

Hercules no Eikou III (Import) FAQ/Walkthrough

by black murasame63

Updated to v1.00 on Mar 1, 2010

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Glory of Heracles III: The Silence of the Gods
FAQ and Walkthrough
Version 1.00

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Best viewed in an actual internet browser like firefox or IE for visuals. Don't use your handheld or Console web-browsers.

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I. What's New (GH001)
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February 28, 2010

Version 1.00: Completed the Walkthrough. Added and completed the Item Compendium. Fixed the magic list. I finished the inventory list and filled out the character analysis.

Version History

February 19, 2010

0.75: I managed to find most of the locations of the weapon proficiency. I completed the character skills and put the temple locations in a new section.

I managed to added several parts of the walkthrough and inserted the temples I have missed. Third, I written the walkthrough up to the Undersea Palace. Lastly, I finished the magic list.

February 12, 2010

0.60: Managed to update the walkthrough all the way to Renz. Updated the Magic list added the final character and re-arranged the magic list.

January 24, 2010

0.30: Intital Release

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II. Copyright (GH002)
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All trademarks are property of their respective owners. No section of this guide can be used without my permission. This includes, but is not limited to posting on your website, making links to my guide, including parts of my guide in your own, or making reference to any material contained within. If you do, I'll send a pack of bloodhounds after you.

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- Thanks to Michael Sarich for this Copyright -

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III. Contact Info (GH003)
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Anything to suggest to improve the faq infrastructure will suffice. Also, if you found errors or want to add anything in the FAQ, please send me an email to the link below you. If I approve your suggestions, you'll be definitely be credited for the next revision.

E-mail address: Suikofreak@gmail.com.

The following site are allowed to post my FAQ to their website. The two sites I mentioned are the only ones that can post my FAQ.

- Neoseeker (www.neoseeker.com)
- Supercheats (www.supercheats.com)

Be sure when the administrator of the respective site upload my FAQ. You must let me know that you are doing so. For everyone else, sorry guys. These are the only two sites I allow them to post my FAQ. Also, any E-Mail that does not contain any constructive criticism whatsoever or just simply trolling, I will not bother reading it, and it will be deleted.

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IV. Introduction (GH004)
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Hey, everyone. First off, I wanted to thank everyone who supported me during my time writing Crimson Gem Saga for the PSP. I'm very pleased that the FAQ I wrote have recieved positive reception. You guys are the reason why I continue writing FAQs. Anyways, I've written this FAQ based on DQ

Translations' Patch. Ever since the patch came out, I do want to put an in-depth explanation to the game. Once again, I strive to keep spoilers at a minimum. But, if you are the cautious type, please tread my FAQ carefully.

Please note that the progression of this Walkthrough is based on my progression in-game. So, if there's any incorrect or any overlooked information, please let me know.

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V. General Overview (GH005)
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Hercules no Eikou III or Glory of Heracles III is a Japanese RPG made by Data East. The third installment made its debut on the SNES back in 1992. The story focuses on the main protagonist who had awakened in a small hamlet not knowing who he is. His only clue to his identity is him being immortal due to surviving falls that are literally impossible to survive and his frequent dreams of him being in an unknown monument. Like the other installments, Hercules no Eikou III is set in fictitious Ancient Greece.

Hercules no Eikou III follows the traditional-Style RPG. It's as traditional as your typical Dragon Quest game; that's all that I'm going to say. But, there are a few twists here and there. For example, the day and night system found in Hercules no Eikou II had once again influence on what you do in the game. Some events only happen in a particular part of the day. Also, you need to start jumping off buildings to get attention from other people.

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VI. Characters (GH006)
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Protagonist

He wanders the land in search of his identity

Reion

He's the optimistic guy whose also tries to find out who he is

Hercules

He's the son of Zeus. Because he is half-human, he feels that he has to help the humans from the monstrous demons

Steira

She's living in the Drisko's caverns with Themisios. Both of them live in solitude to work on their sculptures

Hero

Like the protagonist, he also searches for his identity as well. However, he's different from the rest of the immortals.

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VII. Gameplay (CG007)

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----- Gameplay Infrastructure (GP00A) -----

Controls

Controls

A: Confirm

B: Cancel

X: Menu

Y: Dig

L: Not Used

R: Not Used

Start: Not Used

Select: Check Status

Shops

Weapon: Sells Weapons

Armor: Sells Armor

Item/tools: Sells Items

Battle Commands (GP00B)

Hercules no Eikou III has a turn based battle system. It goes from the person with the highest agility to the slowest. You can have up to five people in battle.

Primary Commands:

Fight: Attacks the opposing Enemies

Item: Uses Items

Spell: Uses various magics

Tactics: Change whether or not your commands are manual or auto

Row: Shifts front to back or vice versa

Defend: Cuts damage by half

Flee: Escape from battle

Change: Change current equipment

There are various status effects found in Hercules no Eikou III. They are:

Status Effects:

Poison: Takes small amount of damage at the start of the ally's turn

Magic Seal: Ally cannot use magic

Sleep: The ally will often skip their own turns and cannot act

Paralyze: The ally cannot act for one turn

Confuse: The ally will randomly attack a target

Fainted: The ally is incapacitated

Gameplay Overview (GP00C)

You probably ask yourself, this game is traditional as you can get. If I can play Dragon Quest or any of the traditional JRPGs out there, I think I get the basic idea. Well, if you put it that way, you are probably right. BUT, this game does have some twist on the usual formula.

Trust System

The game's battle system emphasize on the Trust system. Although you can control your allies manually, there are times that your allies will act on its own. In a way, it's a double-edged sword. On one hand, your ally will prioritize healing someone in critical health or kill off the enemy for the lowest health over your own commands. Also, when your ally is in danger, they defend themselves to the back row. When you think about it, Data East did a hell of a good job making the AI competent. On the other hand, the problem is that sometimes you might be too dependable on the command AI. For example, suppose you are in a boss fight. You do your usual repetitive commands. But when the boss did damage on your allies they do what they can to get themselves out of danger. Assuming that they'll do the same on the next turn, you suddenly found out they actually obeyed you. Although the AI is very good, they are downright unpredictable.

So what stat determines their AI? I want you to guess real good. If you said "trust" you are correct. The trust stat determines how your allies will obey you. The higher the trust, the more likely your ally will obey to your command. The only way to raise your trust stat is to simply level up. Also, do keep in mind is that when you begin to have allies in your party, you'll notice that your allies will often stop you from grabbing hidden items in towns. If you happen to take it, your trust stat will go down by a few points.

HP: 0 != Death

Believe it or not, if your HP is zero, you are not dead. I bet you are mind-blown by just reading this. Let's just say that zero HP is an equivalent to 1 HP in RPGs. However, if the number value is below zero, then you are dead for sure. When you are revived after the battle is over, you'll have 0 HP remaining. Certain part of the game do take advantage of this. For example, if you have 0 HP, your allies can cover the damage for you.

Inn System

There are two types of options: Sleep or Rest. When you rest, you only recover HP and daytime will change into night time. It's a lot cheaper. But when you sleep, you'll recover HP and MP; and you'll be rested up for the next day. You might trigger a dream sequence. Also, when there's a town with no inn, you can steal someone's bed to sleep in. You'll recover HP and MP as well. BTW, when you get out of bed, be sure to tap down twice to get out of bed. It's not a glitch where you are stuck in bed after you sleep.

Rows and Weapon Range

When you are in the battlefield, there are two battle positions: front and back row. Obviously, the front row is built for the melee type characters and the back row is built for the defensive type characters. The enemy also takes advantage of this. Often times, the enemy would constantly shift to different

rows. For example, if your character is in the front row using a close range weapon, and your opponent is in the back, you would not reach your opponent. This is especially true if your opponent is a flying type. Keep in mind that the types of weapons you use also has an effect to the battlefield as well. Some weapons have certain advantage or disadvantage to the rows. For example, if your character is using claws as your main weapon, there's a good chance that you cannot attack the enemies in the back row. Also, if you are in the backrow, you cannot use melee weapons. But there are exceptions to the rule. Here are the list to the types of weapons. Please note that battle position is what row you can use your weapon.

Also, while the strength value is based on the weapon strength, do keep in mind that the character's attack power is also a factor as well. Lastly, proficiency is also a factor. If you use a weapon that you haven't mastered, the damage is significantly lower and the accuracy is below average. Sometimes enemies can defend itself more often for a weapon that has not been mastered. So, to prevent that from happening, you need to meet up with someone who can teach you how to use the weapon properly.

Types of Weapons:

Swords

Battle Position: Front Row only
Targets: Ground enemies in the front and flying enemies
Strength: Deals moderately strong damage
Bonus: None
Location of
Proficiency: Sparta (Rebuilt) or Trantia Castle on B1

Hands

Battle Position: Front Row only
Targets: Ground enemies in the front row only
Strength: Deals Average Damage
Bonus: Can attack the enemy more than once
Location of
Proficiency: Knossos and house west of Driskos

Spear

Battle Postion: Front and Back Row
Targets: Anyone on the battlefield
Strength: Deals average damage
Bonus: None
Location of
Proficiency: Sparta

Axe

Battle Postion: Front Row only
Targets: Ground enemies in the front and flying enemies
Strength: Deals heavy damage
Bonus: None

Location of
Proficiency: House southeast of Bengaji or south of Temple of Apollon

Bow and Arrows

Battle Postion: Front and Back Row (Back row recommended)

Targets: Anyone on the battlefield

Strength: Deals Weak damage

Bonus: None

Location of

Proficiency: House north of Persia and beyond northeast of the underworld
cave

Whip

Battle Postion: Front and Back Row

Targets: Ground enemies in the front and flying enemies

Strength: Deals Weak damage

Bonus: None

Location of

Proficiency: House Northwest of Trantia

Character Analysis (GP00D)

Primary Stats

Like all the other RPGs, there are stats to determine differentiation among the characters in your party.

