

# Legend of Oasis FAQ/Walkthrough

by GetSmart

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Legend of Oasis Perfect Walkthrough Guide

By GetSmart/SergeCrono/Neidermeyer/John Houde

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(Warning: Spoilers are evident. If you wish to play the game and find everything on your own, then please do not read this guide. It's that simple)

To get to a certain section quickly and easily, press Ctrl + F and type in the section exactly as you see it in the Table of Contents, adding the numbers, periods, spaces and capitals as well. Hit Find Next twice to be taken to that section.

## 1.Introduction

Hello, and welcome to my guide for Legend of Oasis, the prequel to the sega genesis game Beyond Oasis. Here, you will be able to fully explore the island of Oasis. You will be able to defeat every enemy, find every item, discover every secret, awake every spirit and defeat the 3 silver guardians and the god, Agito.

## 2.Basics

Leon is quite easy to manage. He will walk in any of the directions you press on the D-pad. He will run when a certain direction is tapped twice and held on the second tap. He will use his current weapon when you press the B button. He will jump with the C button. Crouch with R. Throw bombs with Y and change weapons with Z. The A and X buttons are for use with your spirits. As you awake them, you'll have many more uses with those buttons. More detail on that later.

### 3.Status

This game is an RPG(Role Playing Game). Leon's health and spirit power are measured by hit points(HP) and Spirit Points(SP) respectfully. Leon starts the game at 100 points of health, as noted by the small red bar of health at the top of the screen within a much larger energy bar. Your health can be increased as you Rank Up. With each Rank Up, you gain 2 points of health and your rank increases by one. You start the game at rank 0. You gain a Rank Up by obtaining a certain number of recovery points, which are awarded when you reach full health. When you have enough, you receive a Rank Up. Thus, keeping a low rank is very difficult if you wish to have a great rating at the end of the game. Your health bar will very slowly get larger as ranks increase, up to the length of the energy bar at the top of the screen. Health can be recovered by standing in a magic circle(purple), a health circle(red), healing cast by Dytto, using additional potions found or meat/cheese items found in bushes, treasure boxes or dropped from enemies.

As you travel for your first spirit, you'll run across Reharl statues. The first one will grant you Spirit Power for your golden armllet. You can use this power on all his statues for guidance throughout the game. The large statue of Reharl found on the way to Efreet's shrine will help you accomplish the next part of the story if you ever get lost or don't know what to do/where to go. You will receive 100 points of Spirit Power to start and as you awake each spirit(15 points) and recover gems(5 points), your spirit power will greatly increase. Spirit Points can be recovered by standing in a magic circle(purple), a spirit circle(blue), using additional potions found or picking up fruit items found in bushes, treasure boxes or from enemies.

### 4.Walkthrough Overview

The following guide will allow you to accomplish the following:

Find all six spirits

Find all gems

Find all scrolls

Find all weapons

Recover every item

Discover all secrets

Defeat every enemy

Defeat all 3 silver guardians and the god Agito

(Note: This guide was made while playing through the game, so directions may seem too literal. If somehow you get mislead by my directions, go through the game yourself, familiarize yourself with the surroundings and see where in the guide I mention them. I provide many details of all areas, so just look for something in the game that I mention here to get your bearings.)

### 5.The Walkthrough

The game begins with a brief lecture by your teacher, Ordan, and he then sends you off to befriend Dytto, the water spirit of the golden armllet. Head outside and familiarize yourself with the town Aquaria. Talk to the people. Learn the controls. When you're ready to proceed, head down the staircase at the center of town. You notice a white glowing panel below it. This is a save point. Stand on these and press A or C to bring up the save screen and select a slot to save your game in the system's memory or a memory card. On the next screen, head to the left, hit the switch to open the door and head inside. You'll be given a note of where you are. You are now in the water shrine, ready to begin your adventure with spirit one: Dytto.

## A.The Water Shrine

Here sleeps "Dytto, the Water Spirit." Water Shrine

Head up the screen, then to the right, you'll see a pond with some grass growing within. You can destroy them with your weapon to reveal items to help with your quest. Proceed to the right, head up the stairs and push the boulder to the north and jump up to the next level. To the right, hit the switch to activate the platform. Ride it over to a chest containing a Giant Ginger, which will make Leon grow twice his current size. This can make him jump higher, move faster and attack and defend stronger. It lasts for a few seconds. To the far left of the giant ginger you can find an item called Tiny Thyme, which will shrink Leon to half his size, also halving his speed, jump and strength. Go back to the moving platform, go to the level it's floating over, go to the right, then south down the stairs.

If you stay on this level and head north, you'll find a sign that reads "Look out above!!" and four caverats will fall and fight. Defeat them if you wish. To the left are more caverats. You spot 4 stone pillars that lead to a large chest above. To get it, head to the south into the river on the bottom level. Go to the left, then head north. You'll come across some more caverats as they wash down the steps. A boulder will also follow. You may use it as a step up to the obelisk on the island to read about a special move you can perform. Continue to the north, you'll find another giant ginger on your left, get it if you want. To the right, you can jump on the stone pillars and reach the chest(push the iron vase down to the lower level in case you fall while jumping from pillar to pillar). Open it to reveal a short bow, level 1. Press the Z button to cycle through all your weapons and select with Z. You have infinite shots, you can shoot straight with B or hold B and aim towards the sky by pressing the opposite aiming direction Leon is facing.

Head back across and continue to the right. A soldier will spot you and shout, initiating a fight. Defeat him and the door below will open. Head in and you can either hit the switch to activate the platforms and ride them to the lower right bush on the next level to activate the switch within, or use your new bow to aim and open the bush and flip the switch with the bow. You can also jump and kick it if you wish. Through the door, you notice a switch to the left. It only closes the door you came through, so no need to touch it. Go to the right, avoid or fight any of the fish and/or bubble monsters, and onto the next level. The obelisk will tell you arrows can reach places you cannot. To the right, you can use an arrow to flip the switch behind some fire. Aim well, the fire can destroy your arrows. The door to your left will open, but beyond the fire and up the stairs you can find a health potion. Take it along if you wish and proceed through the door.

You'll meet one of the 3 silver guardians of Agito, Red Demon, and he will disappear, leaving Maneek to defeat you. Continue to the north, you'll find an obelisk that will tell you of the purple circle you see just ahead. This is a magic circle, which will recover your health and spirit power when standing in it. A red panel will only recover your health. A blue panel will only recover your spirit power. Go to the Reharl statue ahead and it will give you power to your golden armllet. You can now cast a blue ray or ball of light from the armllet with A. You can use this to communicate with the statues for guidance or to summon spirits. Hit the statue with the ball of light and it will tell you of a new evil about to enter Oasis. As the Spirit King, it is your job to restore peace. Go up the stairs, use the save circle and go through the door which will open for you(unless you didn't talk with Reharl).

You will fight Maneek, a giant green blob monster. It will fall and hit the

water, causing a splash through the area. Jump over and begin hitting Maneek with your dagger and kick him to inflict good damage. He will also spit fireballs at you. He will also chase you. Defeat Maneek and proceed through the door to the north. You have now awoken Dytto, the spirit of water. She can be summoned from any form of water. A gold obelisk will appear and give controls.

Controls:

Bubble Bazooka - Press the A button once

Dytto will send out 5 magic water bubbles in Leon's facing direction. It can freeze enemies and water and put out fire.

Healing Field - Press the A button twice rapidly

Dytto will cast a healing force around herself, anything in the vicinity will be healed: Leon, other people, and plants.

Magic Vortex - Hold the A button until the blue eye of the armband is flashing, then release

Dytto will become a water tornado and begin tearing up the area wherever Leon is, attacking enemies. Helpful for crowded conditions.

No button actions: Dytto will cast a healing spell directly to Leon when his health gets low (when the heart begins to flash). She will also send out one bubble at an enemy when nearby and freeze it. Very useful.

With all spirits, to cancel their summon, press the X button twice rapidly.

With all spirits, your spirit power will raise by 15 points.

(In this current room, the two torches beside the obelisk can be doused and you will refight the boss for this shrine. This can be done at any spirit's resting place)

As you leave Dytto's room, you can begin using Dytto and her skills and seeing what she can do and to fully master her abilities. Go to the lower right, take out your bow and destroy the most southern bush on the next level to reveal a switch. Activate the switch and a platform will appear that will let you onto that level. Go through the doorway and you'll find a complete golden chest. This is your first scroll, and all other scrolls can be found in complete golden chests. This is the Scroll of Sound for the bow. When it is powered with the correct spell, it can be used as the arrow of piercing to go through metal. Go back through the door and destroy the other bush, you'll reveal a yellow Power Ball. Step through with the bow equipped and your weapon will be powered. With each scroll you have, you will have 3 uses for that power. Summon Dytto and have her freeze a water spout to the left when it is not overflowing (crouch with R, Dytto will lower too). Use it to climb to the next level. Go north and use the arrow of piercing to hit the switch on the other side of the iron pillars. They will lower and you'll get another scroll of sound. Head to the entrance of the room and have Dytto put out the fire with her bubbles.

Head back out of the shrine, extinguishing fires as they appear with Dytto. As you head out, the chest with the bow has been replaced with a blue circle for restoring your spirit power. Head back into your town and talk with Ordan. Then, an earthquake will happen. Talk with Ordan again and he will send you off to the Fire Shrine to befriend Efrete, the spirit of fire. His shrine is located northeast of the town. Head back to the center of town, down the stairs and head south. Talk to the gatekeeper and he'll open the gate for you. You'll find a purple circle as you leave. Recover any health/spirit power and follow the path. As you travel right, you'll find a black and gold chest on a high island. You can jump to it from the platform next to it. These chests contain keys and gems. This is your first gem for Dytto, a blue gem called Aquamarine. Continue to the right. Follow the

path, heading north. You'll feel another earthquake and notice some more black/gold chests. You can't get them yet. Continue the path to the north and eventually you'll come across a sign next to the entrance to the Fire Shrine.

#### B.The Fire Shrine

Here sleeps "Efreet, the Fire Spirit." Fire Shrine

Don't head in through the entrance. Instead, go to the left and head up north around the pit. Go all the way up until you can't anymore, then go right and fall into the pit. You'll enter Efreet's Shrine and you'll appear next to a big red chest. Open it to receive the Blue Rod, level 1. Drop down to the lower level and summon Dytto. Have her freeze the small water spout and use to jump to the next level. Head down and you'll spot a chest blocked by a wall. There's a hidden hole in the wall, crouch(with R) and crawl through to get it. It's a blue magic potion, it will replace your current potion whatever it is, so decide whether it is worth getting. Jump across to the right from the potion to step on the switch to remove the lower door. Head back across and go back to the level with all the water spouts. Head down, up the stairs to the left of the original entrance and you can break open the boulder by pushing it over the ledge. Many great healing items will spring from it. Collect them and go right. You can stand on the rock ledge or push the iron ball over to the higher platform to the left and get on. You'll find a tree trunk with a black chest on it. Use the rod as a battering ram by pressing forward, backward and forward again(of Leon's facing direction) when pressing B to destroy the trunk and get the chest. Another Dytto gem. Head down the stairs to the north through the door you just opened.

You find three soldiers all equipped with bombs. Defeat them and go through the hallway on the left. Fire will block the passageway as you go through. You'll find 3 skeletons that will come to life and attack. Kill them and the door below will open. Go right to the blue circle, recover any spirit points. Continue right and you'll find a soldier on a level below you. Drop to that level and you'll fight some enemies and a large skeleton. Don't get the chest, it's a Tiny Thyme which will shrink Leon. Kill the enemies and ride the platform below across to another level. Have Dytto put out the fire and pick up the key. Go left and you'll fight some more skeletons from the sky. Head through the door(ignore the boulder you see). Down here, go left down the stairs and fight more skeletons. Destroy the tree trunks to get the iron ball and use it to get to the next level to the left. Go up the stairs and run and jump across the gap to the north to find a black chest. This turns out to be a monster, these can be very hard monsters to fight and kill, so be careful. After it's defeated. Destroy the trunk and reveal a true black chest. Get the key, then head back to where you entered. Go right and have Dytto extinguish the torch next to the door. It will open. To the south, there are some skeletons. On your left is a pillar that will rise when you are near or on it. You can destroy the trunk for health if you want. Go to the right, then head up. Extinguish the fire and you'll fight some soldiers. When they're defeated, a blue circle will appear. Extinguish the flames to the left and save your game on the white circle. Proceed through the door.

You'll fight OgreTank. Begin to jump kick it when battle begins. It will send out flame enemies at you and will spin around shooting flames. When it is lowered to the ground, it will travel around very fast trying to knock you out. Continue to fight and it'll eventually explode. Go through the door to the north and awaken Efreet, the spirit of fire. He can be summoned from any fire. A gold obelisk will appear and you can read the controls if you want.

#### Controls:

Flame Breath - Press the A button once

Efreet will breathe a strong breath of fire from wherever he is according to Leon's facing direction. Can be used to start fire, melt ice, attack enemies and destroy any form of tree trunk.

Dash Attack - Press the A button twice rapidly

Efreet will become a fireball and dash very quickly in Leon's facing direction, destroying anything in its path.

Fire Storm - Hold the A button until the blue eye of the armband is flashing, then release

Efreet will grow and release large blasts of fire all around him, engulfing the area with flames for a few seconds.

No button actions: When heading into an enemy, Efreet will automatically punch him with a fiery fist, causing good damage.

Head out of the shrine, using Efreet to destroy the ice spout, then wait for it to lower. Also have Efreet fireball attack through all the dead tree trunks in the passageway on the next level. Upon leaving the shrine, you'll run into Chucky, the gatekeeper to the town and inform everyone is passing out. Head back to town. On the way, you'll see that black chest on the dead tree trunk. Use Efreet to destroy it and pick up Efreet's first gem, a red gem called a Ruby. Head into town, you'll find everyone sick. You can use Dytto's healing power over them to heal them and talk with them. At the top of town, you'll find a girl with black hair who is ill. Talk with Ordan and he will want you to help and save her. Head outside and you'll be informed she is resting at another's house. Go back to Ordan and he'll send you off to the Shrine of Earth to awaken Bawu. Go one screen north of the large Reharl statue and begin traveling west. Soon, you'll enter the Forest of Earth.

#### C.Forest of Earth

The place where "Bawu, the Spirit of Earth" lies. Forest of Earth

This place is a large maze, it is difficult to navigate through and you can get lost easily. Just keep your cool and you'll be fine. While going through here, do NOT fall in the river. If you do, look alongside the right for an area to jump back onto land. The river leads back to town/Aquaria. Head up and around to the left to get on the higher levels, then go south to the next screen. You'll find some more tree trunks and a Bee Hive. Have Efreet destroy the bee hive or you'll be swarmed with around 20 bees if you attack it. The trees hold nothing useful except for a spirit potion. Jump into the pit nearby, you'll find a few zombies. Go up the stairs to the right, and continue north out of the underground. Follow the steps up and around to the right and go south. When you reach the river, go right to the next screen and pick up a red gem for Efreet. Head back to the previous screens and jump down to a barrel. Head to the screen to the south on this level. You'll arrive at the river below heading to the right. Fall in that pit (surrounded by red bushes). You'll run into ghosts. These are annoying, kill them and they'll temporarily be dead, their spirit will float around and they will reappear at full health again soon. Run to the left, destroy the bush at the top of the steps and get a key. Go back to the unlit lamp post (light it with Efreet if you want), then go south through a somewhat hidden door and press the switch found in a bush. It'll open the door to the north. Head through and in the next screen, climb up, light up the lamp post with Efreet to open the doors to the south and proceed through to the next screen. Head south and you'll come across some zombies. Fire will eliminate zombies with one hit. To the left you'll find a spring plant. To achieve a maximum jump height, hit C when Leon has pressed down the spring as far as it will go. Head up the stairs. Go past the dead plant and follow the path down and around to the left, then north. You'll fight zombies along the way,

and then drop down in the pit to your right at the end.

You'll land in a small room and you'll have to fight one large spider along with its many smaller spiders. Don't worry about any poison spells, but they will hurt for a good amount if you let them. Kill them all and a key will appear for you to use to open the door. Proceed through to the next screen. In here, you'll find a small pond with weeds everywhere. In the northern pile of weeds, you can find a key. Pick it up, then head south, up the stairs and through the locked door. You'll get your first scroll of the Rod of Purification. Go back to the swamp and destroy the trunk above the obelisk. It will reveal a blue Power Ball. With the rod equipped, step through to receive purification magic. This will make springs appear on healthy plant buds, it will permanently kill ghosts and zombies and will bring dead old skeletons to life. Head up the stairs and use one shot on the bud and dead skeleton. A spring will appear(leading to nowhere) and the skeleton will rise. Talk to the skeleton and it will open the door for you, but don't go through. Go back to the swamp, and with 3 purification powers, use the bud on the upper left and go to the next level up for another Scroll for the Rod of Purification. Head south and use the purification on the bud on the left and climb up the levels and go up the stairs, out of the earth and on the other side of the river. Go to the next screen to the right and you'll find more ghosts. To the south you'll find an island surrounded by a pit. Head past that to the south and you'll find a boulder on the upper ledge. Get to it from the screen to the right. Break the boulder by pushing it off the ledge and get a key. Go back to where the boulder was. Go as far north as you can on that level, and run and jump with great timing and you'll reach the island surrounded by a pit. Fall in the small hole and you'll appear next to a special white chest. Open it to achieve a Blue Cube(this will save you a lot of time later on obtaining it now). Head back to where you would go to that boulder with the key and use the white circle to save. Go to the pit south of it, but hit the stack of platforms to create a bridge across the river for future access for exploring. Jump in the pit.

