that Pulsar Inferno Typhoon Omega has the ability to fly but it needs to have an additional 5 Cannon Orbs. He will say something about the Pulsar Inferno Typhoon Omega needs 5 Cannon Orbs in it's Sorcery driver [or something] to function as a boat and 10 Cannon Orbs for it be able to fly. Mint will give him one Cannon Orb, the one she got from Mel and will tell him that she will find more of those.

Story

+++++++
+ END +
+++++++
++ -Maya's sooo dead!- ++
+++++++

+++++++
+ Chapter 11 +
+++++++
++ -Get the Cannon Orbs- ++
+++++++

Go to Klaus house and talk to Klaus

Story

Mint will ask Klaus if he has a thing called a Cannon Orb because she needs it in order to go Valen's Fortress. He will say that he know something like that and he will give it to you. Klaus will tell Mint that she is just like Mira when Mira was young.

Story

Now, go to the tavern.

Story

In here, Mint will see Belle and Duke and she will ask them if they know something about the Cannon Orb. Belle will tell Mint that they have one and they are using it to power up Hexagon, but she will let Mint borrow it for a while. But Mint needs to promise that she will help Rue once she got the Dewprism [^_^]. Belle and Duke will leave the bar and say to Mint that they will give it to Rod after they take it out so Mint does not have to worry about getting it from them. Mint will wonder how she is going to help Rue.

Story

After that go to Hobbs' Shop.

Story

Mint will see the Cannon Orb and she will look for the price tag and it will say look like it costs 100 G. Mint will tell Hobbs that she is going to buy it but Hobbs will tell her that it is not 100 G but 100 M or 100,000,000 G. Mint does not have enough money so she will think of someone who can pay it. First she will think of Rue but she remembers that he does not have that much money. Second, she will think about Belle but also remembers that she is already in debt. After that, Klaus but then she knows that Klaus does not earn that much money. Now, there would be someone in her mind and Mint will tell Hobbs that someone would be paying it for her but still Hobbs want some form of down payment so he will ask you for 5,000 G.

Story

Go give the 5,000 G that Hobbs is asking you.

Story

Hobbs will hand you the Cannon Orb and go leave the shop. Mint will then reveal that the one that would be paying for it was Maya.

Story

After that, head for the Grasslands and Mint will automatically [I think] will talk to Belle.

Story

Belle will say that she have been waiting for Duke and Rod to arrive for about an hour already but Rod and Duke will arrive with Rod injured. They will tell Mint that they have challenged Wylaf because they heard that the dragon had a Cannon Orb.

At the start Wylaf does not want to give the Cannon Orb to Rod because Wylaf wants to test them if he is worthy to get it. Rod would be fighting Wylaf and Duke will arrive late because he had to fix his act. They would then fight together against Rod to test their hearts.

"Without heart, we are nothing" - Rod and Duke

They would win and they would be able to get the Cannon Orb which they have brought now but sadly [;_;], Rod cannot pilot Pulsar Inferno Typhoon Omega because he has suffered a lot of damage. Rod will ask Duke to act like him and fly his 'baby' to Valen's Fortress, Duke will accept this.

Story

+++++++

+ END +

+++++++

++ -Get the Cannon Orbs- ++

+++++++

+++++++

+ Chapter 12 +

+++++++

++ -Final Battle- ++

+++++++

Go to the Raging Mountains if you like to get the Magic Effect [Hyper].

* 'Raging Mountain' *****

* My Status: HP 165/165 STR 030 + 024 *

* MP 163/163 DEF 018 + 024 *

* Items: Magic Effect [Hyper] *

Go to the peak where you fought Wylaf.

Story

Mint will see Rue and he will thank her because she encouraged him when he was about to give up. Thanks to Mint, he will not give up anymore. He will then ask Wylaf for Dragon Wings and Wylaf would give it to him and he will turn into a dragon. Rue will say to Mint before he leaves for the fortress that he is not going to forget Mint.

After that, Wylaf would read Mint's mind and he will know that she wants something like that too, so he will give Mint the Magic Effect [Hyper] but he still needs to test her if she is worthy to have it.

Story

Boss Battle - Wylaf

Challenge: Medium - Hard

Same things like the previous battle to take note hear. Avoid the + effect of his fire breath to the ground. Begin casting Blue - Icicle or press the attack button continuously before he even drops on the ground so that you can immediately damage him. Avoid the cyclones that he will be summoning or else it would take you to the sky and deal you damage. Also if he charges you, avoid it by jumping to another direction.

After the battle

Story

Wylaf will recognize that Mint is worthy to have it so he will give the Magic Effect [Hyper] to her. He will say that he will be leaving the mountain if Mint has united the world under her rule and he will be serving her. Mint will leave the place and after that Wylaf will call someone to come out from hiding.

Mel will come out and tells Wylaf that it has been along time and just like the Aeons, they will be gone soon. Both of them would agree that the world's fate is up to the younger generations now, whether they will destroy or protect it. Mel will wonder if Mint will be ok but Wylaf will say that they can trust her.

Story

You will automatically end up in town.

* 'Town of Carona' *

Now that you are here, I would suggest that if you have not yet destroyed the Legendary stuff yet, go beat up Pollywogs and Gudons (remember to get only enough since the Legendary stuff will break after 10 meals) [Don't waste time beating Fire Blobs and Fungies because +10 HP or +10 MP is not worth it] after destroying it, the bartender will give you a Platinum Coin.

After that, if you think you have missed something, go check out the section Side Stuff. If you have done all of them go to the inn and register and go talk to Belle.

Story

Belle will ask Mint if she wants to go to Valen's Fortress now, choose to depart.

Rod will say that he is counting on Duke to take Pulsar Inferno Typhoon Omega. Duke will say that he will pilot Pinto. Rod will get mad because it is not Pinto but Pulsar Inferno Typhoon -- but he can't finish because his injuries hurt.

On it, as Duke begins the ride, Pinto would be running slowly and Mint will assume that

"Hey I know, Belle's big butt is weighing us down." - Mint

Duke will flip a switch but it will stop and after a while, it would be going real fast and at that speed you will fly and arrive to Valen's Fortress.

* 'Valen's Fortress' *****

* My Status: HP 186/186 STR 041 + 024 *

* MP 187/187 DEF 025 + 024 *

* Items: Magic Color [Gold Magic] *

* Bronze Coin or \ *

* Silver Coin or - (0 - 4x) *

* Gold Coin / *

* Enemies: Behemoth *

* Shaolon *

* Fire Blob *

* Hellhound *

* Bubba *

* Jinn *

* Other Enemies/Bosses: Pollywog *

* Saber Tiger *

* Mandola *

```

*           Gudon           *
*           Witch           *
*           Pumpkin         *
*           Wabbit          *
*           Puppet          *
*           Skeleton         *
*           Specter         *
*           Nightmare       *
*           Cloud Whale     *
*           Skull Beast     *
*   Bosses: Psycho Master  *
*           Doll Master     *
*           Valen           *
*           Valen           *
*****

```

Story

Mint, Duke, and Belle will arrive at the place also, Mint feels sick because of the ride.

