

Legend of Oasis Item List

by Mech Gouki

Updated to v1.0 on Apr 26, 2004

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LEGEND OF OASIS
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ITEM LIST
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Done by Chen Guojun / Mech Gouki / Cyber Akuma

Version 1.0
First release

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Introduction
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This guide is best viewed in 600x800 screen resolution.

This guides list all the items found in the game. I have personally found all the items, but I have not collected the final 3 items, which are 2 scrolls, and the Lv 3 Short Sword which are found in the final dungeon.

The item list here should be complete.

Personally, I think this is a great game, even when compared to the Zelda games. I have really enjoyed playing this game. However, I felt that this game was lacking. It has a great start, a great progress, but at the end, you will be stuck with not being able to go anywhere, and you are forced to lose at least 1 of your spirits.

I have written this because I felt that although SlimX's guide is excellant, there is no item list. Since I have all the items, I might as well make a list. It's too bad that I could not contact SlimX. I highly recommend you use SlimX's guide.

I am not able to play this game anymore. My Saturn broke down, twice, for some unknown reason. I doubt that I will have another chance to play Saturn games again, since the repairing serivices only cater to Playstations, and the emulators for Saturn are so disappointing.

Anyway, the items are listed in this format:
Item - Designated Place - Floor and exact coordinates - where the item is in

You will have to forgive some of the inconsistencies here. Not everything listed is consistent. And there is the possibility of mistakes.

Anyway, for those who do not know what the coordinates are, you can check the Start Menu. It will tell you the coordinates that you are. There are 5 floors in total, and each floor has 4x4 square area. Some of these areas are linked to small areas like rooms or caves.