You'll appear on the higher level of the swamp room, go south on this level. Open the door with the key and go across the bridge. On this level, go around the stairway and then head north and you'll find a boulder. Push this boulder all the way down the path you used to reach it and at the bottom, you'll find a stone to your right on the lower level. Drop the boulder onto the switch and two iron balls will fall and create stepping stones for you to access the upper and lower levels, and you'll receive another scroll of sound for your bow. On the upper level, go back west and take the stairs below the iron box(which contains an elixir). Don't destroy any of the grass here, they contain nothing but zombies. Go to the screen to the left. Head up and you'll find a large red chest on a ledge above you. Go left and you'll come across a blue circle. Fill up your spirit power, then go north under the ground bridge and have Efrete melt the ice. Then summon Dytto and have her put out the fire near the tree root. It will reveal a blue Power Ball. Step through with the ball with the rod to get 6 purification spells. Use it on the plant bulb at the very bottom of the screen. Use the spring to reach the stairs and proceed. On the next screen, don't take the stairs yet and go to the left of them. Go up the stairs that lead to the dead skeleton and revive him with a spell of purification. He will create a path for you that leads to another blue gem for Dytto, get it and head north to the next screen. Keep going north on your level and step on the switch, it will lower a platform for you to reach the upper and lower levels. Go southwest from the switch, then up and around south to the next lower screen. Jump in the pit you come to and you'll find a large gold crystal, a large iron pot and a black chest. Get the key. Two things you can do here. You can use the iron pot to reach the level beyond the wall next to you by pushing it past the fire/ice/water using the spirits to get rid of them. This will save you some

time, but it's very difficult, one hit from fire will destroy the pot. Or, you can go back to the screen where you lowered the platform with the switch and go right instead of left, and find a pit that will drop you to the level. Once there, you'll find another key, a scroll for the Rod of Purification and a red circle to recover your health only. You should have two keys. Go back to the plant spring on the bottom of the screen and go back up the stairs again.

On this screen, use the stairs to the right this time and keep going north until you can't anymore, then go to the screen on the right. Go right, then south (beside the river) and summon Efreet from the fire and jump in the pit nearby. Have Efreet light the lamp post and the door will remain open for you, but don't go through. Go to the left. You're on the upper level where the big chest was. Continue to the left and the sign is the reference point to where the chest is. Jump directly south to reach it. Use the giant ginger from the plant/chest nearby to help with the jump across if you want. You'll get the Heavy Sword, Long Sword level 1. This is a very powerful sword, but it is very heavy for Leon and is difficult to use. I use it most often, but it's up to you to decide which weapon is best for you to carry along and fight monsters with. Jump back across and continue left on this level. Go around to the south and you'll arrive at a locked door. Go through. In this screen, you'll see a white and purple circle right above you. Use both to recover health and save your game. Get ready for the boss, bring Efreet with you. Go through the door.

You'll fight Berbulb. It'll attack with a spiked vine that it'll whack you with. It'll also send out bombs from its top and it will open and spread a bunch of bees to fight. Use Efreet's Fire Storm to inflict massive amounts of damage, and keep roll attacking it with your long sword. It'll soon die. If you have trouble, then have Dytto with you to protect your health as you fight it solo. Defeat it and go awaken Bawu, the Spirit of Earth. He can be summoned from almost every plant. A gold obelisk will appear and you can read the controls if you want.

#### Controls:

Gulp Attack - Press the A button once

Bawu will bite and attack those enemies within his reach. He will also bite, eat and swallow enemies whole if they're "swallow-able". He will also eat iron balls.

Geo Dive - Press the A button twice rapidly

Bawu will tunnel through the ground and resurface where Leon summoned him.

Mud Fang - Hold the A button until the blue eye of the armband is flashing, then release

Bawu will disperse into many tiny Bawus and will scour the area and attack foes.

No button actions: Bawu will bite enemies as they approach him. He will also bite and open any cracks in the earth that are nearby him, and reveal their buried treasure.

Upon leaving, you'll run into a villager who will tell you that you can return to the village quickly by taking the river. Go down the stairs, back to the underground and take the spring plant to your right and go back up the stairs. You'll encounter another one of the 3 silver guardians, DarkWill. He will give you a message to bring to the village: To return Myra to spare the village of the evil curse. Continue north, then to the right and you'll happen across the river, jump in and follow it back to town. Return to town.

Power up the rod with the magic of purification (if you don't have it powered) with a blue Power Ball Item from the southeastern dead tree (destroy it), then go to the most northeastern house. Use Dytto's cure to restore the plant



bud, then use the magic rod to create a spring from it. Lose Dytto and summon Bawu from the plant and use the spring to go on top of the house. You'll see a crack. Summon Bawu over it and he'll bite open the crack and reveal another scroll for the rod of purification. Search carefully for these kind of cracks and have Bawu open them to reveal secret items.

Go to the house in which the ill girl with the black hair is sleeping (door entrance directly east of the save point). Have Dytto use her cure spell and the girl will wake up. She will introduce herself as Myra, a fortune teller. She will tell you about Agito and his three guardians: Red Demon, Bludgeon and DarkWill. Go talk to Ordan who will watch over Myra. Go back to Myra and she will give you the Red Cube. This will give you access to the old Coliseum to the west of the fire shrine. Exit town.

Head south until you see a sign telling you to observe the mouse. A mouse will come from the hole, kill it if you want. You see another crack nearby. Summon Bawu and have him eat the crack to reveal two Tiny Thymes. Get them both quickly and then crouch into the hole the mouse emerged from. Go through, killing all the mice and read the sign at the end of the cavern. Grab the cheese that falls and get ready to fight a lot of mice. Kill them all, having Efreet burn them or Bawu swallow them whole. Two barrels and a gold chest will appear. Recover your health and spirit power and receive another scroll for the Rod of Purification. Exit the hole. Go to the forest to the west from the hole. Take out the rod and destroy the grass bushes at the top of the screen to reveal a purification Power Ball Item. Travel to the right. Keep going, then head north. You'll come across a pond guarded by a fence, but you'll also see a plant bud. Make a spring from it and use it to jump over the fence into the pond, and go south to find a black chest with a gem for Dytto. Get it and head out of the pond to the north (As you might notice, this gem was obtainable back when you were first going to get Efreet, I held off to getting it now because it's quicker). Take the bridge to the level in the pond and you can use the rod's current magic to create a spring on the bud below the Reharl statue, then use a light ball on it to talk with the statue. This statue will guide you at any point in the game if you ever get lost. He will instruct you to go to the Coliseum. Go north. Before you go to the Coliseum, go back to the entrance of the Forest of Earth. Get to where the save point is and summon Bawu. Go south, then to the right to the next screen. Bawu will open a crack and you'll get another scroll for the Rod of Purification. Go to the save point and save your game if you wish. Then head to the Coliseum, located directly west of the screen of the entrance to the Fire Shrine (or North from where you are, after getting the scroll from the crack).

You'll see the entrance blocked with a giant iron ball. Two ways past this. Have Bawu eat it or stand to the left of it, face the right and hit it to the right, then push it over. The door it blocked will open and you'll fight a Giant (literally). Defeat the Giant, and a boulder will break the ground, revealing a hole into the Shrine of Sound.

#### E. Shrine of Sound

The place where "Brass, the Spirit of Sound" lies. Shrine of Sound

You'll appear next to an obelisk which will inform you three switches will open the door. This clue will be used throughout the shrine, so remember it. Destroy the three bushes to reveal three switches. Press them all to open the door below. Head through, the sign will tell you Armor Rats can't be damaged, and must be swallowed whole. Quite obviously you know only who can get the job done. Go to the left, then north, then around to the right and find three floating platforms going back and forth leading across the pit of spikes to the right. Go across and destroy the Totem Pole enemies with the

black chest on top. Take the key and go back to the beginning with the save point. Go to the right. Don't go down the stairs, take the path to the right, then down, then right again into the next screen. You're back in the Fire Shrine and you can go get the gold chest you saw earlier. Get a scroll of sound and the door will open for you to use whenever you want. Go back to the Shrine of Sound, take the stairs south and open the door.

In here, have Bawu summoned and open the crack next to the northwest bush to reveal a water spout. Lose Bawu and summon Dytto and destroy the northwest bush to find a magic powerball for the rod of purification. Power up the rod and have Dytto restore the plant bud to the left. Use the purification rod to create a spring and use it to get a key. Open the door by the Armor Rats and go through. Summon Efreet if you can from the soldier's bombs. If not, go back through the door, go right to the next screen and continue going right past the Tower enemies and you'll find some flames below. Go back through the previous opened door and go right. Light up the lamp. Go back to the soldier and go to the door with two more unlit lamps. Light them up and the door will open. In here, you fight fire enemies, don't bring Efreet with you. Dytto's magic bubbles can defeat these enemies instantly. You can try to summon her from the droplets in the room, or before you head in, after lighting the lamps, go back to the spring Bawu revealed and summon her. Defeat the fire enemies and an obelisk will appear letting you know about techniques. Hit the two switches, turning off the fire. Go back to the Armor Rats, and go right. Continue right past the Tower enemies and south to a third fire switch. Turn the fire off and the door below will open. Go to the left. You'll find some more enemies along a stack of rock pillars. Defeat all the enemies to turn off the fire above you. Open the bush to reveal a floating spiked ball. Hit the ball to have it float across the room. It will hit, damage and destroy the rock pillars. Have it destroy the two blocking the passageway to the left. Go through and head all the way north into the next screen. You'll find a lot of treasure chests, but half of them are monsters. Get the invincible vegetable so you can defeat the monsters with no damage. Open the big chest and you'll get the Power Rod, Level 2. Exit this room and keep going south until you go down the stairs to the next part of the shrine.

Summon Bawu from the plants and he'll open up a crack nearby, revealing a water spout. Go to the screen below and have Bawu open up two more cracks near the chest, and the door below will open, allowing you to recover your health on the red circle, spirit power on the blue circle and save your game. Continue downward and push the boulder off the ledge below. It will crush a stone switch. Two more in this room to press. Go all the way down and to the right. You'll find some soldiers and another stone switch in the lower right corner. Go to the level above and you'll find an iron ball. Kill the soldiers and roll the iron ball over the ledge over the stone switch and crush it. One to go. Destroy the big bush near where the soldiers were to reveal a small passage you can crawl through. Go through and head up the stairs. You'll see the last stone switch with an iron ball above it to the right. Push it over and a nearby door will open. Go in that door to the large red chest and get the Fire Cracker, Bomb Level 1. Use the Y button to throw. You can hold 10 bombs at this level. A red chest will appear and inside you will find 3 pouches, each holding 3 bombs. Pick them up, leave the room and throw a bomb down to the switch on the lower level to your right. A gold chest will appear on your level. Open it for a scroll of sound. Go back to the save point and head north to the next screen. Keep going north, you'll arrive at a switch and a door. Use a bomb on the switch and run to the door. The switch will activate, making the door disappear, but making another door appear behind you. Proceed and open the two bushes to reveal two spiked balls. Hit them and direct them to the large stone pillar below and destroy it. Get them both to travel past that pillar and

guide them to destroy the two smaller stone pillars on the next level below another switch door. You'll reveal a key and a blue gem. Have the switch positioned with the upper door closed, then use a bomb on the switch to swap the doors with you on the other side. In this room, you'll find Bawu's first green gem, called Emeralds, and some bombs. Jump down below and go back to where you picked up the bombs. Go back under the gate and go up to the iron ball you used to press the second stone switch. Go through the locked door. In the next screen, have Bawu eat the large iron ball. Go up, then around to the right and back down the stairs. The obelisk will tell of traps that are triggered by electricity. Go all the way down and open the bush to reveal a small white button. Step on it to activate a robot that will walk over to the switch and shut down. It will emit a small burst of electricity and light up the switch. Go to the right from where you are and then go north where the bush is. Go past the bush and open the gold chest revealing your first scroll of the Flame Sword. With the Long Sword equipped, step into a magic red Power Ball to power up the sword to Flame Sword. 3 uses per scroll. It can be used to damage enemies with fire and destroy dead trees in a slash. Continue along the path and destroy the dead trees. You'll reveal 2 more scrolls through the trees. You'll run into a bunch of zombies that you can burn away with your Flame Sword. Roll the iron ball off the switch, then head back. Go over to the iron ball on another switch in the corner near a plant bud. Summon Bawu if you don't have him and make him eat the iron ball. Go to the bush you passed by earlier, open it to reveal another small white button. Step on it and a robot will walk to the right and will stop at the wall. After its electricity release, use it as a step to the next level. Push the iron ball off the third switch and the door will open. Proceed.

The obelisk will say one of the paths will illuminate the light. There are four bushes, each with a light that will float around in a certain path, and only one will reach the light. The light in the most southern bush will reach the light. When it activates the light, four chests will appear, containing health for you and your spirit, as well as half an elixir. Go all the way back to where you activated the first light/saw the first robot and go north. You'll reach another locked door with an unlit light and a switch. Hit the switch to activate the light and the door will open. Recover any health with the red circle and head to the next screen to the north. Some soldiers will throw down some bombs. The sign reads the activation controls of one of Agito's weapons, orange being off, blue being on. Head up and around and crawl through the hole and push down the iron ball to use as a step to where the soldiers are. Press the orange switch to send bombs to the idle soldiers and kill them. Press the blue switch to turn them off. Go around the corner to the north and you'll find a deactivated blue robot. Hit it to have it face upward and continue north to a bush. Open it to reveal a spark that will travel back and forth to activate the robot. When the robot is in line with the gold iron robot with a blinking blue light, hit it once to change its direction to the gold one and it will be destroyed, revealing a gold chest containing a Scroll of Sound. Go to the left, hit the switch to open the door, and head down and press the switch on the floor. Some rocks will hit and kill the enemies. The obelisk will read: "Last: Left, Right, Right". Remember it. Go back to that gold robot and continue to the right. Hit the switch to open the door, but throw a bomb onto the switch, and run through the door. It'll open the other door. Go through and head to the left. You'll enter a room and fight some more enemies for a bit. When they're dead, get the key below and head back to the save point you passed earlier. Save your game. Proceed through the locked door. In the next room, head up the stairs to the right and you'll enter a timing puzzle. You must destroy everything in the room before the third bell tolls. If you fail, exit the room, reenter and try again. The bush on the far right holds a Power Ball Item for the Flame Sword, so get it to help destroy the trees.

When you succeed, the door below will open. If you finish with two bell tolls, the door will open. If you finish with one bell, you get a scroll of the Flame Sword. If you finish with no bells, you get two gems, a red and green gem. Go through the door and the obelisk will read "Second time: Left, Right, Left". Destroy the bush and the chest within for a key. Head below to a locked door and go in. Head down the stairs.

You'll see many shiny crystals and a save point to your left. Save and head up to the obelisk. This will read "First time: Right, Left, Left". The meaning of these clues comes into play now. You're presented with 3 switches, and you must have them face the directions in the correct order of the first, second and last times to proceed through the door.

First time: Right, Left, Left

Second time: Left, Right, Left

Last time: Left, Right, Right

The bushes on both sides of you reveal fire and water if you want to bring along either spirit for the boss. If you want Bawu, summon him from the bushes. Proceed through the door when the puzzle is complete to fight the Boss guarding Brass.

You will fight TimTim. It will first appear as a giant sand skull in the center of the room. Do not touch it, but keep striking it, shrinking it and TimTim will appear as some small creature. Attack it before it disappears into the sand. It will burrow into the sand, watch where it goes, and it will resurface as either the giant skull or several sand structures. It's hiding in one of them. Attack them all, find the one it's hiding in, then attack it. If you don't find him, he will unleash an attack and you can do nothing but try to avoid it, and it'll go back into the ground and you'll have another chance to find it. Defeat it to open the door above and receive your 4th spirit, Brass, the Spirit of Sound. He can be summoned from anything brass, metal or iron in its nature. A gold obelisk will appear and you can read the controls if you want.

#### Controls

"Cone of Sound" - Press the A button once

Brass will emit a soundwave in the direction it's facing, mainly Leon's facing direction. It can shatter blue crystals, stun enemies or disable spark enemies.

"Shock Wave" - Press the A button twice rapidly

Spreads out from within, Brass will send a shockwave of sound out around from where he is, doing the same as Cone of Sound, but larger range and attacks more things.

"Destructive Cacophony" - Hold the A button until the blue eye of the armlet is flashing, then release

Brass will turn into a large high pitched sounding instrument and charge up its attack, aim and release in Leon's facing direction, piercing enemies and gold crystals, a much stronger attack of the Cone of Sound.

No Button Actions: As he's floating around, if an enemy is close enough, he'll slap them.

