

Torneko: The Last Hope FAQ/Walkthrough

by Aoryx

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*****"Torneko: The Last Hope" FAQ*****  
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This is not the final version of this document. Here is what you will see more of in the future:

What is the Monster Scroll?

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*****Walkthrough*****  
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*****The Dungeons*****

*The monsters you encounter seem to be grouped by dungeon floor, with a few exceptions. The easiest monsters are on floors 1-3, then the next group is 4-6, then 7-10, then after that, they are just hard, and it doesn't really matter too much what monsters they are.

*Each dungeon has a maximum number of items that you can take in. Annoyingly, most of the early ones are 0, meaning you can't take in any items. It does get better with the later dungeons, though.

*And now, the moment you have all been waiting for. The Dungeons:

=The Odd Field=

Floors: 3

Items You Can Take In: 2

Monsters: Giant Slug, Slime, Bad Gopher, Mommonja

Items: Flame Leaf, Thunder Staff, Club, Leather Shield, Bronze Shield,
Bread, Bang Scroll, Herb, Copper Sword, Joy Leaf

Notes: This is a very useful dungeon to do. There are a lot of weapons and shields laying around. I would suggest keeping all of the weapons and shields you find that have a plus (+1,+2,+3) in preparation for the time when you can do melding. You will be glad you did. This dungeon is also very convenient because it is very short, very easy, and you can bring in two items. Let's say you have a Preserve pot that you filled up on your last trip into the Magic Dungeon. You can't take the items out of the pot in town, unless you smash the pot in the process of putting it into storage, but you don't want to take it back into the Magic Dungeon, because you just brought it out. Just take it into the Odd Field, remove all of the items, and complete the third level. No problem, you have the items out of the pot, you still have the pot, and you probably picked up a few more weapons and shields for melding.

=Banker's Mansion=

Floors: 5

Items You Can Take In: 0

Monsters: Giant Slug, Dracky, Phantom, Slime, Lilypa, Mummy, Brunie, Pillow Rat, Demonite (boss)

Items: Iron Arrows, Silver Arrows, Wooden Arrows, Life Herb, Leather Shield, Strength Herb, Bread, See-All Scroll, Club

Notes: This is the first dungeon where you get arrows. Equip them and use the L1 button to shoot. On the final level, you will hear a voice talking about the safe. There is a room on that floor with a Demonite hiding in it. You can't see him until you walk up to him. Defeat him to get the safe and complete the dungeon.

=Castle Dungeon=

Floors: 6

Items You Can Take In: 0

Monsters: Slime, Spooky, Dracky, Giant Slug, Demighoul, Deranger, Slime Nite, Trick Bag

Items: Sleep Staff, Gold Bag, Life Herb, Panic Staff, Skill-X Staff, Bread, Thunder Staff, Blowback Staff, Herb

Notes: In this dungeon, you rarely get a weapon, but they have plenty of staves laying around with different magical effects. It is a good idea to save them until you get to the fourth level of the dungeon and the monsters get a lot harder. For the SlimeNites, try putting them to sleep and then beating them up, or use the Panic staff on them. The Demighouls will clone themselves most of the time if you attack them (if you don't kill them in one attack), so it is better to take them out with magic. I saved the thunder staves for them, but you can use Blowback and slam them into a wall until they die. The Derangers aren't bad, because they only do weak attacks and warp you around the level, so just do physical attacks on them.

=Cemetery=

Floors: 6

Items You Can Take In: 0

Monsters: Giant Slug, Slime, Dracky, Mummy Man, Hammerman, Bigshroom, Army Ant

Items: Gold Bag, Antidote Herb, Herb, Warp Herb, Super Herb, Strength Herb, Blinding Herb, Bread, Sleep Herb, Panic Herb, Paralyze Herb, Life Herb, Ironize Herb, Dance Herb

Notes: The tactics for this dungeon should be similar to the Castle dungeon. Save the herbs until you get to level 4, then use them on the harder enemies. The Hammerman can charge up his power for a hard hit. The Bigshroom can poison you and reduce your strength. The Army Ant tunnels through walls to get to you.

=Mt. Fiery=

Floors: 10

Items You Can Take In: 2

Monsters: Mad Gopher, Slime, Red Slime, Trick Bag, Brunie, Army Ant, Flame, Iron Turtle, Troll, Goopi, Stoneman

Items: Quicksave Scroll, Pause Scroll, ItemPull Scroll, StepGuard Scroll, Gold Bag, Heal Pot, Paralyze Scroll, Strength Herb, Big Bread, Bread, Life Herb, Exploding Pot, Super Herb, Bang Scroll, Steel Shield, Leather Shield, Pick, Copper Sword, Radiant Scroll, Defense Scroll, Outside Scroll, Hear All Scroll, Iron Axe, Flame Herb, TieDown Scroll, BigRoom Scroll, Scale Shield, Silver Shield, Blank Scroll

Notes: This dungeon is the main source for scrolls. The only reason it isn't a big pain is because you can bring in a weapon and shield if you want. The Brunie can charge up, and so can the Troll. The Trick Bag can steal your gold and run away with it. They stay on the same level, so if you can chase him down and kill him, you can get your money back. The Iron Turtle is strong, but only takes one turn for every two of yours. See the Combat Tips section for tips on fighting these and more creatures. The Goopi is a tough little creature, but it doesn't move. As a result, if you want to fight it, it will always have the initiative. It grabs your foot so you can't move, and sometimes summons a Stoneman to come beat you up.

