



it's pretty much what you would expect from an RPG. You see the backs of your characters and they run up to attack the monsters (Lufia-like). You can have a max of 5 characters in your party, though that was interesting since most usually limit you to 3-4.

The graphics for the most part are decent/pretty and sometimes stunning. The music is enjoyable and doesn't get repetitive/tiresome or annoying as does the music in some other RPGs. The game has a good balance of gameplay/story, but is a pretty difficult RPG.

Some cool/interesting things to note about this game. One is that there are magic levels for characters as well as regular levels. Another thing is how stats get HUGE. Most people are used to seeing 999 or 9999 for the max of HP, but don't be surprised when your characters get HP past 10,000 and on up. And don't be surprised when your characters get attack and defense levels in the thousands. By the time I beat the game, my characters had hit points in the 50 thousands and attack/defense levels in the 20 thousands. Something else that's cool is that when you get new equipment on characters, you can actually see their portrait change to reflect the equipment in the status screens.

Note:

I could have put a section for equipment, but there really is no need for it and would have made the file much bigger for no reason. There are quite a bit of \*SPOILERS\* in this, so only use this if you really need to. Finally, the walkthrough was split up into sections for easier reading.

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~2. Walkthrough~  
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<<<<<2.1 - Chasing Michiko>>>>>

Start a new game and watch the neat intro. When it gets done, a group of people will walk up to you and assist you. They say they are going to join a group called R.A.G.E. (Resistance Against the god of Evil) and it seems you've been transported to another world. They'll give you a weapon and offer to help you find your missing friend. The game is in your control now.

Head right and down and you'll find the first town..Zolva.

Zolva:  
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Talking to the people roaming about in town, they'll tell you not to go outside because of monsters. A lady will warn you about the Tornado Tower. A guy in a house will say to check Tornado Tower for your friend. Get equipment and items and prepare to head to the tower. Walk south from Zolva and you'll see Tornado Tower right away.

Tornado Tower:  
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Items: Cure x2, Exit, Cure2

Walk right and all the way up, open the chest for a Cure. Go back and take the stairs. Open the chest there for another Cure. Follow the passage around. Right past the stairs is another chest with an Exit inside. Go upstairs. Go down, right, up, then right and

up and get the Cure2 from the chest. Now heal up and go down to fight your first boss - Kashim.

When you defeat Kashim, he'll tell you that a guy named Gomez took her down the stairs by him. Your party will run down the steps and see Michiko there, but Gomez will blast the floor and make it so that you can't get to her. Head back out of the tower.

Go back to Zolva and the villagers will be surprised that you climbed the tower and mention that the monsters are gone. One lady will tell you that the town of Kel is east beyond a bridge.

From the tower, go south-east. Cross the bridge. After crossing the bridge, head west and then north a little and you'll find Kel.

Kel:

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This town has the first shop you'll see that you can buy magic from. Go into the bar and talk to the man in front of the counter. Another man will run inside and say there's monsters outside. Walk out of the building to fight a monster. Then the mother of Maria (two of the people that were roaming about in town), will run up and tell you that her daughter has been kidnapped. In the bottom left house, the man will tell you that the monsters live in a cave to the west that's full of treasure.

Leave Kel and head west up the mountain. Go all the way west, then all the way south, then all the way east, etc and continue circling until you get to the top. Enter the mountain cave.

Mountain Cave:

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Items: Cure x5, TNT x2, Exit x2, Short Sword, Leather Shield, Speed

Go right and open the chest for a Cure. Now go left, open the chest, and get a TNT. Go left and up, open the chest, get a Cure. Go right and take the stairs.

A man here will say he hasn't seen Maria, but that she's probably down below. Walk left to find an Exit item. Now go down. On the first chance you have to go right, go that way. You'll find 3 chests with a Cure, Exit, and TNT. Go all the way down and left, take the stairs.

Go all the way right, then down to a break in the path. Go down into an area with three chests to find 2 Cures and a Speed. Go back up and take the left path. Head all the way left then down and left to get a Short Sword. Now heal up and head right to the boss battle - Ghoul. After killing Ghoul, a travelling merchant will appear named Ali who says he'll take Maria back to town. Open the chest and get a Leather Shield. Now exit and head down the mountain.

As you're going down the mountain, you'll see Gomez and Michiko walk by. There's nothing you can do right now to get to them so head back to Kel. A woman in town will say that the priest and the girl (Gomez and Michiko) crossed the bridge.

Leave Kel and head south-east. Cross the bridge you come upon. Head south-west and cross another bridge. Go west and enter the city of Windene.

<<<<<2.2 - The Chosen One>>>>>

Dawn:

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Talk to the people and you'll find out that they are having troubles. Go into the pub and talk to the bartender. A girl will come in and get into trouble with the skeleton in the bar. You'll fight him and she'll take you to her house. It turns out that she is princess Lita. Monsters have taken over the castle and they ask you to help them.

Dawn Castle:

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Items: Cure, Exit, Cure2 x2, Spark, Windene Shield

Enter it and head left. Take the stairs. Get the Cure from the chest. Walk all the way up and get the Exit from the chest. Take the stairs down.

Walk all the way to the right and take the stairs. Get the Cure2 from the chest and walk down. Get another Cure2 from the chest and take the stairs. Follow the hall as it circles around. Walk past the stairs to get a Spark from the chest. Now climb the stairs.

Circle around down and climb the stairs. Heal and then walk up to take on the boss - LizardKing. He's extremely powerful but takes some good damage from electric attacks. Once he's dead, princess Lita will come in and give you the Windene Shield. She also mentions that Michiko had been by and Gomez had said something about Brune. She suggests seeking help from R.A.G.E.

The Woods:

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Go west from Dawn and cross the bridge. When you enter the woods, you'll be attacked by a powerful monster called the Forrest Mage. He will stun the two girls in your party and then run. You all will find that their legs are turning into trees. Shun will leave everyone there and you get to take on the forest alone.

Go right and circle around, then go up, go right, then up again, then right and up again, go to the right. You'll come upon some people that are lost. They all will join your party...yay. As you move now, you will notice trees moving. Ignore them.

