

Hercules no Eikou IV (Import) FAQ/Walkthrough

by ritchie

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Herakles (Hercules) no Eikou IV - kamigami kara no okurimono

The Glory of Herakles (Hercules) IV - Gifts from the Gods

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GUIDE

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Make sure to search jars and water wells for items.

Please use these three cheat codes.

Infinite money 7E1FB07F
 7E1FB196
 7E1FB298

Choose a name for the hero.

Moirai Shrine

Now, go downward to make the dog speak to Atropos Moirai. There is a scene.
Choose yes twice.

Atlantis Town

After getting Epifar's memo from Epifar, go down the stairs on the right
that's nearby to 2F. On 2F, try to go down the stairs, and Plato becomes a
friend. After that, go down the stairs to 1F, and go thru the door at the
bottom into the town area. Now, go to the right a little, and choose yes to
Plato's question. After that, go downward to leave the town. Now, go
northeast to the Observatory which is nearby.

Observatory

Now, go upward, and go into the large building. In the large building, speak
to the old man who's nearby, and choose yes or no. After that, go all the
way up the ladder on the right to the roof. On the roof, speak to Epifar
(the blonde-haired girl), and there is a scene. Now, speak to the orihalcon
seller (the man on the bottom left), and choose yes to buy a orihalcon scrap
for 15D. After that, speak to Epifar again, and there is a scene. Choose yes.
After that, choose a name to be written on the wall, and yes. Now, speak to
Epifar who will become a friend, and try to go down the ladder that's nearby
on the right. There is a scene. Now, go into the third space (counting from
left to right) at the bottom, and there is a scene. After that, go down the
ladder that's nearby on the right, and exit the observatory. Now, leave, and
go back to Atlantis Town.

Atlantis Town

After that, go to the upper left, and go into the building. In the building,
go to the right, and go back up the stairs to 3F (the classroom). On 3F,
there is a scene. After that, go to the left, and go down the stairs to B1.
On B1, search the eight treasure chests for small bow, wood shield x2, skin
armor, long spear, kagizume, skin hat, and bronze sword. Make sure to equip

the duo with those equipment. After that, go down the stairs on the right into the Sewer.

Sewer

Now, go around to the lower left while trying to dodge the searchlights of the soldiers, and go into the next area. In this area, go around to the upper left, and go up the stairs into a room where sensei Aremoa & his students are at. In this room, go downward, and speak to sensei Aremoa who is blocking the exit of the sewer. After that, go thru the exit, and Nill and Roote will join the duo. Make sure to equip Nill and Roote with equipment. You can go into the blue house that's nearby, and search the shaking jar & choose yes twice to recover the group's HP. After that, go north to the cave.

Cave

Now, go around to the lower left, and exit the cave. After that, go south, and fight the soldier x2. The group will loose, and there is a scene. Then, Herakles will join the group in the battle against the soldiers. After defeating the soldiers x2, Herakles runs away, and there is a scene. Roote dies. You can go into the cave that's nearby the statue, and speak the woman who is inside the house & choose yes twice to recover the group's HP. After that, leave the house, and go south to Orihalcon Mine.

Orihalcon Mine

Now, take the elevator down, and go down the stairs that's nearby into the next area. In this area, go thru the opening at the top into the room where sensei Aremoa & his students are at. In the room, speak to sensei Aremoa, and there is a scene. Nill is killed. After that, leave the laboratory, and Plato will join the duo. Make sure to equip Plato with equipment. Now, take the elevators down, and go all the way to the left to where the four elevators are at. Take the second elevator (counting from left to right) down to the lower right, and then go down the ladder. After that, take the elevator that's nearby to the upper right, and go into the next area. In this area, go all the way down the ladder that's nearby, and go down the stairs into the next area. In this area, go to the right to hear a voice from a room. After that, continue to go to the right, and go thru the door into sensei's laboratory. In sensei's laboratory, speak to Plato, and there is a scene. After that, sit on the third chair to hear sensei Aremoa's story, and there is a scene. Epifar leaves the duo, and there is a scene. After that, go upward into the next area. In this area, speak to Plato, and there is a scene. After that, speak to Plato again, and there is a scene.

Moirai Shrine

[Those you can change: Tant]

There is a scene with Lakthesis (Lachesis) Moirai, Klotho (Clotho) Moirai, and Atropos Moirai. After that, go to the top area, and speak to the fairy. Choose yes to go to the surface. There is a scene, and the hero has been turned into a dog. After that, leave the shrine, and go southeast to Peters' House. Recommend LV for the dog.

Peters' House

[Those you can change: Peters]

Now, go to the left, speak to sheep-san. Choose yes to take the herd of sheeps to Imandora village. After that, leave, and go east to Imandora

Village.

Imandora Village

[Those you can change: Kilgan, Darnia, Uul, and Idorl]

Now, go to the upper right, and go into the house. In this house, there is a scene. After that, try to leave, and choose yes to hear Mirisu' story to get Gods' eyes which is a world map. Make sure to buy new equipment for the dog. After that, leave the village, and go north to Demeter Shrine.

