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><          -- PLAYER STATS. --          ><
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HP & MP RECOVERY

HP & MP recovery has a fixed rate which is consistent throughout the whole game, regardless of level, location, equipment, special items, etc. This differs from the X68K version of the game where HP recovery appears to be based off what room the player is currently in.

HP recovers at (roughly):

- 3.27 points per second.

MP recovers at (roughly):

- 1.64 points per second, 50% of the rate of HP.

HP and MP recovers MUCH faster in a town setting.

To recover HP & MP, it is important to stay still.

HP and MP cannot be recovered in boss rooms, even after the boss has been defeated.

EXPERIENCE / LEVELING UP

The leveling up system is nearly identical between both versions of the game; the only difference being the amount of EXP required to reach levels 15 and 16. The data is sorted in-game by stat., so Experience is all together, followed by Strength, Defense, HP and MP.

Level	HP	MP	STR	DEF	EXPERIENCE (NEXT)	(DIFFERENCE)
1	10	3	10	5	10	0
2	17	8	13	10	40	+30
3	23	10	17	16	90	+50
4	28	12	22	19	170	+80
5	36	19	26	23	280	+110
6	43	22	30	26	400	+120
7	54	27	34	31	560	+160
8	63	30	38	36	750	+190
9	68	34	41	40	970	+220
10	75	38	47	43	1230	+260
11	89	46	53	49	1530	+300
12	96	57	58	53	1880	+350
13	119	63	61	57	2290	+410
14	126	76	65	62	2810	+520
15	142	81	69	68	3550	+740
16	148	96	76	75	4180	+630
17	153	114	83	79	5050	+870
18	160	123	89	83	6000	+950
19	169	138	96	90	7180	+1180
20	174	145	117	101	8590	+1410
21	180	151	124	110	10280	+1690

22	184	157	135	124	12250	+1970
23	187	162	142	137	14460	+2210
24	192	171	148	142	17240	+2780
25	201	179	157	150	20470	+3230
26	208	185	163	161	24200	+3730
27	210	192	176	172	28370	+4170
28	213	199	183	184	33060	+4690
29	219	213	189	193	38040	+4980
30	221	219	211	203	43240	+5200
31	228	227	224	212	48800	+5560
32	231	236	237	223	54710	+5910
33	239	240	243	231	60830	+6120
34	248	245	247	243	65535	+4705
35	255	255	255	255	0	0

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><          -- COMBAT --          ><
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The formulae are based on considerable trial and error, leaving a possibility that some values are incorrect.

WEAPON & SPELL DAMAGE

Final Damage = (Attack Strength / 2.5) - (Target Defense / 5) + Random

Example: Using WATER RUSH against ORUTON
Final Damage = (320 / 2.5) - (252 / 5) + Random
= 77 + (Range: 0-6)
= Range: 77-83

The "Random" value adds up to 1 point of damage for every 12 done. For example: An attack that does a base of 40 damage will do 40-43, since 40 is greater than 36 (3x12), but less than 48 (4x12). There appears to be an issue with the random max. only 1 being point when the base damage is under 30.

NOTES

- All fractions are rounded down.
- Minimum value for damage is always 1, with the exception of spell immunity.

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><          -- EQUIPMENT & INVENTORY --          ><
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Weapon	Location	Cost	Damage (+STR)
Short Sword	Atland	150	10
Silver Sword	NATELA	----	40
Magic Sword	Dwarf cave	----	80
Force Sword	Siegfried Castle	----	100
Moon Blade	Lagoon Castle	----	120

Armor	Location	Cost	Protection (+DEF)
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Bandit Armor	Atland	100	5
Gold Armor	Philips Castle	----	20
Sonic Armor	Denegul	1800	50
Thunder Armor	Siegfried Castle	----	80
Moon Armor	Lagoon Castle	----	100