Go up and left, then down, all the way left, up, right, up, right, up, left to the weird little statue. You will encounter the Forrest Mage again. Don't worry, you don't have to take him on. He will mention that he works for the Windene Goddess and that evil is amassing in Gora.

Your new friends will decide to go to Gora and wait for you there. The others will return to you and you're back on your way to finding Michiko.

Head north. The farther north you go, the brighter the world gets (just about blinded me ^^;). Enter the first town you come upon.

Guen:

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Talk to the people and it turns out the reason everything is so 'bright' is because of an evil fog. You can get some much better equipment here so buy up. The bartender mentions that a prophet in a shrine to the north-east might be able to help with the fog.

Leave Guen and head north-east. You'll come upon an object in the sand. Search it to find out that it's the shrine but that you're too small to enter. A creature will appear and claim that he can help you. He casts a spell that shrinks you all down tiny and then he eats you!

#### Monster's Insides:

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Items: Cure3

Walk down and you'll see a little break in the wall on your left. Walk left and get the Cure3 from the chest. Go back and walk down some more. Just follow it down and you'll get into a boss fight with 2 dullgoos and 2 curegoos. Kill the curegoos first so that they won't repeatedly cure themselves and the dullgoos.

After killing the dull/curegoos, the monster will apologize (Seems you gave him a bit of indigestion ^\_-). He uses his magic to send you into the shrine and out of his stomach.

#### Shrine Maze:

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Items: Blizzard, Cure2 x3, Bomb, Cure3 x2, Small Shield, Exit, Sun Orb

Talk to the prophet and he'll tell you to get the Sun Orb to get rid of the fog. He then reveals some hidden stairs that lead into the maze and heals your party. Walk down the stairs.

Walk up, left, down, left all the way, all the way up. Open the chest for a Blizzard. Walk back down, take the down path, follow it right. Open the chest for a Cure2. Follow it up and left, up, right to a chest with a Cure2. Now take the upper passage to some stairs. Go down the stairs.

Go right and get the Bomb from the chest. Go back to the stairs and walk straight down all the way. Go to the right and get the Cure3. Go back left and up and take the passage to the right that you passed to get to the Cure3. Follow the path as it snakes its way through the floor until you get to some stairs leading down. Walk up from there to a chest containing a Cure2. Now walk back down and take the stairs.

Heal and walk down to take on the boss - Shudder. Upon killing Shudder, you get the Sun Orb. Some guy appears to say that he "won't forget this" and then flies away. Oooook then. Open the 3 chests for a Small Shield, Cure3, and an Exit. Leave the maze.

Talk to the prophet and he'll tell you to use the sun orb outside to remove the fog. He then heals you and sends you out of the shrine. Shun will use the orb and get rid of the fog so let's return to Guen. Heal and stock up on any items you need. Exit the town and head north-west towards the castle. A demon named Tap will jump you for getting rid of the fog. Enter the castle now.

Diene:

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Welcome to the nature palace of Diene. Lots of goodies to buy here for your characters - equipment, items, new spells. A person will mention that Brune is to the west just past some mountains. Talk to the king and he will tell you a legend about how the chosen one will bring together the dragons to defeat the evil god.

Leave Diene and head west. You will encounter an earthquake. Keep walking west until you find another town.

Nam:

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The people of Nam are worried because of the earthquake. Sounds like some men were working in some tunnels and are trapped by the rocks. Leave Nam and head south-east and enter the tunnels.

Nam Tunnels:

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Items: Cure2 x3, Jolt, Life x2, Cure4, DefUp3, Break Sword, Exit

In the first tunnel, head right. You will find a chest with a Cure2. Keep going right and come to an intersection. Go down and right to two treasure chests. One has a Cure2 and one has a Jolt. Go back up and take the stairs leading up.

Once outside, walk up and right. Walk around until you come to another tunnel entrance. Go inside and walk all the way down. Get the Life from the chest. Now take the path that goes right and follow it to two chests with a Cure4 and a DefUp3. Go back outside of this cave and return to the previous tunnel.

Once back in the first tunnel, go straight down and take the stairs down. Follow it all the way left and take the stairs. Now that you're outside again, head right and enter another tunnel. Walk left and down. Two people will run up to you and tell you that others are deeper inside the tunnels then run off.

Go left and grab the Cure2. Now go right. More people will run out, asking you to save the others from the monsters. Heal and prepare for a boss fight. Walk right, following the cave and more people will appear. They'll say they are the last ones and yell monsters. You get to take on the boss- Cyclops. After the Cyclops is dead, walk right and down to 3 treasure chests. Get the Life, Break Sword, and Exit.

Go back to Nam. When you walk in a little, a man will walk up and thank you for saving everyone. He then says that the way to Brune has been cleared for you. An old man will tell you to cross Gadak Mountain then head north-west to get to Brune.

Leave Nam and go east past where there used to be rocks blocking the way. Enter the cave and follow it to the exit. Head south and follow the mountain around...and around...until you reach the top. At the top the characters will talk a bit. Ok, time to keep on going...walk east and follow the mountain around...and around...until you get to the bottom. Cross the bridge and your characters will notice a woman acting 'fishy'. They'll talk to her and she'll say that her daughter is missing.

When the woman leaves, head north-east. Cross the bridge you come upon.

Enter the city of Brune.

Brune:

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Brune is quite a big city. You'll hear about a show going on in town, about the minister acting suspicious, and a ship that will leave for Gora soon.

Enter the show in the middle of town. You'll see a mermaid who happens to be the daughter of the woman you saw earlier after you crossed the mountains. Leave town and you'll find the mom outside roaming around. She'll ask you to save her daughter. Go back into town. The show is gone! Talk to people to find out that the minister took everyone away to his big mansion in the left part of town. Go there and the guard won't let you in. When you walk away, Ali will appear and promise to leave the backdoor open for you after he visits the minister.

Minister's Mansion:

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Items: AtkUp2, Cure2 x3, Exit, Windene Pendant

Go to the mansion. From the guard, walk right and follow the wall of the mansion all the way around to the back to the now open door. Walk right, down, all the way left, and down into a room with an AtkUp2 and Cure2. Go back to the hall we passed going down and follow it. Enter the room there and take the stairs up.