"Barfing is always so refreshing." - Mint

After that, Mint will see Prima Doll, which is a little low on energy, because it has just broken the seal. Prima Doll will tell Mint that he stayed awake to give her a good luck charm which is on his amulet. He will give Mint [Gold Magic]. After that, Prima Doll will ask Mint to beat up the bad guys and now that he has said that, he needs to rest and transforms himself into a cube. Mint will ask Belle to protect the cube for her and Belle will say that she would take care of it and Belle will ask Mint to come back early. Mint then hops on the teleport and proceeds to...

Story

```

*****
* 'Arena I' *
*****

```

```

_____
|       |
|  B   |   A. You will appear here
|__ __|   B. 3 Gargoyles, Teleports to (C)
  | |
  | |
  | |
__| |__
|       |
|  A   |
|_____|

```

You can beat the Shaolon by using Lightning Magic and just jump attack or attack 3x then jump back when fighting the Behemoths. [But also it is a good idea to get beaten up here because you can increase your Maximum HP].

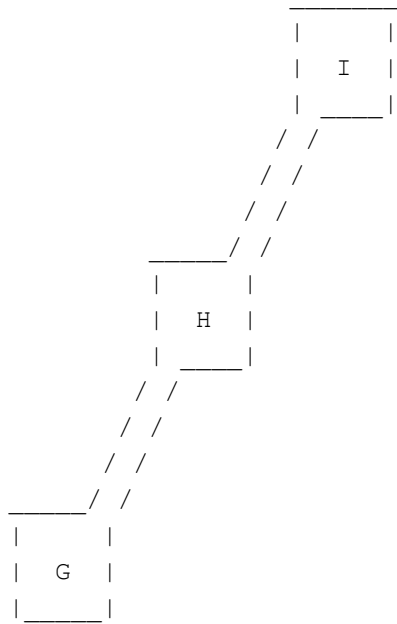
```

_____
|       |   C. Teleports to (B)
|  E   |   D. Teleports to (F)
|_____|   E. Teleports to (H)
//
//
//

```


|_____| |_____|

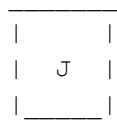
Destroy the Rock by using Black - Bomb or Black - Graviton. After that, go step on the teleporter (F).



- G. You will appear here
- H. Teleports to (J)
- I. Teleports to (K)

Here, you cannot go back to (F) anymore so step on (I).

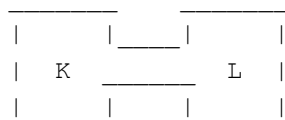
If you stepped on (H).



- J. Hellhound, Teleports to (H)

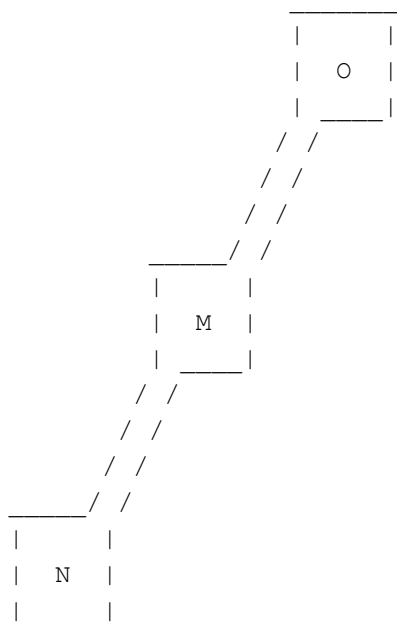
Step on (J) and a Hellhound will appear, defeat it and step on (J) again and go to (H) and step on (I).

If you stepped on (I)



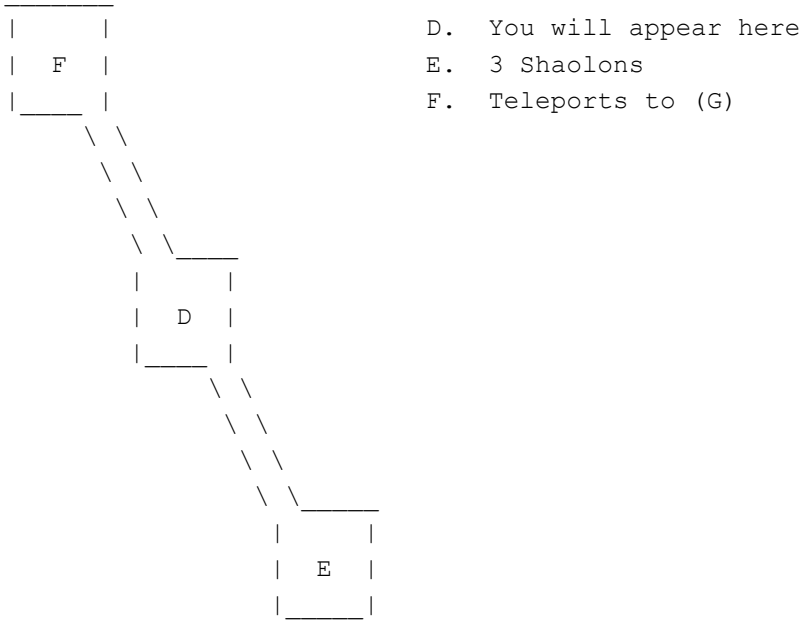
- K. Teleports to (I)
- L. Teleports to (M)

Step on (L).

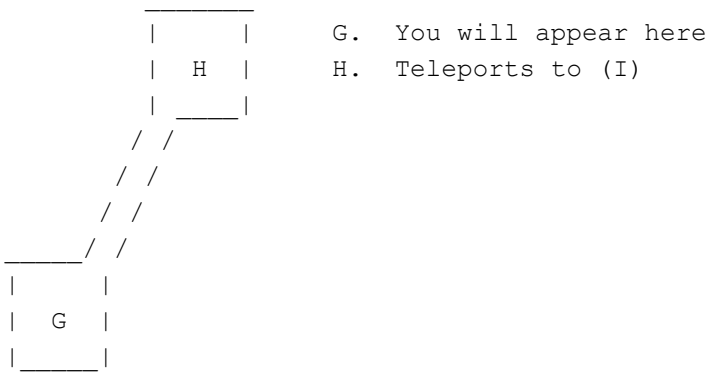


- M. You will appear here
- N. Teleports to (R)
- O. Teleports to (P)