Demeter Shrine

[Those you can change: Pofri]

Now, go upward, and go thru the small double doors into the pool room. In the pool room, go into the water to learn Demeter's magic for the dog. After that, leave the shrine, and go east to Venus Shrine.

Venus Shrine

[Those you can change: Apul]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Venus' magic for the dog. After that, leave the shrine, and go southeast to Northern Country Mountain.

Northern Country Mountain

[Those you can change: Keiloan, Armo and Nedol]

Now, climb up the ladder, and speak to Moirai who is blocking the way. After that, go all the way to the upper right, and go into cave on the top. In this cave, go to the lower right, and go into the outside area of the cave. In this area, go all the way to the upper right to where the traveler is at. Now, speak to the traveler, and then press the down button twice to make the dog jump off the cliff. After that, the dog will land safely on the ground in another area. In this area, go to the right, and choose yes. Then, the traveler will jump, and land in the same area where the dog is at. After that, go across the bridge that's nearby, and the traveler will speak to the dog. The traveler will proclaim that he is Plato, and he will join the dog. The dog will get Plato's diary. After that, go down the mountain, and there is a scene. Now, leave the mountain, and go west to Apollo Shrine.

Apollo Shrine

[Those you can change: Sol]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Apollo's magic for the dog. After that, leave the shrine, and go east to Thelma Village.

Thelma Village

[Those you can change: Dianas and Baitare]

Now, go to the upper right, and go into the village chief's house. In the village chief's house, speak to the village chief, and choose yes three times. After that, leave the village, and go north to Thelma Forest.

Thelma Forest

[Those you can change: Zepuro and Miret]

Now, you need to defeat the walking trees to get six logs. After that, go to the upper right where the tent is at. Now, go into the tent, and speak to the man. After that, leave the tent, and the man will make a bridge with the six logs. Now, cross over that bridge, and go to the lower right. After that, press the down button twice to jump off the cliff, and go into the cave that's nearby. Recommend LV11 for the duo. In the cave, go to the top area, and speak to Spiritless who is blocking the way. Now, fight Spiritless. After defeating Spiritless, go into the next area. In this area, go to the right, and go up the stairs to exit the cave. The duo will be on a small island. On this island, search the nest that's nearby to get the feather, and there is a scene. After that, go north to Hermes Shrine.

Hermes Shrine

[Those you can change: Crornu]

Now, go upward, and go down the stairs to B1. On B1, walk onto the warp tile of Venus, and choose yes to teleport to Venus Shrine.

Venus Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Venus' magic for Plato. After that, go back to B1. On B1, walk onto the warp tile of Demeter, and choose yes to teleport to Demeter Shrine.

Demeter Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Demeter's magic for Plato. After that, go back to B1. On B1, walk onto the warp tile of Hermes, and choose yes to teleport to Hermes Shrine.

Hermes Shrine

Now, go up the stairs that's nearby, and speak to the woman who is blocking the door to the pool room. Choose yes twice, and duo will be teleported to Atlantis - Observatory.

Atlantis - Observatory

There is a scene. After that, go to the left, and search the statue. There is a scene. After that, read the message that's nearby on the wall, and there is a scene. Choose yes. After that, speak to Heracles, and choose yes to make him join the duo. There is a scene. After that, hop into the ship which will take the trio to Port Town Santarem.

Port Town Santarem

[Those you can change: Callbalk, Balbarie, and Mazl]

Make sure to buy new equipment for the duo at the inn. Now, go to the upper left, and speak to Callbalk who is blocking the path to his mansion. There is a scene. After that, go to the upper left side of the town, and speak to Moirai who is nearby the exit. Now, leave the town, and go north to Fountain Cave which is a Shrine. Recommend LV13-LV14 for the trio.

Fountain Cave

Now, go into the water to learn new magic for the dog. After that, leave the cave, and go northwest of Fountain Cave to Poseidon Shrine.

Poseidon Shrine

[Those you can change: Marris]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Poseidon's magic for the dog & Plato. After that, leave the shrine, and go south to the Large Wall of Rock.

Large Wall of Rock

[Those you can change: Rapes and Parn]

Now, climb up the ladder, and go to the left. After that, climb up the vine, and go to the right to the edge. Now, press the right button twice to jump on the bush to get to the other side. After that, climb up the vine, and go to the left to the edge. Now, press the left button twice to jump on the bush to get the other side. After that, climb up the vine, and go into the third cave (counting from left to right). In this cave, go to the upper right, and climb down the vine. After that, go to the left to exit the cave. Now, go to the right, and climb the vine to the top. After that, go across the bridge to edge, and press the right button twice to jump into another area. In this area, go into the cave that's nearby. In the cave, go to right to exit the cave. Now, climb up the vine that's nearby, and swing on two ropes to the right. After that, climb up the vine, and go to the left. Now, climb up the vine, and swing on the rope to get to the other side. After that, climb up the vine, and go to the left to the edge. Now, press the left button twice to jump down, and go to the left to the edge. After that, press the left button twice to jump down, and go to the left to the edge. Now, press the left button twice to jump down, and go into the cave that's nearby. In the cave, climb upward to the upper right, and go downward to exit the cave. Now, go to the left to the edge, and press the left button twice to jump on the bush to get the other side. After that, climb up the vine that's nearby, and swing on the rope to get to the other side. Recommend LV14-LV15 for the trio. After that, climb up the vine that's nearby, and speak to Vanity. Now, fight Vanity twice. After defeating Vanity, go all the way to the left, and go between the fourth and fifth trees or the fifth and sixth trees (counting from left to right) facing the top area, and press the up button to jump down. There is a scene. After that, Cairo joins the trio. Now, go downward to leave, and go northeast to Torantia Kingdom.