Walk straight up and get the Cure2 in the room. Go back to the stairs and walk straight down to get a Cure2 and Exit in another room. Go back to the stairs again and go left. Take the stairs. Walk all the way to the right and take the next set of stairs. Go to the prison cells and you'll release the mermaid girl. Now you and 2 others get to lead the way out.

Go upstairs, walk all the way to the left, and go upstairs again. You'll see a door open that wasn't before. Shun will think he hears Michiko. Shun will go dashing up just in time to see Michiko get sent to the capital of Gora. Gomez will blast him and leave. The goddess Windene will awaken Shun and tell him that he is the chosen one who must defeat Vile. Vile is trying to revive the god of evil/darkness. Afterwards, she'll disappear and you get the Windene Pendant which gives Shun the ability to use magic. Your party will then catch the ship to Gora.

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<<<<<<2.3 - Gora, the Dark Continent>>>>>>

Rand:

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Welcome to the town of Rand. You hear a bit of news here. A place called Teal has been taken over by Vile's troops but are in battle with R.A.G.E. You'll also hear that Vile needs 3 items to revive the god and that one of the items might be in Lun. Leave Rand and head north until you see another town, that's Teal.

Teal:

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Before you reach Teal, your party will split up so as not to look suspicious. After everyone enters town before you, you can go in. You'll learn of someone named Geru that runs the local fortress and

that the RAGE group that was fighting here got wiped out. After talking to everyone, leave town. You'll find everyone there including some of your friends from before. They'll make plans to blow up the ship and attack the fortress. Go back into town, stock up, and enter the fortress.

Teal Fortress:

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Items: Cure3 x3, Life, DefDn3, SpeedDn, Silencer, AtkUp3, Napalm

Walk straight up from the entrance to get to a room with a Cure3 and a Life. Go back to the entrance and enter the room on the right for 2 more Cure3s. Now head left from the entrance and follow the hallway to some stairs.

Upstairs, follow the path to a area where a bunch of halls meet. You'll see a very tiny hallway leading left a little above you. Go there to find a room with 5 chests - DefDn3, SpeedDn, Silencer, AtkUp3, and Napalm. No go all the way down and to the left. Heal and go down and right to fight the boss.

After the battle you'll be outside. You'll find out that Kui and Yuta got hurt in the explosion and Chris and Fanna want to stay with them. So join up with your other friends and you're on your way to Lun.

Walk north until you reach the end of the mountains on your left. Now walk left until you reach desert. Walk north until you find the town of Lun.

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<<<<<2.4 - Treasures of Evil>>>>>

Lun:

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Item: Light Key

If you go in the church, you'll find that it's empty. A man outside will say the priest knows all about it. Go in the house in the bottom right and talk to the cat priest. He will explain that Vile had come for the sword (1 of the 3 items needed to revive the god of evil), but a man named Gadish held them off. Then they returned with the Vile commandoes and killed off the RAGE warriors like they did in Teal. Gadish ran into the light tower to protect the sword. The priest gives you the Light Key. Time to enter the Light Tower.

Light Tower:

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Items: Cure3 x2, Life x2, Exit, Cure4, Speed, DefDn4, Silencer2

Use the lightkey to open the door. Now walk left and up all the way around to a chest with a Cure3. Go down and take the stairs. Go up and left to get a Life and a Cure3. Continue left and take the stairs. Walk up and all the way right to a chest with a Life in it. Now walk down. Get the Exit on your left and then climb the stairs on your right.

Walk straight up to get a Speed and a Cure4. Go left and take the stairs. Heal before you move anywhere. After healing, try and go left to get into a boss fight with Gomez himself! Once you kill him, get the DefDn4 in the chest on the left and the Silencer2



in the right chest.

Exit the Light Tower and go back to Lun. Talk to the priest and he'll say that the mayor of Kaz knows where the Dark Sutra is. Leave Lun and go north-east. You'll see a path leading up the mountain. Follow the path up and you'll come upon some people. 3 Vile soldiers are executing a woman. A fight insues between you and the soldiers. The lady is Marie from Kaz. She'll thank you for saving her and then leave for town. Walk down the hill and into Kaz.

Kaz:

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When you enter Kaz, you will be attacked by Rushizu and a henchman. Rushizu can kill characters instantly. Don't sweat it, you're supposed to lose. When you wake up, you'll find yourself in prison with a couple of RAGE members. Peter, Marie's brother, will spring you from prison. The village chief will come in and tell you that the Dark Sutra is in the basement of the church...or at least what was once the basement of the church.

Church Basement:

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Enter the Kaz church and go behind the pillar on the right. Search it and you'll find the entrance. You and the two girls will go down into the basement. Talk to the old lady and prepare to fight her. After you fight her, talk to her again to find out that you have to enter the portals in a certain order.

Go down and right and enter the Green Portal. There's an item shop straight up. Take the left path and enter the Red Portal. Go up and take the Purple Portal. Go right and take the White Portal. Go down, right, down, left...and enter the Blue Portal. You get the Dark Sutra! Now head down and leave the church.

Outside, you'll find that you've been betrayed by John...dirty punk. You are forced to hand over the Dark Sutra and then are hung up to crucify. Luckily, your old gang of Fanna, Chris, Yuta, and Kui come dashing up and save you all. You get the Jail Key as well.

Head back to Kaz to save the others.

Kaz Fortress:

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Items: Cure4 x6, Life x3, Exit, DefUp2, SpeedDn

Enter the fortress and go right, up, left, up, right, up, left, down into a room with 2 chests. Get the Cure4 and Life and then go up and take the stairs down. Use the jailkey on the bottom right cell to release your friends. They'll tell you Rushizu's weakness is when she's asleep...so now you get to go find her. Your party will go back up to the first floor. Take the stairs on your right up to the second floor.

Go into the room on your left for an Exit and Life. Now head right to a choice of 2 doors going up or down. Go up and right to a chest with a Cure4. Go down and take the stairs. Follow the hallway to a room with a Cure4 and SpeedDn.