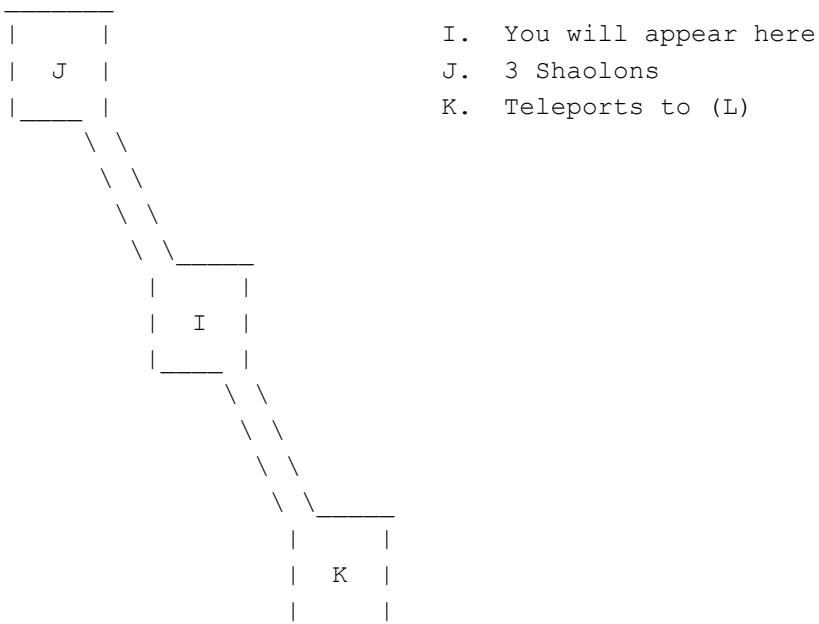
Here, go first to (B) and fight the 3 Shaolons and step on the Restore HP panel. After that, go to (C).



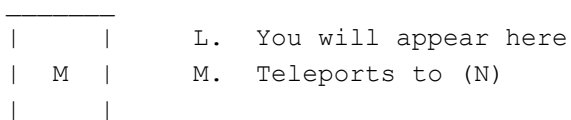
Go to (F)



Step on (H)



Go to (K)




```

      i
|---f---|
|  T  |
|_____|

```

You will appear at (T), attack the (f), be careful and jump to (i) only after the fire, step on (s), step on the (i) again, go step on (U). Again the item you will get depending on the time and you can restore your HP until the time runs out.

```

*****
* 'Arena IV' *
*****

```

```

|_____ |_____ |_____ | | |
|  B  |_____ |  A  |_____ |  C  |
|_____ |_____ |_____ |

```

A. You will appear here
B. Teleports to (D)
C. Teleports to (G)

Go to (B) first, actually you can start with any of the 2 but I want to go to (B) first.

```

|_____ |
|  E  |
|_____|
|  |
|  |
|  |
|_____|
|_____ |
|  D  |
|_____|
|  |
|  |
|  |
|_____|
|_____ |
|  F  |
|_____ |

```

D. Teleports to (B)
E. Behemoth
F. Behemoth

Go kill the Behemoths that are in (E) and (F), then go to (D) and step on (C).

```

|_____ |
|  H  |
|_____|
|  |
|  |
|  |
|_____|
|_____ |
|  G  |
|_____|
|  |
|  |
|  |
|_____|
|_____ |
|  I  |
|_____ |

```

G. Teleports to (C)
H. Behemoth
I. Behemoth

Again, dispose of the 2 Behemoths on (H) and (I) and go step on (G).

```

|_____|_____|_____| | |
|  B  |_____|  A  |_____|  C  |
|_____|_____|_____|

```

A. Behemoth, Leads to (J)
B. Teleports to (D)
C. Teleports to (G)

Now that you have killed all 4 behemoths, if you step on (A), a behemoth will fight you. Defeat it and a teleporter can now be seen and is ready to be accessed, step on (A).

```

|_____|
|  K  |
|-----|
|  i  |
|  i  |
|  s  |
|  s  |
|  s  |
|---f---|
|  J  |
|_____|

```

J. You will appear here
f. Attack this to
- start the time
- pass through
s. Step on this
i. Step on this but it will spew flame every few seconds
U. Gold / Silver / Bronze Coin, Restore HP, Leads to the Inner Sanctum*
* - just copied what iamnothing called the place

The last timed room, go attack (f) to begin the time and jump to the (s)s and to the (i)s, be careful about the flame again and after that, you can get a coin and restore HP and it will lead you to the Inner Sanctum.

* 'Inner Sanctum' *

```

|_____|
|  =  |
|_____|
|  _  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|_____|
|  s  |
|_____|
|_____|

```

s. Save Point

Go save at (s) and step on (=).

In a bird's eye view, the entire area looks like this (below)

```

/ / 1 \ \
/ 8 /_____\ 2 \
/\ / \ \ /\
| \ / \ / |
| 7 | | 3 |
| / \ / \ |
\ / \_____/ \ /
\ 6 \ 5 / 4 /
 \ \_____/ /

```

Story

Mint will arrive at room (1) and will wonder why the 2 center I don't know what they are called or [IDKWTAC] are lighted.

Story

Rooms 2, 4, 6 & 8 are like a curved rooms that has enemies (Jinns and Hellhounds). They can be used (attack them) if you want to refill your MP.

Objective Sheet

Here is what you should do:

Your objective is to light the two [IDKWTAC] on the center.

for example:

```
I I I I
 \ /
  |
```

Light these two and keep the ones beside them unlighted.

A rock will fall and you have to take them to room 1.

Note that you cannot attack / fight, even use magic when you are carrying a rock.

For clarity reasons, you have to do the steps (steps [a] then [b] and so on) but you can do the rooms in any order. (Thanks to chojin66 for this one).

Objective Sheet

- Room 1: a. Use Blue - Droplets to extinguish the two lighted [IDKWTAC] (which are 2 and 3)
b. Then use Fire - Burner on the two of them [meaning you will extinguish them and light them again] (2 and 3).
c. A red stone will drop.

```
| 1 2 3 4 | 1 and 4 - Unlit
|   s   | 2 and 3 - Lit
|   s s  | s. That is where the stones are to be placed
|____s____|
```

- Room 3: a. Use Red - Burner on the two at the center (2 and 3)
b. A rock will be floating on top of your head, take that to room 1.

```
| 1 2 3 4 | All [IDKWTAC] Unlit
|         |
|         |
|_____|
```

- Room 5: a. Use Red - Burner on (2)
b. Then, use Green - Wave on (3). Take the rock to room 1.

```
| 1 2 3 4 | 1, 2 and 4 - Unlit
|         | 3 - It has a low flame
|         |
|_____|
```

- Room 7: a. Use Blue - Droplets on (1 and 4).
b. Take the rock to room 1.
-

```
| 1 2 3 4 | All the [IDKWTAC] are lit
|         |
|         |
|         |
```

After placing the rocks at room one, you will automatically advance to the next room.

Story

Mint will see Psycho Master and Psycho Master will say that he cannot allow her to go on further and disturb what the Doll Master is doing. It is because that the Doll Master is taking the Cursed Crossways wherein he will face the fears of your past. He also cannot allow Mint to go back and Mint has to end the battle there.