Strength: It's a base stat that determines Physical Strength

Defense: Determines how well one can withstand your opponent's attack.
It also determines by the individual's armor

Vitality: It's a base stat that determines your overall defense

Intelligence: It's a base stat that determines your overall magic
effectiveness

Agility: Determines the turn order in battle

Trust: Determines how well your allies will obey you in battle

Attack Power: Increases overall physical strength depending on the weapon one
is using

Defense Power: Increases overall physical defense depending on the armor one
is using

Characters

Protagonist: He basically got all the bases covered. He have a balanced stat.

A diverse magic spell that covers offensive, recovery, support and field magic. Also with high MP, he can use the Reasoning Sword without any problems.

Reion: He leans more on the healing person more than anything else. He has a moderately high MP and has plenty of status effect magic. He also has above average strength. The main drawback to Reion is that he is slower than everyone else.

Hercules: He is pure muscle. He can dish out heavy damage. If you give him a weapon that can deal massive damage, he's your character to use. Unfortunately, he cannot learn any magic what-so-ever. Also, he's not around your party often. Since he cannot use MP, you might as well give him the Reasoning Sword or other weapons that rely on brute strength.

Steira: She's obviously a mage with stereotypical stats. She has high intelligence and a weak defense. Even if you put her in the back with good armor, she'll die within a few hits. But, what's good about her is that she has all the offensive magic and great buffering magic. Just be careful that she is very frail

Hero: He doesn't have an official name first off. But like the protagonist, he too also have average stats. But, what differs from the protagonist is that he specializes on support magic. He has all the barrier magic and uses the de-buff magics. He has a mix of offensive and recovery magic as well. Overall, he's a lovely "Red-Mage" despite the fact that you'll get him later on in the game.

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VIII. Tips and Tricks (GH008)
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Like all the other games out there, here are some tricks of the trade for you to survive this game.

1) Taking a dip to a hot spring is quite relaxing...

This is the only way you obtain magic. Going to temples will reveal what magic you will use in the course of the game. However, you need to level up to regain the magic you once lost. Also, whenever you recruit a character, it's a good idea to backtrack to all the previous temples. You'll probably unlock useful magic along the way.

2) Mundane items are downright deadly in battle...

Yep, every day items are useful in battle. If you happened to find too many wine bottles laying around, use that to cast sleep to all your allies. But it gets better. Wearing a Copper Ring and use it battle can incinerate the entire battlefield in one-turn causing the enemies to take severe damage. Accessory items have limited use and it's up to you take advantage of it.

3) When in doubt, do something outrageous....

There are times that events can only trigger in a certain time of day. Also, your action does have some consequences. For example, jumping from high places can piss people off or you'll attract a whole crowd. Even what clothes you are wearing can help trigger an event. For example, if there's a bar that doesn't allow guys, you can wear girl clothes to bypass the rule. Best of all, people fall for this every time. I think the protagonist must've a baby face to pull that off.

4) Just because it's cursed, that doesn't mean you can fully utilize its abilities...

Generally, the cursed items usually spell trouble to the character that equips it. Yes, you will get the nasty side-effects the first time you equip it. However, if you used the Holy Dew Drop, you're free of taking off the item at any time. But, if you decided to keep the cursed item equipped, it'll function like any normal equipment. To be honest, some of the cursed items can do status effects on the enemies. Plus, the damage on the weapons are generally higher than the ones at the weapon shop. So, check out the cursed items.

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IX. Walkthrough (GH009)

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Note: All treasures found in the drawers and other places are found on the right side and key items are marked * on the side.

Awakening: (WT001)

Hamlet

Treasure: Short Sword

Jewel

Bronze Sword (Underworld)

So, you are waking up and you'll be asked to name your protagonist. Once you done that, you can look around a bit. To your left is a Hermes' Statue. This statue is the one that will save your progress. Look around a bit in this generic looking village. Talk to the lady in the pigpen and an event will trigger. Once you know what's going on, a group of pixies will join your party; 9 pixies to be exact. However, you are not going to use 9 pixies in battle. They all count as one entity. Their specialty is to heal and gives you buffs. Do keep in mind that they'll leave once you enter a human town. Oh, also note that there are many holes like the one you see at the village throughout the world map. Keep an eye for it. Unfortunately, you cannot jump the big hole because the fairy is in the way.

Anyways, you are at the world map. Assuming that your next destination is the nearest town, you are wrong. The town closest to the village is not the next destination. Why? Because in that town, there are guards on the front of the gate. If you went there, you are going to lose the group of pixies. So, instead, head to the next village further east. You'll head to Gortyn.

Gortyn and Knossos: (WT002)

Gortyn

Treasure: *Girl Clothes

wine

This is a town where they make wine. Unfortunately, they don't have an inn in this town. So, you are going to have to take someone's bed in one of the houses. Also, if you head to the house northeast of Hermes' Statue, this is where you will find Girl Clothes. This is a vital component because this will trigger important events. Anyways, before you want to progress through the story, you will need to head out of Gortyn and head to the Temple of Demeter. This is one

To progress to the story, head northeastern part of the town to see a suicide jump show. But, you have to pay 10 D and it has to be a daytime to see it. So once you paid, watch the performance. Once you are done, wait until night-fall and enter the tower. Head to the top and double-tap down to jump off the building. Watch the event unfold and the stunt performer will talk to you. Once you hear what he has to say, and Reion will join your party. Once you have done that, you'll need the boat to leave the island. Talk to the innkeeper. Agree to his offer that both you and Reion will perform the Suicide jump. Once you have done that, meet him at the foot of the tower. Talk to the innkeeper and perform your stunt. Once you are done, the boat is yours. Before you head out, there are couple things you need to do before you go. One head to Temple of Demeter so Reion's magic will be revealed. Also head back to the fairy hamlet and jump down the hole. There you'll find the Bronze Sword. Once you are done preparing yourself, head to the boat. As you are heading to the mainland, you are going to encounter the Dark One. You cannot win this battle since he's going to suck you in.

Inside the Dark One

Treasure: Herb
 Medicine

Okay, go straight. To your right, you will find a herb. Then keep going forward through the dungeon until you stumble onto a waterfall. It'll push you all the way back to the beginning. However, the blockade will open, setting you up into a new path. So, continue to move forward until you find the medicine in a treasure box. Head to the button south of the treasure box. Examine the switch and head to the waterfall. The flow of the waterfall should move straight down. Continue to go forward until you find an exit. Once you are out, you and Reion will split up. He'll inform you to meet him in Athens.

----- Laconia and Sparta: (WT004) -----

Laconia

Treasure: *Officer's License Herb
 Thorn Whip (Underworld) Antidote
 wine x3
 Carrot
 Escargo

There's nothing noteworthy about the town other than there's a bunch of Spartans out there. But, before you progress to the story, head out to the world map and head west to the large hole. Jump down and grab the Thorn Whip. Once you got it return to Laconia and head to the bar with your girl clothes equipped. You'll talk to a bunch of drunk Spartans. In the bar alone, you'll find a lot of hidden items there; so start looking at the jars. Then speak to the Spartan Knight upstairs. He'll tell you what's going on. Once you know what he has to say, head out to the bar and climb the ladder. Then, jump off the cliff and a bunch of Spartans will congratulate you. Because you jump off a cliff and survived, you earned the Officer's Licence which make you the captain to the Spartans. From there, nine Spartans will join your party. The group of Spartans are quite interesting. Their power is based on the number of soldiers available in the party. Their attack power gets cut off if the soldiers is below the maximum. They can cover you if your HP is 0 and they can ask for reinforcements if their troops are dwindling. Anyways, head north to Sparta.

Sparta

Treasure: Rusty Sword

Wine

Herb

So, when you have a group of soldiers in your party, the guards will let you in. Explore the town as usual. As of now, you cannot fight the monster at the northern exit because you cannot touch the boss at all. For now ignore it. To proceed to the story, head to the barracks. It should stand out because it is the largest building in the city. Talk to the commander at the barracks and he'll inform you that there are monsters lurking in the cave southeast of Sparta. So, let's proceed to the Spartan Cave. Before you do, there's a guy in town that can teach you how to use a spear. He is at the barracks on the 1st floor.

Spartan Cave

Treasure: Antidote

Harp

Scarab

Soothing Rod

I hope you bought a lot of antidotes because most of the enemies deal poison attacks. It can be quite annoying because it saps the HP very quickly. Anyways, from your current position, head west. Then at the crossroad, head south to get the treasure, antidote. Once you get the treasure. Continue to trek west. On the second basement floor, keep going forward until you see two sets of stairs. The stairs that goes upstairs leads to the harp while the stairs that goes down leads to the boss. Keep going until you see a ghostly figure at the end of the road. There, you'll fight your first boss in the game.

Boss: Arglio

He has few tricks up on his sleeves. He has a high attack power. But however, when he's dying, he begins to buff himself up by raising his attack power. Then he blows a tornado to do significant damage. This could be tough if you are not prepared. You'll notice that the soldiers will often call for reinforcement as their HP slowly dwindles down to zero. If you are in danger, the soldiers will protect you. Just go on what you have and you'll survive the battle.

Once Arglio dies, the soldiers are happy that their dead captain's revenge had finally be realized. Once they done that the leave your party. For you, continue to move forward and grab the treasures: Soothing Rod and Scarab. The Soothing Rod has the same effect as Pow; it heals a small amount of HP. But the rod has limited use. Scarab at the other hand lets you teleport out of the dungeon. Obviously, use the scarab and head back to Sparta. The northern exit should open up. But before you go, talk to the girl on the right. Agree to her offer and you'll recieve the Rusty Sword. Hang on to that for now. Now, continue to move north to Athens. At this point, Sparta will be rebuilt and now there's a master will teach you how to use the sword on one the newly built houses south of the school. Anyways, on the world map, you'll probably find a pillar along the way. Ignore that for now and proceed forward.