Torantia Kingdom

[Those you can change: Rob, Crack, Hezarea, Dodom, Irord, Mel, Hadoris, Saria, Hiccari and Keel]

Now, go into the building. After that, go upward, and speak to the government official who is blocking the path. There is a scene. After that, speak to Plato, and there is a scene. Now, speak to Cairo who leaves the group to get the permit. After that, go thru the door at the top into the town area. [If you go to the prison that's in the upper right side of the town area during the night (at the inn, choose rest #2), speak to the soldier who is sleeping on the left bed, and choose yes to get the some key which is a prison key]. In the town area, go upward, and there is a scene. Choose yes twice. After that, go upward into the castle area. In this area, speak to one of soldiers,

and choose yes to get phony permit. Now, go downward, and there is a scene. After that, go back into the town area. In the town area, go to the upper left, and go into the house. In this house, speak to Diari's mother who is lying on the bed, and there is a scene. After that, leave the house, and speak to Diari who is nearby to get back the permit. Choose yes to make Diari join the trio. Make sure to buy new equipment for the group. After that, go back into the castle area. In the castle area, speak to one of soldiers. Now, go into the castle, and go up the stairs that's nearby to 3F. On 3F, Diari leaves the group. Now, speak to Diari who is nearby three times. There is a scene. After that, speak to the soldier on the left who is blocking the stairs twice. There is a scene. After that, go up the stairs to 5F. On 5F, search the bookshelf that's nearby the stairs for the Mythology Encyclopedia, and the bookshelf on the left that's in lower left for the permit. After that, go back to 4F (throne room), and go down the stairs that's nearby to 1F. On 1F, go thru exit at the top to leave the castle, and go northwest to a cave called the Secret Facility. [If you go into the two trees that's nearby Torantia Kingdom, you can plant four kinds of seeds into the ground].

Secret Facility

[Those you can change: Erel]

Now, go down the stairs that's nearby to B1. On B1, go upward, and go thru the left on the left into the next room. In this room, there are three red switches. Push the red switch on the left to open the door that's nearby. After that, go upward, and go thru the door into the next room. In this room, walk onto the pink platform on the right to get to the other side, and go thru the door into the next room. In this room, this room there are five red switches. Push the fourth red switch (counting from left to right) to open the door that's nearby. After that, go thru the door into the next room which is a puzzle room. In this room, there are eight tiles with directional arrows (four tiles are red & four tiles are blue), and two blocks (one red and one blue). Now, step on the tiles with the directional arrows in the order of right-right (red tiles), up-up-up (blue tiles), left-left-down-down-left-down-down-down-down-right-right (red tiles), down-down-right (blue tiles) to make and clear the path. After that, go thru the door into the next room. In this room, go onto the conveyor (moving belt) on the right to get to the other side, and go thru the door into the next room. In this room, speak to Distrust who is blocking the way. Now, fight Distrust twice. After defeating Distrust, go thru the door into the next room. In this room, go upward, and speak to Cario who will rejoin the group. After that, go up the stairs that's nearby to exit the Secret Institution, and go all the way back to the Large Wall of Rock.

Large Wall of Rock

Now, go into the cave, and go downward to exit the cave. After that, leave, and go south back to Port Town Santarem.

Port Town Santarem

Now, go to the lower right into the port area. In the port area, go to the upper right, and press the X button to hop into the ship. Now, sail downward to leave the town, and then sail east to Port Town Bizerte which is nearby.

Port Town Bizerte

[Those you can change: Winor and Yunas]

Make sure to buy new equipment for the group, and some "wings of journey (50D)" to back warp to villages and towns. Now, go into the big house on the left, and speak to the government official. Choose yes twice. There is a scene. Cairo will give you the monster pictorial book, and then leave the group. After that, the animal called server will take the trio across the desert to the Construction Site.

Construction Site

[Those you can change: Sadat]

Now, go to the upper right, and go into the house on the left. In this house, speak to the boy in the middle, and choose yes to make the three children (1-2) join the trio. After that, leave that house. Now, go downward to the bottom area, and exit the Construction Site. After that, go all the way south to the worksite, and there is a scene. Then, the trio will automatically go back to the Construction Site. Now, go into the middle house. In this house, speak to the old man in the middle, and choose yes to make the three old men join (2-2) the trio. After that, leave that house. Now, go downward to the bottom area, and exit the Construction Site. After that, go all the way south to the worksite, and there is a scene. (A total of six people and 12 rocks are needed to make the river overflow). Then, the trio will automatically be thrown into the river and sent back to Port Town Bizerte.