=Lost Forest=

Floors: 12

Items You Can Take In: 2

Monsters: Oniono, Bad Gopher, Mommonja, Trick Bag, Mummy Man, Pillow Rat, Bigshroom, Lilypa, Hammerman, Dance Vegi, Crabus, Yeti, Iron Turtle, Wyvern, Shaman, Hork, Berserker, Skeletor

Items: Pretty much the only things you will find are gold bags, except from the gargoyles.

Notes: This is the first time you encounter Gargoyles. They have a shop in about half of the floors. When you walk into the room, he will say Welcome to you. There are nine items laid on the floor. Each one has a price. Get the things that you want to buy, then talk to the Gargoyle and pay him. Don't hurl anything at him or mess with him too much, because he is faster than you and hits for around 200. For stealing methods, see the section on Stealing from the Gargoyle. These gargoyles start selling good weapons, with powerful side effects for 4000-6000 gold usually. In the beginning of the dungeon, kill the Onionos if you can. They frequently drop bread, which otherwise would need to be purchased from a gargoyle. The Trick Bags again steal your gold, unless you happen to buy a ThiefStop shield from a gargoyle. The Dance Vegi makes you dance, so you can move, but not attack. Just walk away until you stop dancing. The Shamans, Horks,

and SKELETORS frequently leave behind a corpse, instead of just dying. If another of these creatures goes up next to the corpse, it will come back to life. Be careful of the Berserkers. If they get to level 2 or 3, it's not too bad. If they get to level 5, they will kill you if they catch you. They are fast and hit hard.

=Toro Ruins=

Floors: 14

Items You Can Take In: 5

Monsters: Phantom, Tah Dracky, Spooky, Deranger, Slime Nite, Demighoul, Druid, Evilamp, Arrop, Druin, Metal Rider, Roguenite, SKELETOR, Magiwyvern, Spectet, Demonite, Enchanter

Items: From this dungeon on, you can find just about any item in any dungeon.

Notes: I only really did this dungeon one time, to get through it, then spent most of my time in the Lost Forest shopping at the gargoyles' place. It's a pretty typical dungeon. The Druid creature will warp you and put you to sleep at the same time. Sometimes when you kill them, they will drop a Druid staff that lets you do the same thing. The Druin will be sleeping in a corner of a room. Be careful attacking him, as he will put you to sleep and keep putting you to sleep, allowing other creatures to beat up on you. The Metal Riders can be tough, since they are faster than you are, and pretty strong. I like the Magiwyverns, because all they do is StopSpell you, and they give you a lot of experience (115). Spectets will Ironize themselves, often in your path. The Demonite will steal items from you if you let him. The Enchanter is a big jerk, who uses different staves to confuse you, trade spots with you, or just hit you.

=Magic Dungeon Part I=

Floors: 27

Items You Can Take In: 10

Notes: You can encounter just about anything, and find just about anything in here. I think this is the main dungeon of the game. This is the first dungeon in which I started finding rings. There are occasional gargoyles around with their shops. On the 15th floor, and the 23rd floor, there are some strange rooms. You can't tunnel through the walls with a Pick or anything. There is a strange door with a keyhole in it, but you can't open them until you get a key from the well. When you get to the 27th floor for the first time, you will be in a strange diamond shaped floor. The boss is on this level, named DarkEvil. He looks like a square sponge, or a Fry Guy from the old McDonald's commercials. Every time you hit him, he squirts some stuff, and a bunch of other creatures appear. Just hold your ground, and hit DarkEvil whenever he approaches you, and he will die soon. You get 3000 experience from him, and then you can bust open the middle wall section on the top. Go forward to place the Banish Chest. Congratulations, you beat the game! Or did you?

*****Just When You Thought It Was Over*****

After you sit through the credits, it will save your game, and you can go on, with some major changes. First off, the Magic Shop lady will now change your class to Warrior or Mage (or back to Merchant) for free!

The Warrior has 100 skills that he can learn. These are special attack skills to put on his sword or defensive skills to put on his shield that aid in combat. However, the Warrior can't use staves, scrolls, or rings.

The Mage has 50 different spells that he can learn, but can't use any weapons or shields. He can only learn 30 spells per trip into a dungeon,

and they forget all of their spells when they leave (although it remains in your spellbook). I believe the spellbook is found at the end of the Sword Dungeon, and I think it allows the Mage to use any spell he has ever learned. The Mage also doesn't get hungry, so you don't have to worry about any time constraints, except for wind.

Each class has its own special dungeon. Only the Merchant can go into the Well behind the Decrepit Mansion, only the Warrior can go into the Sword Dungeon, and only the Mage can go into the Mage dungeon. At this point, you can also go back into the Magic Dungeon, and I don't think it has an end. I have been down to level 35.

=Well=

Floors: 1

Items You Can Take In: 5

Monsters: Varies

Items: Scrolls, Herbs, and the occasional Staff or Pot.

Notes: I suggest staying as a Merchant for a while after beating the game, so you can do the Well. To get to the Well, go to the Decrepit Mansion. Go up the left side of the building, under the trees. Talk to the man standing at the back corner of the building. He will tell you about the Well dungeon. You can choose the difficulty level that you want to do, based on how far you have gotten in the Magic Dungeon. If you have a weapon+99 and a shield+99 you shouldn't have much problem on any of the levels. I actually thought the third level was the hardest, since there are Berserkers wandering around. If your shield is +99, even the monsters on Level 7 will only hit you for 1. All you need to do is kill one monster, and your levels start flying up. Anyway, there are three kinds of mazes you can have in the Well. One is a Monster House, with all the treasure and monsters in one huge room. Another is a maze with paths separated by water. A Passage Ring makes these levels real easy, since you can walk on the water. The other form is a maze with stone walls separating the paths. That's my least favorite. There is only one real floor in the Well. When you find the stairs and go down them, you go to another small room, one with three bags of gold and a key (for the special rooms in the Magic Dungeon). The amount of gold in the bag varies by what level you chose the Well to be. At level 1, they each have 1800 gold in them. At Level 9, they each have 28,000 gold in them. That's a heck of a lot of gold for a relatively simple dungeon.