Shield	Location	Cost	Protection (+DEF)
Small Shield	Atland	150	5
Large Shield	Philips Castle	----	20
Great Shield	Denegul	1200	50
Maxim Shield	Siegfried Castle	----	80
Moon Shield	Lagoon Castle	----	100

Rings	Location	Cost (MP)	Effect
Protective Ring	Dwarf Cave	7.5 / sec.	DEF +30
Power Ring	Siegfried Castle	7.5 / sec.	STR +30
Defensive Ring	Siegfried Castle	7.5 / sec.	No Damage
Curing Ring	Lagoon Castle	7.5 / sec.	Recovers HP
Timer Ring	Lagoon Castle, Secret	7.5 / sec.	Stop Enemies

Staves	Location	Effect
Earth Staff	Voloh	Lv.1 Magic
Sky Staff	Denegul	Lv.2 Magic
Star Staff	Poper, Worship Site	Lv.3 Magic
Moon Staff	Nymph Spring	Lv.4 Magic

Crystals	Location	Effect
Fire Crystal	SAMSON	Fire Magic
Wind Crystal	Dwarf Cave	Wind Magic
Water Crystal	DUMA	Water Magic
Thunder Crystal	MATHIAS	Lightning Magic

Items	Location	Cost	Effect
Healing Pot	Atland	10	+30 HP
	Voloh	50	
	Various Chests	---	
Shiny Ball	Voloh	10000	Full HP and MP
	Various Chests	---	
Shiny Stone	Atland		+20 MP
	Various Chests		
Elixir	Voloh	700	Full HP
Bright Stone	Various Chests	---	Full HP
Life Ball	THIMALE	---	Full HP upon death
Samson's Key	Atland	---	Access to SAMSON
Key of Philips	Philips Castle	---	Access to NATELA
Key of Prison	Philips Castle	---	Access to Jail
Mint	Siegfried's Castle	---	Cure Popeo Plague
Duma's Key	Poper, Worship Site	---	Access to DUMA
Key of Siegfried	DUMA	---	Access to Siegfried's
			Castle, 2F
Movable Mantle	Voloh	---	Rescue Elves
Ancient Book	Denegul	---	Lecture
Freezing Pot	Denegul	---	Access to EARDON
Thor's Pendant	ZERAH & THOR	---	---
Powerful Mirror	Denegul	---	Access to Dwarf Cave

36	Lilaty	---
37	Gnome Plain	---
38	Ice Cave	---
39	Nymph Spring	---
40	Phantom Hill	West Side
41	Phantom Hill	East Side
42	Cloud	---
43	Lagoon Castle	Outside
44	Lagoon Castle	1F, Middle
45	Lagoon Castle	1F, East Side
46	Lagoon Castle	1F, West Side
47	Lagoon Castle	2F, Middle
48	Lagoon Castle	2F, East Side
49	Lagoon Castle	2F, West Side
50	Lagoon Castle	3F, Middle
51	Lagoon Castle	3F, East Side
52	Silence Terrace	---
53	Lagoon Castle	4F, Middle
54	Lagoon Castle	4F, East Side
55	Lagoon Castle	4F, West Side
56	Lagoon Castle	5F, Middle
57	Lagoon Castle	5F, East Side
58	Lagoon Castle	5F, Leads to Boss
59	Lagoon Castle	Balcony
60	Lagoon Castle	Island
61	Lagoon Castle	Island House
62	Lagoon Castle	Secret Place
63	Atland (?)	Glitched, does not work
64	SAMSON	---
65	NATELA	---
66	EARDON	---
67	DUMA	---
68	THIMALE	---
69	BATTLER	---
70	EVIL SPIRIT	---
71	ZERAH & THOR	---
72	ELLA	---
73	Lagoon Castle	King and Queen
74	Lagoon Castle	Princess Felicia

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><          -- MAGIC SPELLS --          ><
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To cast a spell, a staff and an elemental crystal. To equip a spell, combine a crystal and staff together.