Upon leaving, you'll run into Red Demon again, supposedly the first subordinate of Agito. He will inform you that the entire village is now in disarray, all are sick and dying because of Myra. He will disappear. Summon Brass from the gold, metallic robot and use Brass's attacks to shatter the crystals. To your left behind the crystals is another scroll of the Rod of Purification. The crystals below contain spirit power, a magic potion, an elixir, an ice block and an obelisk, saying the strongest sounds can shatter gold crystals. Charge up Brass's attack with A and release on the gold crystal to break it. Go in the time portal revealed and you'll appear at the entrance to the Coliseum. Destroy the crystal to the right and hit the

switch to open the doors(leave them open, this will also save you time later). Go up the stairs. Head down, around to the left, then back north and down the stairs on the other side. Continue along to the Reharl statue, he'll let you know of where the two remaining cubes are located. They are within white chests in the Forest of Earth(which you already got) and the Mystic Dimension. Leave the Coliseum and return to the village. You'll notice new enemies are lurking around. Everyone is ill and dropping at the village. Use Dytto's healing magic to help them and talk to them. Upon entering town you'll meet the third silver guardian, Bludgeon, saying if Myra doesn't return to Agito and his guardians, the village will continue to suffer. Use Dytto's healing power to help Ordan. He will say he is dying and it's up to you to restore peace. He will give you his sword, the Ordan Sword, Long Sword Level 2. Leave town.

The large Reharl statue will tell you to go to the Shrine of Darkness accessible via the Forest of Earth, guarded by the big gold crystal. Remember that iron vase? Return to it. You can get there by going west of the save point outside of town, using the purification rod on the dead skeleton to let you pass, then continue traveling west. The screen south of a black treasure chest monster has a pit that will lead to the crystal. Make your way there, summon Brass from the iron vase, use his charged A attack to shatter the crystal and head inside.

#### E. Shrine of Darkness

The place where "Shade, the Spirit of Darkness" lies. Shrine of Darkness

Upon entering, you'll find two crystals. Break the second one for a white gem, called Diamonds. Brass will gain a level. Don't destroy the large crystals further ahead. To the right is a switch on an upper level. Jumpkick the switch to open the door or use an arrow. Go back up the steps near the entrance and go along the right side of stairs of the upper level. Go through the opened door and the ledge next to the switch you kicked, jump to it, you'll reach another large blue crystal. Break that one and the yellow chest next to it. Get a key, then go directly west, jumping across the gap and going through the locked door. Push the boulder off the ledge onto the stone switch to activate a platform, then head north to find a bunch of blue crystals. Have Brass break them all to reveal a key and a few Zombies. Kill them, then open the door below and get your first Scroll of the Earth Sword. This will empower your sword with a green colored spell that will allow you to break stone. Go back to the first room, and go to where you broke the large blue crystal next to a key. Stay on this level and go up to the next screen. Go across the bridge to the right and go down to the previous screen on the other side. Open the black chest for a blue gem. Return to the screen you left and jump down to the level with all the crystals. Destroy the upper left crystal for a key. Head back to the first room on the lower level. Go all the way down and open the door to a blue magic circle and another key. Go back up to the upper level where you found a boulder and a trapbox. Roll the boulder off the ledge to destroy the stone switch below. Ride the platforms across to two stone pillars and a bush. The bush holds a green Power Ball for the sword of earth. Empower your sword and destroy the stone pillars. Follow the path, crawling under the ledges, go around to the right, and then head north, you'll eventually go downstairs. Head south and go through the locked door. Follow the path past the spark enemies and you'll enter a room with two Chimney enemies with two chests on top them. Kill them and open the chests for a key and a scroll for the sword of earth. Return through the passages and up the stairs. Go back to the crystal room and destroy the large gold crystal for a green magic Power Ball for Earth magic. Power your sword, and go to the 4 large stone pillars up ahead. Stand between the 2nd and 3rd pillars and use your 360 slash on them twice to break them all. Repower your sword. Go down the stairs.

Break the stone pillar to the right as you enter and get another scroll of the Sword of Earth. Toward the center of this room is a black chest on top a stone pillar containing a green gem. Get it and continue south, then all the way to the right to the next screen. Kill the skeleton enemies here and the door will open. Go through and you can refill your Spirit Power on the blue circle. Go to the right, under the bridge, to the right and up the stairs. Hit the switch, but don't ride the platform. Wait for it to return, it will go under the bridge and go to the ledge below you. Ride it to that ledge and when you're there, go to the left and find a key. Go back to the switch and take the stairs beyond it to the left. Follow that path all the way to find another white gem. Pick it up and return. Return to the switch that moves the platform under the bridge. This time ride it to where the soldiers are. Use one of your keys on the door which contains another key and the Battle Knife, short sword level 2. Go back across to the switch and staying on this level, head north to find another locked door. Head through with a key. Head north and you'll enter a room with a blob with worms sticking out of it(Sword of Earth magic won't hurt it). Defeat it to make two chests appear, one with a key and a red gem. Return to the previous screen. Go to the lower level and go up to the next screen below the soldiers. Go up the stairs and you'll find a switch on the floor, an iron ball and an unlit lamp. Roll the iron ball onto the switch to raise the platforms beyond the door. Light the lamp with a bomb and you'll be trapped in that area by fire and will have to fight a giant Goldman. Defeat him and the door will open, head up the path and through the locked door. You'll fight another large enemy named Ghostarm. Defeat this monster to make a green Power Ball appear. With the long sword, step through and use the power to break the stone pillars to your right(There is a save point to your left and an elixir to your right in this room for you to use before going to the next screen). Head to the right to the next screen. Continue traveling right and fall in the pit. Defeat all the ghosts here with the Rod of Purification. You can find a Power Ball Item for it in any of the grass here. Head northeast and hit the switch to activate the platform. Ride the platform to the higher levels. Jump there and you'll find a gold trapbox/Toothbox. Defeat it and jump across the gap to the left and find another scroll for the Rod of Purification. Go back to the switch that activated the platform and go south to find another switch. Hit it to open the door below and head in. Go all the way down and take the stairs on your right. Up here, you'll find a gold crystal(with an obelisk inside describing a new move) and a switch. Hit the switch to lower the fire and go through. Jump across the pit to the north and light the two switches with bombs to activate the platforms. Ride the north platform to a black box containing a green gem. Head back and take platform to the southwest. It'll bring you to another unlit lamp. Light it with a bomb and the final platform will be activated. Go to the lower level and fall in the box-shaped hole. You'll fight many spiders. Defeat them all, one holds a fire Power Ball Item for your long sword. Get it and use it to go through all the dead trees. Hit the switch to open the door and head south to the next screen. Summon Bawu from the plants and head south. You'll find a purple magic circle to recover your health/spirit power. Continue south, then around to the right and north to a save point. There is a crack above it. Use Bawu to eat it open to reveal a green Power Ball to power your long sword to destroy stone. Save your game and power your sword. Head to the northwest to find a stone switch and an obelisk. Hit the switch with your sword to open the door. Go through and hit the other stone switch to your left. Ride the platform to the south. You'll come to a black box with a key. Get it and go back across. Go to the right. You'll find an apple, some fire and a dead tree. Use your long sword rolling attacks or a bomb to destroy the tree to reveal a purification powerup orb. Step through with the rod and eliminate all the zombies in the passageway to the south. Turn the plant bud into a spring and jump to the next level. Head north and use the purification rod on the

skeleton bones. It will tell you electricity is weak against sound waves. Don't go to the next screen yet. Go back and powerup your sword with Earth power at the save point. Return to the skeleton. Go to the next screen on the right. Go to the top right, you'll find some ice. Use a bomb to turn it to water. Summon Dytto. Use a bomb on all the trees in the room. They'll all explode and you'll fight a large fire enemy. Dytto can help kill it quickly with her bubbles. If you killed it quickly, it'll lower the two iron pillars to the right. Go to the right and you'll find a rock switch. Hit it with your long sword with the Earth powerup and it'll open the door. Head through to get the Fire Bomb, bomb level 2. You can now hold 20 much stronger bombs. Go to the right from the bomb upgrade and go over the iron pillars. Destroy the bush and fight many small Amoebas and a large amoeba named SHIOSHIO. Defeat them all(a spark enemy will enter the room if all the small amoebas are killed first) and you'll get a lot of SP recovery items, then a scroll for the Earth Sword. Go back out and head to the south screen from the iron ball and you'll find some unlit lights and two robots with a small white button next to them. Step on the white button next to the blue robot first. When it takes its third step(in line with the large light switch), hit it and it'll go to the large switch and activate it. Then just step on the other white button next to the red robot and a black chest will appear for you. Get the key and return to the previous room.

In here, go to the west to find a locked door. Head through. Follow the spark enemy to the south, and summon Brass from the iron box. Go right, up the stairs and to the left. Follow this path, using Brass's shockwave attacks to disable the sparks so you can pass. After the fast spark, go to the ledge to the south and jump across to a ledge. Jump south again, and then head right on the upper level. Go through the locked door. To the north is a save point circle with a red health circle to the upper left and a blue spirit circle to the upper right. Save and go to the robots. Have the red Moverobo face downward, then step on the small white switch above the gold one. A blue Moverobo will walk from the left. Hit it once it is in line with the red robot. Once the red robot is activated, it'll walk and hit it when it's in line with the gold robot. The gold robot will tell you when the creature growls to aim for the tail, a clue for the boss. Save and head to the next screen to the north. You'll find a ghost spirit matching the colors of the spirits you have. Defeat them and if you can/want, summon the spirit you want to have from the ghosts. I would probably take Dytto.

NOTE: Before heading through the locked door, MAKE SURE you have gone through EVERY locked door in the shrine. This is important because you get a key in each locked room, meaning if you use your last key on the boss door, and you missed a room, that room will be locked forever, as the key for it is inside, and you will have missed any items in there. The guide will have brought you through each room, but if you're at this point when you first open the guide, I'd probably want to go through the dungeon again really quick, or you could be restarting the entire game again, if you want to have every item at the end of the game.

Head through the locked door.

You'll find a Ghost Egg and many ghosts will appear. You can't harm the Ghost Egg. Defeat the ghosts in the room and their spirit will enter the Egg, and the Egg will gradually awaken and hatch, revealing the boss. You'll fight Screamer. If you use the rod of purification on the ghosts while the Egg awakens, the boss will be much shorter and easier to fight. Aim for the tip of its tail to damage it. It'll roam around the room, attempting to charge and run into you. Defeat it and the door to the north will open. Go awaken your fifth spirit: Shade: the Spirit of Darkness. He can be summoned from any reflective surface or darkness objects: Crystals, obelisks, ice, and

ghosts. A gold obelisk will appear and you can read the controls if you want.

#### Controls

Shadow Reach - Press the A button once

Shade will reach out with its dark claws and attack anything in its path. This can pull switches and destroy weed creatures(Thorns).

Vertical Shadow Strike - Press the A button twice rapidly

Shade will attack with its claw directly above you.

Passion - Hold the A button until the blue eye of the armband is flashing, then release

You will be able to see through Shade's eyes, being able to see hidden and invisible objects not seen in the normal spectrum(like ghosts and chests).

No Button Actions: Shade will automatically protect you from attacks, but if there are too many, Leon will take some hits while Shade is stunned. Shade will also catch Leon if he falls in a pit and bring him back to the ledge from which he fell.

As you leave, you'll return to the room with many Thorns. Summon Shade from the gold obelisk or the crystal near the save point and use Shade's Dark Claw to kill the Thorns. Every Thorn in this room will reveal a portal gate.

Each portal gate leads to the following places:

From left to right:

Furthest left: Entrance to the Shrine of Darkness

Second furthest left(larger thorn): Entrance to Valley of the Dead

Middle: On Bridge leading to entrance to town(with purple circle)

Third from right(large thorn to the north): Above the Fire Shrine

Second from right(in the lower-right corner): Entrance to boss room of Water Shrine

Furthest right(smallest thorn): Entrance to boss room of the Shrine of Sound

Kill the middle Thorn and return to Town. You'll see Ordan's grave. Not much else to accomplish here. Go back down the stairs and use Shade's Passion to find a hidden obelisk to your left. It'll say the flames will bar the evil from returning. This is to say you can refight the boss of any shrine by extinguishing the flames of the lamps in each spirit room. The large Reharl statue will tell you to travel through the Valley of the Dead to reach the Air Shrine. At the entrance to town, use Shade's Dark Claw to pull the handle switch to the right. It'll reveal a portal gate which will take you back to the Thorn room in Shade's shrine. Kill the thorn second from the left and take that portal. You'll arrive south the entrance of the Valley of the Dead. Enter.

#### F.Valley of the Dead

Head north and to the right, light the lamp with a bomb or Efrete. Destroy the Thorn to reveal a green Power Ball for the sword of earth. Powerup and destroy the rock switch just to the southeast of the Power Ball. Go northwest. Go around the Thorn on the upper level and head south until you see a bar switch. Have Shade pull it to get a health potion. Jump across the gap from the bar switch to the ledge with a red plant spring. Use it to get to the next level. Go across the bridge to the right and stand at the top of the stairs. From there, jump across over to the next level to the south. You'll find 3 stone pillars below. Destroy them, and go through to find a scroll for the Fire Sword. Go back and go left from the pillars and go down to the next screen. You'll see a bush. Open it to find a black chest with a red gem. Return. Now head all the way north, using the blue plant spring to the highest level and destroy the enormous Thorn to the right. Go to the next screen. Go north to the next screen. Have Shade grab the bar switch to open the door. Head north and you'll see a lonely fire



burning to the left. Extinguish it and if you use Shade's Passion, you'd see a gold chest where the fire was. Open it for a Scroll of the Flame Sword. Go to the right. You'll come across many spiders as well as plant buds and bushes. Open the large bushes, one will have a blue Power Ball for the rod of purification. Use it on the plant buds for plant springs. You can get an elixir from the chest on the ledge accessible by the smallest plant bud. Turn the largest plant bud to a spring found to the north and jump to the next level. Go up the stairs to the right. Continue traveling upwards, then ride the platforms to the left, and head south. Open the large bush on the next level for a green Power Ball. Powerup for the sword of earth and continue east. Use the spring to jump to the next level. You see four doors guarding the entrance to the Air Shrine. Don't destroy the rock yet. Continue going east, down the stairs, ride the platform you see and go down the stairs and step on the switch. You'll see a gold chest appear and fall to the level below. Jump down after it. Open it for a Scroll of the Earth Sword. Return to the rock switch. Hit it this time and walk towards the door. It will know you have the necessary power and the doors will disappear, opening up the path to the Air Shrine. Enter and get ready to get the final spirit, Airl.

#### G.Wind Shrine

The place where "Airl, the Spirit of Air" lies. Wind Shrine

Recover your health/spirit power with the purple circle and save your game. Go west, then south. Bring Shade with you(summon from obelisk). Follow the path to the right through the spark enemies and have Shade pull the bar switch. Go back through and the door to the north has opened. Go in and follow through to the right. Eventually the passageway will be guarded by fire and you'll fight some enemies within this boundary. Defeat them and continue to the right. In here the wind will slowly push you to the north, so don't fall over the ledge. You can defeat the enemies here or continue east. There are some bombs and a small pond to the south. It's also a passageway back to town, so don't follow it all the way. Continue east, into the next screen passing the Monument enemy. Stand behind the idle platform(don't stand on it) and jump and throw a bomb up to the unlit lamp. It'll light and the platforms will activate. Ride them across and continue. Ride the platforms north, recover your spirit power with the blue magic circle and head north. Summon Shade from the obelisk and go to the right, down the stairs. Destroy the Thorn to reveal a blue Power Ball. Powerup the Rod of Purification and head north on the platforms. Turn the buds into springs. On the right, you can light the two unlit lamps and ride the platform below to a half elixir. Go to the left and fight some soldiers. When they're dead, you'll get a key and spirit health. Open the locked door and have Shade pull the bar switch. Return to the obelisk. Go to the left this time. Light the lamp with a bomb, it'll activate the platforms. Ride across, and wait for the other one to arrive. Ride that one to the left, and jump and throw a bomb up to the unlit lamp on the left. It'll activate the platform with the black box on it and it'll lower. To the north, have Shade's Dark Claw kill the Thorn, then activate the switch to open the door to the north. Go in and it'll close behind you. Go to the right and fight some enemies. Get the black chest containing a key to the right. Kill the enemies and you'll get two chests, one containing health and spirit power, and the large red chest containing the Long Bow, bow level 2. Return across the pit and go through the locked door you saw earlier. Defeat the enemies in this room and receive some grapes. Have Shade pull the bar switch and go back across the pit. Go to where that chest was lowered from before and get your first black gem for Shade, called an Onyx. Return to the obelisk and go south. Ride the platforms back across the pit and read the obelisk to the right. It'll say three switches will open the pathway. You already pulled two of them, and the third is right next to that obelisk. Pull it and a

platform will appear. Ride it down(don't get on the passing platform) and get off at the ledge it arrives at. Save your game. Jump to the left onto the set of stairs with a switch. Hit the switch to open the door. Go through and you'll fight some enemies. Step on the switch and a blue rock will fall from the sky to the ground below the shrine. The sign will say the blue rock will create a portal for you to return to the shrine if you ever fall off. Return to the save point.

