

Light Fantasy 2 (Import) FAQ/Walkthrough

by ritchie

Updated on Aug 23, 2006

Light Fantasy 2

(c) TONKINHOUSE 1995

+++++

GUIDE

+++++

Please use these cheat codes.

Infinite ril 7E1C7E98

7E1C7D96

7E1C7C7F

No encounter 7E148F05 (Optional)

About the game

The stage is moved after several hundred years of the former work "Light Fantasy." The basic battle system is similar, and also done in a free party system that almost all monsters can be made into a companion, but the Goddess who was a friend in the former work becomes the enemy in this work.

Now, choose "end (#5)" + "yes." After the prologe, go west, and walk on the grass to make Asshu fall into a hole. In the hole, move 3 steps downward, and then move 6 steps upward. There is a scene.

Tamamushi Village

Now, speak to Mina Tree who is nearby, and there is a scene. Then, Asshu gets Caren's jar. After that, go to the lower left, and go into Tamaotoko's house. In Tamaotoko's house, go upward, and speak to Tamaotoko. After that, Tamaotoko becomes a friend. Now, leave Tamaotoko's house, and go to the inn. At the inn, stand in front of Mimmin who is sitting on the right side of the table. Now, press the A button to open the menu, and choose "companion (#1 on the right)" + "invite (#2)" to send it to the registry place. After that, go into the top room on the right, and speak to the wandering merchant (cat) to buy new equipment for the duo. Now, leave the inn, go into Tamagero's house that is on the right side of the inn. In Tamagero's house, stand in front of Tamagero, and press the A button to open the menu. Now, choose "companion (#1 on the right)" + "invite (#2)" to send him to the registry place. After that, leave Tamagero's house, and go into the fortune-telling shop (sign with a crescent moon). In the fortune-telling shop, stand in front of Tamani, and press the A button to open the menu. Now, choose "companion (#1 on the right)" + "invite (#2)" to send her to the registry place. After that, leave the fortune-telling shop. Make sure to buy a lot recovery items, and also some torch (10 ril) at the item shop. Now, go to the upper right, and search the woods that's blocking the exit to remove it. Now, go thru the opening into the Forbidden Earth. Recommend LV3 for the duo.

Forbidden Earth

Now, open the menu, and use the item of torch. After that, go to the upper right, and go thru the opening into the next area. In this area, go to the upper left, and there is a scene. After that, go to the lower left, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the left, and there is a scene. Now, fight Earth Spider. After defeating Earth Spider, Asshu gets the

mirror of light, and there is a scene. Make sure to equip the mirror of light on Asshu. After that, go thru the opening that's nearby to get back into Tamamushi Village.

Tamamushi Village

Now, speak to Mina Tree, and there is a scene. After that, go downward, and go thru the opening to exit the village. Now, go northeast to Moon Rock Shadow. Recommend LV4 for the duo. There are 10 crescent moons. After that, walk into the crescent moon on the far lower right into Moon Rock Shadow.

Moon Rock Shadow

Now, use the item of torch or use Tamaotoko's magic of light (10MP). After that, go to the upper right, and go thru the hole in the wall into a dark passage. In the dark passage, go around to the upper right, and go into the next room. In this room, go thru the opening at the top into the next room. In this room, go upward, and go to the front of the fountain. There is a scene, and Ashuu gets the moon drop. Choose "Ha...bubu (just a moment.. no) [#2]." Now, fight Water Head & Chibi Water 72. After defeating Water Head & Chibi Water 72, there is a scene. Now, leave the cave, and go back to Tamamushi Village.

Tamamushi Village

Now, go into Tamaotoko's house. In Tamaotoko's house, go upward, and speak to Mete who is lying in bed. There is a scene, and choose "That's right (#1)". After that, leave Tamaotoko's house, and there is a scene. Now, go upward to where Mina Tree is at, and there is a scene. Choose "...I, go and see (#2)," and there is a scene. Then, Piyoco accompanies the duo as an NPC. After that, speak to Mina Tree, and there is a scene. After that, leave the village, and go north, and go into the cave called the Underpass which is nearby the Castle of Darkness.

Underpass

Recommend LV9 for the duo. Now, go all the way around to the upper left, and go thru the opening into the next area. In this area, there is a scene. After that, go all the way to the lower right, and search the treasure chest to warp to the next area. In this area, search the treasure chest that's nearby to warp to the next area. In this area, go thru the opening that's nearby into the prison area. In this area, go all the way to the right to speak to Nekoani who will mention something about a switch, and choose "OK! (#1)." After that, go to the upper right, and there is a scene. Choose "no... (#2)." Now, fight Orkbull who is troublesome. After defeating Orkbull, Asshu gets the rod of darkness. Now, search the treasure chest that's nearby the door to release the switch. After that, go to the left, and speak to Nekoani again. Now, go back to the upper right, and go thru the door into the next area. In this area, go upward, and go thru the yellow door (middle one) into the next area. In this area, go up the stairs that's nearby to exit the Underpass, and go east to Flame Mountain.