Story

Boss Battle - Psycho Master

Challenge: Easy - Medium

Do not touch the invisible barrier because it will deal you damage. Note again that you can only attack him at his back. When he floats and chases you, run around the room (but avoid the invisible barrier) and around him. When he casts the blue floating things, just get hit by them, it is only cheap damage anyway. Use Blue - Restore if you want to Recover HP.

Story

Psycho Master will say that even though you have defeated him, you cannot go after the Doll Master because the Cursed Crossways is a difficult test. After that Mint will kick him and she will proceed to the next room and is confident that she can conquer the next test, the Cursed Crossways.

Story

```
*****
* 'Cursed Crossways' *
*****
```

```
|1____2____3|
| | | | | | 1. Pollywog, Saber Tiger, Madola
| | | | | | 2. Nightmare
| |____| |____| | 3. Gudon, Fire Blob, Bubba
|4____5____| 4. Cloud Whale
| | | | | | 5. Skull Beast
| | | | | | 6. Puppet, Specter, Skeleton
| |____| |____| | 7. Wabbit, Pumpkin, Witch
|6____A____7|
```

Here you have to go through all teleporters, beating the enemies in the place you will appear to. I believe that there is some kind of order here but sadly, I can't remember. The enemies here are pitiful so you can easily defeat them. Also if you are low on HP in the degree of:

- Ultra low - Fight at 1 or 3
- Low - Fight at 3 or 7
- Medium - Fight at 6 or 7

to regain health (by beating up enemies and getting the potions (the red or blue stuff that they leave behind)).

After beating all the rooms, the center will have a save point and (A) will become a teleporter which has a Restore HP, save and hop onto it.

Story

In the next room, Mint will see Doll Master who is beating Rue up. Doll Master is opening the final seal that would lead to the Dewprism. Doll Master will say that he is impressed that Mint was able to get that far because in the first place, she was just some lousy princess [or something like that] and now it turned out that she is the one that is going to stop him. Doll Master will ask what Mint's reason is.

"Oh? Enlighten me. If you have come here for justice, it would be the joke of the century." - Doll Master

Mint will say that she journeyed that far not for justice but to get hold of the Dewprism and conquer the world. She will also say that she wants to send Doll Master to hell because she was homeless for the past 2 years because of him. Doll Master will clarify this and will say to Mint that it was not his fault that Mint was not going to be queen because it was the decision of the High Council, together with the King. Now, Mint will contradict what she said earlier that she have come for justice and the two are going to fight..

Story

Boss Battle - Doll Master

Challenge: Easy

Just attack him or use White - Arrow. Don't even think of evading his attacks because they are pitiful. Since his efforts are pathetic, it could help his pride that he damaged you by a little bit or something.

Story

After the battle, Mint will continually attack Doll Master and Doll Master will utter something about his goal and the relic. After saying that, he will disappear and leave his mask. Mint will approach Rue who is still unconscious and tries to wake him up. He would not respond so Mint decided to go for the relic but Rue will say "Claire" so Mint decided to drag Rue and say that ok, she will revive Claire with HER Dewprism. She will go to the next room while dragging Rue.

In the next room, Mint will see the Dewprism and she will express her claim but someone will arrive. Mint will ask who the guy is but he will say that Mint is in his fortress and she doesn't know who he is. Mint will realize that she is talking to Valen but will wonder that how come he is still alive because all the Aeons are dead. Valen can read Mint's mind and he will answer the question and that he is only a spirit. Mint will ask if she can have the Dewprism because Valen cannot use it without a physical body but Valen will take over Rue's body, wherein he will say that a doll's body is good enough for him [so Rue is a doll]. Valen will say something about purifying the world and he will be god but Mint will say that it is her world and that nobody can destroy it. For that, Valen will summon some creatures and you will be the one to experience his purification.

Story

Boss Battle - Valen

Challenge: Medium

Here, you have to damage Valen which is in Rue's body. You can use Yellow - Trine or Yellow - Final Flash when Valen is near you. Regain your HP by using Blue - Restore, and your MP by attacking the guy that Valen will summon. If he summons the guy, attack the guy until it is dead. If it is moving around while in a slicing pose, just jump when it is coming your way. If it is jumping around, just jump when it is about to land on the ground. When it is doing something stupid [like standing and doing some pose], attack

it because it will restore Valen's health.

Story

After that, there would be struggle within Rue's body and Valen's spirit will be cast out by the spirit of Claire that is residing in Rue's body. Maya will arrive and she is going to attack Valen using the Book of Cosmos. She will say that even though it is very much weaker than the Dewprism, it doesn't matter because Valen cannot use the Dewprism without a physical body. Valen will say that actually he can use it if he decides to become the Light. He will tell something about the power of the Dewprism to turn a light into a new and superior light. After saying those things, he will enter the Dewprism to become the 'Light'. Maya will ask Mint for both of them to work together and she will give Mint the power of the Book of Cosmos, which has Magic Effect [Cosmos] in order to fight Valen.

Story

Boss Battle - Valen

Challenge: Easy - Medium

Here, the only time you can damage him when he is a bit red and that is after storming you with a White - Vulcan like attack. If you are low on HP, just use Blue - Restore and attack Valen six times when he is on the ground for a full MP (you can also restore MP in the same way). When he is flying, he will attempt to grab you so just run away from it and just run to some direction when it is going to blast you with the 2 barreled White - Vulcan like attack. When you are seeing an overhead view, it is preparing for the suck maneuver. Here, just run down and move left or right so you can avoid the shots and avoid getting sucked in. Now, when he is hovering, he will storm you with the White - Vulcan like attack. When that happens, set your magic to Yellow - Final Flash or Yellow - Trine and hold triangle while you are being hit with the White - Vulcan - like attack for an immediate fire. If you use Yellow - Final Flash, two of that would get rid of him.

The actual way to thrash Valen:

contributed by Dragoon Gohan (DragoonGohan@aol.com)

- use gold color magic and cosmos. when he is in the sky, and ready to use a vulcan looking move, use the shield. then let go. the powered sheild will hit valen! repeat and rinse. heh heh.

Story

After the battle ... will ... and will ... and the will ... but ... at the ... will be ... the

Story

* 'Town of Carona' *

You will be automatically in the inn and

Story

... will say that will ... and that will ... to ... and ... tell ... when

Story

+++++++
+ END +

+++++++
++ -Final Battle- ++
+++++++

+++++++
+ Chapter 13 +
+++++++
++ -Aftermath- ++
+++++++

Story

... will ... and ... will that ... and ask

Here is what you do

- 1) Get out of the room
- 2) Leave the inn
- 3) Go to the Grasslands and talk to Rod
- 4) Head for Klaus' house and go to the basement
- 5) Go to the church and leave
- 6) Enter the Hotel

Story for all of them

... will be ... and ... are too. ... will be ... and ... will be At the ... will At the ... and ... but ... so

Story

+++++++
+ END +
+++++++
++ -Aftermath- ++
+++++++

Congratulations, you have finished Mint's story. I actually played Mint first and if you want to know my time is 19:43. [Yeah, yeah, I took a loooooong time to finish the game, but it was really hard to do the maps and writing while reading or playing the game and stuff so sometimes I let go of the controller and write stuff on paper.]