Head south, two gargoyles will fly overhead. Jumpkick and kill them and head south. Use Shade's Dark Claw to kill the Thorn and reveal a green Power Ball for your long sword. Powerup and hit the rock. A black chest will fall from the sky and drop to the land below. Before you go to retrieve it. Head back up and head to the left. Hit the switch to make a blue rock fall from the sky. This will create a portal for you to take back to the shrine. Lose Shade and jump down after the rock. Go right to where the chest fell and pick up a gem for Shade. Jump in the gate portal next to the Reharl statue to return to the shrine. Summon Shade from the obelisk to protect you from falling. Go back to the left and continue left with the upper bridge. Go across and you'll fight two soldiers. Defeat them for some bombs. Take the lower path this time and head south. When you reach land again, head west to find a stone switch. Hit it with your powered sword and you'll see a gold chest fall from the sky to the land below. Don't head down just yet... continue all the way to the east. Destroy all the Thorns you run into, the top middle will reveal a purple magic circle that'll recover your health and spirit power slowly. Head to the next screen to the south. Keep traveling south, light the unlit lamp on the first island and keep going south. On this corner island, you'll see another step switch. Activate it and a blue rock will fall again. Lose Shade and jump down. This portal is to the bottom left of this screen. Head north and in the water on the left side of the Reharl statue is where the gold chest fell. Break it open to get a scroll for the Rod of Purification. Go back to the portal you just created. From here, continue traveling west and you'll find two more unlit lamps. Light them up, they're creating a bridge on the right to the higher level island in front of you. Make sure the stick switch is facing the left so the arrow weapons aren't firing as you continue west. In the next screen, you'll find a black Power Ball. The obelisk will tell you it's for the Bow when you have the Scroll of Darkness. Travel north with the first bridges you saw upon entering the area. Head up, then east back to the previous area. Go across the long stone bridge, and you'll find two more unlit lamps. Light them up and a bell will ring when the fifth is lit. Go back to where you lit the first one and a bridge to the island will be created. Head up there and use a ball of light on the Reharl statue and speak to it. It will ask to show your patience. No matter what happens, DO NOT MOVE! Even when the bombs appear! When the bell rings, a gold chest will appear. Open it for a Scroll of the Earth Sword(Reharl still says you failed, but oh well). The lower left bush on this island has a switch. Press it and a green chest will fall to the earth. Go around and jump down after it. It will contain two Tiny Thymes. See the mouse hole over to the right? Go there, defeat the mouse and any surrounding enemies, then eat the Tiny Thymes and run over to the hole, crouch and crawl in. In here, you must exterminate all the rats. You can find three sleeping at the very north section. You can find several on the way to the little pond. You can break open the chest next to the pond to reveal some rats. The lit lamp on the next level can be extinguished to reveal some rats. Four rats surround a single piece of cheese in the center of the area. Watch out for the two small, hard to see, poison mushrooms within the area, they'll lower your health if you eat them. There will be an earthquake when all the rats are defeated. Make your way out and you'll be greeted by a super large rat. Kill it and its smaller rats and you'll be awarded with a white gem for Brass. Exit the hole and re-enter the hole. This time there is only one rat in the cave, found above the pond. It looks

like a small red dot. Kill it for a green gem. Exit the hole again and return to the Wind Shrine(via portal gate to your lower right).

Return to where you saw the black magic orb and an obelisk. Head north and keep going until you reach a blue magic circle and an iron box. Fill your SP, summon Brass from the iron box and travel west. Use Brass's Sound attack to disable the spark enemies so you can pass. Continue west and you'll find a gold chest with an obelisk describing the Scroll of the Dark Bow. Get the scroll and return to the black Power Ball and powerup the bow. Go to the three platform bridge and aim the bow up at the Thorn. The Dark bow arrows will destroy the Thorn and two more platforms will appear and create the rest of the bridge for you. Head up and save your game.

Continue to the left, down the stairs and onto the floating platform. Jump across to the stairs and go to the next screen(past two stone pillars). Head south, light the unlit lamp and ride the platform over to a key. Get it, go back then go to the left, you see some large barrels. The first one contains some rats. Defeat them and a smaller barrel will appear with recovery items. The other barrel contains a black magic orb. Powerup the bow and go through the door. Stand on the platforms to your right, aim up and destroy the Thorn. Ride the middle platform higher, then jump on the right platform, ride it to a level with a black chest. Get the key from it and you'll fight some rats. Kill them all and a red health potion will appear(do not get if you have a full elixir). Ride the same platform across to the locked door. Go through and in the next screen a wind is blowing throughout the area, slightly hampering your movement. Summon Bawu from the grass/bush and get the Earth Sword power. Go back to the previous screen with the spiked pit, then back to the right with the save point. Go up the stairs and you see two stone pillars you passed earlier. Use your sword to destroy the lower one to reveal a switch. Step on it and a gold chest will fall to the earth. Jump after it and you'll get a Scroll of the Dark Bow. Return to the Wind Shrine via portal to the screen on the right. Return to the save point, then that spiked floor room, then north to the next screen. Head straight north past everything to the next screen. You find an obelisk, a bush containing some grapes and a bar switch for the locked door. Summon Shade from the obelisk and open the door. The obelisk will tell you a door will be opened when the six switches are aligned correctly. Head back south to the previous screen. Destroy all three Chimney enemies here and you'll get a pouch of bombs to use on the unlit lamps that appear. Light all three and a bridge to the north all the way to the left in this screen will appear. Run across it to the north and go to the left. You'll see a crack in the center of this area. Summon Bawu from the plants and have him open the crack for an elixir. Summon Shade from the crystal and use the Passion attack to see a gold chest. Open it for a Scroll of Sound. Go back across the bridge and to the screen on the left. To the left, you'll find 6 switches in a 2X3 pattern. The sign next to it reads:

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6 2 3
4 1 5
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Just like the positions of the switches. First hit the robots so they face away from the door towards the switches on the ground. Now stand between the switches and hit them in the ordered number shown in the pattern. The fire will lower and you can enter through the doorway. Head in and you'll find three gargoyles guarding the doors. Kill them and the doors will open and a purple circle will appear for you to recover. Continue north to the next screen. Head up until you reach an obelisk reading the door being sealed by stone. Summon Shade(if you don't have him) and have him destroy the Thorn to the left to reveal a blue Power Ball. Ride the floating platform to the north and you'll come to a plant bud up some stairs. Use the Purification Rod on the plant to create a spring and if you use Shade's Passion attack, you will see a gold chest. Break it open to get a scroll for the Flame

Sword. Head back across. Use the purification rod to kill the armored ghost enemies. Head to the right, up the stairs to the next level, go to the left, then down until you see a large stone pillar. To the right, hit the switch to lower the fire and beyond that there is a switch surrounded by spikes. Stand on the ledge and throw a bomb to press it. It'll open the door to the left. Enter and summon Dytto from the water. Have her extinguish the large torch and it'll lower the fire on the next screen. Head up the stairs on the right. Travel left on this level, past the gap, fire and large stone pillar and you'll enter a room that'll be locked off and you'll fight some soldiers. Kill them and the door to the north will open. Open the bush on the right to reveal a green Power Ball. Powerup your sword and destroy the pillars in this room, especially the large stone pillar. Head out through the opened door and kill the Thorn enemies to your right with Shade to reveal grapes and a plant bud(you can create a spring with the bud to jump to the next level to find an elixir to the left). There are 3 more large stone pillars for you to destroy(4 total). There's one to the lower right of the screen. To get the one on the bridge, go through the opened door from the second pillar and take the stairs to it and jump across the gap. The fourth and final pillar is right before the boss room to the north. Break it and the door will open and a save point will appear. Save and enter.

You'll see some stone pillars and up ahead you'll run into Myra, the mender of Agito's soul. She will summon War Head to fight you. You'll fight a large rock creature with arms. Does this monster remind you of someone? It will fly around and throw rocks on you, then it'll fall down and try to crush you. As you hit it, it'll break down and become smaller. It'll also become smaller when it throws rocks at you. Break it completely down and a red ball will emerge. Attack this to damage the boss. You have little time so attack it as much as possible. Soon it'll summon back rocks and become the rock monster again. Try to defeat it before it does this again. Defeat the red ball and the creature will explode. The voice of Agito will appear, saying Myra was in her true form. If you want her back, you must return the 3 cubes she took to Agito. Head through the door to awaken the final spirit, Airl, the Spirit of Wind. She can be summoned from any vapor spouts or water turned into steam vapor and anything electrical. A gold obelisk will appear and you can read the controls if you want.

#### Controls

Lightning - Press the A button once.

Airl will send a lightning bolt a strike the ground an enemies around Leon.

Power Surge - Press the A button twice rapidly

Airl will become a large spark and shoot quickly in Leon's facing direction, electrifying and destroying anything in its path.

Fluffy Ride - Hold the A button until the blue eye of the armllet is flashing, then release

Airl will teleport to Leon and he can jump on top of Airl and float around above the ground. Press the A or C button to dash across gaps. Press X to jump off.

No Button Actions: Airl will shoot out little cloud bullets at enemies to shock them. She'll also smack enemies if they're close enough.

As you leave, you notice two vapor spouts near the save point. Summon Airl and head to the highest level in this area to the left(where you found an elixir). Use Airl's Fluffy Ride and dash across to the island to the north and you'll find a green gem. Get it and exit this room to the south. In this room, jump in the water to the right and go to the waterfall. You see a small iron box at the top. Climb up the waterfall as high as you can and use Airl's Spark dash attack to hit the iron box. It'll open to reveal a scroll of the Dark Bow. To the water to the left, you find a crystal(a tool for summoning Shade) and you see nothing at the top of this waterfall. However,

if you used Shade's Passion, you could see a black chest. Kick it open to reveal a black gem. Get it and leave this room to the south, then travel to the right to the next screen(make sure to have Airl summoned). Go past the chimney enemies and head back north to the room that leads to the entrance to the shrine. Head north through the doorway past the spark enemies and to the right. Fight some enemies again and continue right. In here, have Airl activate the robot nearby and it'll tell you to float on a cloud north from where you are. Ride Airl to the north and hover to the ledge. Jump off and head up to the next screen for a black chest, containing a white gem for Brass. Ride back across and continue to the right, and take the lower path to the right. Go by all the enemies and go through the door you opened earlier. There is an iron box here. Have Airl open it for a black gem for Shade. Return to the room with the chimney enemies and this time exit the room to the south. In this spiked floor room, ride Airl to the left from the light lamps/doorway. Dash across to a platform with an iron box. Destroy it open for a red gem. The two platforms will immediately activate and you can ride the one to the south. Leave this room and go west from the large barrels. You'll find a locked door with a gold robot next to it. Activate it with Airl and talk to it. It'll open the door. Head in and continue north, then to the left. In here, lose Airl and summon Shade from the Obelisk. This part is very tricky. Press the small white switch on the right and you'll see many raindrops. Look where they hit the surface. There is an invisible pathway noted by the raindrops. Follow the pathway, with Shade just in case you fall(if you run out of spirit power, just go REAL SLOW). Go to the left first and hit another switch, then you head down and to the right to another switch, then continue south, you'll reach land again. You'll fight some enemies to the left and there's a blue spirit circle to recover spirit power. Summon Shade if you lost him and go down the stairs to the left. Kill the Thorn with Shade and it'll reveal a summon ball for Shade and Airl. Summon Airl and have her activate the light on the Reharl statue(he will simply tell you to light the switch for the path). More raindrops will appear. Summon Shade and walk across them. Hit the switch when you make it across to the upper right and an iron ball will appear for you to jump up to the next level. Head north and to the right to find a mouse asleep beneath a chest. Kill the mouse and open the chest and you'll fight some ghost enemies. Defeat them for a gold chest with a scroll of the Dark Bow. Head down the stairs to the left and go north to the next screen. Use a bomb on the unlit lamp to activate the platform. Ride it across and open the bush on the upper level to reveal a switch. Hit it and the iron pillar below will rise. Ride back across, jump on it and go to the upper level with the switch. Summon Bawu from the bushes and open only the top left and right bushes of the four corner bushes. The bottom right reveals a multicolored blob enemy and the bottom left reveals a crack that contains fire enemies when opened. The other two reveal cracks Bawu can open. The top left reveals an orange. The top right reveals a white gem for Brass. Nothing left to do here, so jump down in the pit to fall down to earth, into the forest near where you found the blue cube.

If you did not get the blue cube earlier, summon Airl from the Valley of the Dead, return to the forest and head south. Jump up to the upper level and head to the right on this ledge. Open the bushes on the corner to reveal a robot. Activate it with Airl and it'll say to float north from there. Do so and you'll reach the hole you must drop into to reach the blue cube.

#### H.Preparation

Not Preparation H, but an optional section you may follow to get all remaining gems and scrolls(before the final chapter in the game) in the quickest path I could find as to not double track an area to get an item you missed that you could have gotten in one trip. If you're not interested in

items and want to continue the story, jump to the End Preparation part of this section.

Head north to the Valley of the Dead. Summon Airl from the spout of steam up a ways to the north on the level below a Thorn enemy. You need to reach the Thorn. Get on a level further south by a red spring jump and ride Airl to the Thorn by dashing. Lose Airl and summon Dytto and have her freeze the water to ice. Now lose Dytto and summon Shade from the frozen ice. Use Shade to destroy the Thorn and re-summon Airl from the steam to activate the light that appears from the Thorn. A gold chest will appear and you'll get another Scroll of the Dark Bow. Head to the right, go up a level with a gray spring jump and go to the next screen(if you remember that was blocked by a large Thorn). Head south, but don't fall down to the lower level. In the bush next to the river is a block of ice known as TOKIPIN. Use the power of the Rod of Purification to free Tokipin of its ice prison(you can get the power from Dytto by pressing X with the rod equipped). This is a friendly treasure box monster that will join you briefly. Sadly, it isn't a spirit, as it tells you if it dies. Controls are simple and are told to you as the creature is freed. The sign reads to defeat all the enemies below without falling in. Use Tokipin to jump down and defeat the treasure box monsters. Or you can throw bombs down to hit the enemies and then kill them as they come and attack you. When they're dead, a gold chest will appear for you. Jump down to get a Scroll of the Flame Sword. If Tokipin is still alive, have it destroy the gold stone pillar and you can get the black chest containing a red gem. Powerup the long sword with the Earth Sword and destroy the small stone pillars to the south. Go through to the next screen below. Stay on this level. Jump across the gap to the single red bush and go to the screen to the left. You'll find a green bush. Open it to find another gold chest containing a Scroll of Sound. Return to the Valley of the Dead and head north of where you met Tokipin. Summon Shade from the Obelisk and head north and then right. Go through the doorway you opened before and go to the sealed door. There is an unlit light next to it. Summon Airl from the vapor spout to the left and have her activate the light to open the door. Head inside.

You see three dead trees, destroy the top one for a green Power Ball. Get the Earth sword powerup and head south, then to the right. Use the small green spring to the right to jump to a ledge with a red bush. Open it to find a platform. Hop on and ride it to the south. Destroy the stone pillars you come to. One contains a blue magic orb. Step through with the rod to get the purification power. Head north, jumping up to a level with a green plant bud and use the rod to make it a spring. Jump up and race all the way south to the next screen. Continue south on this screen and jump across the gap below. Continue south, then across the bridge to the left and jump across the gap continuing left. You'll eventually run across 4 Tiny Thymes on the ground. Pick them all up quickly and race through the small hole in the wall to the north. In here, you'll find a gold chest for the Scroll of the Dark Bow. The obelisk will describe a new move for you with the Long Sword. There's a crystal in this room. It is used to summon Shade so you can use Passion to locate the hidden black chest found on top the obelisk. Break it open to get a white gem for Brass. As you leave, you'll run across many big zombies. You can find one of each kind of full potion in this small dungeon: A magic potion behind 3 fire poles, a health potion near the entrance on a ledge to the left and an elixir in a barrel when you extinguish a hidden fire post found north of the health potion. Exit.

Ride the river down and return to town. Break open the southeast tree to find a purification powerup for the rod. Powerup and go to the house south of Ordan's. Use the rod on the plant bud next to the entrance and jump up. Have Airl(if you don't have her, open the bush in the upper right of town to

reveal an ice block. Use a bomb on it to turn it to water, then another bomb to turn it to vapor and summon Airl from the vapor) destroy the iron box to get your first orange gem, called Pearls, for Airl. Leave town and take the portal gate to your right as you leave and return to Shade's shrine. Summon Shade from the crystal and go to the Thorn room. Kill the smallest Thorn furthest to the right. Go back to Brass's Shrine. Summon Bawu from the bushes next to the robot, get the Earth Sword magic and head back upstairs. Go past the spirit circle, then the bush and jump down to the level below just beyond the obelisk to the north. Go down those stairs. Go to the left, past the save point, south through the door, and go left past the gold robot to the next screen. Go south and you'll find a stone pillar in the corner on the level below. Destroy it with the Earth Sword magic to reveal a gold chest. This contains a scroll for the Rod of Purification. Return to the entrance to the boss room of this shrine(if you didn't get the gems from the sound room, try to get it now, it'll be easier at this point). Summon Brass from the robot to the north and then use his attack to break open the crystal below furthest on the upper left. Reveal an ice block, which you can turn to vapor with two bombs and summon Airl. If you activate the robot, it'll tell you a treasure is guarded upstream(and we already got it). Take the portal to the entrance to the Coliseum. Open the iron box to your left for another Scroll of the Dark Bow. Head up the stairs to the right with Airl. Jump on the ledge to your left as you reach the top of the stairs on the next screen. Jump on Airl and dash to the left, over the pit and you'll arrive at two robots. Have Airl destroy the gold one for an orange gem. The gray one only makes enemies appear. From where you are, fall off the ledge down to the first floor. Jump down to where the plants are and summon Bawu and have him give you the Earth Sword magic. You need to get back up on the upper ledge with the pillars. You can use the bomb jump method(by kneeling, placing a bomb down and then jump as it turns yellow and it'll blow you backwards onto the ledge), or you can go back up to the second floor and drop down to the ledge again. Get there and destroy the second pillar diagonally north on the right side to reveal a white gem for Brass. Leave the Coliseum and go south to the next screen. You can find another iron box on a ledge somewhere in the center of this area. Use a rod of purification power to turn the plant bud into a spring and jump up to it. Have Airl open it for a black gem for Shade(you can go to the river from the forest and get the purification power from Dytto, then Airl from the steam at the head of the river and return). Get to the highest level of the mountain in this area and travel east to the next screen. Continue to have Airl and eat the Giant Ginger in the green chest and using your size, jump up the high ledges to your far right, then head north, you'll find a purple circle. Continue north. Ride Airl across the gap to a secret area above the Fire Shrine. You'll find a gold robot to the north. Have Airl destroy it to reveal a gold chest. Open it for a Scroll of the Earth Sword. Ride back across to the entrance to the Fire Shrine. Head south to the next screen. Summon Bawu and use his magic to give your long sword the Sword of Earth magic(press X once). Destroy the boulder in the path to reveal a Scroll of Sound.