Name	Staff	Crystal	Cost (MP)	Base Dmg.
FIRE BALL	Earth Staff	Fire Crystal	3	70
3-WAY FIRE BALL	Sky Staff	Fire Crystal	6	180 (Full) 70 (Split)
FIRE FALL	Star Staff	Fire Crystal	30	240 **
FIRE DRAGON	Moon Staff	Fire Crystal	50	350 **

WIND CUTTER	Earth Staff	Wind Crystal	7	156
WIND BLASTER	Sky Staff	Wind Crystal	12	200
TYPHOON	Star Staff	Wind Crystal	35	300 **

EARTHQUAKE	Moon Staff	Wind Crystal	55	380 **

WATER HAMMER	Earth Staff	Water Crystal	15	190
8-WAY HAMMER	Sky Staff	Water Crystal	30	190
WATER RUSH	Star Staff	Water Crystal	45	320 **
WATER DRAGON	Moon Staff	Water Crystal	60	400 **

THUNDER BALL	Earth Staff	Thunder Crystal	20	200
HOMING THUNDER	Sky Staff	Thunder Crystal	35	200
THUNDER BOLT	Star Staff	Thunder Crystal	50	350 **
EXPLOSIVE THUNDER	Moon Staff	Thunder Crystal	80	500 **

** - Hits all targets on the map

NOTES

More of an observation than an issue related to game, but the single-target spell damage and all-target spell damage are listed in different place in the game ROM.

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><          -- ENEMIES AND BOSSES --          ><
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HP - Enemy's Health.
STR - Strength. Unit's attack damage.
DEF - Defense. Unit's defense.
EXP - Experience Earned.
GP - Gold collected.
Wind - Wind Resistance
Fire - Fire Resistance
Lit. - Thunder/Lightning Resistance
Water- Water Resistance

The enemies are sorted by location and have their various stats. listed.

Magic resistance is sorted by element, then level. Unlike the X68K version, an enemy is either immune to the spell or it does full damage.

Examples:

XXXX means the target can be hit by all levels of an element.
-XXX means the level 1 spell does nothing, but levels 2-4 will still harm the target.
---- means the target has total immunity to an element.

Boss spell immunities are also listed with their stats., even though you cannot use spells during a boss fight.

** - Denotes a boss.

Name	HP	Str	Def	Gold	EXP	Wind	Fire	Lit	Water

GOLD MINE									
DRO	12	15	10	2	1	XXXX	XXXX	XXXX	XXXX
CRIL	14	20	15	3	2	XXXX	XXXX	XXXX	----
CHIPHON	24	30	26	4	3	----	----	----	----

SAMSON **	96	24	65	100	64	----	----	----	----
--- ELF FIELD									
TICK	44	28	30	3	4	XXXX	XXXX	XXXX	XXXX
BUNE	12	35	40	3	5	XXXX	XXXX	XXXX	XXXX
--- PHILIPS CASTLE									
SAVAGE	50	45	38	5	6	----	XXXX	XXXX	XXXX
GREGORY	60	40	25	5	5	-XXX	-XXX	-XXX	-XXX
REVIE	54	50	20	5	4	XXXX	XXXX	XXXX	----
ROPUTO	60	55	42	3	6	XXXX	XXXX	XXXX	XXXX
CRUD	68	60	0	5	6	----	XXXX	----	XXXX
HAURU	64	65	45	5	7	XXXX	XXXX	XXXX	XXXX
* NATELA	100	55	98	500	250	----	----	----	----

--- DWARF DESERT

ROCK	74	90	106	10	10	XXXX	----	XXXX	----
HUNTER WOLF	74	84	98	5	9	XXXX	XXXX	XXXX	XXXX

--- DWARF CAVE

MAGIE	58	96	0	10	32	XXXX	----	----	XXXX
BIZARL	100	102	122	10	20	XXXX	----	XXXX	XXXX
EARDON **	150	130	266	2800	500	----	----	----	----

Name	HP	Str	Def	Gold	EXP	Wind	Fire	Lit	Water
------	----	-----	-----	------	-----	------	------	-----	-------