Athens: (WT005)

Athens (Western part of the City)

Treasure: None

Antidote
Harp

If you enter from the richer part of the area, they'll ask you to enter the western gate. That part of the city is where the slaves reside. Obviously, there are guards all over the place, you can't enter to the wealthier part of the city. So the only way to get in is to jump off the tower. So, head to the tower and do your jump. You'll trigger an event. Once you see what's happening, you'll be reunited with Reion. Once you are out of jail, talk to the old man northeast of the prison ward. He'll tell you who he is and he needs you to get to the palace. So, he will inform you that there's a hidden path southwest of Athens. Okay, before you progress to the plot, I want you to go to the Temple of Athene northeast of Athens. There, you'll find another set of spells at your disposal for future use. Once you done that head to the pillar.

Hidden Passage

Treasure: Herb

Iron Sword

Okay, the King will tell you to examine the pillar and tell you to take 4 steps west and 3 steps north and examine it. There you'll find the hidden passage. The dungeon is quite interesting since you have to dig your way in. Continue to move forward. Then when you see the treasure box, grab it; it contains a herb. Proceed until you hit the second basement floor. Okay, once you are at the second basement floor, move around the northeastern part of the dirt patch. You will unearth a healing spring. Then continue east. Along the way, you'll find another treasure box that contains the iron sword. Once you found the stairs just keep going forward and the King of Athens will thank you for helping him out. There, you get to explore around the Palace.

Athens (Palace)

Treasure: *Eye of the Gods

Herb

*Myth Handbook

Night Curtain

Herb Bag

Holy Dew Drop

Jewel x2

This palace is full of interesting treasures. Most importantly, grab all the treasures found in the palace. There are two key items I want to discuss. One of the items you hold is the Eye of the Gods. What it does is that when you are at the world map, the map zooms out from your current position. You can see the perimeter of the area. This is quite useful for scouting the area. Also it saves a whole lot of time exploring around. You can find interesting locations. The second key item is the Myth Handbook. It's basically a profile to the people you met and the Greek Gods. Be sure to check out the kitchen to grab some herbs before you go. Now, you can explore the Eastern part of Athens.

Athens (Eastern part of the City)

Treasure: None

Harp

Now you can explore the rest of the city now. Let's see, the most important part of the city is the Theater. Also, by then, you can meet up with the Centaur north of the inn on the western part of the city. He can help you find your forgotten buried items. The following segment is OPTIONAL. Skip to the third paragraph if you want to progress to the story.

If you head to the Theater at night, you'll find an instructor backstage who will teach you how to play a harp. For 50 D, you can have a tutorial. It consists of a mini game that plays like Simon. Whatever the instructor plays a tune, you have to copy the tune he plays. Sometimes, they'll show you the tune of the music by flashing the SNES buttons or just the vibrating strings. Just repeat the tune that the instructor gives you and it'll go on for the next 10 bouts. Once you managed to get through your lesson, you'll be promoted. Okay, this is a chart for the upcoming sessions.

```
*****
Lesson      | Cost  | Sequences | How many Buttons?| Buttons used      |
-----
1st lesson: | 50 D  | 10        | 2                | "X" and "A"      |
-----
2nd lesson: | 100 D | 15        | 3                | "X", "B" and "A" |
-----
3rd lesson: | 200 D | 20        | 4                | "X", "B" "Y" and "A" |
-----
```

Once you are finished with the third lesson, you are now a full-fledged musician. Your reward is that you now can perform live on stage throughout the world for money. Whether or not this is useful is literally up to you. But do keep in mind that when you perform, it's nothing like the lessons you see here or DKC3 with the button sequences and even Guitar Hero. You are expected to memorize the entire sequence by heart. So, good luck; you seriously need it. = 0

Okay, if you didn't care about the music mini-game, come here!!! Anyways, if you want to trigger another event, head to the theater in the daytime and buy a ticket to see a live performance. Then head to your seat and an event will occur. This time, you'll find another character named Hercules. Once he tells you what's going on, he'll join you for the time being. Unlike Reion, Hercules is a pure-melee character. He has no magic available; so no point backtracking to the temples. By then, the path in the west should clear up and continue to move further north to Therma.

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Therma and Hermes' Temple: (WT006)
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Therma
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Treasures: Leaden Rod (Underworld near Temple of Hera)

It seems that this village has problems. The path that leads to Hermes' Temple is ridden with monsters. Because of this, their product, the traveling wings have come to a halt. So, head north to Hermes' Temple. But, before that, let's take a detour. Southeast of Therma lies The Temple of Hera. Do the usual to obtain some magic with Reion and the protagonist. Then head east to find another hole that leads to the underworld. Grab that and head to Hermes' Temple.

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Therma Cave
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Treasures: 130 D

mountain pass. Along the way, you'll find another hole that leads to the under-
-world. But, Steira will prevent you from jumping down.

Mountain Pass

Treasures: Cerberos Claw (Underworld, Curse)
 Clean Cut Claw (Curse)
 Blue Nectar

When you are at the mountain pass, there's a boulder in the way. Themisios and Steria will ask you head out to the mountain pass a bit while they chip away the boulder. In the meantime, you can head to the underworld and grab the Cerberos claw along the way. Once you are done, the boulder is already gone and you can proceed forward. You can head to the tops of the mountain to get the Clean Cut Claw. Once you got that, you can move east to see a cutscene. From there, you'll discover that you'll have another character that'll join your party. Steira is now a full-fledge character. Steira as you probably know is a mage character. You can tell from the start that she has a lot MP. Anyways, head south; that leads to the exit. Once you are out of the Mountain Pass, head south and at the intersection, turn east and head to the Temple of Poseidon where Steira will learn her first set of moves. Also, be sure to visit the Temple of Apollon South of the Underworld near the Mountain Pass before you go. You would need to go around the cliffs a bit before you head to the temple. If you go even further south, you'll find a house where the guy can teach you how to use the axe.

----- City of Troy: (WT008) -----

City of Troy

Treasures: None

You can look around the port city a bit. There's a Performing theater in this port city. You shouldn't miss it since it's the biggest building in the city. If you happened to do all the lessons back in Athens, feel free to try out the performance. Once you are done in the port city, head to the Castle of Troy out in the world map. When you are inside the castle, you are greeted by a bunch of people. They will all tell you that you should meet with the king on the second floor. When you talk to the king, you'll be asked to eliminate The Dark One. Agree to the offer and take a rest. Then as your resting, Hercules will leave your party for a while. He'll give you a reason; but you'll have to fight The Dark One. So head out of the world map and find the wooden horse. Before you do that, head north from the City of Troy to find the Temple of Aphrodite; this temple is exclusively for Steira. Once you made a trip to the Temple, head back to Troy and head southeast. Finding the Wooden horse is tricky because it's out in the open sea. Knowing that, you take damage from walking the sea. Once you found the wooden horse, it's time to fight the boss.

Boss: The Dark One

This boss is somewhat of a pushover compared when you fought him for the first time. He still tries to attempt to suck you in. Also, he does attack your allies twice. When things are beginning to get desperate for the Dark One, he attempts to sap away your MP by using MTake. He sometimes use Aqua or use Pow to heal itself. You should do fine by doing what you do and the Dark one will falter. Once that's done you are sent back to Troy. But, you have to look for the Centaur. He happens to be on the second floor at the performing

theater. Talk to him and he'll join your party. Head to the boat and sail to Bengaji.

Bengaji and the Centaur Village: (WT009)

Bengaji

Treasure: Travel Wings Magic Carpet
 Night Curtain (Underworld)

The moment you get off the boat, there will be a couple of Persian guards taking away Kurin. So, do you what you need to do in Bengaji and head out to the world map. If you move south, you'll find the underworld. It has a treasure there. Move Southeast from Bengaji and you'll find a house where the guy will teach you how to use the Axe. Continue to move east and head to Persia.

Persia

Treasure: Silver Bow (Underworld) Antidote

You can look around a bit and restock your supply. The important thing is that when you go to the Persian Palace, there's a rumor going on that the Persians are eating the Centaurs. They believe that it'll grant them immortality. Since you can't do much, you might as well go back to Bengaji and move dead south. Along the way, you'll find an Abandoned Village. If you head there at night, you'll find a Centaur couple. You can't do much about it right now. From the Abandoned Village, move southeast and through the mountain crevasses and you will find the Centaur village.

Centaur Village

Treasure: None

There's nothing much going around in the village. So you might as well head to the large house northeast of the entrance. Talk to the Elder of the village. Once the Elder found out what's going on, he'll punish your party by becoming a Centaur. So, once you become a Centaur, head to the Persian Palace. From there, they'll capture your party and send you to the Persian Prison.

Persian Prison: (WT010)

Treasure: None Herb

Once you are in Prison, talk to Kurin. Once he joins your party again, examine the small crack on the top left corner. Once you examine the crack on the wall proceed forward. Before we continue, I want you to know that this dungeon is a sneaking mission. If the guards get you, you will start all over. So, let's analyze the Persian Guards shall we?

Legend

X: Persian Guard
/: Viewing Sight
#: Perimeter of the Guard

###

```
#X#////////
###
```

With the exception of the third puzzle, most Persian Guards follow this format. Obviously, depending where the guard is facing, he covers that particular range. Also, he can detect you if you are around his perimeter. This illustrates clearly by the "#" sign. As long you are not close to the guard or you are not at the viewing range, you should sneak around the prison successfully.

The first room is pretty easy. There's only one guard standing by the stairs. Just wait for him to face in a different location. Once he does that, quickly go to the stairs. The second room contains two guards walking back and fourth in the opposite direction. what you do here is that, watch the two guards walk to the wall. The moment they are close to the wall, quickly move forward to the next stairs. The diagram below illustrates the solution of the puzzle.