Go back upstairs and to where the path had split and you went up

from. This time go down and right to the bottom right room to get another Cure4. Now make your way left until you get to the bottom left room. In the chest you'll find a DefUp2. Go into the room above and take the stairs up.

Go right to the third room. In the chest there is a Life. Now go right, up, and left to the second room over. You'll find 2 Cure4s in there. Continue left to the last room. Heal up before attempting to enter. When you try to walk in, you'll go into a boss fight with Bark.

When you kill Bark, you'll enter the room to find...Michiko's School Dress?! Your friends wonder if she is Rushizu. You'll be sent out of the fortress and all of your friends will talk. The others leave to find information on the Skull Glass..the last item needed to revive the evil god. Peter left a message with his sister to tell you to meet at the Bren Inn.

Head westward from Kaz. You eventually see below you what looks like a ring of rock with a castle in the middle. Walk down there and a man will run up to you and ask for help. Kill the amazons chasing him and he'll give you a Crpyt Key to the mausoleum behind the castle. Enter the town.

Minx:

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Minx is under trouble from Vile. The castle has been taken over by Vile's troops. Stock up on supplies, talk to the townspeople, and then enter the castle.

Minx Castle:

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Items: Cure4 x4, ElectroZap, Dragon Ring, Fire Sword

Go left and follow the long winding hallway in this broken down castle. You'll come to a place where you can either go up or down. Go up and get the Cure4. Walk all the way left to find an ElectroZap. Now go out the back door. Go to the building and use the Crypt Key to open up the mausoleum and go down the stairs.

Mausoleum:

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Items: Life x2, Cure4 x3, Exit, Cure5 x2

Go all the way left and up. Get the Life and then head down. Following the corridor, you'll come upon another chest with a Cure4. Continue on from there to the big room with the caskets and treasure chests. In the chests you'll find a couple of Cure4s, an Exit, and a Life. The 4 caskets on around the central one are empty except for skeletons. Open the center casket. In it is an inscription that says "When the fire dragon flies, the path will be revealed". Go into the previous chamber with the two dragons. Search the one on the right and his wings will flap.

Go back into the big room and you'll see that a hidden stairs has been revealed. Go downstairs. In the chests you'll find 2 Cure5s. Prepare for a boss fight with the KingGhost and then open the casket. After you defeat him, he'll tell you to check his throne. Re-enter the castle.

Minx Castle (Continued):

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Go right back to where the path split. This time go down and follow the path all the way to it's end. Get the Cure4 and then take the stairs up. Now follow the path to another Cure4. Keep heading right from there and follow the path to a Dragon Ring. Go right and keep following the path as before to the end and grab the Cure4. Go upstairs and walk up to the throne. Search it to find the Fire Sword. Somebody will notice a person lurking in the back room so run up there. You'll find a girl named Mimi there. From her you'll find out that Rushizu really is Michiko.

Leave Minx and walk up past the rock circle then a little left and head straight down through the southern desert. You'll come upon some bridges leading to a city. Enter the city.

Bren:

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At least you've made it to Bren, the biggest city in Gora. Talk to all the townsfolk, stock up on supplies/new equipment/spells, then go into the inn and go to the bedroom. Talk to Peter and you'll find out that the others are in the palace and they need your help. Into the palace!

Bren Palace:

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Go right and up. You'll find Bostov fighting a Vile soldier. He mentions that Murobo is deep inside fighting Rushizu. Your party will walk in and find that Murobo has killed Rushizu (Michiko). There's a bit of story here as Shun loses his cool and Baros offers him the darkside. You'll end up fighting Kashim again, just this time he's much stronger. After he dies, there's nothing else you can do right now so leave the palace.

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<<<<<<2.5 - The Holy Bell>>>>>>

More storyline will happen and you'll find out that you need to go to a town to the west to try and find Palace Island. Leave Bren and head west. You will come upon a town, but everyone's been turned to stone! Guess we'll have to enter the tower then.

Stone Tower (for lack of a better name):

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Items: DefDn6, Cure4 x6, Speed, Exit, Life x2, GlacierBall, AtkUp3, SpeedDn2

Go in and take the stairs up. Up and left, take the stairs. Go up and take yet another stairs. Go right and open the chest to find a DefDn6. Go right and take the stairs. Follow the winding hallway to a chest with a Cure4, then take the stairs down. Open the chest there for a Speed. Go down the top stairs to an area with 4 chests - an Exit, Life, GlacierBall, and AtkUp3. Go back upstairs and this time use the bottom stairs.

Go down and to the left to find 2 Cure4s. Now go up and left until the hallway branches. Follow the bottom branch and climb the stairs to find a Life and a Cure4. Go back down and take the top branch and climb the stairs now. In the chest is another Cure4. Now use the right stairs. Follow the path down and to the right to get again a Cure4 and a SpeedDn2. Go downstairs.

Now from here, just keep following the passages/taking the stairs (it's straight forward, there's no branches or chests to grab) until you find yourself in a room with 2 golem looking statues. Heal and then walk up to take on the tremendously powerful boss - RockWizard. When you kill him,

the tower will disappear and you'll find yourself on the overworld map.  
Go into the town.

Mol:

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Not much to do here except talk to the people. One person will tell you to go and ask around in Rio, a seaside village. There are some nice new weapons in the weapons shop though. After getting what you need, leave Mol and walk south across a bridge.

When you hit the trees, walk east following the woods. When you reach the edge of the woods, walk south and then all the way west back to the water. Walk south, following the shore until you see a town. Before entering it, heal because you'll be jumped when you go in.

Seaside Town:

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You take but a few steps before some pirates attack you. Kill them and then walk a few more steps to be attacked by more pirates. After you kill them too, walk another few steps and a man named Gadish appears telling everyone to put down their weapons (remember him? Murobo's good friend from long ago). He'll give you information and then lend you all his ship.

As you sail, you'll suddenly be attacked by a Vile warship. It'll sink your ship. Luckily, the mermaid appears to return the favor you did for her by saving her daughter and gives you a ride to Palace Island on a whale. You'll land in a town called Tia.