\*End Preparation\*

Return to town. Enter the Water Shrine. Summon Bawu from the plants and get the Earth Sword magic from him(if you don't have it). Go up the stairs to the right and push the boulder north to create a step to the next level. Destroy the pillar to the right for a Scroll of the Earth Sword. Continue to the next floor below in the shrine and go to where the boulder is flowing downstream with many rats. Destroy the rock for a Scroll of Sound. Continue along until you reach the room with the large crystal next to an obelisk. There is a hidden chest on the obelisk which contains a Sword of Earth powerup. Get it(or summon Bawu and get the magic from him) and go destroy the rock switch near the entrance to the boss room. A robot will walk and

create a step for you to the next level. Summon Brass from the robot and destroy the large blue crystal to the left for a black chest containing a green gem for Bawu. Summon Shade from the obelisk and go up the level on the right via that robot and destroy the large Thorn with Shade. Head through and summon Airl from the vapor spout below. Head back up the stairs and dash across the gap to the left riding Airl. There is a hidden elixir on the upper ledge on this side of the room. Keep Airl and continue to the left to enter the Mystic Room.

## I.The Mystic Room

### The Mystic Room

Head north as you enter, all the way up the stairs until you get to a wall. Head left and ride Airl across the gap from the ledge to another with a gold chest. Open it for a scroll of Flame Sword. Continue to the left, jumping across the gaps, then head south. Have Airl activate the switch for the door. Don't go through, from the lamp, go right and you'll come to a black chest. Open it for a black gem for Shade. Go back to the door, go through and head to the right. Enter the door you find to the north, head down the stairs.

Go to the right, destroying the large Chimney enemies as you go across the bridge. Go down the stairs to the south and summon Airl from the vapor spout to the right at the bottom. Return up the stairs and continue northeast, jumping across the gap and continuing right to the next screen. You'll see a very large Thorn. Blob enemies with worms will appear constantly as long as the large Thorn is there. Continue going right from the Thorn and you'll find a purple circle below. If you lose Airl, you can summon Bawu from the plant bud and open the crack next to the purple circle to reveal a steam spout. Follow the path around to the right, then south to the corner of this room to find many soldiers guarding a gold box. Have Airl destroy the box to reveal a black magic orb. Step through with the bow for the Dark Bows. These kill the blob enemies in one shot, so take them out and return to the Thorn and kill it(you'll get an elixir for your trouble). Kill the remaining blobs, then fly directly south from there with Airl to another ledge with many soldiers. Kill them and the Thorn there to find another unlit lamp. Light it up and then stand behind the fire post and jump on it. You'll be knocked back up to the black treasure chest. Open it for a black gem. Now use Airl to fly to the center of the spiked floor to find another unlit light. Activate it and go back to the black magic orb. Activate the light near it if you haven't already. On the level of the black magic orb, face the north, you'll see the shadow of a platform over the spikes. Fly on Airl over to it, then dash again to the north to a ledge. Open the iron box for grapes and activate the final light with Airl. The door will open to reveal a Thorn. Kill it with the dark arrows and you'll get a black chest with a key. Return to the screen where the large thorn was.

Jump down to the save point in this room if you want. Go back across the bridge with the chimney enemies. To the left, you'll find another unlit lamp. Light it up to open the sealed door. Head south and you'll come across a very large moverobo. Have it face the left and use Airl to activate it. Have it travel around the corner to the north. Try to stay on the upper level. When it reaches the door, jump on it and go through the locked door. Take out your bow and get the dark bow Power Ball Item from the red chest. Go to the next screen to the left. Kill the Thorn for a fire pole. Head north to the next screen. Continue north, killing the red armored soldier. Jump across the spiked floor, then use Airl to fly to the bush on the ledge to the left from the highest north point(this bush can also be accessed by jumping, use good timing and you'll make it). Lose Airl and summon Bawu. Open the bush to find a blue magic circle. Recover your spirit power, then



take out your long sword and get the Earth Sword magic from Bawu. This way you don't need to use the spiked balls to destroy the stone pillars. Ignore the large stone switch in the upper left corner. This is a trap that'll reveal many fire enemies and activate the firebomb catapults on the next level. Head to the south on the left and you'll find two stone pillars blocking the way. Destroy them, and you'll see some crystals. Use the steps on the right to reach the level with the catapults. Head north, crawl under the ceiling and head to the right. You'll see an ice block. Use two bombs to get vapor and summon Airl. Return to the large crystals and take the stairs to the left, into the next screen. If you activate the robot, it'll tell you to fly north from there on a cloud. Well, jump on Airl and dash north. You'll arrive on a ledge with two platforms. Jump on the left and it'll move over to the door to the north. The door will open and you'll find a large red chest. Open it for the Holy Rod, rod level 3. Ride the platform back to the other, and take that one back across to the robot. Lose Airl and summon Brass from the robot. Go back to the previous screen and destroy the large crystals. Go to the screen to the south. Head south past the stone pillars and you'll find many zombies lurking about. Summon Shade from them and use Shade to destroy the Thorns. Return to the robot and summon Brass again. Return to where you killed the Thorns. Take the path on the right, you'll enter a room with many crystals. Have Brass destroy the crystals to reveal recovery items and the gold crystal to contain a green Power Ball and a save point. Save your game. Powerup your sword with the Earth Sword and leave the room. Take the path on the left this time and you'll encounter many rats with a bush up on a seemingly unreachable ledge. Well, jump on a rat, then up to the ledge, it's that simple, kinda. The rats won't be as cooperative, so jump on them as soon as they appear if you have trouble. Open the bush to find a gold chest (you can use the chest to jump up to the obelisk, which will tell you only the strongest sword can destroy gold pillars) with a Scroll of the Earth Sword. Get it and leave. Go back to the pillars you passed earlier and destroy them. Go to the next screen.

Recover your Spirit Power with the blue magic circle below to the right. Head south and you'll find many zombies. Summon Shade and head southwest. Go up the stairs to the next level and kill the Thorns here. One contains vapor spout, another has fire, and the one to the north has a plant bud. Lose Shade and summon Airl. Dash to the center platform in the room, then dash again to the north. Have Airl activate the light and a robot will appear and make a step for you. Lose Airl, summon Bawu from the plant and go to the next level. There is a crack over by the dead Thorn roots. Bring Bawu over there and have him open the crack to reveal a large water spout. Lose Bawu, summon Dytto and get the rod of purification magic from her. Go back to where you killed the Thorn that revealed a plant bud. Turn the plant bud to a spring with the Rod of Purification and jump to the next level to the right and go to the right screen. You'll find a gold chest with a Scroll of the Earth Sword. Go back to the large water spout. Summon Dytto to extinguish the large flames to the north. Continue to the north and you'll fight two gargoyles. Defeat them and a red health circle and a blue magic circle will appear in their spots. Recover your health and spirit power and head through the door to the north. Go north and summon Brass from the armored guy, Gigas, kill him, and climb the stairs on the right to the upper level. Use Brass's charged A attack to destroy the large gold crystal. This reveals a green magic orb. Powerup the long sword and destroy the large stone switch above and the sealed door to the left will open. Go through and you'll meet many enemies. Defeat them all and summon Dytto from one of the Mercury bubble creatures. Have her extinguish the flame post in the hidden room to the left (you can walk through the wall to it). It'll open the door to the very south. Head on over and enter. In this room, the door will seal behind you and you'll fight two large armored ghost enemies. They'll appear... and disappear. You must fight them while they're invisible. Fight them as

soon as they appear. Defeat them to receive the Reharl Sword, long sword level 3. Head on back to where you fought the gargoyles, recover your health, then go to the zombie room to the east (the room with soldiers on the south ledge throwing bombs at you). To the far east, you see a gold pillar. Get the Earth Sword magic from the north room and destroy it to reveal a black chest with a key. Get it and go back to the zombie room to the west via the stairs to the left. Don't jump down to the blue circle. Stay on this level and go south. When you reach a wall, go to the right, you're back in the previous zombie room, but on the upper ledge with the soldiers. Go to the right and you'll find a locked door. Proceed through with the key and go down the stairs.

Save your game to the right, then head to the left and north. Head to the right, then to the south, you'll find a vapor spout. Summon Airl, then head back up and to the left. Go south and you'll find a robot. Have Airl activate it and it'll walk to the north platform. Jump up to it and kill the large red treasure box enemy. Open the chests for recovery items and a key. Open the iron box with Airl for a dark bow energy powerup. Get it and go to the far left and south. Kill the Thorns, but go back to the robot and summon Brass. Go to the far right, then south to find two crystals. Have him destroy the crystals and go to the right. Lose Brass and return to the previous screen and summon Shade from the crystal that reappeared. Go back to the right and head north (do not open any bush in this room, they contain enemies). Standing on the ledge, jump to the platform in the northwest corner. You can find a hidden chest in the center of this platform, containing Eyebright, which is the same as Shade's Passion for a little while. Go to the far right from this point and have Shade pull the bar switch you'll find. It'll raise the iron poles. Use them to cross over to the gold chest in the corner. Open it for a scroll of the Dark Bow. Go back to the locked door you passed and go through. You'll find a large red chest and a purple circle. Open the chest for the Angel Bow, bow level 3. Go back out of this room and to the screen to left, back to the large crystal. Summon Airl from the vapor spout and return. Go past the door with the bow and open the bush furthest southeast. It'll reveal a gold robot. Have Airl break it open for a key. Continue to the right to the next screen. In here, you'll see several cracks to the north, but don't attempt them yet. Jump on the brown rock path and follow it all the way to the highest light blue colored platform. There is nothing on it, but Leon will press against something, meaning it is invisible. Open the black invisible chest for a key. Go to the north from there and summon Bawu from the bush and have him open all the small cracks nearby for good recovery items, vapor, fire and water. Have him open the large crack in the center area below for a blue gem. Continue southeast and you'll happen across a small pond with a few bushes. Open them up and you'll find KOH, another frozen Treasure Chest friend. Use the rod of purification to free him and he'll help you out for a while in this area. To the north, up the stairs, you'll fight two big gargoyles. Koh will help you fight them. If Koh dies, at least he leaves behind an elixir. Defeat the enemies and go through the locked door up ahead. Open the large red chest for Hell Fire, bomb level 3. You can now hold 30 dangerous bombs.

Return to the main room of this section of the dungeon with the large crystal and save point. This time, head all the way to the left where you killed the two Thorns and go to the left screen. Go to the left, past the fire post and up the stairs to the north. Head right, avoiding the bombs thrown at you and jump across the gap to an iron ball and a bush to the north up some stairs. Open the bush for a blue magic orb. Powerup the rod with the purification power, and go back to the iron ball. Push it off the ledge south, then roll it to the right to reach the next ledge over. Jump up and turn the bud to a spring and jump up to the next level with a black chest containing a key.

Get it and go back down. Summon Brass from the iron ball. Go around again and instead of jumping the gap to where you found the iron ball, go south on that level and you'll find another plant bud. Turn it into a spring and jump up to the next level to the north. Head up, jump across the gap and get another key. Go back to the plant bud and jump up to the left with the soldiers. Kill them and open the barrels for some items. Jump across the gap to the north ledge. To the left, you'll find a hole in the wall. Crawl through and you'll find a chest on top of a small dead tree that contains a zombie called AYAHN. No clue what to do with it, but head south to find an orange gem for Airl. Exit this room to the right, back to the main room. Bring Dytto with you. Go to the save point and head directly north, you'll encounter 3 flame posts. Extinguish them and head through the locked door to the north. Summon Bawu from the bush and take out your long sword. Get the Earth Sword magic from Bawu and destroy the large stone switch to the right, it'll open the door to the south. Go through. In this screen, defeat the enemies and open the chests for some items and another key. Ignore the iron box, it contains a magic potion. Go back to the room with the rock switch. Head north to the next screen. On the left side of the river, if you stand on the ledge next to the river and jump to the left, you'll make the ledge and there's a key up the stairs. Continue north, you'll fight some soldiers. At the end of this river are some water spouts. Have Dytto freeze them and jump on them up to the black chest with a key. Go back to the path on either side of the river and continue north. Head through the locked door at the very top. You'll find a purple circle and a save point. Save your game. Head up the stairs and you'll get your first and second scroll of the Wind Rod. Save your game if you want and head back to the previous room. Take the path on the right and head south along the river. Eventually you'll reach a bush with a pink Power Ball. Step through with the rod and you'll powerup for the Wind Rod. To use this, you must hold the B button, then release. The rod will send wind from it and push anything in its path(the longer it is held, the stronger the wind is). In the center of this river is a platform with a key on it, with four platforms revolving around it. Jump on one of the platforms and when it's in line with the key, face the key, hold the B button for a second, then release. It'll blow the key off the platform. Pick it up and go to the right, up the stairs and through the locked door to the north.

Go past the 3 spiked balls and to the next screen. Face the sealed door and use the rod to push the rat onto the switch beyond the door. It'll open the door for you. Go through and you'll fight a large soldier. Kill him and a key will fall to the ground and two robots will appear and create steps for you to the two locked doors containing a black chest and gold chest. You should have at least two keys(4 to be exact). Open them up for an orange gem and scroll of the Wind Rod. Head to the north to the next screen. Go north and summon Bawu from the plant and have him open the crack a little ways below. It'll reveal a key. Go open the locked door and proceed. In here, three platforms are moving back and forth across the room. Hit the switch and it'll stop them all. Try to line them all up with one another as best you can, then jump from each one starting from the bottom one up to the north ledge. You'll find a gold robot(which contains a pink magic orb). Head to the left and you'll find 3 sparks. Still having the Wind Rod power(and Bawu summoned), use the force of the wind to send the sparks to the left and then sneak by them quickly without getting hurt. Head south to recharge your Wind Rod usage, then go to the left, and south to find several iron balls blocking the way. Have Bawu eat them(or jump over them) and continue south. Open the gold chest on the way for a Scroll of the Wind Rod. Below you'll find a Power Ball of each color. You can summon any spirit from them as well as powerup any weapon with their respective color power. Choose whichever spirit and power you'd like and the door below will open for you. I'd take along Dytto and a Dark Bow.

Enter the room and you'll be sealed in, fighting many enemies. You'll start off with many blobs with worms that will aim towards you. Kill them in one shot each with the Dark Bow for an easy start. After them you'll fight a large black armored ghost called Hellarm. Take out the rod and get the Purification power from Dytto and kill the ghost in one shot easy. After that, you'll fight several armored soldiers. Take advantage of them and let them run into each other, causing damage to themselves. Once they're all dead, you'll be awarded with a white chest. Within is the final cube, the Purple Cube. Head back out to all the Power Balls. Summon Bawu to eat the iron balls(or, again, jump over them). Go back and summon Dytto from the blue Power Ball. Power up the Wind Rod and use it to push back the sparks. Go south through the door and to the right, then north to a plant bud. Have Dytto give you the Rod of Purification power, then turn the plant into a spring. Jump to the highest level and go north to find an orange gem for Airl. Jump from the stairs back south to the ledge and continue back to the main room. Go back to where you got the key off that platform in the river.

#### \*Side Quest\*

Now that you have the Wind Rod and a few scrolls for it, you can go on a side quest to a secret racing track reached by taking a special path found near the end of Shade's Shrine. It requires a lot of backtracking obviously, out of the Mystic Room, out of the Water Shrine, through the portal to Shade's Shrine, then onward to the path. This is optional, but it will net you 3 more scrolls for the Wind Rod and an orange gem for Airl(if you choose not to attempt the side quest, skip to the End of Side Quest section of this guide and continue). Backtrack your way to the Thorn room in Shade's shrine. Summon Shade if you don't have him, and head south past the robots, then go to the left. You'll soon find a Thorn blocking the special path(the iron box you may see to the north contains an elixir, get it if you want). Defeat the Thorn and enter. Head up the stairs and go to the next screen on the left. You'll find many sleeping rats arranged in a wavy line. A bomb will drop and hit them all, and then they'll all come after you. Kill them quickly and head to the left. There is a large iron pillar blocking the passage and you can see an iron vase behind it with a switch next to the vase. There is an invisible treasure chest in the upper left corner of this room containing a powerup for the Wind Rod. Get it and use the Wind Rod to push the vase on the switch to lower the pillar. Head inside and you'll find a blue magic circle and a vapor spout for Airl. Head north to the next screen.