Port Town Bizerte

Now, leave the inn, and speak to the man who is nearby the water well. Choose yes. After that, leave the town, and press the X button to hop onto the server. Now, go southeast to the center of the desert to Bacchus Shrine. Recommend LV17 for the trio.

Bacchus Shrine

[Those you can change: Fire]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Bacchus' magic for the dog and Plato. After that, go to B1. On B1, walk onto the warp tile of Hermes, and choose yes to teleport to Hermes Shrine.

Hermes Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Hermes' magic for the dog and Plato. After that, go back to B1. On B1, walk onto the warp tile of Bacchus, and choose yes to teleport back to Bacchus Shrine.

Bacchus Shrine

Now, leave the shrine. After that, hop back onto the server, and go southeast to Thebes Capital.

Thebes Capital

[Those you can change: Banaryar, Tat, Gimuz, Ungard, Lbant, and Patora]

Make sure to buy new equipment for the trio. Also, there is a shop that sells seeds (round seed [100D], square seed [200D], sharp seed [300D], sticky seed [400D]). Now, go to the item shop, and buy a lot of holy drop (200D) to remove curse from all members. After that, leave the village. Now, hop back

onto the server, and go south of Thebes Capital to the Pyramid. [If you go into the group of trees that's nearby Thebes Capital, you can plant four kinds of seeds into the ground].

Pyramid

Some of the treasure chests are cursed so make sure to use the holy drop on the group to remove that curse. Now, go to the left, and then go upward. Push the block upward into the hole. After that, go to the center area where there are two sets of blocks (top & bottom) and a stairs in the center. Now, go to the front of the top block which has three small blocks. After that, push the left & right block upward, and then push the middle block to the right or left. Now, go upward, and go to the right into the room where the yellow tiles (sun, star, moon) are at. You need to step on the yellow tiles in the order of "sun, star, moon" to get to the right side. On the right, go thru the rotating blocks to get to the next room at the bottom. In this room, go to the left, and go up the stairs to 2F. On 2F, go thru the rotating blocks while trying to avoid the moving statues, and go to lower right to where the stairs is at. Now, go up that stairs to 3F. On 3F, walk across the moving sand, and go to the upper left where the stairs is at. Now, go up that stairs to 4F. On 4F, there are four lights and a Pharaoh's statue. Rotate the bottom light on the right to the left, the bottom light on the left upward, the top light on the left to the right, and the top light on the right upward onto the Pharaoh's statue to make a stairs appear to the left side of the room. Now, go up that stairs to 5F. On 5F, go to the top of the square hole, and press the down button twice to jump into the hole to B1. On B1, go upward, and search the second coffin (counting from left to right) to find Diari. After that, speak to Diari to make her rejoin the trio. Now, try to go thru the door that's nearby, and Diari will give you the King's letter. After that, leave the Pyramid. Now, go hop onto the server, and go back to Bacchus Shrine.

Bacchus Shrine

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Bacchus' magic for Diari. After that, go to B1. On B1, walk onto the warp tile of Hermes, and choose yes to teleport to Hermes Shrine.

Hermes Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Hermes' magic for Diari. After that, go back to B1. On B1, walk onto the warp tile of Demeter, and choose yes to teleport to Demeter Shrine.

Demeter Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Demeter's magic for Diari. After that, go back to B1. On B1, walk onto the warp tile of Venus, and choose yes to teleport to Venus Shrine.

Venus Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Venus' magic for Diari. After that, go back to B1. On B1, walk onto the warp tile of Poseidon, and choose yes to teleport to Poseidon Shrine.

Poseidon Shrine

Now, go up the stairs that's nearby, and go into the pool room. In the pool room, go into the water to learn Poseidon's magic for Diari. After that, go back to B1. On B1, walk onto the warp tile of Bacchus, and choose yes to teleport to Bacchus Shrine.

Bacchus Shrine

Now, leave the shrine, and go north of Bacchus to the Deserted Port.

Deserted Port

[Those you can change: Astal]

Now, go to the right, and there is a scene. Choose yes. Then, Herakles will leave the group. After that, speak to the man on the right who will mention something about a ship, and then go into the inn. In the inn, speak to the woman who is nearby the beds. Choose yes to rest. After that, leave the inn, and go to the ship which is nearby. Now, hop into the ship, and sail east to Altemis Shrine which is on an island. Recommend LV17-LV19 for the trio.

Altemis Shrine

[Those you can change: Luna and Yamel]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Altemis' magic for the dog & Diari. After that, leave the shrine, and hop back into the ship. Now, sail a little to the west to the Sea Entrance of Pones which is nearby.

Sea Entrance of Pones

[Those you can change: Gunai and Hinomot]

Now, leave, and go north to Sparta Town.