Tia:

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Talking to everyone, you find out that some Vile soldiers are looking for somethin called the 'Holy Bell'. Besides that, there isn't much to do in Tia although they do have some new spells. Leave Tia and go east.

You will come upon a bridge, cross it and go south to get under the trees. Go straight east and you'll find a earthen ramp that leads up the hill. Climb the hill and enter the town.

Minv:

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There's a palace here, but it's guarded. Talking to people, you'll find out that the high priest of the palace knew about the holy bell, but he got killed. Go into the house to the right of the palace. You'll find a boy named Jim there. He'll tell you that the high priest said the holy bell was hidden under the goddess statue and then reveal some hidden stairs that lead to the palace.

Minv Palace:

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Items: Cure4 x4, Cure5 x2, LavaBomb, DefUp3, Holy Bell

Go along the easy to follow paths/stairs until you get to the first time the corridor splits up. Go down and grab the Cure4 then go right on the hallway above. You will reach another split right quick. Go down and get the Cure5, then go up. Follow the hall to some stairs and go downstairs. Walk down, get the Cure4, and then go up the right passage. Follow it to where it branches, go up to get the LavaBomb, then take the right passage and follow it again. You'll find a Cure5 along the way. When you see a door, walk left past it to get the Cure4 then go down to discover that the goddess

statue has been moved and the stairs underneath have been revealed.

Go down the two sets of stairs, then follow the path as it curves right, down, then left. At the split, go up and get the DefUp3. Now go down and go along the passage. You'll spot a chest on your right, inside is a Cure4. Go left from there and follow the hallway to the end. You'll discover that the chest is empty, but Ryukia will hear something upstairs. Make your way back to the stairs leading up to the first floor.

Heal up and then climb upstairs. Try to walk down and you'll be attacked by the boss - Geru, second captain of Vile (He was mentioned a long time ago, but never seen). Kill him and you'll win the Holy Bell. Now you can walk straight down and out the front door of the palace.

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<<<<<<2.6 - The Third Item of Revival>>>>>>

Go back to Tia and walk over to where the whale was. You'll see no whale, but it'll swim up. Your party will ride it to the real Rio where you'll find out that the Skull Glass has been found out to be in the Catz Mountains. Of more concern is the fact that Vile's first captain, Garcia, is there already looking for it. Talking to people, you'll learn that the Catz Mountains are to the north.

Leave Rio and walk north. You will quickly see a ramp leading up the mountain. Follow it east to the town of Catz. There's nothing to do in town except buy some better equipment. Leave Catz and go east (ignore the two ways you could go north of Catz, they are both dead ends). Climb the ramp, go right, up the ramp, then left and follow it all the way to the cave entrance.

Catz Mountains:

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Items: Cure5, Exit, Cure4 x3, Antidote, LuckyCoin, Dragon Pants, Excal Sword, Dragon Boots, Skull Glass

Once inside, walk down to find a Cure5 and then take the stairs next to the chest. Up and to the right is an Exit. Now go up and climb the stairs. Walk right to get a Cure4. Walk down past the stairs to another chest with a Cure4. Go back up and take the stairs.

Walk up to a place where you have several choices to go. Go up to find 2 chests containing a LuckyCoin and a Dragon Pants. Go back down and this time walk right and down to get an Antidote. Go right from there to find the sword Excal. Equip that bad boy for a big (and much needed) attack boost. Go up and use the stairs.

Run up and then all the way left to find Dragon Boots. Now go all the way down and then left to a Cure4. Heal and prepare for the boss. Walk up and before you reach the treasure chest there, you'll be attacked by Geru's brother, Garcia, 1st commander of Vile. Open the chest for the Skull Glass and leave.

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<<<<<<2.7 - Quest's End>>>>>>

Back in the town of Catz, you'll come upon Pabor standing outside. He'll tell you that you all are needed in Bren and to go to the Bren Inn. So leave Catz and walk west back down the mountain. Once you get to the bottom of the mountain, go north and you'll come upon a bridge leading to Bren. Go to the inn and talk to Peter to learn....your Skull Glass is a fake! Baros is preparing the ritual to revive the evil god! The rest of your people are already inside the palace



\_\_Michiko (human)\_\_

"Girlfriend" of Shun. She gets warped into the world of Villgust and taken captive by enemies. Shun's goal is to get her back.

\_\_Shun (human)\_\_

The hero. Brought to Villgust by the goddess Windene to be the chosen one and to save the world. Only cares about saving his beloved Michiko.

Weapon: Sword

Magic: Able to use magic once he gets the Windene Pendant.

\_\_Kui (human)\_\_

Perhaps considered the leader of the group of RAGE hopefuls that join you at the beginning of the game. He's one of the greatest warriors you'll ever have in your party.

Weapon: Sword

Magic: No

\_\_Chris (human)\_\_

She's sometimes harsh, but usually kind. She cares deeply for the other members of the group, especially Kui.

Weapon: Sword

Magic: No

\_\_Yuta (human)\_\_

Yuta is sort of a generic guy that's just..well, there. He doesn't speak much, but is usually thoughtful when he does.

Weapon: Sword

Magic: Yes

\_\_Fanna (human)\_\_

Fanna is very kind and the strong magic user of your first group. She also cares deeply for her group, seems to especially like Yuta.

Weapon: Bow

Magic: Yes, strong point.

The other group of RAGE members have a lot of parallels with your beginning group. For instance, both Kui and Murobo are extremely strong. Both Bostov and Yuta are sort of there and don't speak much. Both Fanna and Lemi are very gentle and kind as well as the strong magic users of the groups.

\_\_Murobo (dog-human)\_\_

Leader of a group of RAGE members he's very strong and resilient. He is quick to act but is a kind-hearted soul.

Weapon: Axe

Magic: No

\_\_Ryukia (cat-human)\_\_

Ryukia is one of Murobo's people. She's always trying to look on the bright side of things and is quite care-free.

Weapon: Claws

Magic: No

\_\_Bostov (human)\_\_

Bostov is a skilled ninja and a valiant warrior. The only character that has a weapon that hits all the enemies on the screen when he attacks.