--- HOBBIT VALEY

NONDIETTO	110	108	130	6	30	XXXX	XXXX	XXXX	XXXX
ZUDABVOU	94	114	138	5	22	XXXX	XXXX	XXXX	XXXX

--- SIEGFRIED CASTLE

GUSTAVU	120	157	184	7	30	--XX	--XX	--XX	--XX
ELUMERUTERGIE	44	150	175	1	35	XXXX	----	XXXX	XXXX
MIKKY	144	165	194	7	40	XXXX	XXXX	XXXX	XXXX
ANGELASSU	130	172	204	8	52	XXXX	XXXX	XXXX	XXXX
REVOCK	110	180	213	8	60	XXXX	XXXX	XXXX	XXXX
KIESER	134	187	223	9	80	--XX	--XX	--XX	--XX
DUMA **	240	140	210	300	800	----	----	----	----
* Hand #1 & 2	0	240	210	0	0	----	----	----	----

--- ICE CAVE

HELLIONES	144	195	232	10	80	XXXX	XXXX	XXXX	----
NUTER	100	202	242	2	120	XXXX	XXXX	XXXX	----
THIMALE **	256	150	226	1000	1500	----	----	----	----
* Pod (x6)	40	225	226	0	0	----	XXXX	XXXX	----

--- PHANTOM HILL

ORUTON	150	210	252	5	90	XXXX	XXXX	XXXX	XXXX
ELLA **	256	205	482	1000	2000	----	----	----	----

Name	HP	Str	Def	Gold	EXP	Wind	Fire	Lit	Water
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--- LAGOON CASTLE

BROL	174	225	271	5	140	XXXX	XXXX	XXXX	XXXX
FOOLISHARUKAN	144	232	280	7	150	XXXX	XXXX	XXXX	XXXX
FLYOKUTO	160	217	261	7	130	XXXX	XXXX	XXXX	XXXX
D-CLINE	170	240	290	7	160	XXXX	XXXX	XXXX	XXXX
SAGITERL	184	247	300	7	200	----	XXXX	XXXX	XXXX
KILLERKNIGHT DAME	190	255	309	8	250	----	----	----	----
EDOGER	210	262	389	7	300	----	XXXX	XXXX	----
BISHAMON	255	270	328	8	350	----	----	----	----
BATTLER **	256	195	558	1000	3000	----	----	----	----
* Aid #1 & 2	0	295	298	0	0	----	----	----	----

--- SECRET PLACE

SADOWIEE	200	277	338	5	350	XXXX	XXXX	XXXX	----
EXELLIAN	230	285	348	10	400	----	----	----	----
EVIL SPIRIT 1 **	256	312	454	0	0	----	----	----	----
(CASE + EYES)	1280	307	264	0	0	----	----	----	----
ZERAH **	500	285	384	0	0	----	----	----	----
THOR, 1 **	256	205	214	0	0	----	----	----	----
(RED BALL *8)	0	205	314	0	0	----	----	----	----
THOR, 2 **	256	355	550	0	0	----	----	----	----
EVIL SPIRIT 2 **	256	312	454	0	0	----	----	----	----

NOTES

- For identification purposes, unless stated in the game, all the monster names are taken from the X68K version.

/\ /\
>< -- TREASURE CHESTS -- ><
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Some chests give out a fixed amount of gold (For instance, Gold Cave 1F has a chest that gives 20 gold), but those that contain inventory/equipment have two options: The item in question if you do not have one and gold if you do. Some guides suggest the gold option is a fixed values, but it is not. The gold option is uses a formula to give you the final total.

The formula is: Level x 10

Example: Opening up a box with a Potion while at Level 18 and you already have one will give you 180 gold, instead.

This applies to all non-gold chests. This even applies to items you should not have early access to (like equipment, staves, crystals, etc.) and can (potentially) be rewarded to you after a boss fight if you have done some serious cheating.

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>< -- LEGAL STUFF -- ><
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