If you have finished Mint's story only:

- After the credits, you will see something like End of Mint's story. You will be asked if you want to save the game which is Rue 0:00. Save your game and you will see Mint's picture has a color now. After that, you will be asked if you want to:

- Play the Rue Episode
- Return to the Title Screen
- Return to the Save Screen

do anything you want.

But if you have finished Rue's and Mint's story, proceed to the next section, So you've finished the game.

---So You've Finished the Game--- ##
#####

If you have finished the game, both Rue and Mint, after the credits you will be able to see an epilogue about what is going to happen in their lives next now that ... and ... is gone. The game would leave you something to wonder about in maybe the next sequel or just for rumors or story that you

could tell other people because there is another ... for ... to ... which ...
and that ... asks ... to ...

You can also choose to save the game and start the game with either Rue and Mint with them having the current status that you have left them with. They also have the same items when you finished their story but there is a little extra for Mint, she would have all the Magic colors and effects.

Also, the save occupies only 1 space and that it contains 2 characters on 1 save space. There have been rumors floating around that you can fight the final boss together for something but none of them has really been proven.

I think that this save is just there to add some 'thought' that the game having a replay value [just like Chrono Trigger's - New Game Plus Mode] though it is really not necessary because there are no bonus dungeons or quest [As for me and the others think as of now] that you can go to.

```
#####  
## ---Side Stuff--- ##  
#####
```

This section contains the things that you *may* miss if you just cruised through the game. More details are in the walkthrough so you can try finding the item or the word by using the find feature of the word processor that you are using.

```
+++++  
++ ---Rue--- ++  
+++++
```

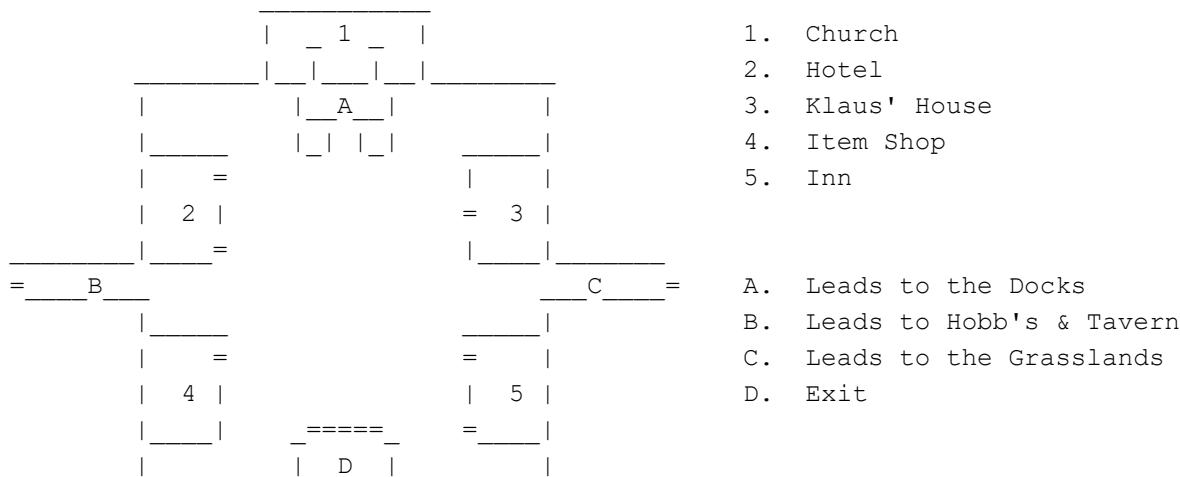
Dream Stone
- The Last Hero
- +4 STR
Mysterious Statue
- +10 MP / 6,000 G
Mandola Bloom
- Climb tree using Ootang
- Moon Stone
Star Stone at Carona Forest
Legendary Items
- Dishes
- Platinum Coin

```
+++++  
++ ---Mint--- ++  
+++++
```

Dream Stone
- The Last Hero
- +4 STR
Magic Effect [Power]
Magic Effect [Circle]
Brooch
- Discount at the Tavern / 6,000 G
Legendary Items
- Dishes
- Platinum Coin
Magic Effect [Hyper]

```
#####
## ---The Town--- ##
#####
```

You will be staying at the Town of Carona the whole game so you better get used to it. There are no other towns in the game (just like Brave Fencer Musashi).



1. Church - Being run by Doyle, talk to him if you want to pray and give donations. By giving donations, he will give you coins. [Better call it the Coin Shop rather than a church]. Coins are used when you are knocked out (0 HP) and you want to continue the game at the same spot.

Donation	Coins	Description
1,000 G	10 Bronze Coins	Full HP & 1/4 MP
5,000 G	5 Silver Coins	Full HP & 1/2 MP
10,000 G	2 Gold Coins	Full HP & MP
30,000 G	1 Platinum Coin	Full HP & MP, +1 STR & DEF

2. Hotel - Being run by Leeson, the guy at the counter and Solin, the bellboy or security guard, talk to Leeson and pay 500 G to get a hotel room. Sleeping in a hotel is just like sleeping in the inn but if you sleep in a hotel, you may get a dream that is somewhat related to the side quests (for example after 'World Domination, Baby', if you sleep there, you will dream of a monkey going down the stump of the tree then you need to go there and follow what the monkey did).

Also, in the hotel room, sometimes there are items that can be found. I already found the Dream Stone and a Bronze Coin together with Silver Coin. I found out that these (through an experience) that these items appear at random (except for the Dream Stone) so check the Hotel if you want to.

3. Klaus' House - As the name states, this is Klaus' house. You need to go back here most of the time or all of the time after completing a quest in which you got an item which needs to be interpreted by Klaus. Many parts of the story takes place in this house, such as talking about something that is part of the storyline. You can also give the Mysterious Statue to Klaus for a +10 MP [Rue Only].

4. Item Shop - Being run by Tonio, this is the place to buy the bonus items (bonuses for strength or defense). You can sell your Monster Coins,

Stones and the rare stuff that you found in the game here (DO NOT SELL RARE STUFF ESPECIALLY THE RARE WINE, NEVER EVER EVER SELL THE RARE WINE).
 The bonuses doesn't add up (example if you buy Bronze Bracer which is +4 then buy Silver Bracer +8, your bonus will be +8 and NOT +12).