Sparta Town

[Those you can change: Leiris, Espalt, Kicra and Serez]

Now, go to the right or left side of the wall, and go thru the door into a room. In this room, go up the ladder to 4F. On 4F, go to the left edge or right edge, and press the left or right button twice to jump off. There is a scene. After that, speak twice to the Child King of Greece who is nearby, and choose yes to get some key which is a training place key. Make sure to buy new equipment for the trio. Now, go to the upper left, and go into Ares shrine. In Ares shrine, go upward, and go into the pool room. In the pool room, go into the water to learn Ares' magic for the trio. After that, leave Ares shrine, and go the barracks which is between the inn & the weapon shop. In the barracks, go to the upper right, and go down the stairs to B1. On B1, go downward, and fall into the hole that's on the floor to underground. In the underground, go all the way down, and go down the stairs into the next area. In this area, go all the way to the upper right, and go down the stairs that's nearby into the next area. In this area, go all the way to the upper right, and go down the stairs on the far right into the next area. Recommend LV18-LV20 for the trio. In this area, go all the way upward, and speak to Fear. After defeating Fear, return back to the town area. In the town area, speak to the Child King of Greece who is at the front of the barracks. [There is a blacksmith shop above the inn where you can make (powerful equipment with the stones or rocks), dissolve (weapon into stones or rocks) or forge].

After that, go upward, and exit the town. Now, go north to Athens.

Athens Town

[Those you can change: Arbas, Muses, Kilkel, Ezal, Tez, Estorial, Tina, and Earth]

Make sure to buy new equipment for the trio. Now, go to the upper right, and go into Athena Shrine. In Athena Shrine, go upward, and go into the pool room. In the pool room, go into the water to learn Athena's magic for the dog. After that, leave Athena Shrine, and go to the hospital which has two guards at the door. In the hospital, speak to the Child King. After that, leave the hospital, and go to the inn which is in the lower left. At the inn, speak to the person who is behind the counter. Choose rest (#2), and yes. At night, leave the inn, and go to the public office that's in the upper left (a fat man is standing nearby the front of the public house). In the public house, speak to the man who is behind the counter, and choose yes to get the permit. After that, leave the town, and go to Athens Castle which is nearby. In Athens Castle, go upward, and go up the stairs to 3F (throne room). On 3F, speak to Paris, and there is a scene. Now, speak to the Child King, and there is a scene. After that, go back to 1F, and speak to Plato. Now, try to leave the castle, and choose yes. After that, exit Athens Castle, and go west to Zeus Shrine which is nearby. [If you go into the two trees that's nearby Athens Town, you can plant four kinds of seeds into the ground].

Zeus Shrine

[Those you can change: Camista]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Zeus' magic for the dog. After that, leave the shrine. Now, open the menu, and use the tool of wings of journey or use the dog/Diari's magic of Noah's rune to teleport back to the Sea Entrance of Pones.

Sea Entrance of Pones

Now, go to the port, and speak to Moirai to get Hermes' shoes. After that, hop into the ship, and sail south. Now, move the ship thru the rocks, and then sail southwest to Port Town Cazal.

Port Town Cazal

[Those you can change: Cashem]

Now, speak to man who is blocking the gate, and there is a scene. Choose yes, and Paris will join the trio. Make sure to buy new equipment for the group. [Also, make sure to buy a lot of red-hot spears (3000D) & queen's whips (2300D) to make flame stones & coral stones. With these two stones, you can buy powerful equipment for the group at the blacksmith shop in Spapta Town]. Now, speak to man again, and choose yes to get a server. After that, leave the town. Now, hop onto the server, and go southeast across the desert to Persia Town. Don't enter Persia town as yet, just go into the two trees that's nearby that town into the planting seed place, and speak to the sheep (the one at the top left) to get Persia key which is the villa key. After that, enter Persia Town to mark it on the world map.

Persia Town

[Those you can change: Tutu, Bebl, Zabl, Galnor, Zalzan, Botas, Berry, and Alarfa]

Make sure to buy a lot of white nectar (355D) to fully recover one's HP, red nectar (55D) to recover ailments or illness, blue nectar (555D) to recover one's MP, golden nectar (1255D) to recover from swoon with full HP, and candle of life (3600D) to recover with one blow at the item shop (dark brown looking tent) that's nearby the inn. Now, leave the town. After that, hop back onto the server, and go southeast to Persian Villa.

Persian Villa

Now, go into the house, and go down the stairs to B1. On B1, fall into the large hole that's on the ground into the underground area. In this area, go into the cave that's nearby. In the cave, go to the upper left, and go down the stairs into the next area. In this area, go to the lower right, and go down the stairs into the next area. In this area, go to the left, and go up the stairs into another area. In this area, go to the lower right, and go down the stairs into the next area. In this area, go to the left, and go down the stairs into the next area. In this area, go to the upper right, and go down the stairs into the next area. In this area, go downward, and go down the stairs into the next area. Recommend LV22-LV26 for the group. In this area, go upward, and speak to Hate. Now, fight Hate who is annoying & troublesome. In battle, use Plato & Diari's light magic of kueisaraa (13MP) on Hate, and blue nectar to recover their MP. After defeating Hate, the group will fall into Hades. Now, go into the cave on the right. In this cave, go to the right to exit the cave. After that, go north, and go into the cave on the right. In this cave, go to the left to exit the cave. After that, go into the other cave that's nearby. In this cave, go to the far upper left to exit the cave. After that, go into the other cave that's nearby. In this cave, go to the right to exit the cave. After that, go into the other cave that's nearby. In this cave, go upward to exit the cave. After that, go into the other cave that's nearby. In this cave, go to the left to exit the cave. After that, go to Dead's Country which is nearby.