Weapon: Boomerang

Magic: Yes







GlacierBall	+++	strong ice damage in battle
Jolt	+++	electric damage in battle
LavaBomb	+++	high fire damage in battle
Life	1000	revives a character
LuckyCoin	+++	raises "luck" - affects evasion, chance of hitting monsters
Napalm	+++	medium flame/explosive damage
Seal	400	mutes
Silencer	+++	silences an enemy
Silencer2	+++	a stronger version of Silencer
Spark	+++	electric damage in battle
Speed	+++	raises a character's speed in battle
SpeedDn	+++	decreases an enemy's speed in battle
Synth	10000	adds mp
TNT	250	flame damage in battle

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 ~~~~~  
 ~~6. Spells~~  
 ~~~~~

Spells are bought in shops that you find. Think about what spells you really want as each spell caster can only learn 8 spells. Gust and Quake affect all enemies on the screen, which I guess would be why they cost soo much more than other spells.

| Item     | Cost  | Effect                                |
|----------|-------|---------------------------------------|
| ----     | ----  | -----                                 |
| Antidote | 400   | cures poisoning                       |
| Bolt     | 800   | minor electric damage                 |
| Bolt2    | 6000  | medium electric damage                |
| Bolt3    | 15000 | strong electric damage                |
| Cure1    | 500   | minor hp recovery                     |
| Cure2    | 2000  | better hp recovery                    |
| Cure3    | 8000  | major hp recovery                     |
| DefDown  | 800   | decreases enemy defense               |
| DefUp    | 2000  | increases a character's defense power |
| Gust     | 1000  | minor wind damage                     |
| Gust2    | 17000 | medium wind damage                    |
| Gust3    | 25000 | strong wind damage                    |
| Ice      | 1200  | minor ice damage                      |
| Ice2     | 12000 | medium ice damage                     |
| Ice3     | 40000 | major ice damage                      |
| Fire1    | 500   | minor fire damage                     |
| Fire2    | 3000  | medium fire damage                    |
| Fire3    | 8000  | strong fire damage                    |
| Life     | 10000 | revives a dead character              |
| Quake    | 20000 | minor earth damage                    |
| Quake2   | 30000 | medium earth damage                   |
| Quake3   | 65000 | major earth damage                    |
| Slow     | 600   | slows down an enemy                   |
| Strong   | 3000  | increases a character's attack power  |

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 ~~~~~  
 ~~7. Cheats~~  
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Stuck in the game? Needed that added bit of power or item to beat a boss? Well here's a bunch of codes that can help you with that. Be sure to email SiN (bgallo@earthlink.net) and thank them for all the codes.

Quick Notes:

- 1) Using the Level 99 codes are not recommended, as you don't get the level bonuses associated with levelling up.
- 2) Level Up Every Fight code is recommended in place of the Level 99 codes.
- 3) Equipment Modification codes caution: unknown if the equipment stays in inventory if code is used then turned off (suggestion: use the item modifier codes and equip the items instead).
- 4) Equipment Modifier, Spell Modifier, and Item Modifier codes require a hex number in place of the 'xx' the listing for each of the items follows the Character Modification Codes section.
- 5) For those who want the 'best' equipment, a listing for the strongest Atk and Def equipment for each character is listed at the end of this section.

---Character Modification Codes---

-Character 1 Codes (Shun)-

Level 99: (NOT RECOMMENDED)

7E070163

Max HP:

7E0704E8

7E0705FD

7E0707E8

7E0708FD

Level Up Every Fight :

7E070A3F

7E070B42

7E070C0F

Max MP:

7E071663

7E071763

Equipment Modification:

7E0724xx - Weapon

7E0725xx - Head

7E0726xx - Arm

7E0727xx - Leg

7E0728xx - Shield

7E0729xx - Body

7E072Axx - Hip

Spell Modification:

7E072Exx - Spell 1

7E072Fxx - Spell 2

7E0730xx - Spell 3

7E0731xx - Spell 4

7E0732xx - Spell 5

7E0733xx - Spell 6

7E0734xx - Spell 7

7E0735xx - Spell 8

Item Modification:

7E0736xx - Slot 1

7E0737xx - Slot 2

7E0738xx - Slot 3