Second Room

```

|          *          |
|          *Legend*  |
|          *          |
|O:         You      |
|X:         Persian  |
|^ <, >, \/: Guard's |
|---->      : Solution |
|#:         Wall/Pillar |
|S:         Stairs    |
|*****|

```

```

          #####
          # ^      #
          # X      #
          ###      #
          #        #
#####          #####
#                #
# O -----> S#
#                #
#####          #####
          #        #
          #      X  #
          #     \ /  #
          #####

```

Third Room

```

#####
# ----->S#
# |           #
# | #         #
# |           #
# |      X    #
# |           #
# | #         #

```


the vital spots. The tiny spot you see on the left is quite pointless since you have 3 other people with you. But do take advantage of the field of sight. So, the solution here is that you hug the walls and tread to the left. Wait for the guard to move to the right. When you have enough space, quickly move to the stairs. Once you are out of the fifth room, take the stairs to the left and make your way out of the prison. Once you are out of the prison, head back to the Centaur Village and the Elder will revert to your human form. Now, head back to the Persian Castle and meet the Sultan.

Persian Cavern: (WT011)

Persian Castle

Treasure: Golden Nectar
 White Nectar
 Magic Carpet x3
 Mast Ball
 Laughing Shield (Underworld Southeast of Persia, Curse)

Talk to the Sultan and jump off the balcony. Then head back to the Palace. Before you talk to the Sultan, head to the stairs behind the Sultan. It leads to the treasure room. Once you get all of the treasure, talk to the Sultan again and he'll throw you into the prison. While you are there, another event will occur. Then the Sultan will tell you to get rid of the monster southeast of Persia. So, as you go Southeast, there's another hole that leads to the underworld. Grab the treasure and continue your quest.

Persian Cavern

Treasure: Tuning Fork
 Awake Flower
 Golden Ring

Facing north, head to the stairs you see on your right. It leads to the treasure box containing the Tuning Fork. Then continue to move east and grab the Awake flower along the way. Then move to the stairs up north. On the second floor, you notice that there's an automated floor. Go against the flow by moving up. At the end of the flow, you'll fight the boss.

Boss: Geras

Geras basically does your usual biting off flesh causing heavy damage among allies. He breathes fire as well as blowing gas. The gas inflicts status effects such as paralyze or sleep. He also spit sand to cause your allies to go to sleep. He also heals himself using Powra. Basically, do what you need to do and you'll survive. Once you beat Geras, head back to the prison and free the prisoners. Talk to the Sultan once more and head to the city west of Athens

Therma Mountain Pass and Logosis: (WT012)

New Athens

Treasure: Reasoning Sword

Treasures: None

Escargo

Talk to Daedalus on the house on your left. He'll ask you to get Aleph's wings at the cavern northwest of Drad.

Drad Caverns

- Treasures: Golden Nectar
- Scarab
- Rusty Shield
- Execution Axe
- *Aleph Wings
- *Daedalus Kite

The objective here is to find the Aleph Wings. You are not going to find any from the corpses you see throughout. So, just proceed the dungeon like normal. The two paths from the left side is a small circle, go through and you'll come back from the beginning. So, instead, head to the 3rd path from the left; It'll lead to the next area. The one on the very right leads to the Scarab. Anyways, proceed forward and grab the Golden Nectar along the way. Once you reach a dead end, you'll be presented three staircases in front of you. The one on the left leads to the rusty shield. The right leads to the Execution Axe. Lastly, the center leads to the laughing shield. It may look like a dead end at first. But, you need to either double-tap left or right D-Pad in order to get off the ledge. Now head to the stairs on the right and you'll fight another boss.

Boss: Barock

This boss is quite easy. He basically has an high attack power with some paralysis properties along with it. Just do your usual strategy and you are good to go. Once you defeat the boss, grab the Aleph Wings and present to Daedalus back at Drad. Head to the inn and your Kite will be ready. At this point, you can go to any places that has an high altitude. But the ones that can take you to the Mt. Olypius skies is the City of Troy. Head there and jump off on one of the towers there.

Mt. Olympius (Sky)

- Treasures: *Temple Key
- *Sky Caller

Again, this is another straight forward dungeon. Be sure to be careful on this one though because some of the paths lead to a dead end and you have to start over. Just keep going foward until you are in an area where you can see a herd of horses. The objective here is that, you need find the ones that are real. You need to find two horses in this herd. Pick the wrong one and you are hurled into battle. So, check out the diagram below to find the real horses.

Legend

- X: Real
- O: Fake
- Y: You

 O O X O O O X ****

 *

Y O O O O *
O O O O O *
*

Once you found the horses, you'll encounter another cutscene and you'll be thrown down into Mother Earth once more. You'll be in a small village below Mt. Olympius.

Hidden Village

Treasures: None Jewel
Travel Wings

This place could be your new HQ. The reason why I said that is because every time you use the Sky Caller, you always end up in this town. There's a save point and free inn for your convenience. But other than that, there's nothing to see here. Now, teleport to New Athens and you can finally enter the locked gate at the Temple of Zeus.

Mt. Olympius: (WT014)

Treasures: Blue Nectar x2
Herb Bag

On your way to Mt. Olympius, there's a Temple along the way. Now you have the key, you can get through there without any problems. At the foot of the mountain, you'll be greeted by an old man. In this dungeon, you would have to face the trial alone. So, the moment you step in the dungeon, you are faced with a doppelganger. The doppelganger will attempt to block your path. So, what you have to do here is that you to move left or right until the doppelganger moves into a different spot. You can tell that you did it correctly when the path up north has cleared up. You need to continue to move up north until you see the warp panel. Once you passed through the warp panel, keep going forward.

On the next floor, you'll notice that the ground isn't stable. The floor falls apart as you move forward. If you fall down on any of the tiles, you'll find a couple of treasures down there. Once you get that, continue to move forward. As you approach to the boss, you'll notice that there's an invisible wall. When you touch that wall, it is a guarantee enemy encounter. If touch the invisible wall at least once, you need backtrack to the previous room. Once you turn back you'll notice that you are in a different room. Continue to move down and you will fight the next boss.

Boss: Momos

To be honest, Momos is quite an unpredictable foe. He'll do a weak magic spell such as aqua and it could do devastating damage. On the other hand, he'll do the same spell on the following turn and its does abysmal damage. For the most part the damage value for this boss is quite bipolar and always seem to fluctuate. So, you got finish this boss as quickly as possible. If you still have the Reasoning Sword in your possession, use it at once. Despite the fact that it saps away 1 MP for each swing of the sword, the damage takes away 100+ HP. When he is dying, he'll cast DeGuard to deteriorate your overall defense.

Heaven and The Tower of Prometheus: (WT015)

Heaven

Treasures: *Hephaistos' Key

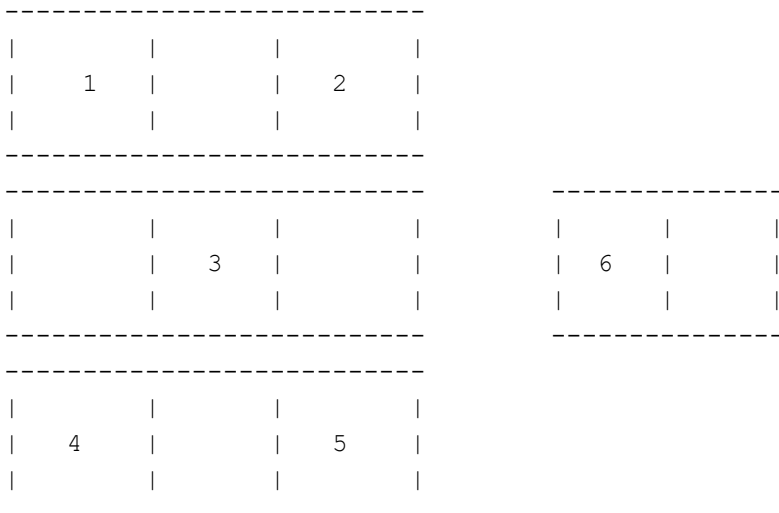
Well, this is the home of the Greek Gods. You can talk to various gods including Zeus. Most importantly, you need to move northwest to meet up with Hephaistos inside the building. Once you tell him his dilemma, he'll give you the key to enter the tower. Now move directly south to enter the tower.

Tower of Prometheus

Treasure: Copper Ring
 Silver Ring
 Shell Ring
 Rebirth Ring

On the item menu, select Hephaistos' Key right next to the door. If you go straight up the stairs, you'll find a panel on the floor that resembles a Roman Helmet. You touch that, you'll be dragged across the room. So, no point going there. So, instead, head back to the very beginning of the dungeon, and head to the right. Hug the wall carefully and a door will magically open. Once you done that, head forward to the next floor. On the second floor, head to a small room northeast of your current location. You should see a colored pillar. Examine the colored pillar and move south. As you move forward on the next floor, there's a huge gap between you and the set of stairs in front of you. So, head north until you see the 3 colored pillars. Take the colored pillar on the left. The hole should be plugged up and you can proceed forward. When you are in the room with two sets of stairs, there are branching paths. If you take the one on the left and jump down the ledge, you'll exit the dungeon. But the stairs on the right leads to Prometheus.

Once you jump down the ledge, you'll meet up with Prometheus. But you need to figure out the puzzle below. Activate the switch on the left. Once you activated the switch you'll be presented with 5 panels. You need to walk over the panels in a certain order; otherwise you'll get into battle. So, look at the picture below for the solution. Once you finished the puzzle, talk to Prometheus. From there, head over to New Athens.



Trantia Castle

Treasure: Holy Dewdrop Escargo
 Flame Cloak
 Black Pearl
 Snake Whip

When you head to the town, you'll notice that there are people talking about the boat issue at Labat. Once you learn about the issue, head over to Trantia Castle before you head to Labat. Look around a bit to get the treasures that are scatted throughout the castle. There's a room on the west end of the Castle where you can learn how to use the sword. Once you are done with your business in Trantia Castle, head over to Labat.