Dead's Country

There is a scene. Now, go to the public office which is behind the inn, and speak to the old woman who is nearby the counter. Choose yes + no. There is a scene. After that, leave the public office, and speak to Diari. Now, go back to the public office, and go up the stairs to 2F. On 2F, speak to the public official who is behind the counter. After that, leave the country, and go to the bridge which is nearby into Lethe River.

Lethe River

Now, go downward, and go to the front of the river. There is a scene. After that, go downward across the river to the other side, and speak to Charon. Now, speak to Diari. Recommend LV23-LV26 for the group. After that, speak to Charon again. There is a scene. Now, fight Charon. After defeating Charon, exit the river. Now, go back to the river, and speak to Charon again. There is a scene. Try to leave the river, and there is a scene. Diari leaves the group. After that, exit the river, and go to Hades Castle which is nearby.

Hades Castle

Now, go upward, and go up the stairs to 2F. On 2F, go downward, and go up the stairs to 3F. There is a scene. Then, the trio falls into Tartarus. Now, go into the cave that's nearby. In the cave, choose yes, and speak to Plato. There is a flashback scene of Epifar. After that, leave the cave. Now, go south, and go down the stairs that's nearby into a cave. In this cave, speak to Epifar's elder sister three times. After that, leave the cave. Now, go

southeast, and speak to Algor (old man) who is nearby. Choose yes to get Algor's letter. After that, go east, and speak to the red demon who is blocking the path nearby. After that, go north, and go to the front of the purple-looking marsh. Press the UP button to jump into the marsh, and go to the center of it. At the center of the marsh, the trio will fall into a cave. In this cave, go to the lower left, and go down the stairs into the next area. In this area, go to the left, and go down the stairs into the next area. In this area, make your way to the upper left, and go down the stairs into the next area, make your way to the right, and go down the stairs that's nearby into the next area. In this area, make your way downward, and go down the stairs into the next area. In this area, make your way to the right, and go down the stairs that's nearby into the next area. In this area, make your way to the upper right to where the huge hole is at. On the right edge of the huge hole, press the right button twice to jump thru that hole into the next area. In this area, go to the left edges of the huge hole, and press the left button four times to jump into that hole to fall back to earth into Stal.

Stal

Now, leave, and go southeast to Zeus Shrine.

Zeus Shrine

Make sure to warp back to Altemis Shrine, Poseidon Shrine, Ares Shrine, Athena Shrine, Hermes Shrine, Bacchus Shrine, Apollo Shrine, and Venus Shrine to get magic for Paris. After that, leave Zeus Shrine. Now, go east back to Athens Castle.

Athens Castle

[Those you can change: Tintone]

Now, go up the stairs to 3F (throne room), and speak to the King of Greece. After that, leave the castle, and go north to Heelar Shrine.

Heelar Shrine

[Those you can change: Kaam]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Heelar's magic for the dog & Paris. After that, leave the shrine, and go east to the Mountain of Sadness. Recommend LV25-LV29 for the trio.

Mountain of Sadness

[Those you can change: Mountain Lord and Echo]

Make you way up the mountain to the upper right, and speak to Pain who is blocking the second bridge. Now, fight Pain. After defeating Pain, make you way to the lower right, and exit the mountain. After that, leave, and go east to SanD'oria Kingdom which is nearby.

SanD'oria Kingdom

[Those you can change: Croul, Amorra, Prodete, and Bolc]

Make sure to buy new mantles for the trio at the armor shop. [Also, make sure to buy a lot of great bows (11000D) to make mysterious stones. With this stone, you can buy powerful equipment for the group at the blacksmith shop.

There is a blacksmith shop on B1 at the weapon shop where you can make (powerful equipment with the stones or rocks), dissolve (weapon into stones or rocks) or forge]. After that, leave the kingdom, and go southwest to Troy which is destroyed.

Troy

[Those you can change: Sheken, Buono, Tool, Zutec, Toraid, and Biz]

Make sure to buy a lot of white nectar (355D) to fully recover one's HP, red nectar (55D) to recover ailments or illness, blue nectar (555D) to recover one's MP, golden nectar (1255D) to recover from swoon with full HP, and candle of life (3600D) to recover with one blow at the item shop (dark brown looking tent) in the house on the right that's nearby the gate. Now, go upward, and there is a scene. After that, go into the tower, and go up the stairs to 3F. On 3F, go thru the door at the bottom, and then climb the ladder upward. Now, go thru the door into 4F. On 4F, climb the ladder up to 6F. On 6F, there is a scene. After that, go down the ladder to 5F. On 5F, speak to Moirai. After that, leave Troy. Now, open the menu, and use the tool of wings of journey or use the dog's magic of Noah's rune to teleport back to Athens Town.