You are now at the track. No spirits needed to complete the course, all you need is your Wind Rod. The race begins when you touch the boulder to the north. Before you start the race, go learn the track. It's confusing until you start it and learn what it's all about. Read the small signs, they will point you in the proper direction the boulder should travel to avoid it crashing and breaking. The race will end when you use the boulder to climb up to the platform in the far northeast of the track. Once there, the time will stop and depending on it, an item or even an enemy will appear as your reward. Before you begin, go to the right in the track. Below the staircase that leads to the end(next to all the spring plants), you'll find a crack. Have Bawu open it up and you'll get another scroll for the Wind Rod, 3 more uses to help you move the boulder. Get three more by using the Wind Rod toward the south while on top the boulder. It'll fall off the ledge and break. Within the rock you'll find another scroll for the Wind Rod. Exit the room and re-enter. Powerup all the uses for the Wind Rod and when you're ready to begin the race, don't start by falling on top of the boulder. Rather, jump down next to it and quickly push it to the wall to the left. This'll prevent it from falling off the ledge when you head south. Jump on the boulder and ride it as you use the Wind Rod to direct it throughout the

track. Head south to the stairs, then up the stairs to the right. You'll soon come to a gap with rising and lowering iron pillars on the other side. To cross the gap without destroying the boulder, whichever pillar you're going to land on, wait until the opposite is at the top. Use the Wind Rod just before it starts to lower, meaning your pillar will rise. As the boulder falls to it, the pillar will catch it at the right height to keep it intact, and if you were close enough to the ledge, it should continue rolling past the pillar onto the ground again. Takes time and practice, but you'll get it. Continue right, then south down the stairs, then to the left. Go north under the bridge/gap you crossed, and after the bridge, head to the left. At this point, go recharge your Wind Rod power and quickly return to the boulder. Fine tune the boulder's direction and fit on the passage by pushing it, then use the rod to send it on its way. Go north a bit, then to the right. Go up the stairs to the north, then right, then south onto the spring patch. Keep using the rod to get the boulder out of it to the south. Don't have it go off the ledge below. Send it to the right, then north up the last set of stairs. Jump on the boulder and quickly jump up the platform to end the race and stop time. Depending on the time, you'll receive a prize or an enemy. Sound easy, right? Don't get discouraged if you take a long time to complete it once. My first time through took 4 minutes. Keep going and you'll know the tricks and get your time down a lot. Given the number of scrolls, thus uses you have for the Wind Rod, you're sure to run out halfway through the race. As you travel through under the bridge, then to the left, quickly jump up to the next level with the plant spring and jump up to go refill your uses for the Wind Rod. If you have Airl and at least 4 of her gems (following this guide, you should have 5), you can use her summoning spell to replenish your uses while you travel the course. This'll save you precious seconds to achieve a good time.

The game preset top score is 1:30:00. The prizes I've discovered are a health potion, magic potion, Scroll for the Wind Rod and an orange gem for Airl. As far as enemies go, I've only gotten rats. Your goal should be for the Scroll and Gem. To get those items...

Complete the track with a time of 1:10:00 or less to get the Gem.

Complete the track with a time of 1:10:01 - 1:20:00 to get the Scroll.

I don't know any prizes higher than the Gem, which right now is the highest to my knowledge. If there is a higher prize, I don't know what it would be or the time for it, perhaps less than a minute. When you've gotten what you need/want, you may leave and return to the Water Shrine, the Mystic Room and back down to the bottom floor with the four rotating platforms.

From 1:09:65 to 0:59:26 to 0:57:53 and now 0:54:81, I'm getting better with each try. Takes around 25 good Wind Rod uses for a good time. Enough for the important items anyway. Plus, I got an item only after beating my previous top score and it was only full elixirs. (If you get the gem first, your time must be between 1:10:01 and 1:20:00 to get the scroll. You can't get two times below 1:10:00 to get the gem and scroll, if you're that good like me =D)

\*End Side Quest\*

From the four rotating platforms, go to the left side of the water, then north to find a bush directly east of a Thorn in another room. Open it for an obelisk. Summon Shade from it and head south and to the left, up the stairs to a locked door. Go through. Have Shade destroy the Thorn and before crawling through the hole, go back to the four rotating platforms and summon Airl from the vapor spout. Return and crawl through the hole. Throw a bomb onto the lamp post to light it and the door will open. Take out your long sword and go to the north screen. You'll find a red chest with an Earth

Sword powerup. Get it and go back to the door opened by the lamp post. Go through and to the left. Kneel and hit the rock switch below and a robot to the left will appear and push the large iron ball down and over the ledge, creating a step for you. The double doors below will open and the bush at the foot of the stairs contains a portal gate that'll bring you back to the save point of the main room. Climb up to the next level from the iron ball and hit the switch at the very top to open the double doors next to it. Enter and you'll find the captured villagers who will return to the village(supposedly). Now, with Airl, float on her across the spiked floor to the left from the switch that freed the villagers. You'll arrive at the top of a pillar, and from there, dash again to the left ledge. The bush to the north on this ledge contains a portal to take you back to the save point of the main room. You'll find a gold chest there containing a Scroll of the Dark Bow. Jump on Airl and dash to the southeast quickly. You'll find a boulder and a platform next to it. Jump off Airl onto the platform and collect the Wind Rod powerup from the chest. Jump on the boulder and use the Wind Rod to the left to ride the boulder to the ledge. Jump up and recover your spirit power. Open the bush on the right for a pink Power Ball. Equip the rod and get the power for Wind Rod and send the iron pot beyond the door across the floor to hit the small white switch to open the door. Enter and (summon Bawu from the bushes first) open the left and right bushes for two Scrolls of the Wind Rod. Continue north and fight a giant Titan. Defeat him and go through the final locked door. In this area, head to the north first and you'll come across a crack in the ground on a sort of ledge. Have Bawu open it for a Scroll of the Wind Rod. From there, head directly east to find another crack on the opposite side of the room. Have Bawu open it for an orange gem for Airl. Head to the north on the lowest part of this area and you'll meet up with Myra, who will open the door to Agito's Tower. She says this will be your ultimate test and there is no turning back. When you're ready, head inside!

#### J.The Tower of Agito The Tower of Agito

Head up to find a save point. Save your game. To the upper right, you can find a purple circle. You see statues of Bludgeon, your foreshadow of the next boss. To the left you'll find a magic summon ball with all the spirits' nature. If you need to pick up an elixir, summon Airl and take her with you. If not, choose your spirit and continue. Take the stairs below you, go left, then north. A Titan will fall and start a fight. Keep following the path, finding some bombs in three barrels and more soldiers as you go right. Head south and you'll find some stairs to your left and a hallway to the right. Take the hallway to a dark robot. Have Airl destroy it for an elixir. Head back to the stairs, take them and go to the door to the left. A voice will pose a threat, and the door will open. Enter.

You will fight Bludgeon. He will remove his cape and reveal a strong long sword and the battle will begin. He should be an easy defeat. Use your long sword and roll attack him. He'll punch you back if close and will send out his sword and try to hit you. Keep attacking him and he'll go down. Proceed through the next door. You see a statue of Red Demon on the wall right in front of you. I wonder who's next? To your right, the path will lead to an elixir, with bombs and soldiers on the way. You can find an ice block near the bombs that you can use to summon Dytto/Airl. To your left from the previous room/battle, you can advance towards the next boss. Follow the path to the south, down some stairs. Defeat the gargoyles by the north door to open it, which has a blue magic circle. Restore your spirit power and continue right. You'll see a floating platform over a spiked floor(You can summon Bawu from the plant to the lower right at the top of the stairs and have him open the crack right outside the room to the blue magic circle,

which reveals a water spout for Dytto/Shade). Ride the platform to the next door. Go to the door, it'll open, and enter.

You'll fight Red Demon. If you time your attacks just right, you can defeat Red Demon without getting damaged. Take out your long sword and roll attack him. He will fall down and be stunned with each one. If you attack him when he gets back up, he'll keep falling down, won't have a chance to attack, and it'll be an easy kill. Once he has finished his laughter, you can start hurting him. If he manages to attack, he'll slash you with his claw blades, and will try to jump on you. Don't give him a chance, he can be pretty quick for a fat guy. Defeat him and go through the door. You'll see the statue of the third Silver Guardian along the walls. On this floor, you'll find many ghosts and zombies. The zombies are at the south section of this floor, while the ghosts will randomly and instantly appear where you are standing or heading and you'll run into them and take damage before you even notice, so be careful while moving if you're hurting for health. Summon Shade from the ghosts/zombies and have him destroy the Thorn on the upper level to the southeast. You'll find a blue magic orb(summon Dytto for health). Powerup the rod and defeat all ghosts and zombies with the rod of purification. The door to the right will open for you. You can get an elixir and recharge your health/spirit power with the purple circle. The Thorn at the southwest section of the floor holds a spirit ball for all spirits. Choose a spirit(Shade or Dytto recommended) to take with you to the next battle. When you're ready, head through the center north door.

You'll fight DarkWill. He says (after admitting his own defeat?) that you must still face Myra before fighting Agito. The battle will begin. Run and roll attack him with your long sword. He will disappear and clones of him begin reappearing in different places. Attack them all until you find the real boss and keep attacking to lower his health. He'll send out shocks to attack you and will create puddle and vapor enemies right where you're standing to inflict some good damage. Kill him and he'll crumble to pieces, and the door to the next floor will open. Proceed north. Careful on this floor, there are invisible ghost knights(HellArms) that will appear from nowhere and attack you. You can use Shade's Passion to see them. To the right, you'll go down some stairs and notice a spike pit below. Ride the platform across to the south and you'll find a blue circle. To the north to the far right, you can ride another platform to a spirit ball. Above you can find an elixir by jumping to the ledge from the spirit ball(summon Airl). Head back to where you entered the level and go left this time. As you go down the steps you see a large pit to the north with a column in the center. Ride Airl to the center column, then jump diagonally north west or south east from the column and fall to the level below. Depending on where you jumped, you'll land on either a scroll of the Flame Sword or scroll of the Dark Bow. Instead of going up the floor and jumping down again to get the other scroll, take out the rod and have Airl give you the power of the Wind Rod, and face the other scroll and blow it off the column and get it. This'll save you some time. If you don't have Airl, summon Bawu from the bush and have him open the crack next to the hole for a steam spout for Airl. Stand on the bush to blow off the flame sword scroll. Go back to the top of the pit. This time head south through the door. You'll enter an open room with a spirit ball for Brass only. Kill the remaining ghost knights and when a bell rings, they're all dead. You must summon Brass from the spirit ball. He will tell you how difficult the Silver Guardian Army is, and will aid you by sacrificing himself to become the ultimate sword: the Altair Knife, short sword level 3. The door to the north will now open. When you're ready, head inside.

You'll fight Myra. She will say that she might have loved you once, but then says she'll love to kill you. She'll defend your attacks very well against

your swords. I found she will not block you(as much) if you jump kick her. Use this tactic and other fighting techniques to damage her. She will summon enemies into the fight to help her. She will also charge up an attack noticed by light beams that will damage you badly, as well as destroy all enemies on screen. She'll move around and attack quickly, so be on your toes(To whom does she sound familiar?). Defeat her and Agito's voice will appear and tell you her death will bring him to life. He will laugh and the north door will open. Proceed to the final floor.

There are no enemies on this floor, so take your time to recover and prepare. You can save your game on the white circle to the north as you enter the floor. Head south and next to the stairs leading to the final boss, you'll find some ice. Summon Shade and you can use his Dark Claw to open the doors to the left and right at the bottom of the screen. The left will lead to an elixir while the right will bring you to a purple circle. Once you're ready, head back to the ice and head up the stairs. Airl will ask to bring her with you to the final battle. If you do, she'll sacrifice herself to become a blue circle for you to use through the final battle. Take Airl or another spirit and head through the north door.

Summon Efreet from a bomb and have him give you the power of the Flame Sword. Head north to find the Red Sphere. Attack and break it. Agito will appear and battle will begin. Agito is weak against the Fire Sword, so attack him with it. He'll shoot out shock orbs at you to send you back. He'll cast out spirit ghosts of all your spirits' natures and they'll come after you. You can summon any of the four remaining spirits to help you. He'll also send out an exploding path of red magic at you, which causes some good damage. Keep attacking him with your sword. Try to summon Dytto if you don't have a spirit. He'll also attack with four green lasers that will explode upon contact with you. They're quick, so do your best to avoid them. When you've defeated him, he'll explode and the Red Sphere will reappear and it'll break to reveal...

Enjoy the ending, you have completed Legend of Oasis! After the credits roll through, you'll enter your initials and be taken to the ranking screen. The game will take your time played, rank, kills, and gems collected, and list them in best order of the best five players, all with their unique, individual rank.

These are my results thus far with the game:

Time: 6H:51M:18S WIND  
Rank: 34 HUMAN  
Kills: 1281 COMMONER  
Items: 100% GOLD

If you did the side quest with the rock jumping, it'll show the best time of the best player at the bottom of the options screen.

6.Items and Weapons

7.Spirits

8.Enemies and Bosses

9.Location of Gems

In this section, you will find the exact locations to all the blue, red, green, white, black and orange gems in the game. There are 7 of each, totaling 42. With each gem, your maximum SP will increase by five, and the



corresponding spirit of the gem will get stronger. These will appear in the order as they appear in the guide.

#### Aquamarines - Blue Gems

1. Just outside of Aquaria, head south from the bridge, then to the right. You'll find a black chest on a small cliff. Jump to it from the platform to its left. Or you can use the Rod of Purification on the plant bud below it and spring jump to it.

2. In the Fire Shrine, to the southeast of the entrance floor. There is a black chest on top of a tree trunk. Use the rod to smash it apart or a fire-based attack to break it. Open the chest for the blue gem.

3. In the Forest of Earth, the screen directly south of where you would go to get the Blue Cube, there will be zombies, bugs, and most importantly, a dead skeleton. Revive the dead skeleton with the Rod of Purification and it will create a path for you to the south. Ride the platform and follow the path to a black chest containing a blue gem.

4. One screen south of the large Reharl statue, you'll see the right side of the water guarded by a fence. On the other side of the fence is a black chest with a blue gem. Use the Rod of Purification on the plant bud in the upper right corner to create a spring and jump over the fence into the water. Go south to open the chest and get the gem. Also obtainable from the right water path to the north from the large Reharl statue.

5. In the Shrine of Sound, on the second basement floor, in a north room you'll find two floating spiked balls used to destroy stone pillars. Use these balls to destroy the stone pillar to the south on the upper ledge. It may be tough, so you might want to use Earth Sword magic to break it. It will reveal a black chest containing a blue gem.

6. In the Shrine of Darkness, first room, upper level to the northeast, you'll find a large blue crystal and a key on a ledge. Across the ledge to the right is a black chest containing the blue gem. Get there from the north screen on the upper ledge via a bridge.

7. In the Mystic Room, 3rd floor basement, the section where you get the Hell Fire bombs, as you enter, to the north you find a bush and many cracks in the ground. The largest crack below, to the center of the platform formations contains the final blue gem. Have Bawu open the crack for it.

#### Rubies - Red Gems

1. Head directly south from the Fire Shrine, or southeast from Aquaria and you'll soon find a black chest on top of a large dead tree trunk. Get up to it and have Efrete destroy it with fire. Open the chest for a red gem.

2. In the Forest of Earth, jump into the pit that is near the bee hive. Go up the stairs to the north, then as you exit, go around to the right, then south until you reach the river flowing to the east. Stay on the land and go to the right screen. You'll find a black chest on the ledge. Open it for a red gem.

3. In the Shrine of Sound, the bell timing game, finish with no bell tolls and you'll be rewarded with two black chests, the left chest containing a red gem.

4. In the Shrine of Darkness, from where you pick up the Battle Sword, where

all those bomb soldiers are, head to the northeast on the upper level through a locked door. Head to the north and you'll fight a blob with worms sticking out of it. Defeat it for a red gem.

5.This gem is to the right of the entrance to the Valley of the Dead on a cliff within a bush. Get there from the Valley of the Dead to the north by jumping to the appropriate level. Enter the screen next to 3 stone pillars. Open the bush and the black box for a red gem.

6.In the Wind Shrine, about two screens directly south of where you enter the shrine, you'll enter a room with a spiked floor with Chimney enemies riding around on floating platforms. Ride on Airl to the northwest corner of this spiked room and you'll find an iron box. Open it with Airl for a red gem.

7.As you exit the Valley of the Dead to the right(from the large Thorn), head south, but don't fall down below to where the treasure box enemies are. Open the bush closest to the river and you'll find Tokipin. Release him with the Rod of Purification and have him break down the large gold stone pillar in the center. Open the black chest to get a red gem. You can't destroy the pillar with Earth Magic until you have the Reharl Sword, long sword level 3.

#### Emeralds - Green Gems

1.In the Shrine of Sound, just after the set of revolving doors near all the stone pillars, go down the path and you'll find a black chest containing a green gem.