But, before you do that, head nottheast of Trantia. There's another temple near by. That area is the Temple of Artemis. This temple is only open to Hero only. Once you have done that, head southwest of the temple and should see an isthmus nearby. From there, a cutscene will follow. Once the cutscene is finished, head southeast of the isthmus to Labat.

Labat and the Forest Hideout (WT018)

Labat

Treasure: None

Yeah, nothing really noteworthy here. Talk to several people in the town and they'll tell you that the ship builders are hiding out somewhere in the forest southwest of Labat.

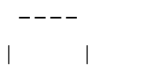
Forest Hideout

Treasure: *Ship's Shaft

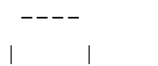
This one looks intimidating due to the fact the layout of the dungeon resemble the NES RPGs. In reality, it isn't. Anyways, head to the stairs then head to the left and examine the dragon head. Then head out of the dungeon and make a left turn. You should see another set of stairs due to you activating the switch from the previous room. Then, head up the stairs to the next room. From there, you should see another dragon head on the left. Now you have activated another switch, head outside and proceed to another set of stairs on the very right near the starting point.

This is where it can get confusing, the four switches that appears before you leads to a blockade on the next floor. You need to create a path from the four switches. So, the next pic below, I have drawn out the default layout and the other the solution. Examine the following below.

Forest Hideout initial setting



Forest Hideout Solution



Treasure: Shell Ring
White Nectar
Blade Whip
936 D
*Stheno's Blood

Head to your right to grab the Shell Ring on the treasure box and then turn to the left and proceed forward. You have no choice but to walk over the lava. On the second floor, head east. It leads to the treasure, Blade Whip. If you head on the left, it leads to the 936 D. Lastly, head dead south and find the stairs that leads to the third floor. The rest of the other paths all lead to a dead end. From there, keep going forward to fight the next boss.

Boss: Typhon

He is hell of a lot easier than Momos for starters. All he does is biting off your ally's flesh for significant damage. Then he breathes out fire to damage your allies. By then, you should already have the buffering magic such as Spara or OneMore. If not, use the rings such as Silver Ring as your substitution. Just keep strengthening your attack power and heal when necessary. You should beat Typhon without any problems. Once you beat the boss, you should proceed forward and grab Stheno's Blood. From there, teleport to Driskos and take the boat and head to the center of the lake to the next dungeon.

Driskos Isle (WT020)

Treasure: Golden Nectar
Ancient Bow
130 D
1892 D
Rusty Shield
*Euryale's Blood

When you are sailing to the body of water south of Driskos, you should see Daedelus on the ship. He's working on an invention right now. So, you need to continue to trek through the cave. In this dungeon, there's a lot of stairs that leads to different labyrinths. So, follow my directions if you don't want to get lost. Keep going forward and take the stairs on the very right. Keep going forward on the B2nd floor. Ignore the 1st set of stairs. That leads to a dead end. Head to the stairs on the left. It leads to the Ancient Bow. Then backtrack to the previous Floor and head Northeast to the upper ath and you'll find 1892 D and a Rusty Shield. Once you got those two treasures, head back to B2 floor and head to the stairs north of your current location. It should lead to the door that contains Euryale's Blood.

Exit to the dungeon and talk to Dadaelus. Listen to what he has to say and he will give you his ship. His ship is capable of destroying rocks. Just ram right through it. Once you exchanged ships with him, teleport to Bengagi and sail northeast, you should see an opening containing rocks at the mouth of the river. Destroy it and enter the Persian outpost with your ship.

Persian Outpost and Undersea Palace (WT021)

Persian Outpost / Dolphin Island

Treasures: *Sea Door Key (Dolphin Island)
*Baor's Journal (Dolphin Island)

Once you are at the Persian outpost, clear away the rocks around the perimeter of the area. From there, head out of the world map. You should notice that when you are on the ship, you should see the dolphins following you. Teleport to Knossos and sail your ship Southwest of the town. You should see a small island the moment you use the Eye of God. Clear away the rocks surrounding the island and enter there. At Dolphin Island, you should see Triton again. After his statement, he'll reward you the Sea Door Key. This will grant you to go inside the Undersea Palace.

Now teleport to Vesuvio and sail south of Mt. Vesuvio and you should see a rock formation that points in 4 compass direction and a palace in the center. Use the Sea Door Key on top of the sunken palace and the water will split into two; creating an opening. You'll notice that Poseidon isn't around. So, proceed forward to the next dungeon.

Undersea Palace

Treasures: *Silk Ribbon

As usual, go forward. On the next floor, there's a room wuth two panels. There is one going to the right while the other goes down. What you do is that you press the down panel four times and the right panel four times. From there, you should see a staircase leading down to the bottom. On the next floor, there are four panels going from each of the 4 basic directions. It may look intimidating at first. But, it's pretty easy. What you do is that head to the left panel and press it 2 times. Once you are done, press the up panel 3 times. You should see the staircase. It leads to the Silk Ribbon.

With the Silk Ribbon, you can summon Pegasus and fly anywhere in the map. But, the only restriction here is that you got to have an open space in front of you in order to summon Pegasus. Now, you can fly anywhere, you can finally head to the final temple of the game; Temple of Ares. You can go there by flying west of the former Logosis. Do your usual business and you should have all the magic available to you. To progress to the story, head to the Utopian town called Eus. It's west of the Centaur Village.

Eus Cavern (WT022)

Eus

Treasures: Soothing Armor Traveling Wing

Alright, once you got your Pegasus, you can finally find the final Blood mass. Again, this is a small village. So there's nothing much to see here. The only thing that's worth mentioning is that there's a house on the left side of the village where someone can polish rusty items. Bring an rusty item to the kid and he can restore the items like new. Other than that, head to Eus Cavern east of the village of Eus.

Eus Cavern

Treasure: Scarab

| Y | | | | |
| _____ | | _____ |

As you can see on the map above, you start out in the stairs near with the treasure box that contains a scarab. Another notable statement is that on 3, there's a stair case that leads to the Mask of Truth. Once you get all the treasures, you can head to the next set of staircase right by 7. It leads to the next floor. Keep going until you see the next event going on. Once you know what's happening, head inside to Oceanus himself. Keep going forward until you found the Medusa's Blood.

Once you leave the dungeon, Hercules will temporary leave your party. Now you got all three of the Blood Masses, you can finally head back to Atlasia and finally tackle Mt. Atlas.

Mt. Atlas (WT023)

Atlasia

Now you got all three Blood Masses, it's time to meet up with Albion at the northern end of Atlasia. Now the path has cleared up, you can meet up with the titan himself. Anyways, Albion will join your party. He basically has the power of Uranos on his side.

Mt. Atlas

Treasures: Golden Nectar
Face Armor

This area is rather straight forward than the last dungeon. The only thing that you have to be aware about is that the two treasures are well hidden behind the clouds. So, it takes a while to search for the treasures. Well, there's nothing much to say other than go straight forward. At the end of the path, you will fight the next boss...

Boss: Baor

This guy is massive. He has high offensive and defensive power. If you get hit by his punches, the damage is great. He'll also pull off random status effects when breathes toxins to your allies. So, what you have to do is that, you need to buff your allies up with Spara, Guara, Taxton and etc to be on par with Baor himself. So, sustain his attacks and you'll survive the battle. Unfortunately, you don't get any experience points after the battle.

Anyways, after the battle is over, present the three blood masses to Atlas himself. Then an event will occur. After the significant event, head over to the Village of Eus and meet up with Hercules. Once you hear what he has to say, he'll permanently join up with you. From there, head out of the world map and summon Pegasus. Fly over to the edge of the world. Keep doing that until Hades calls out for you.

Depths of Hell and Hades' Castle (WT024)

Underworld City

Treasures: None

The moment you are sent to Hell, head north. There should see a city split into five sections; they each represent the countries you have visited. The town on the northwest corner represents Greece. You can meet up with the polishing boy there. The town on the northeast corner represents the Troy region. There's nothing noteworthy about this segment of the town. The southwest corner represents the Persian region. This probably the most important area simply because all commerce are all available in that area. next, the southeast corner represents the Trantia region. That part of the the town has a bank on it. Lastly, the one in the center has a save point. Once you are done, head out to the city and walk to the world map.

Underworld Fields

Treasures: Blue Nectar x2
1892 D
Rebirth Ring
Thorn Crown (Cursed)

Throughout the field, there are treasures scattered around. At the same time continue to trek north. Keep going forward until you see Hades' Castle

Hades' Castle

Treasures: White Nectar
Blue Nectar
Holy Dewdrop
Hell's Souvenir

At the start of the dungeon, you'll find the two watchdogs guarding the entrance of the castle. Obviously, you have to fight the two watchdogs.

Boss: Cerberus and Orthrus

Yes, due to graphic limitations, Cerberus only has one head as opposed to three heads. Anyways, both of them have the offensive and defensive covered. Cerberus will use freeze breath to cripple your allies while Orthrus has the sheer brutality against your allies. At the same time, they also have healing properties. For example, Cerberus has Lif; a revive magic while Orthrus has Powra to heal his ally.

In this battle, you need to prioritize killing off Cerberus. He's the one that has the revive magic. After you kill off Cerberus, you need to kill off Orthrus next. Do your usual buff magics or whatever you have available to take out the watchdogs. Once the battle is over, the moment you enter the next door, your allies will freeze in motion. Because of this, you need to trek the castle on your own. Just keep going forward until you meet up with Hades himself.