=Sword Dungeon (for Warriors)=

Floors: 35

Items You Can Take In: 0 (Boo!)

Monsters: Normal, but the difficulty of monsters seems to increase much faster

Items: On the good side

Notes: This is really tough. You should probably go to the Magic Shop and get your level up to 5 before venturing in, so you can survive long enough to find a weapon. There are usually good swords and shields laying around. The best you can get is an Abacus and a Metabble shield. The key to this dungeon, I think, is earning up a bit on the 4th level or so. Once you have about 40 hit points, you can start killing the Pillow Rats easily, and they give you a lot of experience. The Onionos that run around often give you bread, as well. Once you get up to level 10 or 11, the dungeon becomes a bit easier. Your success depends a lot on luck. You need to find a good weapon and shield, adequate bread for your hunger, and you need to be lucky enough not to get any Monster Houses, because you never really get strong enough for those.

=Mage Dungeon (for Mages)=

Floors: 35

Items You Can Take In: 0 (Boo!)

Monsters: Normal, but the difficulty of monsters seems to increase much faster

Items: Normal

Notes: Since a mage doesn't ever get hungry, spend as much time on each level as you can, fighting things (until the wind starts to blow). This should help you stay at a good level for everything. It starts to get really hard at about the same time as the Sword Dungeon does, but for a different reason. You start encountering Derangers, Druids, etc., who seem to be highly resistant to magical damage. I had to put them to sleep and hit them with my bare hands, putting them to sleep again if they wake up. It's a big pain, and not very fair, if you ask me. There is a trick to completing this dungeon and getting the Magic Sword on the 35th level. Here is what you do: In the Magic Shop, Disperse into the Mage Dungeon to the lowest level you have been to. When you get in there, cast Sacrifice. It will either kill you or kill all of the monsters on the floor. It seemed to be about a 50% chance either way from when I did it. Anyway, if you die, hit reset and do it again. If you kill the enemies, then you will go up many levels. Hopefully, you will learn Radiant when you go up your levels, because that will help you see where the stairs are. You need to head straight for the stairs, since monsters will randomly start appearing again around the level. Each trip you make in, you will hopefully make it down a few floors. In this way, you can slowly progress through the dungeon. When you get to the 35th level, start looking for the Magic Sword (strength 30, with no special effects). The 35th is the final level in this dungeon, so you can also find the stairs and beat the Mage Dungeon.

=Magic Dungeon Part II=

Floors: 100

Items You Can Take In: 10

Monsters: Normal

Items: Normal

Notes: If you go back into the Magic Dungeon after beating it, you can get some good stuff. Get some keys from the Well, and go back to the Magic Dungeon. There are some special rooms on certain floors with special treasure in it:

*On the 15th floor will be a room with a door at the bottom of it. Use a key, and the door will open. Inside are 20 bags of gold, with 1000 gold per bag.

*On the 23rd level, there is another one of these rooms with a door. Inside is two pots, and seven Bomb Crag enemies. Each spot on the floor has a mine trap on it. If a mine blows up a monster, it will cause a chain reaction, destroying them all as well as the pots. The pots are both Melding pots with three slots. You can take a Warrior into the dungeon with his Bust Trap skill (on an Iron Axe) to get these pots.

*On the 30th level, there is another one of these rooms, but without a door. You can use a Pick on the walls of this room to get in. Inside are eight gargoyles surrounding a sword. The gargoyles are frozen, until you step on the sword and try to pick it up, then they will all attack you. I used a Tiedown scroll after I stepped on the sword to prevent the gargoyles from moving, then I used a Tradespot staff to switch places with the gargoyle by the hole in the wall. In this way, I got the sword without being attacked by any gargoyles. The sword was an Ice Sword +1, which does double damage to fire creatures, and which has a base strength of 25! However, this sword only does 1 damage to ice creatures.

*On the 50th level, there is a big special room that needs a key in the bottom left corner. There is a path set up in a spiral with a treasure in the center. There are a bunch of crystals lining the path, but you can't tunnel through them. Each step of the path is big spikes that do 30 damage to you, and you will need to walk through about 80 of these. At the first four corners, there is a Trapdoor trap that will drop you to the next level. Sound like something from Mission: Impossible? Well, you need to bring in a Warrior so he can use the Bust Trap skill on the Trapdoors. The Warrior is unable to use a Steguard scroll, though. I warped straight to the 50th level at the Magic Shop with my warrior, went up about 20 levels killing the monsters there, which brought me up to about 120 HP. Before I came in, I prepared some Heal pots with 8 uses each (thanks to Prayer scrolls). I used one and a half of these pots on my way. The treasure is well worth it. It is a Whirlwind sword, which has the special effect of attacking to all eight spaces around you. If you have a Trap-X ring, you can do it with the merchant, just using a Steguard scroll or two.

*On the 60th level, there is another special room with gargoyles, just like on level 30. In the center of this room is a Golden Pot, which makes a pot appear at the beginning of each floor. There are a certain number of slots in it, and you can insert items, but I don't know what that would do. Just having it in your possession makes the extra pots appear. The pots that appear seem to be normal pots that you find everywhere.