7E0739xx - Slot 4

7E073Axx - Slot 5  
7E073Bxx - Slot 6  
7E073Cxx - Slot 7  
7E073Dxx - Slot 8  
7E073Exx - Slot 9  
7E073Fxx - Slot 10

-Character 2 Codes (Kui)-

Level 99: (NOT RECOMMENDED)

7E074163

Max HP:

7E0744E8

7E0745FD

7E0747E8

7E0748FD

Level Up Every Fight:

7E074A3F

7E074B42

7E074C0F

Max MP:

7E075663

7E075763

Equipment Modification:

7E0764xx

7E0765xx

7E0766xx

7E0767xx

7E0768xx

7E0769xx

7E076Axx

Spell Modification:

7E076Exx

7E076Fxx

7E0770xx

7E0771xx

7E0772xx

7E0773xx

7E0774xx

7E0775xx

Item Modification:

7E0776xx

7E0777xx

7E0778xx

7E0779xx

7E077Axx

7E077Bxx

7E077Cxx

7E077Dxx

7E077Exx

7E077Fxx

-Character 3 Codes (Chris)-

Level 99: (NOT RECOMMENDED)

7E078163

Max HP:

7E0784E8

7E0785FD

7E0787E8

7E0788FD

Level Up Every Fight:

7E078A3F

7E078B42

7E078C0F

Max MP:

7E079663

7E079763

Equipment Modification:

7E07A4xx

7E07A5xx

7E07A6xx

7E07A7xx

7E07A8xx

7E07A9xx

7E07Axx

Spell Modification:

7E07AExx

7E07AFxx

7E07B0xx

7E07B1xx

7E07B2xx

7E07B3xx

7E07B4xx

7E07B5xx

Item Modification:

7E07B6xx

7E07B7xx

7E07B8xx

7E07B9xx

7E07BAxx

7E07BBxx

7E07BCxx

7E07BDxx

7E07BExx

7E07BFxx

-Character 4 Codes (Yuta)-

Level 99: (NOT RECOMMENDED)

7E07C163

Max HP:

7E07C4E8

7E07C5FD

7E07C7E8

7E07C8FD

Level Up Every Fight:

7E07CA3F

7E07CB42

7E07CC0F

Max MP:

7E07D663

7E07D763

Equipment Modification:

7E07E4xx

7E07E5xx

7E07E6xx

7E07E7xx

7E07E8xx

7E07E9xx

7E07EAxx

Spell Modification:

7E07EExx

7E07EFxx

7E07F0xx

7E07F1xx

7E07F2xx

7E07F3xx

7E07F4xx

7E07F5xx

Item Modification:

7E07F6xx

7E07F7xx

7E07F8xx

7E07F9xx

7E07FAxx

7E07FBxx

7E07FCxx

7E07FDxx

7E07FExx

7E07FFxx

-Character 5 Codes (Fanna)-

Level 99: (NOT RECOMMENDED)

7E080163

Max HP:

7E0804E8

7E0805FD

7E0807E8

7E0808FD

Level Up Every Fight:

7E080A3F

7E080B42

7E080C0F

Max MP:

7E081663

7E081763

Equipment Modification:

7E0824xx  
7E0825xx  
7E0826xx  
7E0827xx  
7E0828xx  
7E0829xx  
7E082Axx

Spell Modification:

7E082Exx  
7E082Fxx  
7E0830xx  
7E0831xx  
7E0832xx  
7E0833xx  
7E0834xx  
7E0835xx

Item Modification:

7E0836xx  
7E0837xx  
7E0838xx  
7E0839xx  
7E083Axx  
7E083Bxx  
7E083Cxx  
7E083Dxx  
7E083Exx  
7E083Fxx

-Character 6 Codes (Murobo)-

Level 99: (NOT RECOMMENDED)

7E084163

Max HP:

7E0844E8  
7E0845FD  
7E0847E8  
7E0848FD

Level Up Every Fight:

7E084A3F  
7E084B42  
7E084C0F

Max MP:

7E085663  
7E085763

Equipment Modification:

7E0864xx  
7E0865xx  
7E0866xx  
7E0867xx  
7E0868xx  
7E0969xx  
7E096Axx

Spell Modification:

7E086Exx  
7E086Fxx  
7E0870xx  
7E0871xx  
7E0872xx  
7E0873xx  
7E0874xx  
7E0875xx

Item Modification:

7E0876xx  
7E0877xx  
7E0878xx  
7E0879xx  
7E087Axx  
7E087Bxx  
7E087Cxx  
7E087Dxx  
7E087Exx  
7E087Fxx

-Character 7 Codes (Ryukia)-

Level 99: (NOT RECOMMENDED)

7E088163

Max HP:

7E0884E8  
7E0885FD  
7E0887E8  
7E0888FD

Level Up Every Fight:

7E088A3F  
7E088B42  
7E088C0F

Max MP:

7E089663  
7E089763

Equipment Modification:

7E08A4xx  
7E08A5xx  
7E08A6xx  
7E08A7xx  
7E08A8xx  
7E08A9xx  
7A08Axx

Spell Modification:

7E08AExx  
7E08AFxx  
7E08B0xx  
7E08B1xx  
7E08B2xx  
7E08B3xx  
7E08B4xx  
7E08B5xx



Item Modification:

7E08B6xx  
7E08B7xx  
7E08B8xx  
7E08B9xx  
7E08BAxx  
7E08BBxx  
7E08BCxx  
7E08BDxx  
7E08BExx  
7E08BFxx

-Character 8 Codes (Bostov)-

Level 99: (NOT RECOMMENDED)

7E08C163

Max HP:

7E08C4E8  
7E08C5FD  
7E08C7E8  
7E08C8FD

Level Up Every Fight:

7E08CA3F  
7E08CB42  
7E08CC0F

Max MP:

7E08D663  
7E08D763

Equipment Modification:

7E08E4xx  
7E08E5xx  
7E08E6xx  
7E08E7xx  
7E08E8xx  
7E08E9xx  
7E08EAxx

Spell Modification:

7E08EExx  
7E08EFxx  
7E08F0xx  
7E08F1xx  
7E08F2xx  
7E08F3xx  
7E08F4xx  
7E08F5xx

Item Modification:

7E08F6xx  
7E08F7xx  
7E08F8xx  
7E08F9xx  
7E08FAxx  
7E08FBxx  
7E08FCxx

7E08FDxx  
7E08FExx  
7E08FFxx

-Character 9 Codes (Lemi)-

Level 99: (NOT RECOMMENDED)  
7E090163

Max HP:  
7E0904E8  
7E0905FD  
7E0907E8  
7E0908FD

Level Up Every Fight:  
7E090A3F  
7E090B42  
7E090C0F

Max MP:  
7E091663  
7E091763

Equipment Modification:  
7E0924xx  
7E0925xx  
7E0926xx  
7E0927xx  
7E0928xx  
7E0929xx  
7E092Axx

Spell Modification:  
7E092Exx  
7E092Fxx  
7E0930xx  
7E0931xx  
7E0932xx  
7E0933xx  
7E0934xx  
7E0935xx