Item List

Bow Lvl Water Shrine B1F 3-3 Chest

Scroll of Sound Water Shrine B1F 4-3 Chest

Scroll of Sound Water Shrine B1F 4-3 Chest

Aquamarine Overworld 1F 3-4 Chest

Aquamarine Overworld 1F 4-4 Chest

Rod Lv 1 Fire Shrine B1F 4-1 Chest

Aquamarine Fire Shrine B1F 4-1 Chest

Key B2F 4-1 Shown

Key B3F 4-1 Chest

Ruby Overworld 1F 4-4 Chest

Ruby Overworld 1F 3-4 Chest

Key Earth Shrine B1F 2-4 Chest

Key Earth Shrine B1F 2-4 Chest

Key Earth Shrine B1F 2-3 Grass

Scroll Of Rod of Purification Earth Shrine B1F 2-4 Chest

Scroll Of Rod of Purification Earth Shrine B1F 2-3 Chest

Key Earth Shrine 1F 1-3 Rock

Scroll of Sound Earth Shrine B1F 2-4 Chest

Aquamarine Earth Shrine 1F 1-4 Chest

Heavy Sword Earth Shrine B1F 1-4 Chest

Scroll of Rod of Purification Earth Shrine B1F 1-4 Chest

Key Earth Shrine B1F 1-4 Chest

Key Earth Shrine B1F 1-4 Chest

Scroll of Rod of Purification Over World 1F 3-2 Crack

Scroll of Rod of Purification Mouse Cave 1F 3-4 Chest

Scroll of Rod of Purification Aquaria 2F 3-3 Crack

Red Cube Aquaria 2F 3-3 Shown

Scroll of Sound Fire Shrine B1F 4-1 Chest

Key Colosseum/SoundShrine B1F 3-1 Chest

Key Colosseum/SoundShrine B1F 3-2 Chest

Power Rod Colosseum/SoundShrine B1F 3-1 Chest

Fire Cracker Colosseum/SoundShrine B2F 3-3 Chest

Key Colosseum/SoundShrine B2F 3-2 Rock Pole

Aquamarine Colosseum B2F/SoundShrine 3-2 Rock Pole

Emerald Colosseum/SoundShrine B2F 3-2 Chest

Scroll Of Sound Colosseum/SoundShrine B2F 3-3 Chest

Scroll of Flame Sword Colosseum/SoundShrine B2F 4-3 Chest

Scroll of Flame Sword Colosseum/SoundShrine B2F 4-3 Tree

Scroll of Flame Sword Colosseum/SoundShrine B2F 4-3 Tree

Scroll of Sound Colosseum/SoundShrine B2F 4-2 Box Chest

Key Colosseum/SoundShrine B2F 3-2 Chest

Scroll of Flame Sword Colosseum/SoundShrine B1F 4-2 Chest First Alarm

Emerald Colosseum/SoundShrine B1F 4-2 Chest No alarm

Ruby Colosseum/SoundShrine B1F 4-2 Chest No alarm

Key Colosseum/SoundShrine B1F 4-2 Chest

Scroll of Rod of Purification/SoundShrine Colosseum B2F 4-2 Chest

Ordan Sword Aquaria 2F 3-3 Shown

Diamond Shrine of Darkness B1F 1-3 Crystal

Aquamarine Shrine of Darkness B1F 1-3 Chest

Key Shrine of Darkness B1F 1-3 Chest

Key Shrine of Darkness B1F 1-2 Chest

Key Shrine of Darkness B1F 1-3 Chest

Key Shrine of Darkness B1F 1-2 Crystal

Scroll of the Earth sword Shrine of Darkness B1F 1-2 Chest

Emerald Shrine of Darkness B2F 1-2 Chest

Scroll of the Earth Sword Shrine of Darkness B2F 1-2 Chest

Key Shrine of Darkness B2F 2-2 Chest

Battle Knife Shrine of Darkness B2F 2-2 Chest

Scroll of the Earth Sword Shrine of Darkness B2F 2-1 Chest

Key Shrine of Darkness B2F 2-1 Chest

Key Shrine of Darkness B2F 2-2 Chest

Diamond Shrine of Darkness B2F 1-2 Chest

Key Shrine of Darkness B2F 2-1 Chest

Ruby Shrine of Darkness B2F 2-1 Chest

Emerald Shrine of Darkness B2F 3-1 Chest

Key Shrine of Darkness B3F 3-2 Chest

Scroll of the Earth Sword Shrine of Darkness B3F 4-2 Chest

Fire Bomb Shrine of Darkness B3F 4-2 Chest

Key Shrine of Darkness B3F 4-3 Chest

Scroll of Rod of Purification Shrine of Darkness B3F 3-1 Chest

Scroll of the Earth Sword Shrine of Water 1F 3-3 Rockpole

Scroll of Sound Shrine of Water B1F 3-3 Rock

Emerald Shrine of Water Bf 4-4 Chest Crystal

Scroll of Sound Over world 1F 4-2 Rock

Diamond Colosuem 1F 3-1 Rock Pole

Scroll of Rod of Purification Colosuem/SoundShrine B2F 3-2 Rock Pole Chest

Ruby Valley of Dead 1F 1-3 Chest

Scroll of the Flame Sword Valley of Dead 1F 1-3 Chest

Scroll of the Flame Sword Valley of Dead 1F 2-1 Hidden Chest

Scroll of the Earth Sword Valley of Dead 1F 2-1 Chest

Ruby Valley of the Dead 1F 2-2 Chest

Scroll of the Flame Sword Valley of the Dead 1F 2-2 Chest

Scroll of Sound Earth Shrine 1F 1-3 Chest Bush

Key Wind Shrine 2F 4-1 Chest

Onyx Wind Shrine 2F 4-1 Chest

Key Wind Shrine 2F 4-1 Chest

Bow level 2 Wind Shrine 2F 4-1 Chest

Onyx Over world 1F 4-3 Chest

Scroll of Rod of Purification Over world 1F 4-3 Chest

Scroll of the Earth Sword Wind Shrine 2F 4-4 Chest

Diamond Mouse Cave 1F 4-4 Chest

Emerald Mouse Cave 1F 4-4 Hkoyama Enemy

Scroll of the Dark Bow 2F 3-4 Chest

Key Wind Shrine 2F 2-4 Chest

Scroll of the Dark Bow Overworld 1F 3-4 Chest

Key Wind Shrine 2F 2-4 Chest