*On the 70th level, there is a rather tricky special room. The room is set up like the following:

```

WWWWWWWWWWWW
W   I   W   W = Water
W  M I S W   I = Ice
W  I I I W   M = Mimic
W  I I I W   S = Seal Sword
W I I I I I W D = Door
W  I I I W
W  I I I W
W  M I M W
W   I   W
WWWWWIWWWWW
      D

```

In an attempt to save on the clutter in this map, I did not include the walls on the map. There is a wall around all of the ice, so that there is no way to step off of the ice except where the treasure or mimics are, back into the doorway, or onto the water at the end (if you have a Passage Ring), although walking on the water won't help you at all. Once you are sliding on the ice, there is no way to change directions, but you apparently need to make two right turns on the ice in order to get the treasure. Is that the Mission: Impossible theme playing again? I managed to find a way to do it. You need a bunch of items that you don't want, and a full inventory. First, make sure there are a few items in the big room that you start in. If there are none there already, then drop some there. Getting the Golden Pot on level 60 helps, as you get a bunch of Preserve pots to put stuff in. You can Use or Hurl an item from within a Preserve Pot. Anyway, the basis of this plan is that you stop sliding when you get to any square that has an item in it. Stand outside the doorway, against the outside wall, and Hurl three items inside. This will place an item just above the main intersection of the ice. Slide on up, and you will stop on that item. Now, use an ItemPull scroll to pull in the items from the big room with the stairs. This will place an item at the main intersection. Slide down to that square, and Hurl two items to the right. This places items at the other intersection that you need to go to. Slide to the right, then up, and get the Seal sword. You can fight the Mimics if you want, but you

don't need to. It is important that you keep a full inventory this whole time, so you don't pick up these items, and you can still get out. If you pick up the items, you could find yourself stuck in this room with no way out but an Outside scroll, because there is nothing to stop you on the ice. *On the 80th level, there is another room just like the one on the 70th level. In the place where the Seal Sword was, you can find the Seal Shield, which completes the set. Use the same method to get the shield that you used to get the sword on the 70th level.

*On the 98th level is a horrible special room. You need two keys, and a lot of luck. There is a door at the bottom, where you need to use the first key. Every step in the lower half of this room has a slowdown trap. Once you get past those, there is a small island surrounded by a moat. On this island is a chest, surrounded by a wall. At the top is another door for the other key. Surrounding the wall on the island are a bunch of Warp Traps. I have tried many things that failed on this floor, which is very annoying, as it takes me about two hours to get to the 98th floor from the 50th that I Disperse into. Here are some things NOT to do, as they won't work: Don't expect a merchant with the Trap-X and Passage rings to be able to do it. You can't change rings on the water. Don't expect a Warrior to be able to Landfill the moat, as that also won't work. Here are some things that WILL work: The Warrior's Ford skill will work to allow you to walk on the water, if you have that skill. You can use that and Bust Trap to make this room a piece of cake. With the Merchant, you have to have a bit of luck, to have a big crystal in the room where you start. If the big crystal isn't there, then use a Retry scroll to redo the floor. First, use one key to open the first door, then put on the Passage ring. Go back to the main room, and use a Change staff on the crystal to change yourself into a monster (traps don't affect monsters). Cross over the moat and stand in front of the door by the chest. Wait for the change to wear off, use a key and claim the treasure. The treasure is a Magic chest, with the Loto Sword in it (99 strength).

=More Magical Dungeon=

Floors: ???

Items You Can Take In: 0

Notes: If you open the Joy Chest in your house, then the Magic Dungeon changes into the More Magical Dungeon. You can't take in any items or gold, and you can't go in if you have increased your level at all at the Magic Shop. At least there isn't anything to lose. The treasure is good, but you don't find a lot of weapons or shields around. Perhaps the Mage would be a good choice to bring in, if you are tired of the Merchant.

=Ordeal Dungeon=

Floors: 50

Items You Can Take In: 20

Notes: The first floor of this dungeon has Golems and that level of creatures on it, and they get harder quickly. If you can survive a fight or two, then you should go up enough levels to survive. The only items you can find are a lot of gold, Identify staffs (so you can identify the monsters), and Tiny Medals (once you get past floor 20 or so). On the 30th level, there is a Magic chest, that says it has 0 slots available. Inside the chest is the Loto Shield, with 99 strength!

*****Town Info*****

Talk to everyone in town each time you complete a new dungeon. Different people show up and give you different information on items, weapons, shields, etc. as well as new hints on how to do things. Once you complete

a new dungeon, people tend to leave and new people appear, so you need to get the information while you can.

Banker - Find the safe in his mansion and he will open his bank in front of your storage shed. You can put your money in the bank so that you don't lose it when you die. After completing the Mt. Fiery dungeon, he will give you different gifts when you have saved certain amounts of gold with him, as shown below:

Gold	Gift
5000	Joy Leaf
10,000	World Leaf
30,000	Melding Pot (6)
50,000	Joy Ring
100,000	Blank Scroll X3
200,000	Hunger-X Ring
400,000	Club +30
800,000	Leather Shield +30
1,500,000	Clone Pot, Vacuum Scroll, Prayer Scroll

Smith - Get the sacred flame in the castle dungeon for him, and he will fix the lock on your shed for you. After you finish the Toro ruins, the town opens up, and you can go to him to upgrade your sword or shield in exchange for certain items. After each 10 times you have him upgrade your sword or shield, he will give you an important game tip. Here is the first one: "The King is a lefty." I don't know how I played the game before knowing that.

Ed - After the smith fixes your lock, you can start to store things in your shed. It starts out holding 20 items, but every time you come back from a dungeon, you can pay Ed 1000 gold, and he will increase the maximum number of items you can store by 10, until it reaches its max of 250 items.

Baker - Complete the graveyard dungeon, and he will open up a shop in the town square, selling Big, Huge, and Magic bread.