Items that I have bought so far - to be updated as I progress

Item	Cost	Description
Bronze Bracer	1,000 G	+4 Strength Bonus
Silver Bracer	3,000 G	+8 Strength Bonus
Gold Bracer	3,500 G	+12 Strength Bonus
Platinum Bracer	4,500 G	+16 Strength Bonus
Mythril Bracer	5,500 G	+20 Strength Bonus
Brave Bracer	6,500 G	+24 Strength Bonus
Bronze Belt	1,000 G	+4 Defense Bonus
Silver Belt	3,000 G	+8 Defense Bonus
Gold Belt	3,500 G	+12 Defense Bonus
Platinum Belt	4,500 G	+16 Defense Bonus
Mythril Bracer	5,500 G	+20 Defense Bonus
Black Belt	6,500 G	+24 Defense Bonus

5. Inn - After the first Atelier, you can stay here for free. Here, you can recover your HP (HP Only). You can save your game and go to your room too.

A. Docks - Some coins just come out at the docks at random so be sure to check them when you feel like it.

6	Town of Carona (B)
6. Tavern	
7. Hobbs' Shop	

6. Tavern - Being run by the bartender together with the waitress Annette. At the first time, if you talk to Annette many times, she will treat you with Milk or Root beer. But after that, you have to buy them from the bartender. Also after getting the Brooch at Gamul Forest [Mint Only], you can give it to Annette and she will give you a discount on the drinks. The drinks here restores MP. For me, it is not worth it because I whack enemies if I want MP (it costs free and I get to earn money too!).

Drink	Cost	Discounted Cost	Restores
Milk	50 G	10 G	10% MP
Root Beer	120 G	30 G	25% MP
Tropical Delight	220 G	50 G	50% MP

Also, here, if you give the 3 Legendary Stuff, the Legendary Sword, also known as the Kitchen Knife, the Legendary Shield or a Frying Pan, and the Legendary Helmet or a pot to the bartender, he can create dishes that will increase your parameters (just like buying from Hobbs' Shop). After cooking a number of dishes he will say that he has overused his items and it

will break (after cooking 10 times) but he will give you a Platinum Coin.

Dish	Enemies Required	Status Raised
Minced Fire Blobs	50 Fire Blobs	+10 Maximum HP
Mushroom Soup	60 Fungies	+10 Maximum MP
Pollywog Souffle	50 Pollywogs	+2 Base Strength
Gudon Liver Soup	30 Gudons	+2 Base Defense

7. Hobbs' Shop - Shop owned by Hobbs, you can upgrade your base status here. At first it is expensive (30,000 G each) but when you have the Rare Wine (found in the Underground Ruins), you can give it to him and he will give you a discount (now, 5,000 G). (SO DO NOT SELL THE RARE WINE FOR HOW MANY 1000 - 5000 G BECAUSE IT IS NOT, AND DEFINITELY NOT WORTH IT.)

Upgrade	Effects	Original Cost	Discounted Cost
Strength	Base Strength +1	30,000 G	5,000 G
Defense	Base Defense +1	30,000 G	5,000 G
HP	Maximum HP +10	30,000 G	5,000 G
MP	Maximum MP +10	30,000 G	5,000 G

```

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|+++++++|
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|_____|

```

Town of Carona - Grasslands (C)

- this is where you will be fighting Rod
- Pulsar Inferno Typhoon Omega or Pinto (by Mint)

This is the place where in you can fight Rod for 100 G and if you win he will give you 1000 G. Also this is the place to go to during the nighttime because if you do, you can hear many things about Rod's past [;_] and he can encourage you to go on with your quest (and to go to sleep [^_^]).

Note that Rod's ability, speed, and status increase every time you fight him. He also changes his weapons once in a while.

Rods weapons: (Silver Breeze, Golden Gale, Black Tornado and Hurricane)

Also, if you fight Rod a lot ... and win, he'll give you coins (but after that, you have to give him a break in order for him to develop a new weapon). Thanks to William Chang (garnet_ibanez@hotmail.com) for this one.

- Silver Breeze - Beat him 4 times - Gold Coin
- Golden Gale - Beat him 5 times - Gold Coin
- Black Tornado - Beat him 6 times - Gold Coin [please verify, I made this up]
- Hurricane - Beat him 6 times - Platinum Coin

After beating Rod enough, the music will change and he will show you his stats. He'd be very hard to beat though.

D. The Town's Gate - Most of the time, this is where you have to leave town.

---Rental Manual--- ##
#####

The next sections, the Rental Manual and the Bestiary are part of the FAQ, given to me by David Blake or (iamnothing). I was given permission to use this and if you do not believe me, ask him e-mail him at (iamnothing@inconnu.isu.edu)

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Always get this and almost all FAQ's/Walkthroughs at www.gamefaqs.com first.

RENTAL MANUAL

This is not meant to completely replace the manual for Threads of Fate / Dewprism, but it is for people who are renting the game from a place that does not include instructions in any form with the game. If you copied the game, fuck you.

+--- Controls -----
| Square - Choose Magic/Form
| Triangle - Use Magic/Form
| X - Attack/Perform Action
| O - Jump
+--- Characters -----
| Mint
| Mint is a feisty, spoiled princess who wants to dominate the world and get revenge on her sister.
| Rue
| Rue is a serious character who is trying to get the [Relic] to save his friend.
+--- Around Carona -----
| Hotel (500 gold/night)
| Dream Stone in room. Sells for 2000 gold.
|
| Church
| Pray and donate at the Church to get more coins.
| 1,000 Gold gives you 10 Bronze Coins
| 5,000 Gold gives you 5 Silver Coins
| 10,000 Gold gives you 2 Gold Coins
| 30,000 Gold gives you 1 Platinum Coin
|

| General Store
 | Buy different weapons and armor here.
 |
 | Inn
 | Room to stay in and place to save the game.
 |
 | Tavern
 | You can give the Legendary Items to the cook to get different things. The
 | drinks recover MP.
 |
 | Specialty Shop
 | You can give him the Rare Wine and he'll lower the prices from 30,000 to
 | 5,000 gold. You can buy skills here.
 |
 | Docks
 | Check back every now and again since randomly coins will appear.
 |
 | Outskirts
 | Talk to Rod here and fight with him.
 |
 | Main Gates
 | You can access the different areas from here.

 ## ---Beastuary --- ##
 #####

I've tried to be as complete as possible getting stats on the different enemies in the game.