Athens Town

Now, go to the lower left to the front of the inn, and speak to Herakles. There is a scene. After that, speak to Herakles again to make him become a friend. Now, leave the town, and go south back to Sparta Town.

Sparta Town

Make sure to buy powerful equipment for Herakles at the blacksmith shop which is above the inn. Now, leave the town, and go northwest to Hephaistos Shrine.

Hephaistos Shrine

[Those you can change: Istra]

Now, go upward, and go into the pool room. In the pool room, go into the water to learn Hephaistos's magic for the dog & Paris. After that, leave the shrine, and go along the shoreline to the south to where the ship is at. Now, hop into the ship that's nearby Sparta Town, and sail west to Neapolis Town.

Neapolis

[Those you can change: Rarbor, Maccal and Snow Spirit]

Now, go up two-flight of steps, and go thru door into the house. In this house, speak to the boy who is a descendant of Algor, and choose yes to give him Algor's letter. After that, leave Neapolis, and go northeast to the cave. In the cave, go down the stairs that's nearby into the Submarine Ship Factory. Recommend LV27-LV38 for the group.

Submarine Ship Factory

Now, go to the right, and go down the stairs to B2. On B2, go down the stairs that's nearby to B3. On B3, go upward, and go down the stairs to B4. On B4, go down the stairs that's nearby to B5. On B5, go down the stairs that's nearby to B6. On B6, go to the lower left, and go down the stairs to B7. On B7, speak to Hate who is blocking the way to the submarine. Now, fight Hate

who is troublesome & annoying. In battle, use Plato's light magic of kueisaraa (13MP) on Hate, and blue nectar to recover his MP. After defeating Hate, there is a scene. Now, go back to the main floor of the factory (B1), and rotate the value on the floor to make the water flow to the right into the pipe. After that, go down the stairs to B2, and rotate the values on the floor to make the water flow to the lower left into the pipe. After that, go down the stairs to B3, and rotate the values on the floor to make the water flow to the lower left into the pipe. After that, go down the stairs to B4, and rotate the values on the floor to make the water flow to the lower right into the pipe. After that, go down the stairs to B5, and rotate the values on the floor to make the water flow to the upper right into the pipe. After that, go down the stairs to B6, and rotate the values on the floor to make the water flow to the lower right into the pipe. After that, go down the stairs to B8, and speak to the boy. Choose yes to rest. After that, go up the stairs to B7. On B7, speak to the man in the middle, and hop into the submarine. The group is automatically taken to Poseidon Submarine Shrine.

Poseidon Submarine Shrine

There is a scene. After that, leave the shrine, and go to Poseidon Warehouse which is nearby. Recommend LV28-LV38 for the group.

Poseidon Warehouse

Now, go upward, and go down the stairs to B1. On B1, go to the right, and go down the stairs to B2. On B2, go around to the top area, and go down the stairs to B3. On B3, go around to the left, and walk into the purple warp tile to teleport to another area. In this area, jump off the ledge into another area. In this area, walk into the purple warp tile to teleport to another area. In this area, jump off the ledge into another area. In this area, walk into the purple warp tile to teleport to another area. In this area, jump off the ledge into another area. In this area, walk into the purple warp tile to teleport to another area. In this area, jump off the ledge into another area. In this area, walk into the purple warp tile to teleport to another area. In this area, jump off the ledge into another area. In this area, go upward, and go down the stairs into another area. In this area, go upward, and search Algor's ship. The group will automatically teleport back to Poseidon Submarine Shrine.

Poseidon Submarine Shrine

There is a scene. After that, leave the shrine, and hop into Algor's ship. Now, move Algor's ship all the way west, and then south to a shrine which is Atlantis. Press the B button to get off the ship, and walk into Atlantis.

Atlantis

Now, go around to the lower left, and search the small light for a message. After that, leave, and hop back into Algor's ship. Now, press the L or R or X button to raise the ship. After that, open the menu, and use the tool of wings of journey or use the dog's magic of Noah's rune to teleport back to the Construction Site.

Construction Site

Now, go into the cave on the right that is nearby the entrance. In the cave, go upward, and speak to Aremoa. After that, speak to the third shrine maiden

(counting from left to right) who is in the front row, and there is a scene. Now, speak to the third shrine maiden (counting from left to right) who is in the front row, and there is a scene. After that, go into the next area. In this area, go around to the left into the next area. In this area, go downward to exit the cave. Now, go to Atlasia Village which is nearby.

Atlasia Village

[Those you can change: Seeds]

(There is a hidden path amongst the trees on the top left which will take you to the house on the bottom right. In this house, buy a lot of prayer harps (50000D) to fully recover the group's HP). Now, go to the lower right, and go into the cave. In the cave, go up the stairs that's nearby to 2F. On 2F, go to the left into the next area. In this area, go up the stairs that's nearby into Atlas Mountain.

Atlas Mountain

[Those you can change: Zapet and Astal]

Now, go up the short ladder. After that, go all the way to the right, and go up the long ladder to the top of the mountain. Now, speak to shrine maiden (one at the top), and there is a scene. After that, try to go down the long ladder, and there is a scene. After that, leave the mountain, and go back to Atlasia Village.