Boss: Hades, Otos and Ephialtes

Yikes, three against one isn't fair 1st off. This maybe the toughest boss yet. First, lets talk about the two bodyguards: Otos and Ephialtes. Those two are extremely dangerous if you leave them alone. Otos has the magic called Lifmore

which grants the incapacitated ally full revive. He also does moderate attack damage. Ephialtes on the other hand, enrages himself to attack you. Also, he is also responsible giving support to Hades. He uses Taxton to greatly enhance Hades' overall stats. While all of that is happening, Hades' himself will continue to sap your MP until you run out. Once that happens, he'll try to kill you off with one hit with his attack. If you try to kill both of his bodyguards he'll use Lifmore to revive his allies. If he revives Otos, Otos will bypass your turn and revive Ephialtes the next turn. By then, you might be overwhelmed by this. But it doesn't end here, once Hades health is at critical, he'll command his body guards to defend for him. So if you tried to attack Hades, one of the body guards will cover for him to take the damage. Even if they die, the effect will still go on when the body guards are revived.

Easy Way

I really hope that you have a Silver Ring with you because this will save you some stress. What the Silver Ring does is that, you can do the same action twice if you cast this on your self. That way, when Hades begin to take guard, you can attack twice. Also, if you feel that your weapons aren't good enough, you can use the Reasoning Sword. It does a significant damage with the cost of one MP for each swing. With the Silver Ring buff and a bit of perseverance, you can win the battle. This is the surefire way to beat Hades without any stress involved.

Hard Way

Now, if you don't have a Silver Ring, prepare the fight of your life. With only three people against one, you are seriously outnumbered. Also, attacking once per turn can cause a significant disadvantage. I know it's common sense to level grind. But, if you don't have Silver Ring, you need to level up a lot more than usual to even keep up with Hades. I really hope you still have the Reasoning Sword with you. This is your key to victory right there. If you can kill off the bodyguard in one turn, great. In the battle, I suggest, you only kill off Otos on this one. As long as you don't kill off Ephialtes, Hades will continue to sap away your MP. There's a slim chance that Hades will revive Otos. If he does, just kill Otos.

Leaving Ephialtes can seriously take a toll on you. He'll continue to use Taxton on Hades until he is maxed out. Just focus on Hades until Hades himself begins to tell his bodyguards to cover for him. This is where it gets extremely tough. What you do is that you need to use any items that has a sleep effect such as Night Curtain or Wine. That way the guards are sleeping. If any of the guard has yet to take the battle stance, leave them and focus on Hades. Just keep hacking away until Hades dies.

Tartarus (WT025)

Treasures: None

After the event, you become this freakish giant. Before you start, talk to the pillars in front of you. Believe it or not, they are actually a save point. When you get out, it seems that no matter where you walk, the dungeon seems to go at an infinite loop. With an ugly layout and vague directions, it's easy to get lost in Tartarus. If that's not enough, you need to figure out the puzzle to get out of Tartarus. So, to keep this painless as possible, follow my directions.

First, the moment, you get out, head immediately east of your current location.

here's the solution.

Okay, once you move east, you should see block "A" You'll notice it when the block you see is pushable. Do not touch that one yet. Instead, move up until you see block "B." Block "B" should have the base of the the stairs to stand on. You need to push it down and push it to the right. The reason why do that is because you need to make room for block "A" to push through.

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          |*****|
          |***B***|
          |*****|
          |*****|
-----|-----
|           |           |
|           |-----> X |
|           |           |
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          |           |           |

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Once you place it there, head back to block "A" and push it all the way north. You can tell that you have done it correctly when Block "A" is beautifully aligned to the cliffside of the island. Unfortunately, block "A" will block the small intersection you see above. So, you need push block "B" down and make a left until you can't go to the left any further. From there, you move block "B" all the way up so it aligns with block "A." You have done the puzzle correctly if you manage to head up the stairs. From there, talk to Cronos.

The Infinite Loop (WT026)

Cronos punishes you by seeing the same event over and over as Baor. Sadly, now you have to face your allies as Baor as well. Your former allies will throw all sorts of attack at you. So, to break the time loop, do what Mother Gaia tells you: Do not fight your allies. So, keep defending until your allies will withdraw their weapons. Once you see the event, Albion will turn against you.

Boss: Albion

A starking contrast to the previous boss. He'll grant power from Uranos. He'll attack twice causing a significant amount of damage. He also casts zap to damage your allies and he often heals himself. When he is near death, he'll cast ReAura to prevent any magic attacks that thrown at him.

Unlike the other battles you fought, you'll fight Albion as Baor himself and your allies will fight alongside with you BASED ON THEIR LEVELS during the Mt. Atlas event. So, do your usual buffs. I recommend that you give all the buffs to Baor since he can do the most devastating attack. Once you got it all down, just do what it takes to survive and you will win the battle.

Once you beat Albion, another event will follow. This time, the event will show you the revelations about yourself and your allies around you. Once that's over, you have prevented Poseidon's wrath and the world is spared. Also, your allies will gain all the levels you accumulated during your time at the great underworld. Be aware that even if you beat the underworld, do not go to Mt. Atlas and revive the titan. You'll repeat the entire Hades' arc again and you need to re-do everything once more. Instead, you need to head to the final dungeon. You need to head over to the Isthmus of Trantia. If you forgot where it was, it

is northwest of Labat. It's the same place where you saw the baby Oceanus and the Father Oceanus event.

Isthmus of Trantia (WT027)

Treasures: Holy Dewdrop
 Flame Sword
 Flame Spear
 Artemis Bow
 Athene's Shield
 Cursed Ring

At this point, once you fall off the pit, you cannot leave the dungeon unless your party got killed off by the enemies. So, stock up before you go. The moment you jump down the pit, you'll notice that are a series of pits after the initial pit. I suggest you jump off the pit from the LEFT side in order to get all the treasures. Once you fall off from the last pit, you should be at the bottom floor. Although it looks like a huge labyrinth, it isn't. There are a few more treasures lurking around. So, what you do is that keep moving west until you see Albion.

Final Boss: Albion

Yep, although you have beaten him just moments ago, he's here once more to make your life a bit more miserable. This time, he has three forms at his disposal. On the first form, he'll fight as himself. For the most part, he does lightning and light elemental attacks such as Queisara and summon lightning from Uranos. He also have ReQues to block off any stat deterioration magic spells. He also restores his HP and MP when he is in a pinch. If you done any magic that prevents him from doing any light elemental spells, he'll cast magic where he dispels any form of barrier on the field.

Once you managed to kill off his human form, he'll become a demon holding two swords. Unlike his first form, he seems to summon a very potent vortex that does a significant damage to all of your allies. If you have ReAura barrier on the field, he'll use the dispel magic instead. Once you kill off his second form, Albion will reveal his 3rd and final form. The moment he finishes his transformation, he'll immediately attack your allies without any hesitations. If you haven't use Garda yet, the attack damage is quite significant. On average, he attacks your ally 2 to 3 times per turn. Lastly, he makes a grin that significantly decreases your overall stat to all of your allies.

Overall, you should be fine against the final boss. The most important thing here is that, you need to buff your stats significantly before you strike the boss. So, for your character that have a very good weapon, it's best to use Taxton/Spara/Onemore on that person. You can also use your rings as a substitute for wasting less turns. Then let Steira cast Garda several times to bolster physical defense. Lastly, let hero cast Despeem/DeGuard/DeSpara on Albion until he casts ReQues. Then once he done that you are free to cast ReAura. This is very important especially when you are fighting his second form. Once you are adqutely stat buffed, you can take on Albion with ease. With so much perserverance, you should defeat the final boss. Once you have done that, head to the red panel and present the three blood masses. Enjoy your ending.

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remove header at the directory screen. Once you remove the header, apply the patch to the ROM. Be sure to have a CLEAN ROM before you remove the header.

Gameplay Questions

Q: Ahh, I think my game is glitched. Every time I go to sleep, I can't get out of bed. What do I do? = (

A: Double tap the down button on the D-pad.

XI. Store Inventory list: (GH011)

NOTE: The Price of Travel Wings varies from different towns. If you solve the problem at Therma, the price of the Travel Wings will always cost 50D

Knossos

Weapons:

Ebony Rod.....18
Short Sword.....30
Long Spear.....50
Wooden Bow.....60
Bronze Sword.....60

Armor:

Leather Clothes.....35
Leather Armor.....180
Leather Shield.....100
Leather Hat.....15
Leather Helm.....50

Items:

Escargo.....6
Herb.....10
Medicine.....25
Wine.....50
Travel Wing (price Varies)

Sparta

*Note: Armor shop only appears after Sparta is rebuilt

Weapons:

Long Spear.....50
Clean Cut Spear.....80
Iron Sword.....80
Iron Rod.....80
Warrior's Axe.....150

Armor:

Copper Breastplate.....298
Iron Armor.....350
Warrior's Mask.....190

Items:

Herb.....10
Medicine.....25

Antidote12
Awake Flower.....25
Scarab.....60

Athens

Weapons:

Warrior's Axe.....150
Warrior's Sword.....150
Thorn Whip.....180
Iron Claw.....198

Armor:

Chain Mail.....198
Scale Armor.....250
Bronze Shield.....198
Leather Helmet.....50
Iron Helmet.....110

Items:

Medicine.....25
Antidote12
Carrot.....15
Harp.....750
Copper Ring.....750

Therma

Items:

Medicine.....25
Antidote12
Tuning Fork.....35
Scarab.....60
Travel Wing (price Varies)

Driskos

Weapons:

Iron Claw.....198
Steel Sword.....250
Iron Bow.....310
Iron Spear.....350
Battle Axe.....350

Armor:

Steel Armor.....400
Lion's Fur.....750
Iron Shield.....298
Iron Helmet.....110

Items:

Medicine.....25
Carrot.....15
Tuning Fork.....35
Scarab.....60
Holy Dewdrop.....200

Troy

Weapons:

Armor:

Bear Claw.....398
Stone Bow.....398
Bamboo Bow.....450
Hero's Spear.....450

Hero's Armor.....750
Hero's Shield.....398
Hero's Helmet.....230
Hero's Cloak.....80