=====

NAME - Name of the enemy
 LOCATION - Where they're located.
 HP - Hit Points (approximately)
 WEAK - Weaknesses
 GOLD - How much you'll make from it at the shop
 TRANS - If Rue can get coins and transform into that monster

NAME	LOCATION	HP	WEAK	GOLD	TRANS
Behemoth	Valen's Fortress			250	NO
Belle	Outside Elroy's Atelier/ Raging Mountain				NO
Belle & Hexa	Gamul Forest Raging Mountain				NO
Blood	Carona Forest			200	NO
Bubba	Raging Mountain			90	NO
Chimera	Ghost Temple			2000	NO
Cloud Whale	Gamul Forest			4000	NO
Cockadoo	Mel's Atelier			20	YES
Duke	Mel's Atelier/ Outside Elroy's Atelier/ Ghost Temple				NO
Fire Blob	Raging Mountain			50	YES

Fungie	Mel's Atelier			20	YES	
Gamulian	Gamul Forest			20	YES	
Gargoyle	Carona Forest			50	YES	
Gorotan	Mel's Atelier			5000	NO	
Gudon	Underground Cavern			40	YES	
Hell Hound	Valen's Fortress			150	YES	
Imp	Mel's Atelier			20	YES	
Jinn	Valen's Fortress			200	YES	
King Ant	Underground Cavern			50	NO	
Little Bat	Carona Forest					
Mandola	Carona Forest			15	YES	
Nightmare	Outside Cadmon's Atelier			1000	NO	
Ootang	Gamul Forest/ Raging Mountain			40	YES	
Pollywog	Carona Forest/ Raging Mountain	13		10	YES	
Pumpkin	Maya's Tower			20	YES	
Puppet	Carona Forest/ Underground Ruins			20	YES	
Saber Tiger	Carona Forest			30	YES	
Shaolon	Valen's Fortress			150	YES	
Skeleton	Ghost Temple Underground Ruins			50	YES	
Skull Beast	Underground Cavern			2000	NO	
Specter	Raging Mountain			70	YES	
Smokey	Carona Forest			100	NO	
Stinger	Carona Forest			20	YES	
Wabbit	Maya's Tower			100	YES	
Witch	Maya's Tower			150	YES	
+-----+-----+-----+-----+-----+						

THANKS

CJayC and GameFAQs for hosting this walkthrough and running the best site for gaming on the net.

Fellow FAQ writers (too many to name) like Nemesis, Yee Seng Fu, Marshmallow, Dallas, Kao Megura, Dan Simpson and the rest of the crew at GameFAQs.

My ferrets Kiki and Tuffy, and www.sluggy.com for giving me the names...

The bestiary's main structure and some stuff are courtesy of David Blake while the cost of monster coins are from KTeoh.

 ## ---Transformation List--- ##
 #####

Rue is the character that can transform, and he can transform into monsters. You can transform by getting monster coins, in which you can only keep 4 at a time. The different monsters have different abilities (though sometimes a few have the same) that Rue can use if he transforms.

I believe I've gotten them all and here they are:

Monster Name	Ability	MP Usage	Buttons	Element
--------------	---------	----------	---------	---------

Pollywog	Tail Slap	0 MP	Triangle	Physical
	Bite	0 MP	X	Physical
Saber Tiger	Thrust	1 MP	Triangle	Physical
	Bite	0 MP	X	Physical
Mandola	Bloom	0 MP	Triangle	N/A
	Seed	3 MP	X	Physical
Stinger	Rolling Spine	1 MP	Triangle + Dir	Physical
	Spine	0 MP	X	Physical
Gargoyle	Sonic Wave	1 MP	Triangle	Wind
	Kick	0 MP	X	Physical
	Double Jump	0 MP	Circle Circle	N/A
Ootang	Scratch	0 MP	Triangle	Physical
	Stone	2 MP	X	Physical
Gudon	Flame	4 MP	Triangle	Fire
	Tail Slap	0 MP	X	Physical
Imp	Shooting Star	4 MP	Triangle	Light
	Strike	0 MP	X	Light
Fungie	Sparkle	4 MP	Triangle	Light
	Head Slam	0 MP	X	Light
Cockadoo	Peck	0 MP	X	Light
	Double Jump	0 MP	Circle Circle	N/A
Puppet	Combo	0 MP	Triangle	Physical
	Strike	0 MP	X	Physical
Specter	Water	6 MP	Triangle	Water
	Ice Blow	8 MP	X	Water
Skeleton	Fall Apart	0 MP	Triangle	N/A
	Strike	0 MP	X	Physical
Fire Blob	Sparks	16 MP	Triangle	Fire
	Head Butt	0 MP	X	Physical
Bubba	Hammer*	0 MP	Triangle	Physical
	Final Strike*	30 MP	Hold Triangle	Physical
	Head Butt	0 MP	X	Physical
Wabbit	Duck	0 MP	Triangle	N/A
	Wing Slap	0 MP	X	Wind
	Double Jump	0 MP	Circle Circle	N/A
Pumpkin	Blowup**	30 MP	Hold Triangle	Physical
	Collide	0 MP	X	Physical
Witch	Spin	1 MP	Triangle	Physical
	Pumpkin Cannon	2 MP	X	Physical
Shaolon	Lightning	10 MP	Triangle	Bolt
	Thrust	1 MP	X	Physical

Hellhound	Ice Blow	9 MP	Triangle	Water
	Flame	11 MP	X	Fire
Jinn	Tornado	18 MP	Triangle	Wind
	Tail Whip	0 MP	X	Physical
	Double Jump	0 MP	Circle Circle	N/A

* - This attack has the ability to destroy rocks.

** - This ability (Pumpkin - Blowup) will turn you back into Rue after using it.

 ## ---Magic List--- ##
 #####

Mint is the character that uses magic. Magic is divided into classes or colors and it has different effects such as Wide, Normal, Super etc. You can gain magic classes or colors from certain events (you can't miss it) and the effects can be acquired from chests, people / dragon and bodies of slayed monsters.

Class	Effect	Magic Name	MP Usage	Description
Blue	Wide	Cutter	4 MP	Triple Blades
	Normal	Droplets	2 MP	Rain Drops
	Super	Icicle	4 MP	Drop Ice
	Power	Ripple	4 MP	Wave Shot
	Circle	Crystal	6 MP	Diamond
	Hyper	Restore	100 MP*	Restore HP
	Cosmos	N/A	N/A	N/A
White	Wide	Spread	4 MP	5 Way Shot
	Normal	Vulcan	1 MP	Rapid Fire
	Super	N/A	N/A	N/A
	Power	Arrow	4 MP	Piercing Shot
	Circle	Satellite	10 MP	Orbit Shot
	Hyper	N/A	N/A	N/A
	Cosmos	N/A	N/A	N/A
Red	Wide	Bullet	4 MP	Low Fire
	Normal	Burner	2 MP	Fire
	Super	Napalm	6 MP	Wild Fire
	Power	Flare	6 MP	Fire Ball
	Circle	Delta	6 MP	Triple Flame
	Hyper	Fire Heart	80 MP*	Fire Coat
	Cosmos	N/A	N/A	N/A
Green	Wide	Typhoon	2 MP	Whirlwind
	Normal	Wave	3 MP	Wind
	Super	Impulse	6 MP	Circle
	Power	Gale	3 MP	Low Wind
	Circle	Cyclone	3 MP	High Wind
	Hyper	Nightingale	80 MP*	Invincible
	Cosmos	N/A	N/A	N/A
Black	Wide	Dark Mist	6 MP	Black Smoke

	Normal	Bomb**	5 MP	Blow-up Rocks
	Super	Dynamite	10 MP	Explosion
	Power	Graviton**	6 MP	Black Ball
	Circle	Drill	6 MP	Big Drill
	Hyper	Shadow Strike	50 MP	Deadly Dash
	Cosmos	N/A	N/A	N/A

Yellow	Wide	Spark	5 MP	Chase Enemy
	Normal	Cracker	6 MP	Double Shot
	Super	Trine	8 MP	Triple Chase
	Power	Bolt	10 MP	Lightning
	Circle	Forces	8 MP	Loop
	Hyper	Final Flash	100 MP*	Big Burst
	Cosmos	N/A	N/A	N/A

Gold	Wide	N/A	N/A	N/A
	Normal	N/A	N/A	N/A
	Super	N/A	N/A	N/A
	Power	N/A	N/A	N/A
	Circle	N/A	N/A	N/A
	Hyper	N/A	N/A	N/A
	Cosmos	Valiant***	10 MP	Hold Barrier/ Release Fire

* - The following magic uses all your MP but it needs the corresponding MP in order for it to be cast.