Atlasia Village

Now, speak to the shrine maiden who is nearby the cave to get the silk bridle. After that, leave the village. Now, open the menu, and use the tool of silk bridle to summons Pegasus. After that, hop onto Pegasus to raise Pegasus into the air. Now, hold the X button down to make Pegasus fly upward into the sky until he reaches the Heavenly Realm. Recommend LV29-LV38 for the group.

Heavenly Realm

Now, go upward into the next room. (I will be using the direction of north, south, east and west for the yellow buttons, holes, and green flashing arrow indicator). In this room, go upward, and jump into the center area where there are five buttons. In the center area, walk onto the yellow button from the northern side to bounce upward to 2F. On 2F, walk onto the yellow button from the northern side to bounce upward to 3F. On 3F, the room is divided into three areas. Ignore the right and left areas of this room, and just focus only on the center area. In the center area, make your way around to where the green flashing arrow indicators that's on the northernwest side. Now, walk onto the green flashing arrow indicators from the east side to make the light balls carry the group south and then east to the yellow button that is surrounded by grey buttons to bounce upward to 4F. On 4F, stand on east side of the small square hole, and then jump back into that hole to bounce into the small room with the yellow button on 4F. On 4F, walk onto the yellow button from the west side to bounce upward to 5F. On 5F, search the treasure chest for Medusa's head, and there is a scene. After that, the group falls to Atlantis - Observatory.

Atlantis - Observatory

Now, hop back into Algor's ship, and leave. After that, open the menu, and use the tool of wings of journey or use the dog's magic of Noah's rune to

teleport back to Atlasia Village.

Atlasia Village

Now, go back to Atlas Mountain.

Atlas Mountain

Now, go back to the top of the mountain. At the top of the mountain, speak to shrine maiden (one at the top), and there is a scene. After that, try to go down the long ladder, and there is a scene. After that, leave the mountain, and go back to Atlasia Village.

Atlasia Village

Now, leave the village. After that, open the menu, and use the tool of wings of journey or use the dog's magic of Noah's rune to teleport back to Atlantis - Observatory.

Atlantis - Observatory

Now, hop back into Algor's ship, and leave. After that, press the L or R or X button to lower the ship. Now, press the B button to get off the ship, and walk into Atlantis.

Atlantis

Now, go around to the lower left, and search the small light for another message. After that, leave, and hop back into Algor's ship. Now, press the L or R or X button to raise the ship. After that, open the menu, and use the tool of wings of journey or use the dog's magic of Noah's rune to teleport back to Athens Town. Now, go back to Athens Castle.

Athens Castle

Now, go up the stairs to 2F. On 2F, go thru the door on the right into the library, and speak to each of the three old men (reply with yes to their questions). After that, leave the library. Now, go up the stairs to 3F. On 3F, go thru the door at the top into the King's room, and speak to the King of Greece. After that, try to go down the stairs to 2F, and there is a scene. Paris will go back into the King's room to get the orihalcon scrap from the King of Greece. After that, exit the castle, and go west back to Zeus Shrine which is nearby.

Zeus Shrine

Now, go upward, and go into the pool room. In the pool room, go into the water to soak the orihalcon scrap to get Zeus' tears. After that, leave the shrine. Now, open the menu, and use the tool of wings of journey or use the dog's magic of Noah's rune to teleport back to Atlantis - Observatory.

Atlantis - Observatory

Now, hop back into Algor's ship, and leave. After that, press the L or R or X button to lower the ship. Now, press the B button to get off the ship, and walk into Atlantis.

Atlantis

Now, go around to the lower left, and search the small light again. The rock

will be destroyed by Zeus' tears. After that, go into the cave to Orihalcon Mine. Recommend LV29-LV38 for the group.

Orihalcon Mine

Now, climb down the vines to the lower left, and go down the stairs into the next area. In this area, climb those annoying vines all the way around to the upper right, and go into the next area. In this area, climb down the vines, and go down the stairs into the next area. In this area, go to the right, and go thru the door into sensei's laboratory. In sensei's laboratory, go upward into the next room where Pandora's box is at. In this room, there is a scene. After that, speak to Plato, and there is a scene. Now, search the hero's human form, and there is a scene. Now, fight Aremoa. In battle, use the dog's howling & Herakles' bodily crush on Aremoa. After defeating Aremoa, there is a scene. Now, fight Aremoa. In battle, use the dog's howling & Herakles' bodily crush on Aremoa. After defeating Aremoa, there is a scene. Now, fight the final boss Vengeance. In battle, use Herakles' bodily crush on Aremoa, and the prayer harps to fully recover the group's HP. After defeating Vengeance, there is a scene.

Atlantis - Observatory

There is a scene. Choose yes. Now, speak to Plato, Epifar, and Herakles. After that, speak to Moirai, and there is a scene. After that, speak to Moirai again, and choose yes to end the game.

THE END

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Version 1.0

By Ritchie (hidall@hotmail.com)