Magic Shop - The Magic Shop opens up next to the graveyard after you complete the Mt. Fiery dungeon. She will sell you an Iron Safe item for 2000, or she will level you up for your next trip into a dungeon. Leveling up as far as I can tell costs 2000 for the first level, and 1000 for every level after that you want to go up. This gives you a slight advantage in the next dungeon you go into, but when you finish that dungeon, you go right back to level 1 again. After you complete the Lost Forest dungeon, she will also increase the number of uses of a staff that you may have. After you kill DarkEvil in the Magic Dungeon, she will let you change classes and Disperse back into a dungeon that you have been to. She will warp you to any floor that you have been to in any dungeon (up to the 50th floor), but it costs 1000 gold per floor. She will also only warp you if you meet the restrictions (item number, etc.) for that dungeon.

Melding Shop - After you complete the Toro Ruins dungeon, when you want to walk around town, you can go anywhere. At this time, you can access the melding shop and the blacksmith. For more information on melding, see the Joys of Melding section of this FAQ.

Decrepit Mansion - After you beat DarkEvil in the Magic Dungeon, this mansion opens up as the Ordeal Dungeon. This dungeon starts out with very difficult monsters. If you can survive a couple of fights, you will start going up levels very quickly. On my first trip, I got to the 12th floor, and Torneko got up to level 42.

Explorer's Inn - This is where a few knights hang out to share secrets. They won't let you in at first because you are fat.

Old Man's House - The mysterious old man lives in the southeast corner of town. If you are a Warrior or a Mage, he will tell you about the differences in the classes, and he will let you go to a special dungeon behind his house.

King - After you beat the game, the king decides to start collecting tiny medals. If you bring him 20 tiny medals, he will give you a King Metal Sword. If you bring him a total of 40 medals, he gives you the King Metal Shield. I got Tiny Medals in the Magic Dungeon once I got past the 50th level (one on level 51, one on level 61). I cheated, getting one Tiny Medal and using my Clone Pot to duplicate this one until I had enough for the shield. At 60 medals, he says he will give you another King Metal Sword. I don't know if this one has any bonus, or is any better or anything.

Well - A dungeon behind the Decrepit Mansion. See the Dungeons section.

Swords Dungeon - If you are a Warrior, the Old Man will let you out his back door to a small island, in which is the Sword Dungeon.

Mage Dungeon - The Old Man gives you access to this cave if you are a Mage. It is in the same place as the Swords Dungeon.

*****Tips and Hints*****

*****Combat Tips*****

*If a monster charges up their strength, they will follow up with an attack that does a lot of damage. However, this charge is only effective on their next turn. Luckily, it is easy to defuse this attack. Simply walk away one space. They will follow you, and lose their chance to do a powerful attack.

*Once you have beaten Mt. Fiery, the banker will start giving you different gifts when you have saved a certain amount of gold in the bank. The gift for saving 50,000 gold is the Joy Ring, a VERY nice item to have equipped. It gives you an experience point for each turn you take in a dungeon. I got up to level 16 in the Odd Field using this ring. Just walk around, and your level goes up. This is also the only ring I ever got until the Magic Dungeon. The only problem I had with the Joy Ring is with hunger. You need to have enough bread to keep yourself alive, and if you are passing time to get up levels, you are also getting hungry. A nice partner for this ring is a leather shield, which greatly slows down how fast you get hungry.

*For creatures that are slower than you (take one turn for every two of yours, like the Iron Turtle), there is a great way to fight them without getting hit yourself at all. Wait for them to walk up to you, then hit them once. Walk away one step and they will follow you. Hit them again and walk away again. They will keep following you and never get to attack.

*When you are fighting a creature that is faster than you are (they take two turns for every one of yours), it can be tricky figuring out how to

engage them. If you miscalculate, they will move up to you and hit you before you can attack them. If there is one blank space between you and them, then walk away one step. They will use their two turns catching up to you, and you can then attack them. If they are two steps away, just swing your sword and they will walk up to you.

*If you are made to dance (by a Dance Vegi, a trap, etc.), walk away nine steps, and the dancing effect should go away. If you are in a tunnel, they can't attack you if you keep walking away, even if you have to make a turn and go a different direction.

*There are rooms in some dungeons that have a bunch of water in a checkerboard pattern. At first, it may seem that you can't get through this room, but you can, if you just move diagonally.

*In some of the more advanced dungeons, you will see an island in a small pond in the middle of a room, with a warp spot and three treasures. You may say to yourself "How in the world do I get there?" Well, the hard way is to be really lucky and have yourself or a monster warp you there. I think that's why the warp spot is there, so you can't get stuck on that little island. There is also a Passage ring that will allow you to walk on water, and that is the easy way to get this stuff (if you consider getting the Passage ring to be easy).

*You may have heard something about "Wind" in the dungeons that will blow you away, removing all of your gold and items. It took me a long time to ever experience it, because you have to spend an insane amount of time on a level to do it. When you have taken about 1900 turns on a level, the wind will start to come up. Leaves blow across the screen and you talk about it, so it is hard to miss. I believe at this point, the game automatically casts Radiant, so they make sure you know where the exit is and how to get there. After a bunch more turns, the wind will come up again, saying it is stronger now. After some more turns, the wind returns, saying it is at gale force. After 2000 turns on a level, the wind gets strong enough to blow you away. There is a title you get for being blown away by the wind, but make sure you don't have anything valuable if you are going to do it.