Item Modification:  
7E0936xx  
7E0937xx  
7E0938xx  
7E0939xx  
7E093Axx  
7E093Bxx  
7E093Cxx  
7E093Dxx  
7E093Exx  
7E093Fxx

---Weapons And Armor Listing---

Order:  
1. Swords  
2. Axes

3. Boomerangs
4. Bows
5. Claws
6. Staves
7. Shields
8. Other Armor

-Swords-

- 10 Light Sword (6 Atk)
- 11 Short Sword (15 Atk)
- 12 Sting Sword (30 Atk)
- 13 Break Sword (70 Atk)
- 14 Bold Sword (270 Atk)
- 15 Long Sword (600 Atk)
- 16 Gust Sword (1300 Atk)
- 17 Angel Sword (2000 Atk)
- 18 Fang Sword (4000 Atk)
- 19 Fire Sword (1500 Atk)
- 1A Dragon Sword (10,000 Atk)
- 1B Excal Sword (6000 Atk)

-Axes-

- 1C Hand Axe (8 Atk)
- 1D Iron Axe (130 Atk)
- 1E Battle Axe (1200 Atk)
- 1F Hard Axe (2500 Atk)
- 20 Super Axe (4000 Atk)
- 21 Ultra Axe (6000 Atk)

-Boomerangs-

- 22 White Boomerang (6 Atk)
- 23 Black Boomerang (210 Atk)
- 24 Silver Boomerang (1000 Atk)
- 25 Gold Boomerang (2000 Atk)
- 26 Storm Boomerang (3500 Atk)
- 27 Star Boomerang (5300 Atk)

-Bows-

- 28 Short Bow (6 Atk)
- 29 Long Bow (29 Atk)
- 2A Fire Bow (100 Atk)
- 2B Gold
- 2C Bolt

-Claws-

- 2E Iron Claw (190 Atk)
- 2F Silver Claw (1000 Atk)
- 30 Diamond Claw (2200 Atk)
- 31 Ice Claw (3900 Atk)
- 32 Slash Claw (6000 Atk)

-Staves-

- 33 Light Staff (6 Atk)
- 34 Light Staff (150 Atk) [same name, different staff]

35 Nymph Staff (600 Atk)  
36 Angel Staff (1400 Atk)

-Shields-

37 Dragon Shield (2000 Def)  
38 Wood Shield (4 Def)  
39 Leather Shield (20 Def)  
3A Small Shield (65 Def)  
3B Light Shield (185 Def)  
3C Large Shield (700 Def)  
3D Fight Shield (200 Def)  
3E Windene Shield (50 Def) [Quest Item]  
3F Mirror Shield (1200 Def)

-Armor-

40 Light Helm (8 Def)  
41 Leather Tunic (20 Def)  
42 Gloves (6 Def)  
43 Brave Boots (20 Def)  
44 Leather Boots (8 Def)  
45 Dragon Helm (2000 Def)  
46 Dragon Tunic (4000 Def)  
47 Dragon Gloves (150 Def)  
48 Dragon Pants (1000 Def)  
49 Dragon Boots (600 Def)  
4A Iron Helm (10 Def)  
4B Iron Tunic (22 Def)  
4C Fight Gloves (6 Def)  
4D Iron Pants (10 Def)  
4E Fight Boots (8 Def)  
4F Earth Crown (80 Def)

50 Earth Tunic (100 Def)  
51 Earth Gloves (20 Def)  
52 Earth Pants (80 Def)  
53 Earth Boots (70 Def)  
54 Guard Helm (6 Def)  
55 Light Tunic (19 Def)  
56 Cotton Gloves (4 Def)  
57 Guard Pants (10 Def)  
58 Guard Boots (8 Def)  
59 Holy Crown (80 Def)  
5A Holy Tunic (100 Def)  
5B Holy Gloves (60 Def)  
5C Holy Pants (70 Def)  
5D Holy Boots (20 Def)  
5E Brave Crown (14 Def)  
5F Brave Gloves (10 Def)

60 Belt (18 Def)  
61 Brave Boots (100 Def)  
62 Silver Gloves (90 Def)  
63 Silver Pants (120 Def)  
64 Feather Boots (14 Def)  
65 Breast(plate) (22 Def)  
66 Cotton Gloves (7 Def)  
67 Knee Pants (10 Def)  
68 Great Gloves (45 Def)

69 Great Pants (140 Def)  
6A Battle Helm (200 Def)  
6B Battle Tunic (700 Def)  
6C Shoulder Belt (900 Def)  
6D Battle Gloves (60 Def)  
6E Battle Pants (50 Def)  
6F Goddess Tunic (1800 Def)

70 Goddess Gloves (70 Def)  
71 Goddess Pants (300 Def)  
72 Goddess Boots (100 Def)  
73 Ninja Helm (450 Def)  
74 Ninja Tunic (2300 Def)  
75 Ninja Gloves (120 Def)  
76 Ninja Pants (90 Def)  
77 Crystal Crown (400 Def)  
78 Robe (1600 Def)  
79 Knee Pants (110 Def)

---Spells Listing---

7A Fire1  
7B Fire2  
7C Fire3  
7D Bolt  
7E Bolt2  
7F Bolt3

80 Ice  
81 Ice2  
82 Ice3  
83 Gust  
84 Gust2  
85 Gust3  
86 Quake  
87 Quake2  
88 Quake3  
89 DefDown  
8A Slow  
8B Weak  
8C DefUp  
8D Fast  
8E Strong  
8F Cure1

90 Cure2  
91 Cure3  
92 Antidote  
93 Life  
94 Dispell  
95 Sleep  
96 Stun  
97 Stone  
98 Unlock

---Item Listing---

99 Cure  
9A Cure2  
9B Cure3

9C Cure4  
9D Cure5  
9E Cure6  
9F Life

A0 Antidote  
A1 Synth  
A2 Seal  
A3 LuckyCoin  
A4 Exit

---Battle Items Listing---

A5 Speed  
A6 Catfood  
A7 AtkUp  
A8 AtkUp2  
A9 AtkUp3  
AA DefUp  
AB DefUp2  
AC DefUp3  
AD TNT  
AE Bomb  
AF Spark

B0 Jolt  
B1 Gale  
B2 Blizzard  
B3 Snowflake  
B4 Snowball  
B5 Napalm  
B6 Tornado  
B7 ElectroZap  
B8 Glacierball  
B9 LavaBomb  
BA Silencer  
BB Silencer2  
BC Silencer3  
BD DefDn  
BE DefDn2  
BF DefDn3

C0 DefDn4  
C1 DefDn5  
C2 DefDn6  
C3 Paralyzer  
C4 SpeedDn  
C5 SpeedDn2

---Quest Item Listing---

C7 SunOrb  
C8 LightKey  
C9 JailKey  
CA DarkSutra  
CB CryptKey  
CC HolyBell  
CD SkullGlass  
CE HolyWater  
CF SchoolDress