Scroll of Sound Wind Shrine 2F 1-3 Hidden Chest

Onyx Wind Shrine 2F 1-3 Hidden Chest

Scroll of Dark Bow Shrine 2F 1-3 Iron Box

Scroll of the Flame Sword Wind Shrine 2F 1-2 Hidden Chest

Emerald Wind Shrine 2F 1-2 Chest

Diamond Colosuem 2F 3-1 Chest

Onyx Wind Shrine 2F 4-2 Iron Box

Ruby Wind Shrine 2F 2-4 Iron box

Scroll of Dark Bow Shrine 2F 1-4 Chest

Diamond Wind Shrine 2F 1-3 Crack

Blue Cube Earth Shrine B1F 1-3 Chest

Pearl Aquaria 2F 3-3 Iron Box

Scroll of Dark Bow Valley of the Dead 1F 1-2 Chest

Onyx Overworld 1F 3-2 Iron Box

Scroll of the Earth Sword 1F 4-1 Robo Box Chest

Scroll of the Dark Bow Colosuem 1F 3-1 Iron Box

Pearl Colosuem 2F 3-1 Robo Box

Scroll of Dark Bow River Cave B1F 2-2 Chest

Diamond B1F 2-2 River Cave Hidden Chest

Scroll of Flame Sword Mystic Room B1F 3-4 Chest

Onyx Mystic Room B1F 3-4 Chest

Key Mystic Room B3F 4-4 Chest

Onyx Mystic Room B3F 4-4 Chest

Scroll of the Earth Sword Mystic Room B2F 2-3 Chest

Scroll of the Earth Sword Mystic Room B2F 2-4 Chest

Holy Rod Mystic Room B2F 1-3 Chest

Reharl Sword Mystic Room B2F 1-4 Chest

Key Mystic Room B2F 2-4 Chest

Key Mystic Room B3F 2-4 Chest

Key Mystic Room B3F 2-4 Chest

Angel Bow Mystic Room B3F 3-4 Chest

Scroll of Dark Bow Mystic Room B3F 3-4 Chest

Key Mystic Room B3F 3-4 Chest

Aquamarine Mystic Room B3F 4-4 Crack

Key Mystic Room B3F 4-4 Hidden Chest

Hell Fire Mystic Room B3F 4-4 Chest

Key Mystic Room B3F 1-4 Chest

Key Mystic Room B3F 1-4 Chest

Pearl Mystic Room B3F 1-4 Chest

Key Mystic Room B3F 2-2 Chest

Key Mystic Room B3F 2-2 Chest

Key Mystic Room B3F 2-3 Shown

2X Scroll of the Wind Rod Mystic Room B3F 2-1 Chest

Key Mystic Room B3F 2-1 Crack

Scroll of the Wind Rod Mystic Room B3F 2-1 Chest

Pearl Mystic Room B3F 2-1 Chest

Purple Cube Mystic Room B3F 2-2 Chest

Scroll of the Dark Bow Mystic Room B3F 1-3 Chest

Scroll of the Wind Rod Mystic Room B3F 1-3 Bush

Scroll of the Wind Rod Mystic Room B3F 1-3 Bush

Scroll of the Wind Rod Mystic Room B3F 1-2 Crack

Pearl Mystic Room B3F 1-2 Crack

Scroll of the Wind Rod Race Course B3F 3-3 Rock

Scroll of the Wind Rod Race Course B3F 3-3 Crack

Scroll of the Wind Rod Race Course B3F 3-3 Prize

Pearl Race Course B3F 3-3 Prize

Pearl + Scroll of Wind Rod Locked Doors in Mystic Room.

Scroll of the Flame Sword + Scroll of the Dark Bow Agito's Tower.

Altair Knife Agito's Tower. Brass Sacrifice

Tips and Tricks

Higher Jump-

You may have heard of the "Happy Mouse" trick which SlimX has mentioned. Basically, it is simply jumping on an enemy.

Now, I'll like to tell you of this technic I call "Bomb Jumping". Okay, to do this, you must have bombs, obviously. This trick is used to jump on walls that are normally too high to jump up on normally.

Suppose that you want to jump on a wall. It is slightly too high, and a normal jump won't reach there. What do you do? First, face away from the wall. Now crouch and lay a bomb. Wait for the bomb to turn yellow. This means that it is about to explode. Jump when it turns yellow. The bomb will explode, and send you flying backwards at a high height. You should now be on the wall you couldn't reach. You will take some damage of course, but I seriously think this is a small price to pay.

To review the steps:

- 1) Face away from the wall.
- 2) Crouch and lay a bomb.
- 3) Wait for the right time. Jump when the bomb turns yellow.
- 4) The bomb will explode and send you to the wall.

Easy, no? Anyway, on a side note, it seems that many enemies have bombs which are far more damaging than your own. Also, most enemies can jump much higher than you, which is very unfair.

Debug Mode-

The debug mode is simply a mode where you can do anything you want. It is only activated by a Shark code. You can change your area, make an item appear, etc. It is simply used to test the game by the programmers. I shan't go into much details.

This is the Code:

2nd Character Code-

This code requires a 2nd controller, or it will be of no use.

While playing, enter this code:

Press Z, then hold L and X and release

Once activated, a translucent character will appear, and can be controlled by the second player. You can use this to access items or areas you normally couldn't in the game. 2-player mode is also quite fun.