*Beware the Berserkers. They go around killing other monsters on the level, and they level up like you do. They aren't bad if you kill them early enough, when they are levels 1 through 3 or so. However, I had an 18th level character get wasted by a 7th level Berserker. He hit me for over 200 hit points. Also, they get two turns for every one of yours. Bad news. You do get a title for being killed by a level 5+ Berserker, but by the time you start encountering them, you probably don't want to be killed.

*To make time pass by quickly (to heal up, etc.) without walking around, hold down the circle button and the X button. Monsters will still walk up to you, and you will get hungry, etc.

*It took me a while to figure out how to fire an arrow. You use the L1 button to do this, once the arrows are equipped.

*If you have a monster in front of you that has a ranged attack (Lilypa, Dragon, Enchanter, etc.), if you move straight toward them, they will continue to hit you each turn until you reach them. Instead of moving straight to them, move at a 90 degree angle to them, and they will approach you, getting one square closer each turn until they are right next to you. Then you can slaughter them without mercy. For example, if a Lilypa is to your right in a room, keep moving down until he moves next to you.

*A note on status effects. Sleep is one of the most useful status effects to put on a monster, because they continue to sleep even when you hit them. Paralyze is pretty useless, because it goes away once you hit them. Stun is pretty much like sleep, but it is much rarer. Confusing them can be nice, but they still have a (slim) chance of hitting you.

*Preserve pots are great to effectively increase your inventory size. I found that scrolls can be Read from within a pot. It is thus very useful to put your scrolls in a preserve pot, because you can still get full use out of it while it is there.

*Duplicating items: Once you have deposited 1,500,000 gold with the banker (not too hard, once you start in on the Well), he will give you a Clone Pot, Vacuum Scroll, and Prayer Scroll. These tools are important for duplicating items. Here's what to do: First off, use Prayer scrolls to increase the capacity of the Clone Pot to 8 (the max). If you didn't get enough Prayer scrolls in the Well, then duplicate yourself some. You will need to put several items that you want duplicated into the pot, but don't put in the Vacuum scroll. Use the Vacuum scroll to pull the things out of the pot. Unfortunately, your Vacuum scroll is now gone. You will now need two Blank Scrolls. On each one, write the name Vacuum, to turn them into Vacuum scrolls. Whenever you want to duplicate things, put one of these scrolls into the Clone pot, along with three other items to be duplicated. Then use your other Vacuum scroll to suck everything out, including two Vacuum scrolls. Thus, you always maintain two Vacuum scrolls, and never run out, and you can keep using the pot indefinitely. It is useful to create a backup of your good weapons, shields, rings, etc., but I found another interesting use of it. Take this stuff into the Magic Dungeon, and you can duplicate Strength herbs, Life herbs, and Joy herbs, maxing out your strength, HP, and level. This will take a long time, like a couple of hours real time, but it makes things a bit easier.

*GoldSlimes are pretty nasty creatures. They are in the Ordeal dungeon after floor 20, and in the Magic Dungeon after floor 80 or so. They look like big golden clouds. When they see you, they cast MegaMagic, which reduces you to 1 hit point. I frequently saw them, and expected them to come to me like any other monster, forgetting that he would nuke me instead. That's not very nice. Just keep some World Leaves handy. You do get a title for beating a GoldSlime, and one for getting hit by MegaMagic.

*****Joys of Melding*****

They did a wonderful job with the melding system in this game. It has very few drawbacks. Basically, you can meld weapons together or shields together to increase their strength. Any bonus effects on the swords or shields combine, and the weapon pluses (+1,+2,+3) all get added together. This bonus maxes out at +99. Below are the bonuses that different weapons and shields will give you.

=Weapon=	=Bonus=
Babyfork	Monsters are more likely to drop gold
Dragon-X	Does double damage to dragon monsters
Doll-X	Does double damage to doll monsters
Zombie-X	Does double damage to undead creatures
Windshear	Attack three squares in front of you at once
Pick	Breakable, extra damage to earth, tunneling
SureHit	Your attack always hits
Wind	Does double damage to flying creatures
Ice	Does double damage to fire creatures
LifeDrain	Reduces the Enemy's HP to 1, breaks if too strong

Demon-X	Does double damage to demons
Whirlwind	Attacks all eight squares around you
Seal	Seals enemy skills when paired with Seal Shield*

=Shield=	=Bonus=
Leather	Won't rust, reduces hunger
Explode-X	Reduces the damage taken from mines, etc.
ThiefStop	Prevents stealing
Scale	Prevents poisoning
Silver	Won't rust
Dragon	Take half damage from fire attacks
Blade	Does minor damage back when attacked
Parry	Increases your chance of dodging an attack
Ogre	Very strong, but increases hunger
Skill-X	Enemy skills are not effective against you
Magic	Magic spells are not effective against you
Seal	Seals enemy skills when paired with Seal Sword*

*I don't think it would be a good idea to meld in a Pick to your weapon. Making your sword breakable is a HUGE disadvantage. If you have ever used a pick, then you know that you attack one monster, then it disappears and breaks.

*The cost of melding depends on how many pluses and how many effects you are adding to the base weapon. The base weapon is the first weapon you choose for melding, and it is the one that the final sword will be. For example, I had a Dragon-X+35(4) [the (4) means that it has four special effects] sword that I wanted to combine with a Metabble+3 sword. I wanted the sword to be a Metabble sword with a bonus, instead of a Dragon-X sword with a bonus, because the Metabble sword has a better base value. As the first weapon to meld, I chose the Metabble+3, then the Dragon-X+35(4). The result was a Metabble+38(4). Thus, I have a better sword. The downfall was that he charged me for adding 35 points and four effects to the Metabble sword, which came to about 35,000 gold. If I had used the Dragon-X sword as the base, then I would just have been adding a +3 to it, so it would have cost 375 gold. However, I would still have an enhanced Dragon-X sword instead of an enhanced Metabble sword.