Items:

Medicine.....25
Carrot.....15
Awake Flower.....40
Travel Wings.....50
Holy Dewdrop.....200

Bengaji

Items:

Medicine.....25
Awake Flower.....40
Holy Dewdrop.....200
Blue Nectar.....55
Magic Carpet.....1000

Accessory:

Copper Ring.....750
Silver Ring.....1500
Golden Ring.....1750
Shell Ring.....850
Black Pearl.....1250

Persia

Weapons:

Crescent Sword.....445
Silver Sword.....700
Silver Bow.....600
Silver Spear.....700

Armor:

Coral Armor.....1000
Iris Fur.....1000
Silver Armor.....1000
Silver Shield.....498
Silver Helmet.....260

Items:

Medicine.....25
Carrot.....15
Awake Flower.....40
Scarab.....60
Magic Carpet.....1000

New Athens

Weapons:

Armor:

Great Sword.....810
Great Bow.....810
Great Axe.....1000
Athene's Sword.....1000

Athene's Helmet.....510
Athene's Armor.....1100
Athene's Shield.....30000
Athene's Cloak.....160

Items:

Gold Nectar.....55
Blue Nectar.....55
Red Nectar.....55
White Nectar.....55

Trantia

Weapons:

Wind Sword.....1500
Lion Claw.....1500
Pitchfork.....1500
Artemis Bow.....15000

Armor:

Protection Armor.....1500
Wind Shield.....798
Conceal Helmet.....600

Accessory:

Copper Ring.....750
Silver Ring.....1500
Golden Ring.....1750
Shell Ring.....850
Magic Ring.....1300

Labat

Items:

Medicine.....25
Herb Bag.....350
Antidote12
Travel Wing.....50
Holy Dewdrop.....200

Vesuvio

Items:

Gold Nectar.....55
Blue Nectar.....55
Red Nectar.....55
White Nectar.....55

Underworld (City)

Weapons:

Armor:

Flame Bow.....2000
 Flame Whip.....2000
 Flame Claw.....2500
 Flame Sword.....15000
 Flame Spear.....20000

Flame Mask.....750
 Flame Armor.....2000
 Flame Shield.....998
 Flame Cloak.....320

Items:

Medicine.....25
 Herb Bag.....350
 Antidote12
 Scarab.....65
 Holy Dewdrop.....200

Tools:

Gold Nectar.....55
 Blue Nectar.....55
 Red Nectar.....55
 White Nectar.....55
 Rebirth Ring.....1300

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 XII. Character Skills and Temples (GH012)
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 Temples (TEMPL)

It's your usual magic found on traditional JRPGs. The only way to obtain magic is to take a dip in the springs of the Greek Temples. However, to regain the magic you once lost, you have to level up. Please note that some magics are learned by default.

Temple Locations

There are 12 Temples in all. Eleven of which are spread out throughout the world map with the exception of the 12th one. The 12th temple is within a city. Because of this, you can easily miss that particular temple.

Name of the Temple	Location
Demeter:	South of Gortyn
Athene:	Slightly Northeast of Athens
Hera:	Southwest of Therma
Hermes:	The other side of Therma Cave
Apollon:	South of the underworld near Troy Mountain Pass
Poseidon:	East of the City of Troy
Aphrodite:	North of the City of Troy
Hephaistos:	Northeast of Drad

Mysterious:	The temple in the City of Athens (Hepahaistos' key is required)
Dionysus:	East of Renz
Artemis:	Northeast of Trantia
Ares:	West of Logosis (Pegasus is Required)

 Temple Chart:

This chart shows which character can awaken their magic the moment they dip themselves into the spring. The "X" symbolizes which temple they can go to in order get their powers.

	Protagonist	Reion	Hercules	Steira	Hero
Demeter	x	x		x	
Athene	x	x		x	x
Hera	x	x			x
Hermes	x	x		x	x
Apollon	x	x		x	
Poseidon	x			x	x
Aphrodite				x	x
Hephaistos	x	x			x
Mysterious	x	x			
Dionysus	x			x	x
Artemis					x
Ares				x	x

 Character Skills (CHARS)

In this section, this will tell you which magic the character will learn as they level up.

 Protagonist

 Magic:

Pow: Level 2
 KnoMiss: Level 8
 KnoPara: Level 9
 Noarn: Level 10

KnoRem: Level 13
Powra: Level 14
Gohell: Level 17
Landone: Level 19
Relaxion: Level 20
MDivide: Level 22
Powtes: Level 24
Rockbe: Level 26
Burnga: Level 30
Burn: Level 35
Lifmore: Level 38
Burngrum: Level 39
Powtesma: Level 40

Reion

Magic:

Pow: Learned by Default
Paralos Level 8
Rem: Level 8
KnoPara: Level 9
Excave: Level 11
KnoRem: Level 13
KnoMiss: Level 14
Powra: Level 14
Trell: Level 17
KnoTrell: Level 19
MTake: Level 20
Taxton: Level 22
Powtes: Level 24
Lif: Level 29
Helion: Level 35
Powtesma: Level 40

Steira

Magic:

Aqua: Learned by Default
Speem: Level 12
Ques: Level 13
Intel: Level 15
Aquar: Level 17
Queis: Level 18
Landone: Level 19
MTake: Level 20
Spara: Level 22
Onemore: Level 25
Intelara: Level 26
Garda: Level 29
Aquarum: Level 32
Hydroer: Level 35
Queisara: Level 42

Hero

Magic:

Landone: Learned by Default
Noarn: Learned by Default
Relaxion: Learned by Default
Excave: Learned by Default
KnoMiss: Learned by Default
Zap: Level 28
DeGuard: Level 29
Despeem: Level 30
Despara: Level 31
Zapum: Level 32
MSealer: Level 33
ReAqua: Level 36
ReQues: Level 37
Lifmore: Level 38
ReAura: Level 44

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XIII. Magic List: (GH013)
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Offensive Magic

Aqua 2 MP: Small water attack to an enemy unit
Aquar 4 MP: Small Water attack to a row of enemy units
Aquarum 12 MP: Moderate water attack to all enemy units
Hydroer 8 MP: Heavy water attack to an enemy unit

Ques 2 MP: Small light attack to an enemy unit
Queis 6 MP: Small light attack to a row of enemy units
Queisara 16 MP: Heavy light attack to all enemy units
Helion 8 MP: Heavy light attack to an enemy unit

Zap 6 MP: Moderate lightning attack to an enemy unit
Zapum 12 MP: Moderate lightning attack to a row of enemy units

Landone 9 MP: Moderate fire attack to all enemy units
Burnga 8 MP: Moderate fire attack to a row of enemy units
Burn 12 MP: Heavy fire attack to an enemy unit
Burngrum 15 MP: Heavy fire attack to all enemy units

Recovery Magic

Pow 2 MP: Recovers a small amount of HP to a single ally
Powra 3 MP: Recovers a moderate amount of HP to a single ally
Powtes 8 MP: Recovers the maximum amount of HP to a single ally
Powtesma 32 MP: Recovers the maximum amount of HP to all allies

Lif 10 MP: Revives 1/2 amount of HP to an incapacitated ally
Lifmore 16 MP: Revives a full amount of HP to an incapacitated ally

KnoMiss 2 MP: Removes poison status to a single ally
KnoPara 2 MP: Removes Paralysis status to a single ally
KnoTrell 2 MP: Removes Confusion status to a single ally
KnoRem 2 MP: Removes Sleep status to a single ally

Support Magic

Speem 4 MP: Enhances Speed to all allies
Intel 2 MP: Enhances intelligence to a single ally
Intelara 4 MP: Enhances intelligence to all allies
Guard 4 MP: Enhances defense to a single ally
Guara 8 MP: Enhances defense to all allies
Spara 5 MP: Enhances attack strength to a single ally

OneMore 4 MP: Invokes the user to do the same action twice
Taxton 0 MP: Bolsters the ally's overall stat with the cost of
the caster's HP and MP
Rockbe 5 MP: Bolsters the ally's overall defense with the cost of
disabling one's attack for a number of turns

ReAqua 8 MP: Grants all allies immunity to water attack
ReQuies 12 MP: Grants all allies immunity to light and lightning attack
ReAura 14 MP: Grants all allies immunity to all magic attacks

Status Effect Magic

Paralos 3 MP: Inflicts poison to all enemy units
Rem 3 MP: Inflicts sleep to all enemy units
Trell 3 MP: Inflicts confuse to all enemy units
MSealer 6 MP: Inflicts magic seal to an enemy unit

DeGuard 4 MP: Decreases defense power to a single enemy unit
DeSpara 4 MP: Decreases attack power to a single enemy unit
DeSpeem 4 MP: Decreases overall speed to a single enemy unit

Misc. Magic

MDivide 0 MP: Distributes the current MP of the caster to all allies
MTake 0 MP: Drains MP to the enemy
Gohell 8 MP: Inverts HP values into MP to all enemy units

Field Magic

Noarn 4 MP: Teleports to any town you have already visited
Excave 5 MP: Teleports you out of the dungeon
Relaxion 8 MP: Reduces enemy encounter

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XIV. Item Compendium (ICOMP)
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Weapons (WEAPN)

Sword	Item Effect	Att.Pwr	Cursed?
Short Sword	-	+3	N
Rusty Sword	-	+3	N
Bronze Sword	-	+6	N
Iron Sword	-	+8	N
Warrior's Sword	-	+10	N
Steel Sword	-	+14	N
Crescent Sword	-	+22	N
Hero's Sword	-	+22	N
Silver Sword	Unleashes MSeal to a single foe	+26	N
Great Sword	-	+28	N
Reasoning Sword	Overall strength x2 with the cost of 1MP	+28	N
Athene's Sword	-	+30	N
Magiseal Sword	-	+37	N
Wind Sword	Spd +25	+38	N
Foreign Blade	Int +35	+42	Y
Rotten Sword	Slight chance of inflicting paralyze	+42	Y
Flame Sword	Unleashes Burn to a single foe	+42	N
Hades Sword	Slight chance of inflicting confuse	+44	Y
Zeus' Sword	-	+50	N
Hades' Sword	Int +35, Spd +35 and unleashes Burngrum	+66	Y