** - This magic has the ability to destroy rocks.

*** - This magic (Gold - Valiant) can be used to Hold a Barrier (Hold Barrier) if you hold the Magic button wherein it would last for a few seconds and the damage you get from it would restore your HP. It can also be used to attack enemies (Release Fire) if you just press the Magic button. But you can do both if you hold the Magic button and before the barrier disappears release the Magic button.

Magic Effect	Where to acquire or How to Acquire
Wide	Already there from the beginning
Normal	Already there from the beginning
Super	Acquired in the frozen room at the Underground Ruins
Power*	Return to the Underground Ruins and examine the body of Skull Beast in the circular stairs room
Circle*	In Carona Forest cliffs. There is a rock there where you need to use Black - Graviton and it will appear
Hyper	Return to the Peak or Crater of Raging Mountains at the Final Battle chapter. You need to fight again
Cosmos	Will be given to you by Maya at Valen's Fortress

* - Thanks to iamnothing for these two.

---Item List--- ##
#####

This is the list of the items I have found so far.

Item	Description	Cost	Sell
Bronze Coin	Continue with Full HP & 1/4 MP	100 G	50 G
Silver Coin	Continue with Full HP & 1/2 MP	1,000 G	500 G
Gold Coin	Continue with Full HP & MP	5,000 G	2,500 G
Platinum Coin	Same as above & +1 STR, DEF	30,000 G	15,000 G
Bronze Bracer	Bonus Strength +4	1,000 G	N/A
Silver Bracer	Bonus Strength +8	3,000 G	N/A
Gold Bracer	Bonus Strength +12	3,500 G	N/A
Platinum Bracer	Bonus Strength +16	4,500 G	N/A
Mythril Bracer	Bonus Strength +20	5,500 G	N/A
Brave Bracer	Bonus Strength +24	6,500 G	N/A
Bronze Belt	Bonus Defense +4	1,000 G	N/A
Silver Belt	Bonus Defense +8	3,000 G	N/A
Gold Belt	Bonus Defense +12	3,500 G	N/A
Platinum Belt	Bonus Defense +16	4,500 G	N/A
Mythril Belt	Bonus Defense +20	5,500 G	N/A
Black Belt	Bonus Defense +24	6,500 G	N/A
Night Stone	??? / Sell for money	N/A	500 G
Moon Stone	??? / Sell for money	N/A	1,000 G
Dream Stone	Needed to dream / Sell for money	N/A	2,000 G
Star Stone	??? / Sell for money	N/A	3,000 G
The Last Hero	Give to Rod for +4 Base Strength	N/A	DON'T SELL
Rare Wine	Give to Hobbs for discount	N/A	DON'T SELL
Legendary Sword	Give to the Bartender for dishes	N/A	DON'T SELL
Brooch	Give to Annette for tavern discnt	N/A	6,000 G
Mysterious Doll	Give to Klaus for +10 MP	N/A	6,000 G
Legendary Shield	Give to the Bartender for dishes	N/A	DON'T SELL
Legendary Helmet	Give to the Bartender for dishes	N/A	DON'T SELL
Cube	Storage place of Prima Doll	N/A	CAN'T SELL
Tiara	For Prima Doll's Intelligence	N/A	CAN'T SELL
Earrings	Parts for Prima Doll	N/A	CAN'T SELL
Phantomite	Mineral used to create the Amulet	N/A	CAN'T SELL
Amulet	Amulet needed to break the seal	N/A	CAN'T SELL
Cannon Orb	For Pulsar Inferno Typhoon Omega	N/A	CAN'T SELL

---Cool Stuff--- ##
#####

After talking

After talking to people or talking to the Johnny Wolf (most obvious way to see this), if you walk away, your head will still be turned towards their direction, until you have walked far enough.

Outside the Carona Forest Atelier

Try running around the perimeter of the place and looking at your shadow. The shadow depends on the lighting of the place. Pretty cool huh! (But it would only be available at the first time you come there.)

Push the dog

At certain times, you can push Johnny Wolf. Take him anywhere.

Taking the dog for the walk

Sometimes, if you talk to Johnny Wolf, he will follow you.

Pushing pumpkins

At the Klaus House when the 'trap', the pumpkins fall onto Mint's head, when they are on the ground, you can push them. Put them anywhere.

Get yourself cooked

After the first battle with Wylaf (both characters), Wylaf will tell you to withdraw your weapon. The 'withdrawal' involves nothing, just stand there, right? But something will happen if you disobey - that is you attack him (you're still able right after he says 'withdraw'). First attack, he will say something, attack again and prepare to be roasted (heh heh). He will flame you, that is the flame will be aimed towards the screen and things will go black. Your character is dead/cooked. Either use a coin or back to town. (you have to fight Wylaf again either way).

Shake yo body!

During the Bond with Prima (for Rue) or Together with Prima (for Mint) Chapter, Prima Doll is following you right, why don't you go to the Grasslands and talk to Johnny Wolf and he will follow Prima Doll, then talk to Rod, he will join the 'train' party. Now, Rue/Mint is followed by Prima Doll, which is followed by Johnny Wolf, and Rod is behind Johnny Wolf. You gotta see this, it looks silly, the four of them would be running around like crazy at the Grasslands. (though I haven't seen it yet)

More shadows

In the final battle (against Valen combined with Dewprism), you can see your shadow and his shadow.

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#####  
## ---Thanks--- ##  
#####
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- Thanks a lot to David Blake (iamnothing@inconnu.isu.edu) for answering my questions on how to make a good FAQ/Walkthrough and how to follow the guidelines properly. Also, for allowing me to use his FAQ as a reference and to add all (but I did not put all) of the things written on his FAQ in this document. And for answering some of my questions regarding the game. Greatest person on the net.

Page Owners

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1) E-Mailing me about the item, 'The Last Hero'

- actually I know what to do with it but for some stupid reason, I forgot to remove the 'I do not know what to do with it' in the walkthrough

2) Something about the Final Boss

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