*To have a rustproof sword, you need to find a Plating scroll. I found these in the Magic Dungeon. After you use the Plating scroll, you have nothing to fear from the Horks or Zombies!

*When you have the Seal Sword and Shield, it will seal all enemy skills when you attack them. When you attack a monster, there will be a puff of smoke. Once that happens, the only thing that monster can do to you is attack. This works on things that the Magic shield and Skill-X will not work on. If you meld the Seal items into your sword and shield, then they have the same effect, if paired together.

*****The Art of Stealing*****

The gargoyles in the dungeons have a lot of good stuff available to buy, but it is often very expensive. What if he has an item that you absolutely MUST have, but don't have enough money? Is there any way to get it? The answer is Yes, there are several ways to steal from the gargoyles, and several ways you don't want to steal from them.

What NOT to do

*The gargoyles are very strong. With a normal shield, they will hit you

for about 200, and they get two turns for every one of yours. With a normal sword, you will hit them for under 10. Normally, you won't want to fight them. Things that will cause them to fight you are: throwing an item at them, and trying to leave the room without paying. If you try to leave without paying, they will yell "Thief!" and gargoyles will appear all over the map and start heading toward you, with blood in their eyes. Also, if you have been declared a Thief, then you will not be able to use Outside scrolls or things like that. All you can hope for is to fight your way to the exit, because the next floor will be just like normal. Even if the gargoyle is dead or changed, you will still be declared a Thief if you try to leave the room with an item that you haven't paid for.

*Don't pick up an item and use an Outside scroll. Any unpaid-for items disappear from your inventory when you cast Outside.

*Don't think that just because an item has been consumed by you or is inside a pot, that he won't notice it. You will still need to pay him, unless it is inside a Thief pot.

*DON'T use an ItemPull scroll on a level with gargoyles, unless you are right by the stairs. This automatically gets you branded as a Thief, and the gargoyles come after you. If you are on the stairs, this should be a viable way to steal from him, if you are real quick about it.

What TO do

*If you are short just a little bit of gold, try selling things to the gargoyle. He buys any items from you that you drop onto the floor in his room. If you have a Clone pot, try cloning your expensive melded sword and shield, and selling a copy of those.

*The easiest way to steal is with a Thief pot. When you use this pot, it sucks the item in front of you into the pot, without anyone noticing.

*Most of the other ways to steal involve the BigRoom scroll. This scroll makes the whole level into one giant room. When this happens, the gargoyle flies away to stand over the stairs. At this time, you can do several things to successfully get away with the loot:

--Use a TradeSpot staff on the gargoyle, and you will be standing on the stairs. If you do this, make sure you are far enough away from him that he can't get back to you during his turn.

--Use a Change staff on the gargoyle, and the gargoyle will be changed into another monster, one that you can kill.

--Use the Scapegoat staff, either on the gargoyle or on another monster, and nobody will notice you. I have personally never used this method, but I understand that it works.

--Kill the gargoyle, if you are strong enough. You won't be declared a Thief when you try to leave the room, because the whole floor is one room. You should be able to kill them if you have a weapon +99 and a shield +99. Also, an explosion kills the gargoyle instantly, if there is a mine trap handy. I am not sure if the Explode ring will kill them if it blows up on you when you are by them.

*****Game Info*****

*****Experience Levels*****

Level	EXP
1	---
2	10
3	30
4	60
5	100
6	150
7	230
8	350
9	500
10	700
11	950
12	1200
13	1500
14	1800
15	2300
16	2800
17	3500
18	4200
19	5100
20	6000
21	7000
22	8000
23	10,000
24	13,000
25	16,000
26	20,000
27	25,000
28	30,000
29	36,000
30	42,000
31	48,000
32	54,000
33	60,000
34	70,000
35	80,000
36	90,000
37	100,000
38	115,000
39	130,000
40	145,000
41	160,000
42	175,000
43	200,000
44	230,000
45	260,000
46	290,000
47	320,000
48	350,000
49	380,000
50	410,000
51	440,000
52	470,000
53	500,000
54	530,000
55	560,000
56	590,000
57	620,000
58	650,000
59	680,000

60	710,000
61	750,000
62	790,000
63	830,000
64	870,000
65	910,000
66	950,000
67	990,000
68	1,030,000
69	1,070,000
70	1,120,000
71	1,170,000
72	1,220,000
73	1,270,000
74	1,320,000
75	1,370,000
76	1,420,000
77	1,470,000
78	1,520,000
79	1,570,000
80	1,620,000
81	1,670,000
82	1,720,000
83	1,770,000
84	1,820,000
85	1,880,000
86	1,940,000
87	2,000,000
88	2,060,000
89	2,120,000
90	2,180,000
91	2,240,000
92	2,300,000
93	2,360,000
94	2,420,000
95	2,480,000
96	2,540,000
97	2,600,000
98	2,660,000
99	2,760,000

*****Item List*****

=Weapons=	Strength
Pick	1
LifeDrain	1
Club	2
SureHit	2
Seal	2
Gold Sword	3
WindShear	3
Whirlwind	3
Zombie-X	4
Demon-X	4
Copper Sword	5
Babyfork	5
Doll-X	5
Wind	6
Iron Axe	7
Dragon-X Sword	8

Steel Sword	9
Metabble Sword	12
Abacus	15
Ice	25
Magic	30
MetalKing	40

=Shields= Strength

Leather	2
Skill-X	2
Scale	3
Seal	3
Blade	3
Bronze	4
ThiefStop	4
Silver	5
Explode-X	6
Parry	6
Magic	6
Steel	7
Dragon	7
Metabble	9
Ogre	13
MetalKing	40
Loto	99