2. In the Shrine of Sound, the bell timing game, finish with no bell tolls and you'll be rewarded with two black chests, the right chest containing a green gem.

3.In the Shrine of Darkness, the floor below the crystal room with all the large stone pillars, zombies, skeletons and trick monster boxes, there is a black chest on a stone pillar in the center of this room. Break it down with Earth Sword magic and claim your green gem.

4.In the Shrine of Darkness, the second level basement with the moving platforms over pits that lead to a ghost swamp below. On the northeast ledge platform is a black chest. Ride the north platform from the two torches to the ledge. Open the chest for a green gem.

5.On your second visit to the second rat hole east of Aquaria, you'll find there are no more rats in the cave. However, there is still one rat sleeping. At the water pond, there is a very small rat, almost looks like a red dot. Defeat it for a green gem.

6.In the Wind Shrine, to the left of the door to the boss room, on that upper island is a black chest. Float on Airl to the island from the elixir found on the upper ledge just below to the left. Get there and open it up for a green gem.

7.The large blue crystal in the Water Shrine right before the entrance to the boss room contains a green gem. Bring Brass with you or summon him from the robot that appears when you activate the rock switch and have him shatter the crystal. Pick up the final green gem.

#### Diamonds - White Gems

1.Bring Brass with you upon entering the Shrine of Darkness. There are two crystals to the north. Break open the second one for a white gem.

2. In the Shrine of Darkness, on the bridge near a blue spirit circle is a switch. Beyond the switch to the left is a path that will eventually lead to the next screen, below the stone pillar room. Keep following that path and you'll reach a black chest with a white gem.

3. The second mouse hole one screen to the right from the first one contains a white gem. Crawl on in after eating two Tiny Thymes (available after hitting a switch up in the Wind Shrine), and defeat all the rats in the cave. An earthquake will let you know they're defeated. As you exit, you'll be greeted by a very large rat. Defeat it for a black chest containing a white gem.

4. In the Wind Shrine, head to the screen to the right of the entrance (with the white and purple circles) and you'll find a gold robot with some Chimney enemies. Activate the robot with Airl and it'll say to float north on a cloud from there. Ride on Airl to the north and follow the path you arrive at to the north. You'll find yourself outside the Coliseum second floor, but in front of a black chest. Open it up for a white gem.

5. In the Wind Shrine, to the very north after you walk an invisible path marked by rain droplets, you'll find four bushes arranged in a square. Open the upper right bush to reveal a crack. Have Bawu open the crack for a white gem.

6. In the small dungeon you enter at the head of the river that leads to town, you can travel along until you reach the gold chest with a scroll for the Dark Bow (after eating 4 Tiny Thymes). Also in this room is a crystal. Use it to summon Shade and use his Passion ability to locate an invisible black chest on the obelisk in the room. Open it for a white gem.

7. In the Coliseum, where you fall down to enter the Shrine of Sound, in the room with the hole, there are pillars on the upper ledge. Get up there via "bomb jump" or drop down from the second floor with Earth Sword magic. Destroy the second pillar diagonally north on the right side to reveal the final white gem.

#### Onyxes - Black Gems

1. In the Wind Shrine, where you get the Long Bow, that section of the room, as you're traveling north on the floating platforms, light the unlit lamp at the top in the center of the spiked floor. It will lower a platform with a black chest on it to the lower left corner. Pick up your first black gem.

2. In the Wind Shrine, after heading south from a save point, you'll eventually run across a Thorn next to a rock switch. Defeat the Thorn to reveal a green Power Ball. Use the Earth Sword magic to destroy the rock. A black chest will fall to earth and appear to the right of the large Reharl statue. Open it up for a black gem.

3. In the Wind Shrine, an invisible black chest rests at the top of a waterfall on the left side of the room with a purple circle. Jump kick it open to reveal a black gem.

4. In the Wind Shrine, taking the lower path a few screens to the right from the white and purple circles at the entrance, you'll find a path with enemies and a lot of bomb items at the end. There's also a locked door. Activate the switch behind it (with a sound bow or jumping to it from the right) to open the door. Have Airl break open the iron box in the room for a black gem.

5. One screen south of the Coliseum, you'll find a plant bud beneath an iron box somewhere in the center of this mountain formation. Have the Rod of Purification and Air with you. Use the spring to get to the iron box and have Airl open it for a black gem.

6. As you enter the Mystic Room, head north, then all the way to the left across the gaps. Head south from there until you reach a light. From the light, head east and you'll find a black chest at the end of the small hallway cliff. Open it for a black gem.

7. In the Mystic Room down below where you find a large Thorn enemy, many blobs with worms and a huge field of spikes on the floor, there is a black chest on a ledge to the south from the Thorn. Ride there with Airl and you'll see it above a fire post. Stand behind the fire and jump into it. The fire will send you backwards to the chest. Open it for the final black gem.

#### Pearls - Orange Gems

1. In Aquaria, on the house south of Ordan's house, you'll find an iron box. Jump up there from the plant bud next to the door to the house and bring Airl with you. Have her open the box for her first orange gem.

2. In the Coliseum, on the second floor, ride on Airl across the gap to the upper center of the large hole of the floor. You'll find two robots. Open the gold one for an orange gem. Ignore the gray robot if you can.

3. In the Mystic Room, 3rd floor basement, the screen all the way to the bottom left, where you find a lot of soldiers. Head to the upper level and in the corner to the left, you'll see a little hole. Crawl through, and head to the end of the path, past the "Zombie Shoemaker". You'll find a black chest with the orange gem.

4. In the Mystic Room, 3rd floor basement, after getting the Wind Rod, head to the four revolving floating platform room, go to the right and head north along that path. You'll pass 3 spiked balls. Fight a large soldier enemy and two robots will create steps to the upper level. The left side of the two locked doors you passed between will hold a black chest containing an orange gem.

5. In the Mystic Room, the room with the 3 moving platforms that you control, the 3 spark enemies that you must move, two iron balls and 5 Power Balls, go all the way to the right and head north to find a plant bud. Turn it into a spring and jump to the north. You'll find a hidden black chest with an orange gem.

6. At the race track for rock jumping, you must run the course and finish it. Complete the track with a time of 1:10:00 or less to get an orange gem.

7. The final room of the Mystic Room, right before the Tower of Agito, there is a crack on the upper level of stairs on the right side. Have Bawu open it up for the last orange gem.

#### 10. Location of Scrolls

The weapons you pick up still aren't enough to get through your adventure. As you come across special Scrolls, they can empower your weapons with special abilities to fight your enemies, destroy objects, activate switches and create paths. Here, you will find the exact location for all the scrolls

for the Sound Bow, Purification Rod, Flame Sword, Earth Sword, Dark Bow and Wind Rod. There are 10 of each, totaling 60, with a total of 30 uses for each ability, 3 uses per scroll. They appear in order as obtained in the guide.

#### Sound Bow

1. At the entrance to the boss room with the purple circle, save circle and Reharl statue, go to the right platform and open the lower bush to reveal a switch. Activate the switch to make a platform appear. Climb up to that level and head north through the door. You'll get the first scroll for the Sound Bow.

2. Take the left side this time at the entrance to the boss room of the Water Shrine. Use Dytto's bubbles to freeze the water at its low point to jump up to the next floor. Head north through the door and use the Sound Bow arrows to pierce through the iron and hit the switch to lower the pillars. Open the gold chest within for another scroll for the Sound Bow.

3. In the Forest of Earth, on the upper level in the underground section, south of the underground pond, you'll find a boulder to the north. Roll it south along the path between the trees, and roll it to the lower level on a small rock switch. It'll activate the switch and two iron balls will fall to the lower level, creating steps for you. Also, a gold chest will appear and open it for your scroll of Sound Bow.

4. The first room of the Fire Shrine, to the left, behind a door is a gold chest. You can only get there from the Coliseum/Shrine of Sound. Head to the right, then take the south path once in the Shrine of Sound, and go to the right screen to appear at the chest. Open it for a scroll for the Sound Bow. The door will also open for you.

5. After acquiring the Fire Cracker, Bomb level 1 weapon, stand on the ledge to the right of the door and throw a bomb down to the lower level and hit the floor switch. A gold chest on the upper ledge will appear next to the bomb door. Open it for a scroll of the Sound Bow.

6. In the Shrine of Sound, just before a save point right before the bell puzzle, you see a gold robot next to a bush. Open the bush to reveal a shock orb. It will travel up and down to a blue robot below. Have the blue robot travel to the gold robot, making it face north, then east when it's next to it. It'll destroy the gold robot and reveal a gold chest with a scroll for the Sound Bow.

7. In the Wind Shrine, directly south from the entrance to the next screen, you'll find the wind is blowing and there are 3 Chimney enemies surrounded by bushes. Defeat all 3 and light all 3 lamps that appear. A bridge to the left leading north will appear. Go north and to the left screen. You'll find some grass, a crystal and a crack in the ground. Use Shade's Passion to see an invisible gold chest. Break it open for a scroll for the Sound Bow.

8. From the treasure box enemy pit game east of the Valley of the Dead, travel south, past 3 stone pillars to the next screen. You'll be on the upper level with some bushes. Jump across the gap (stairs below) to the left and go to the next screen, where some ghosts appear. You'll find a lonely bush. Open it up for a gold chest containing a scroll for the Sound Bow.

9. One screen south of the Fire Shrine, you'll find a boulder in the path. Break it open with Earth Sword magic and it'll reveal a scroll for the Sound Bow.

10.The basement level of the Water Shrine with the flowing water with the rats and boulder. Break open the boulder with Earth Sword magic for the final scroll of the Sound Bow.

#### Purification Rod

1.In the Forest of Earth, after the spider room, in the underground pond area, after you pick up a key from the grass, use it on the locked door directly to the south. In that room is the first scroll for the Purification Rod.

2.In the Forest of Earth, in the underground pond area, head north and to the left, you'll find a plant bud. Use the Rod of purification to make it a spring plant and jump up to the left and open the gold chest for another scroll.

3.In the Forest of Earth, where you find the Heavy Sword, on the upper level to the northeast, you'll find a black chest containing a key and a red circle to recover health. You'll also find a gold chest for a scroll for the Rod of Purification. You can get there from a pit directly south of where you'd find the Blue Cube.

4.In Aquaria, on the most northeastern house, there is a crack. Have Bawu open it to reveal a scroll for the Rod of Purification. Get up there via the plant bud after restoring it with Dytto and changing it to a spring.

5.In the mouse hole directly south of the bridge after leaving Aquaria. Inside, read the sign at the top, eat the cheese and a whole army of mice will appear and attack you. Have Efrete defeat them for great healing items. Defeat them all for a gold chest with a scroll for the Rod of Purification. Crawl in the hole with the two Tiny Thymes revealed by Bawu from the nearby crack.

6.One screen south the entrance to the Coliseum, travel to the far southwest. You'll see up on a ledge an isolated crack. Go to the Forest of Earth and get there from the save point. Bring Bawu and have him open up the crack for a scroll for the Rod of Purification.

7.Upon acquiring Brass and leaving the boss room of the Shrine of Sound, head to the left and you'll find some large crystals guarding a room with a gold chest. Have Brass break the crystals and open the chest for a scroll for the Rod of Purification.

8.In the Shrine of Darkness, the third level basement, in a room with a swamp below filled with ghosts. After defeating a gold chest treasure box enemy, jump across the gap to the left on that level to find another gold chest, this time containing a scroll for the Purification Rod.

9.In the Wind Shrine, there is a rock switch to the southwest section of the small rock pathways where there are a lot of gargoyles flying around. Destroy the rock switch and a gold chest will fall to the earth. Follow it down if you wish. It will land in the water on the left side of the large Reharl statue. Open it for a scroll for the Purification Rod.

10.In the Shrine of Sound, the room north of where you found the Fire Cracker, bomb level 1, there is a single stone pillar in the upper right corner on the lower level. Return there with Earth Sword magic and break it. A gold chest will appear with the final scroll for the Purification Rod.

## Flame Sword

1. In the Shrine of Sound, in the room with the electricity switches and robots, to the north in a hallway is a gold chest. Open it for your first scroll for the Flame Sword.
2. After acquiring the first scroll of the Flame Sword, head north through a hallway of dead trees. The third dead tree you destroy will contain another scroll of the Flame Sword.
3. The 8th tree in this same hall of dead trees will reveal another scroll of the Flame Sword.
4. In the Shrine of Sound, the bell timing game, if you finish with one toll of the bell, you'll be rewarded with a scroll of the Flame Sword.
5. From the Valley of the Dead, get up to the level with the 3 stone pillars to the south. Break them all and go to the screen to the south. You'll be back at the Forest of Earth with a gold chest in front of you. Open it up for a scroll of the Flame Sword.
6. After opening the door with the Bar Switch with Shade's Dark Claw near an obelisk and very small crystal north of the Valley of the Dead, you'll find a lonely fire burning on the left as you enter. Extinguish it and with Shade's Passion, you'd see a gold chest. Break it open for a scroll of the Flame Sword.
7. In the Wind Shrine, the room right before the boss, ride the floating platform to the northeast. Turn the plant bud to a spring and jump up to the crystal. Use Shade's Passion to see an invisible gold chest to your right. Open it up for a scroll of the Flame Sword.
8. After leaving the Valley of the Dead to the right (where the large Thorn was), head south, but don't fall in the pit with all the treasure box enemies. You must defeat them all without falling in. You can either toss down bombs or use arrows to hit them and get them to come after you, or use Tokipin to go down and eat them up. I'd use bombs and fight them without having Tokipin get in the way. Defeat them all and remain on the upper level and a gold chest will appear for you down below. Get it for a scroll of the Flame Sword.
9. As you enter the Mystic Room, head north until you reach a wall. Ride on Airl across the gap to the left and you'll arrive at a gold chest. Break it open for a scroll for the Flame Sword.
10. In the Tower of Agito, the floor of DarkWill (from his statues in the wall), in a sealed room accessed via a pit from the next floor up, the final scroll rests on top of a tall pillar to the northwest. Get there by jumping from the center pillar or by using the Wind Rod to blow it down (need to stand on the bush or it won't work).

## Earth Sword

1. In the Shrine of Darkness, the room to the northwest from the entrance, you'll find many crystals that contain a key and Zombies. Below you'll find a locked door near an obelisk. Open the door for your first Scroll of the Earth Sword.
2. In the Shrine of Darkness, on the upper level in the room with all the crystals on the bottom, destroy the stone pillars to the south. Follow the

path all the way and you'll go down stairs. Go through the locked door and follow the path past two spark enemies and you'll find a gold chest on top of two Chimney enemies. Defeat them for the scroll of the Earth Sword. It is possible to miss this one forever, so make sure you get it first time through the Shrine.

3. In the Shrine of Darkness, down the stairs north of the crystal room, head straight to the right to find a large stone pillar with a gold chest on it. Break it down with Earth Sword magic to get the chest containing a scroll for the Earth Sword.

4. In the Shrine of Darkness, third basement floor where you find the Fire Bombs and find a whole bunch of trees. If you defeat the fire spirit enemy quick enough, it'll lower the two iron pillars to the far right. Go in that room and defeat all the amoebas and the large one named Shiochio. You'll be rewarded with a scroll for the Earth Sword.

5. Just before the entrance to the Wind Shrine with the large Rock Switch and obelisk, go to the right. You'll see a platform floating back and forth. Ride it across to find a switch to the south. Step on it and you'll see a gold chest fall from the sky to down below. Jump down after it and break it open for a scroll of the Earth Sword.

6. In the Wind Shrine, several screens south, you'll find some unlit lamps. There are five total you need to light. Light them all up and it'll create a bridge for you to an isolated island with a few bushes, a crystal and a Reharl statue. Talk to the statue and it'll ask for your patience. Wait and do not move AT ALL for about 5 minutes, and you'll be rewarded with a scroll of the Earth Sword.

7. Head to the Fire Shrine, but don't enter. Have Airl with you and ride her to the northeastern part above the Fire Shrine. You'll arrive to a secret area with a gold robot. Have Airl destroy it and a gold chest will appear. Open it for a scroll of the Earth Sword.

8. As you enter the Water Shrine, head to the right and go up the stairs and push the boulder forward to create a step to the upper level. There is a stone pillar there. Break it with Earth Sword magic and a scroll of the Earth Sword will appear. Summon Bawu from the grass in the pond for the magic.

9. As you travel through the Mystic Room, 2nd basement floor, you'll come across 3 large crystals. Break them and go to the screen to the south. You'll find many Thorns and zombies. Summon Shade from the zombies and defeat the Thorns on the upper level. Go to the screen to the northwest and you'll find some rats and a bush on an upper ledge. Open the bush for a gold chest, which contains a scroll for the Earth Sword.

10. In the Mystic Room, 2nd basement floor, you'll see 3 large stone pillars to your left after destroying the crystals. Break them and enter the screen. You'll find a blue circle and many zombies lurking about. Summon Shade and defeat the Thorn on the upper level closest to where you entered the room. It'll reveal a plant bud. Turn it into a spring and jump up to the ledge. Go to the right and you'll find a gold chest with the last scroll for the Earth Sword.

Dark Bow

1. In the Wind Shrine, the screen to the right after the Reharl patience test, you'll find a black Power Ball and an obelisk. Head north from there, then to the west. Go past 3 spark enemies and you'll find a gold chest and an



obelisk describing your first scroll of the Dark Bow.