Axe	Item Effect	Att.Pwr	Cursed?
Warrior's Axe	-	+10	N
Battle Axe	-	+16	N
Great Axe	-	+32	N
Execution Axe	Spd +30, inflicts confuse	+35	Y
Crimson Axe	-	+46	Y

Rod	Item Effect	Att.Pwr	Cursed?
Ebony Rod	-	+2	N
Iron Rod	-	+3	N
Soothing Rod	Restore slight amount of HP; limited use	+6	N
Leaden Rod	Unleashes Deguard to a single foe	+19	Y

Fist	Item Effect	Att.Pwr	Cursed?
Iron Claw	-	+8	N
Steel Claw	-	+12	N
Clean Cut Claw	Attacks twice on the same turn	+14	Y
Bear Claw	-	+20	N
Cerberos Claw	Spd +20, inflicts confuse	+25	Y
Lion Claw	Int +25	+38	N
Flame Claw	Spd +35	+44	N

Spear	Item Effect	Att.Pwr	Cursed?
Long Spear	-	+5	N
Clean Cut Spear	-	+8	N
Iron Spear	-	+16	N

Hero's Spear	-	+16	N
Thanathos' Sickie	Spd +25, instant death to weak enemy	+18	Y
Silver Spear	Unleashes MSeal to a single foe	+26	N
Skull Spear	Unleashes Spara to a single ally	+36	Y
Pitchfork	Unleashes Landone to all foes	+38	N
Flame Spear	Unleashes Burnga to a single foe	+46	N

Whip	Item Effect	Att.Pwr	Cursed?
Thorn Whip	-	+11	N
Chain Whip	-	+14	N
Snake Whip	Inflicts Poison	+38	N
Flame Whip	Spd +15, Int +15	+40	N
Blade Whip	Inflicts self-damage to user	+44	Y

Bow	Item Effect	Att.Pwr	Cursed?
Wooden Bow	-	+5	N
Angel Bow	Spd +35, Int +35 and 2x attack	+10	N
Steel Bow	-	+15	N
Stone Bow	-	+20	N
Artemis Bow	2x Attack; Unleashes OneMore	+22	N
Bamboo Bow	-	+22	N
Silver Bow	Unleashes MSeal to a single foe	+24	N
Great Bow	-	+28	N
Ancient Bow	Inflicts Sleep	+37	N
Flame Bow	Int +35	+40	N
Medusa Bow	Spd +35; Inflicts Paralyze	+42	Y

Armor (ARMOR)

Armor	Item Effect	Def.Pwr	Cursed?
Leather Clothes	-	+3	N
Leather Armor	-	+6	N
Chain Mail	-	+8	N
Rusty Armor	-	+8	N
Scale Armor	-	+10	N
Copper Breastplate	-	+12	N
Iron Armor	-	+14	N
Steel Armor	-	+16	N
Lion Fur	Spd +5, Int +5	+19	N
Hero's Armor	Int +5	+20	N
Evil Crusher Armor	-	+22	N
Silver Armor	Int +10; Unleashes MSeal	+22	N
Coral Armor	Spd +5, Int +5; Unleashes ReAqua	+22	N
Iris Fur	Spd +10; Unleashes ReQuis	+22	N
Athene Armor	Spd +10, Int +15; Unleashes Queis	+25	N
Foreign Armor	Spd -10	+27	Y
Protection Armor	Int +10	+28	N
Soothing Armor	Int +10; Unleashes Lif	+29	N
Flame Armor	-	+30	N
Face Armor	Spd -15, Int -25; Unleashes Trell	+32	Y
Zeus Armor	-	+34	N
Hades' Armor	Spd -15, Int -25; Unleashes Lifmore	+36	Y

Shield	Item Effect	Def.Pwr	Cursed?
Wooden Shield	-	+1	N
Leather Shield	-	+2	N
Ebony Shield	-	+4	N
Bronze Shield	-	+8	N
Rusty Shield	-	+8	N
Steel Shield	-	+10	N
Hero's Shield	-	+12	N
Silver Shield	Unleashes MSeal to a single foe	+14	N
Laughing Shield	Spd -10, Int -20; Unleashes Trell	+17	Y
Reasoning Shield	Unleashes MTake to a single foe	+18	N
Foreign Shield	Spd -15, Int +5	+19	Y
Wind Shield	Spd +5, Int -5	+19	N
Flame Shield	-	+21	N
Athene's Shield	-	+25	N
Zeus Shield	-	+25	N
Hades' Shield	Spd -35 Int -35; Unleashes MSeal	+26	Y

Helmet	Item Effect	Def.Pwr	Cursed?
Leather Hat	-	+1	N
Leather Helmet	-	+2	N
Steel Helmet	-	+4	N
Rusty Helmet	-	+4	N
Warrior's Mask	-	+5	N
Hero's Helmet	Int +10	+6	N
Hermes' Hat	Spd +20; Unleashes Speem	+6	N
Silver Helmet	-	+7	N
Athene's Helmet	Int +20	+9	N
Conseal Helmet	Unleashes Garda	+10	N
Foreign Helmet	Spd -5, Int -5	+10	Y
Flame Mask	-	+12	N
Thorn Crown	Int -35	+13	Y
Mask of Truth	-	+14	Y
Zeus Helmet	-	+15	N
Hades' Helmet	Spd -35 Int -35; Unleashes OneMore	+16	Y

Cloak	Item Effect	Def.Pwr	Cursed?
Cloak	-	+1	N
Hero's Cloak	-	+2	N
Athene's Cloak	-	+3	N
Flame Cloak	-	+4	N

Accessory (ACCES)

Accessory	Item Effect	Usage	Def.Pwr	Cursed?
Copper Ring	Int +5; Unleashes Landone	16	+1	N
Silver Ring	Int +5; Unleashes OneMore	16	+1	N
Shell Ring	Int +10; Unleashes Aqua	16	+1	N
Black Pearl	Int +10; Unleashes Aquarum	16	+1	N
Rebirth Ring	Int +10; Unleashes Lif	16	+1	N

Bloody Manicure	Int -25; Inflicts self-paralyze	--	+1	N
Gold Ring	Int +10; Unleashes Gohell	16	+1	N
Magic Ring	Int +15; Unleashes MDivide	16	+1	N
Cursed Ring	Intelligence -35	--	+1	Y

Items (ITEMS)

Item	Function of Item	Usage
Jewel	Sell it for 100 D	1
Escargo	Recovers a slight amount of HP	1
Herb	Recovers a small amount of HP	1
Herb Bag	A bag that contains a bunch of herbs	16
Medicine	Recovers a moderate amount of HP	1
Antidote	Removes Poison	1
Carrot	Removes Paralysis	1
Awake Flower	Awakens the ally from slumber	1
Tuning Fork	Removes Confusion	1
Holy Dewdrop	Removes Curse	1
Blue Nectar	Recovers a moderate amount of MP	1
White Nectar	Full Recovery to ally's HP	1
Gold Nectar	Fully revives the incapacitated ally	1
Scarab	Leaves the dungeon instantly	8
Travel Wings	Teleports to any town you have already visited	1
Magic Carpet	Teleports to any town you have already visited	16
Harp	A simple instrument	-
Lull Harp	Unleashes Rem	-
Power Harp	Unleashes Spara	-
Praying Harp	Unleashes Powtesma	-
Mast Ball	Unleashes Landone	8
Hell's Souvenir	Unleashes Burngrum	8
Wine	Unleashes Rem	1
Evening Curtain	Unleashes Rem	8

Key Items	Function of Item	Location
Girl Clothes	Dress like a girl	Gortyn
Reion's Journal	Views Reion's thoughts of his journey	Knossos
Officer's License	States that you are the captain of Sparta	Laconia
Eye of the Gods	Extends your overall parameter on world map	Athens
Myth Handbook	A compendium of the characters in GoHIII	Athens
Aleph's Wings	A key component for the Daedalus Kite	Drad Caverns
Daedalus Kite	A kite made of Aleph's Wings	Drad
Temple Key	A Key to open up the Temple of Zeus	Mt. Olympius Sky
Sky Caller	Teleports you to the heavens	Mt. Olympius Sky
Hephaistos' Key	Opens up the tower door and Athens Temple	Heaven
Ship's Shaft	Repairs the ship in Labat	Forest Hideout
Stheno's Blood	One of the 3 blood masses	Mt. Vesuvio
Euryale's Blood	One of the 3 blood masses	Drisko's Isle
Sea Door Key	Opens the gate to the Undersea Palace	Dolphin Island
Baor's Journal	View's Baor's tyranny	Dolphin Island
Silk Ribbon	Summons Pegasus in the world map	Undersea Palace
Medusa's Blood	One of the 3 blood masses	Eus Cavern
Blood Mass	Clotted Blood	Mt. Atlas

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XV. Credits (GH015)
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I would like to thank the following people.

DaMarsMan: For giving me a list of the fan-translated names on the item lists

DataEast: For making this overlooked gem.

DQtranslations: For translating this game. I hope you make a fan-translation
for Hercules no Eikou IV someday

Gamefaqs: For accepting this FAQ.

CjayC: For making Gamefaqs exists for what it is today

SBAllen: For being a cool Administrator

Michael Sarich: for this Copyright

Last but not least, I thank YOU for taking the time to read this faq.

I look forward to hear more about this FAQ. So if you feel like there's something is missing, please feel free to contact me. If it's well thought out, I'll add it and credit you for the next revision. So once again, thank you for taking the time to read this.

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