=Staves= Effect

Skill-X	Disables the special skills of the target
Scapegoat	Turns a monster to a false priest, other monsters ignore you.
Thunder	Hits with a thunder attack (25 points)
Sleep	Puts a monster to sleep
Panic	Confuses a monster
Disperse	Warps a monster to a different spot on the level
Change	Changes a monster to another monster from that level
Dual-Edge	Reduces the enemy to 1 HP, and you to half HP.
Druid	Warps the target away and puts them to sleep
Heal	Heals the target
Blowback	Knocks the target back several squares and hits for 5 HP
Terrify	Makes the target run away from you
Identify	Identifies enemies
Enchanter	Has random effects
TradeSpot	Switches the position between you and the target
Wizard	Has random effects
Clone	Creates a clone of the target
Berserker	Makes the target berserk (break through walls, etc.)
No-Trip	Prevents the target from falling on hidden rocks

*When a staff is down to 0 charges, you can still get one more use out of it by hurling it at a monster. If it hits, it will have the same effect as the staff.

*To use a staff on yourself, shoot it at one of those crystal things in the middle of the room in many dungeons. It will bounce back and hit you.

=Arrows= Notes

Wooden	
Iron	
Silver	Keeps going, even after it has hit a monster
Tractor	Hits the enemy, draws them to you
Poison	Reduces the enemy's strength as well as damaging them

Magic Always falls to the floor after hitting a monster

=Rings= Effect

Rustproof Prevents rusting

Curse-X Prevents cursing

Javelin When you hurl an object, it keeps going through walls

Joy Gain 1 EX per turn in a dungeon

Strength Increases your strength

Sleep-X Prevents sleeping

Hunger-X Prevents hunger

Pretty Sells for a lot

Discount Get a discount from the gargoyles

Monsterwake Wakes up monsters as soon as you step in the room

Explode Randomly explodes, hitting you like a mine

Hunger Increases your hunger

Doll-X Protects from the special effects of dolls

Passage Lets you walk on water

See-All Lets you see locations of all treasure, monsters

Confuse-X Prevents confusion

Poison-X Prevents poisoning

Thief Won't wake up monsters when you come or go

Shadow Allows you to see traps and invisible monsters

Warp Warps you around the level every few turns

ItemDrop Drops items every few steps without warning

Trap-X Prevents traps from affecting you

Heal Each turn heals some HP

=Scrolls= Effect

X-Ray Identifies an item for you

Bang Hits all monsters in the room

Outside Warps you out of the dungeon

BigRoom Changes the floor to one big room

Blank Able to change into any scroll you have used

See-All Shows you the location of all treasures on a map

Retry Lets you redo a floor

Radiant Shows you the entire map of the floor

Quicksave Brings an interrupt point when you leave the floor

Hear All Lets you see the location of all monsters on the floor

Pause Paralyzes all monsters in the room

Tiedown Stuns all monsters in the room

ItemPull Pulls all items on the floor to you. Angers gargoyles.

TwinHits Increases the plus on your sword by 1.

Upper Increases the plus on your shield by 1

Defense Lowers the defense of the monster in front of you.

Plating Makes your sword and shield permanently rustproof.

Paralyze Paralyzes the monster in front of you.

Prayer Increases the uses of a pot or staff by 1.

Vacuum Sucks all of the items out of a pot.

Haven When placed on the floor, provides a spot of invulnerability

Bread Changes an item into a bread

Stepguard Prevents damage from spikes

CurseOff Removes curses from any equipped items

Typhoon Summons Wind

=Pots= Effect

Preserve Lets you store items inside.

Heal Heals you fully

Change Changes the item you put inside to something else

Melding Lets you do melding without the shop

Storage Automatically sends the item placed inside to the storehouse

Thief	Sucks in the item in front of it without anyone noticing
Exploding	Explodes like a mine if you trip on a rock. Throw it.
Clone	Any items placed inside are duplicated
X-Ray	Unidentified items placed inside are identified
Golden	Causes a pot to appear at the beginning of each floor

*If a pot has an item in it and you try to put it in the storehouse, the pot will break and the items will be placed in storage.

=Herbs= Effect

Herb	Minor healing
Super Herb	Major healing
World Leaf	Brings you back to life if your HP reaches 0
Blinding	Blinds the target
Life	Increases your Max HP by 5
Big Tum	Increases your Max belly capacity by 10
Strength	Increases your strength by 1, up to 96
Antidote	Restores your strength to full if poisoned
Sleep	Puts the target to sleep
Flame	Chew it to do 70 damage to the person in front of you
Joy	Increases your level by 1, up to 99
Dance	Causes the target to start dancing for 10 turns
Ironize	Turns the target to iron for 15 turns
Wakeup	Wakes up the target
Panic	Confuses the target
Paralyze	Paralyzes the target
Eyedrop	Cures when you can't see right, casts Radiant
Misleader	Makes it so the target sees things falsely
Weed	Does nothing (left over when World Leaf is used)
Disaster	Lowers the target's level by 1
Agility	Increases your speed for a few turns
Poison	Lowers the strength of the target
Warp	Warps the target to a different spot on the level
Berserker	Makes the target berserk, uncontrollable and breaking walls

=Breads= Effect

Bread	Restores 50 belly points
Big	Restores belly to full
Huge	Restores belly to full, and increases max belly by 5
Magic	Minimal belly restoration, but beneficial status effect
Moldy	Restores 20 belly points, causes negative status effect

=Miscellaneous=

Mimic
 Tiny Medal
 Key

 *****Acknowledgments*****

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