2.From where you got the first scroll of the Dark Bow, head to save point on that screen. Head to the left, you'll eventually see two stone pillars. Destroy the southern one for a switch. Press it and a gold chest will fall to the earth. Jump down after it and it'll land next to the save point that's right outside town. Open it for a scroll for the Dark Bow.

3.In the Wind Shrine, found in an iron box on a waterfall on the right side of the room with a purple circle. Open it with Airl's lightning attacks, and you'll get a scroll for the Dark Bow.

4.In the Wind Shrine, there is an area you can attempt where you walk an invisible path marked by rain droplets. Walk the two paths to the north. You'll soon find a rat sleeping beneath a chest(which contains cheese). Defeat the rat and you'll fight some armored ghosts. Defeat them for a gold chest containing a scroll for the Dark Bow.

5.In the Valley of the Dead, in the upper left corner of the area, you'll find a Thorn on an upper ledge. Get there by floating on Airl from a ledge that you would get to via a red spring. Lose Airl, summon Dytto, have her turn the water to ice. Lose Dytto, summon Shade and destroy the Thorn. Lose Shade and summon Airl to activate the light that appears. A gold chest will appear with your scroll of the Dark Bow.

6.After awakening Airl, go to the river and follow it all the way upstream until you reach a locked doorway with a light next to it. Summon Airl from the steam nearby and activate the light to open the door. Go inside and travel through this small underground dungeon until you arrive to 4 Tiny Thymes. Eat them all and race through the small hole in the wall to the north. In this room up ahead, you'll find a gold chest containing the scroll of the Dark Bow.

7.Enter the Coliseum with Airl and have her destroy the iron box to your immediate right. It'll reveal a scroll of the Dark Bow.

8.In the Mystic Room, 3rd level basement, in the section where you find the Angel Bow, pull a bar switch to the right and it'll raise two iron pillars leading to the right. Jump on them across to the ledge and you'll find a gold chest. Open it for a scroll of the Dark Bow.

9.In the Mystic Room, 3rd floor basement of the spiked floor room west of the main river, float on Airl to the left from where you freed the villagers. Go all the way across and you'll find a gold chest on that ledge below a bush. Open it for a scroll of the Dark Bow.

10.In the Tower of Agito, the floor of DarkWill(from his statues in the wall), in a sealed room accessed via a pit from the next floor up, the final scroll rests on top of a tall pillar to the southeast. Get there by jumping from the center pillar or by using the Wind Rod to blow it down.

Wind Rod

1.In the Mystic Room, 3rd floor basement, in a locked room with a purple and white circle all the way to the north via the central river. You'll find a gold chest with your first(and second) scroll for the Wind Rod.

2.You automatically get this one upon getting the first one.

3. In the Mystic Room, 3rd floor basement, after getting the Wind Rod, head to

the four revolving floating platform room, go to the right and head north along that path. You'll pass 3 spiked balls. Fight a large soldier enemy and two robots will create steps to the upper level. The right side of the two locked doors you passed between will hold a gold chest containing a scroll for the Wind Rod.

4. On your way to get the final cube in the Mystic Room, after moving 3 spark enemies with the Wind Rod and having Bawu eat two iron balls, you'll find a gold chest along the way, just before 5 Power Balls. Open it up for a scroll of the Wind Rod.

5. At the race track for rock jumping, break open the rock by pushing it off a high enough cliff and it'll reveal a scroll for the Wind Rod.

6. At the race track for rock jumping, head to the far right of the track. Towards the north you'll find a bunch of springs put together to form a patch. Summon Bawu from them and go to the crack to the right just beneath the steps of the "finish line". Open it up for a scroll for the Wind Rod.

7. At the race track for rock jumping, you must run the course and finish it. You must complete the track with a time between 1:10:01 and 1:20:00 to get a scroll for the Wind Rod.

8. In the Mystic Room, after using a boulder to travel left over a spiked floor, and using the Wind Rod to activate a switch beyond a locked door, head through and you'll find two bushes south of a large armored soldier called Titan. Each contains a scroll for the Wind Rod.

9. In the Mystic Room, after using a boulder to travel left over a spiked floor, and using the Wind Rod to activate a switch beyond a locked door, head through and you'll find two bushes south of a large armored soldier called Titan. Each contains a scroll for the Wind Rod.

10. The final room of the Mystic Room, right before the Tower of Agito, there is a crack on the upper level of stairs on the left side. Have Bawu open it up for the last scroll of the Wind Rod.

#### 11. Unsolved Mysteries

##### The 7th Spirit

"[Y]ou have heard of the six Spirits. There may be another!"

The words spoken in the instruction booklet, hinting the idea of a 7th spirit. I have searched every inch of the game and have come up with nothing to lead me to the mysterious 7th spirit. The booklet also says your Miracle Rod can help unlock some of the mysteries. In other words, the Rod of Purification, which you can use to release the two Chest Creatures known as TOKIPIN, found alongside the river and the Valley of the Dead, and KOH, found in the Mystic Room. However, both of these creatures will tell you they are not an actual spirit when they're killed.

Another FAQ I read had the name "Balu" listed as the 7th spirit, supposedly the "Spirit of Life". It's said this spirit is available only through a debug mode or gameshark code. I haven't tried either method to unlocking the spirit, nor do I intend to, as to prove the existence of "Balu". I don't use devices to alter the game. I unlock everything legitimately. I will continue the search for the legendary 7th spirit. But, if it exists, where would it be on the status screen? Would it have gems itself? What abilities would it have? And from what would you summon the spirit?

##### The Pink Rat and Mummies

This whole thing is simply confusion with no solution. In the Shrine of Darkness, on the upper level in the room with all the crystals and stone pillars to the north, you'll find an open area with a small Thorn enemy in the upper left-hand corner of the room. Use Shade's Dark Claw or Dark Bow energy to destroy the Thorn. To my surprise when I first did this, a small, pink rat appeared, it almost looked like a demon. It also has the unusual name of FLAG. To my further astonishment, it talked! I figured this must have some kind of significance to give it speech. However, through my efforts, I haven't found any other outcome to this event. When it's killed, it says its last words, and then you are overwhelmed by large zombies called Mummies. I've fought them for about twenty minutes before I was convinced they're simply infinite. No good has come from the act, except maybe to increase your kill count if you decide to fight the Mummies with fire. I also learned from this rat, as you can do for all other rats in the game, is to stand directly behind them, on their tail, and they'll shake and cry in pain. Other than that, this situation is unknown to its true meaning and purpose.

#### The Zombie Shoemaker

On your search for the gems, you'll run across this interesting section of the game. In the Mystic room, bottom floor in the south western section, you can crawl through a hidden hole in the wall and at the end of the path you can find an orange gem. But, on the path, you'll find a regular chest, (however, every visit to it afterwards, the chest is in a gold color), on a small wooden pedestal, with some grass and a strange button surrounding it. There's also a sign that says, "Zombie Shoemaker". Well, break open the box and there you go. A small zombie emerges, the perfect size to mend your shoe. However, it acts like a normal zombie and the sign now reads, "I want your sole, not your soul". Hilarious. When the zombie is killed, a piece of fruit appears. Destroy the wooden pedestal and you'll get a normal orange fruit item, except it's like 5 times its normal size. The grass contains nothing. The button is another question. When you step on it, it creates a sound Bawu sometimes makes. Don't know its purpose or what it does or what I need to do with it. Don't know what else to say about it.

#### The Small Robot

I came across this while on my search for the 7th spirit. Don't know if it's nothing... or something. In Aquaria, the northeastern house contains a very small robot (named Capa) on a desk at the top of the room. It's similar to the walking robots you find throughout your adventure. You can activate it by using Airl's lightning attacks. However, the robot only stands up for a second, then deactivates and goes back to its original state. Also in the room, is a pot. You can summon Brass from it, as well as use Brass' sound wave attacks to turn it into oil. I'm not sure exactly what you can do with the pot or the oil for the robot, or if there is even a connection between them. There are also bomb items in the house. They could be used to turn the oil into a small, yet explosive fire, or to turn the ice block found outside the house into water, then vapor for summoning Airl. The only purpose I found for the ice block is to summon Airl (because you can use the rivers for Dytto) so you can destroy the iron box on one of the houses for a gem. But why is it next to this house? There must be a connection, but that, I don't know what it is. I've tried many different things, some really weird stuff, with this and other mysteries and nothing has changed. What remains hidden within each situation, what awaits us if we are to ever unlock the answers to these puzzles, we may never know...

But if by some miracle you have unlocked a mystery, please email me and tell me!!!

In this section I will list some general questions about the gameplay that might be interesting to read through, you might run across a question with an answer about something you may have seen and thought about while playing. I will also give some advice and a few of my thoughts following the questions.

Q: I notice these plant buds around. What do they do?

A: They're used to create spring jumps so you can jump up to higher places. Cast a spell on them from the rod of purification to create the spring. Some may appear dead, and you need to revive them with Dytto's healing field. Other times, they're there only for summoning Bawu.

Q: I see these iron boxes all around, how do I open them?

A: You must wait until you awaken the 6th spirit Airl before you can open them for their special items with her lightning attack. You might not want to wait that long, but patience is a virtue, you'll be awarded with their items in due time.

Q: In the game, the first boss is named Maneek, but on the back cover of the case, the same boss is named Undine. What's this?

A: I've wondered myself, and I can only guess Undine is the boss name for the Story of Thor 2 title, which is the same game, different version.

Q: I see stone pillars in corners and rocks in unusual places. Why is that?

A: When you acquire the Sword of Earth power, you'll have the power to destroy them, so return to places where you might have seen pillars, stones or boulders, most of the time they contain valuable items.

Q: There's some kind of bar switch to the right of the first Reharl Statue, how do I activate or pull it?

A: You need Shade's Dark Claw to pull it. There are several around Oasis that perform different tasks.

Q: How do I get in the two mouse holes outside Aquaria?

A: You need to eat Tiny Thymes to shrink Leon, and then crawl in. You can find Tiny Thymes in the crack next to the first mouse hole south of the bridge to Aquaria, using Bawu to open it up. To the east, you need to drop down a chest containing the Tiny Thymes from the Wind Shrine. A mouse will block the hole as you go to it, so kill it first, then eat the Tiny Thymes and go in.

Q: What do the ice blocks do?

A: You can summon Shade from the ice, Dytto from the water if you melt it with bombs or Efreet, and if it's a block, and not a water spout, you can turn the remaining water to vapor with a bomb, and you can summon Airl.

Q: Is it possible to get Brass without getting Efreet or Bawu?

A: It is possible to enter the Coliseum without Bawu eating the large iron ball to unblock the entrance. Face east and stand as close and as far west as possible to the iron ball and jump kick it. It'll slightly roll to the right. When it's over far enough, you can squeeze behind it and roll it over. But don't waste your time if you don't have the Red Cube, as the true entrance won't open until you have it.

Q: How do I use my elixir or potion that I have in my inventory?

A: That item is on reserve until you pick up another potion or run out of health or spirit power, depending on what kind of potion you have, at which time, it'll be used. It can't be used on your own by pressing a certain button. Be careful, the next potion you pick up will always replace your previous potion if you have one. Don't know about you, but I wouldn't want

to replace a full elixir with a magic potion. And you can't drop it temporarily to use another lesser potion you find on your journey either.

Q: I can't reach a certain ledge! How do I jump up there?

A: Although this method isn't required to get through the game(as you can reach all ledges eventually), there is a way to get to certain places quicker. To jump to a ledge that you can't reach, when you first have bombs, get next to the ledge, face away, crouch and lay a bomb at your feet. When it flashes yellow, jump and the explosion will blast you backwards onto the ledge. Yes, you get hurt, but it's almost nothing compared to the ability to get to higher places.

Q: Does Shade's vertical shadow strike help for anything?

A: I'll be honest with you, I haven't used it once yet while playing. My only guess is to attack flying enemies above you that you can't reach, but I haven't been in such a situation with or without Shade, and if I was, I doubt I could even get under them to use the attack. It might be used to reach items on an upper ledge, but I haven't tried and don't think it would work, since by then I have the Wind Rod to do it.

Q: Have you used the Sound Bow for anything?

A: As far as I'm concerned, the way I see it, it's only used as an upgraded bow for when fighting enemies, and I haven't used the bow much at all to fight enemies. Don't know any puzzles it is needed for besides to get another scroll for it at the entrance to the boss room in the Water Shrine. Another reason perhaps this game could've, or even should've, been longer, so they could have incorporated more situations and puzzles for all things, like Shade's vertical attack. But, to get 100%, you must get them, I guess it's good to have. You'll never know when you'll need them...

Q: Do you know the major differences between all difficulty settings besides the fact they're easier/harder?

A: Having mastered Beyond Oasis, I first played the game on the hardest difficulty, thinking I would be pro here too. I was dead wrong. I found most enemies are not only stronger in all respects, but they're larger too. I admit I almost died when I got hit twice from a fish in the pond at the entrance to the water shrine. I then went and played the game on the easiest difficulty for walkthrough and exploration purposes. Enemies were small and weak, died in a few hits. The intelligence may be altered as well. Now having found all items, I plan to go back and play through each one and take careful observation to the differences. That being so and knowing the amount of time it would take to accomplish such a task, the true results may not be for a while yet. So far, I have found enemies will do more attacks in the harder settings. I also found zombies will not laugh as much in the harder settings as they would in the easier difficulties. I guess the dead has some certain level of respect for your skill.

Q: What does the existence of the oil have to do with anything?

A: Right now, I don't know, can't find a use for it, but it's interesting how the game has incorporated seemingly real life occurrences in nature through the spirits' special abilities. I thought it was cool to see a shock wave actually turn a pot into oil by decomposing its solid structure into a liquid. Throw a bomb into the oil and watch a nice fiery explosion.

Q: Does standing behind a rat do anything?

A: You can make them squeal, as if you were standing on their tail, nothing special, but a quick, cheap funny moment.

Q: I heard of a zombie choir?

A: Yes, it's quite entertaining that the producers put in this little fun

easter egg. In the Valley of the Dead, head northeast until you find a lamp-post next to a small set of stairs leading to the left. Set it on fire with a bomb/Efreet/Flame Sword and leave the area and return. Extinguish the lamp, and the zombie choir will appear and will moan the tune to Frare Jacques(sp?). Take a moment and listen along, lose Dytto so she doesn't interrupt with her bubbles. When they're done, they'll laugh and disappear. You can listen each time you re-enter and extinguish the flames.

Q: And two player mode?

A: Yes, you may have a friend play along in your adventure to help you out. Although I consider this a one-player game and it would be considered cheating, you can summon your friend by pressing Z to call up the weapon selection screen, then hold L and press X, and release L. A thunder of lightning will send your friend, who appears like a shadow of you. You can use him to fight your enemies and probably even bosses for you, as an aid if you were to go for a low rank, but I don't know if you both share the same health, or if your friend can die/use your potions. You can also use him to reach any items you couldn't reach on your own yet. If you don't like your friend anymore, you can kill him by inputting the code again to send him away.

Q: Why must Brass and Airl sacrifice themselves at the end?

A: Unfortunately you can't save Brass if you do want to beat the game. You can save Airl, however, simply by not bringing her to the final battle floor/boss room, but having the option of her being sacrificed is important. If you think about it, and know about the "sequel" to this game, which is Beyond Oasis, there are only four spirits in that game. Certainly, this game had to figure out a way to "erase" the two "new" spirits before the events in Beyond Oasis can take place, otherwise they'd have to be there in the game. Certainly I wouldn't want the game to end with six, then play Beyond Oasis with four, questioning the absence of Brass and Airl in Beyond Oasis, wondering what could have happened to them in the hiatus between the eras of Legend of Oasis and Beyond Oasis. Elementary, my dear Watson.

If you have a question you'd like answered and submitted here, please write via the address at the bottom.

As far as advice goes that I could give to any player... If you're going for the best ranks, search everywhere(and I mean everywhere) for the items if you don't wish to follow the guide verbatim(as it will get you every item), get as much as possible that you can find. Kill lots of enemies, no difficulty there. Run everywhere, be quick on your toes, and it helps to know what you need to do next than wonder around for an hour looking for a key, switch or staircase(like I did one time). This'll keep your time down. For a low rank, carry around a half elixir so when you die, your health isn't fully restored, as to prevent rank up. Obviously don't fill your health all the way up. You can't avoid your health getting restored fully after each spirit boss, so you'll have a few rank levels. Work on fighting techniques and trying to get through the game with minimal damage. You won't get top stats on your first run through. It'll take time and experience to become a true Legend of Oasis Master, like it took about 4 months for me to master Beyond Oasis. Good luck!

For now, that's my walkthrough guide for Legend of Oasis. I hope it will help you with your adventure. Return soon, I shall have the guide updated when I find time. There is still more to come to finalize the guide. It will have a spirits section, items and weapon section and an enemy and boss strategy section.

I can be reached via email at greengoldnd@sbcglobal.net, as opposed to the address in my Beyond Oasis FAQ, which reads snet.net. That address doesn't exist anymore, so don't write there! The one listed in this FAQ is always available and open, don't hesitate to write and discuss the game and/or my guide. With sections still needing completion, if anyone wants to contribute, you're welcome to submit your portion and I will add it in the next update, as always with all appropriate credit given. Thank you.

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