FAQs

Q: What is the difference between Legend of Oasis and Legend of Thor?

A: They are the same game. If I am not wrong, Legend of Thor is the Jap version.

Q: Does the Spirit of life exist?

A: That's just bullshit. Don't believe it. It doesn't even exist in Debug mode.
That is definite.

Q: What is the debug mode?

A: It is just as it describes, programmers use it to test the game. You have access to use any items, and spirits you choose. You can even change your area, etc. You will have to activate the Debug Mode using a code.

Q: I am in Agito's Tower. Is there anyway I can get out?

A: Nope, sorry. Once you defeat the first boss of Agito's Tower, there is no way to leave.

Q: Can I choose not to sacrifice Brass?

A: You do not have a choice. You have to get the Altair Knife, or the Boss Door will not open at all. However, you can choose not to sacrifice Airl for the Magic Circle.

Q: I am having trouble activating special moves. What should I do?

A: Make sure you press in the precise direction. For example, the Short Sword's sommersault move, if you press up, down left, up, then it will not work. You must press up, down, up.

Q: What does Shade's Charged Ability do?

A: That is used to check for invisible Chests. Some invisible chests are on top of Obelisks, and a section of the Mystic Room, there is a chest containing a key that is invisible. This ability will let you be able to see those chests.

Q: What is the first boss' name? Is it Maneek or Undine?

A: I don't know it myself, but my game says Maneek. I have seen screenshots of other games saying his name is Undine.

Q: How do I get in the Mouse Caves?

A: Use the shrinking items, then crouch in.

Q: Do enemies contain important items?

A: I only know of the Hkoyama mouse in the Mouse Cave having an important item. You have to complete the entire mouse cave, exit, and enter again, and this enemy will be the only one in the cave. If I am not wrong, some of the game programmers made this as a joke to one of the staff.

Q: What is the Zombie Cobbler about?

A: I haven't the faintest clue.

Q: Should I use the 2 character code?

A: That's as good as asking, "Should I cheat?" It's your choice, really. Using this helper code, you can access items you normally couldn't early in the game. It might be a fun 2-player mode though.

Q: What is the replay value of this game?

A: If you ask me, this game is very well designed, until the last part, where you are permanently locked out, and the stupid rating system at the ending. That's the only reason I didn't want to play the game again. If not for this imperfection, it would be even better than the Zelda games.

Q: How come the enemies can jump higher than me?

A: I know it is unfair, but that's just the way it is. I have seen a knight jump up a ledge which I can't normally reach. Quite frankly, your character's jump is created far too low.

Q: Why are the Chests in different colours?

A: In case you didn't know, black chests are for Gems and keys, yellow chests are for Scrolls, red chests are for Weapons, white chests are for Cubes. Small red chests are for non-permanent items.

Q: Can I contact you?

A: Seriously, I am no longer playing this game, as I do not have a working Saturn. There is really no point in trying to contact me, since I will not be able to help you. If you really must contact me, this is my address.
guojun83 (at) hotmail (dot) com
remove the spaces and replace the punctuation. Put in "Legend of Oasis" or "Legend of Thor" in the title.

Other Resources

This is simply a list of the other guides in this game. Guides that are recommended will have a URL.

Recommended Guide: SlimX's guide.

http://db.gamefaqs.com/console/saturn/file/legend_of_oasis_a.txt

Details: Personally, I can tell you this is an excellent guide. If you haven't already read this guide, I suggest you do so.

Not Recommended Guide: Chakan's Guide

Details: A lot of bullshit. It's a good thing that this guide has some codes, otherwise it will be worth shit. The only useful about his guide are the codes, and that's it.

Blacklisted Guide: MStelzer

Details: This is absolutely the worst guide that I have seen in GameFAQs history. It is worse than shit, something even though the toilet bowl would reject. Could there be anything worse than this? I don't think so. I puke at its existence, and I marvel at the stupidity of the author.

CREDITS

Thanks goes to SlimX for his very excellent guide.

Thanks goes to the people who have responded to me on the Sega Saturn Legend of Oasis board on GameFAQs.

It was a very short time that I stayed there, and I have long forgotten your names, but thank you all for your response.

Humph. No thanks to CjayC for not posting this guide the first time because it wasn't 80 characters wide. For his information, this was designed to be fitting perfectly into 600x800 screen resolution of Wordpad or IE.

End of Document

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