Flame Mountain

There is a scene. Now, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into another area. In this area, go upward, and speak to the wandering merchant (cat). Now, choose "I would like to buy magic! (#2)," and buy the magic of genki (300 ril), delfire (500 ril), pikago (500 ril) & freeze (500 ril) for the duo. Also, buy some recovery items. Now, leave that area. After that, go around to the upper

left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into Phoenix Village.

Phoenix Village

There is a scene. The hero gets fisheye. Now, leave that house. Companions that you can invite are Alp (weapon shop) & Picope (armor shop). After that, go to the lower right, and walk into the back of the three pillars into the registry place. In the registry place, walk onto the rectangular tile that's between the six pillars into the next area. In this area, there are three giant balls (red [revival], blue [change party - there are only 16 slots] & yellow [change name]). As a reminder, only 5 members can be a part of the group. I choose Tamagero, Alp, and Picope. Make sure to buy new magic at the magic shop and equipment at the weapon, armor & item shop for the group. Also buy a lot of royal drinks (1000 ril) to recover HP & MP for one member of the group. After that, go to the inn. At the inn, go upward, and speak to flameman on the left. Choose "ok! good! (#1)" to warp back to the entrance of Flame Mountain.

Flame Mountain

Now, go thru the opening at the bottom to exit the mountain. After that, go west, and go to the front of the Lake. There is a scene.

Lake

Now, fight unyunyu x7. After defeating unyunyu x7, swim north, and swim into the whirlpool to go under the lake. There is a scene, and Tamaotoko leaves the group. Now, swim northwest to Mermaid's Village. (On your way to Mermaid's Village, fight the enemy called Mermaid Woman who has the magic of tairyoctoll which absorbs the enemy's HP and maryoctoll which absorbs the enemy's MP. In battle, wait until Mermaid Woman is in front of a member of the group, and choose "invite (sasou)" several times to make her join the group).

Mermaid's Village

Companions that you can invite are Gyogen (inn), Sakecai (item shop), Unne (magic shop on the left), Maa (magic shop on the right) & Bkigyo (left house on the top left). The 3 pillars that are in front of the meal shop is where the registry place is at. Now, go to the upper right, and go into Rudy's house. In Rudy's house, speak to her, and there is a scene. After that, leave Rudy's house. Now, go to the left, and go thru the gate to leave the village. (Make sure that Mermaid Woman is not in the group. On your way to Toris' 1st Laboratory, fight the enemy called Armed Mermaid Woman who has the magic of tairyoctoll and maryoctoll. In battle, wait until Armed Mermaid Woman is in front of a member of the group, and choose "invite (sasou)" several times to make her join the group). After that, swim to the front of the tunnel that's nearby into Toris' First Laboratory.

Toris' First Laboratory

There is a scene. Now, speak to Raa (mermaid) who is nearby the water tank, and there is a scene. After that, speak to Toris who is nearby the computer. Now, speak to Raa again, and there is a scene. Then, Raa becomes a friend. Now, go downward, and go thru the door to exit the laboratory. After that, go north to Rian Village.

Rian Village

There is a scene. Companions that you can invite are Orbel (on the upper left side), Ojou (on the upper left side), Grandfather (inn), Taror (on the upper right side), LnlN (on the lower left side). Make sure to buy new equipment for the group. The 3 trees that's in the upper right side of the village is where the registry place is at. (As a reminder: if you speak to lady who is behind the counter at the meal shop, choose "I am hungry (#1)" + "doonaatsu or oodango - 100 ril" + "yes" to cure ailments such as lightning). Now, go to the top area, and go into the village headman's house. In the village headman's house, there is a scene. Choose "ok! (#1)," and there is another scene.

Ricancou Cave

There is a scene. Now, fight Ricancou. In battle, use the magic of Raa, Mermaid Woman, and Armed Mermaid Woman of tairyoctoll on Ricancou. After defeating Ricancou, there is a scene. After that, go all the way down, and leave the cave. Now, go southeast to Toris' First Laboratory.

Toris' First Laboratory

Now, go upward, and speak to Toris. There is a scene. After that, leave the laboratory, and go northeast of Toris' First Laboratory to Blacksmith Village.

Blacksmith Village

Companions that you can invite are Oyakata (in the house that's behind the weapon shop), Hachimaki (hot spring that's behind the meal shop), and Bunny (in the left side of the bar). Make sure to buy new equipment for the group. Also, make sure to buy a lot of recovery items including eyewash [megusuri] (120 ril) which cures the ailment of darkness at the item shop. The 3 trees that are behind the item shop is where the registry place is at. Now, go to the upper left, and speak to the man. There is a scene. After that, go to the front door of Grandfather Watt's house which is nearby, and there is a scene. In Grandfather Watt's house, speak to Grandfather Watt who is nearby, and there is a scene. After that, leave Grandfather Watt's house, and go to the meal shop. In the meal shop, go to the upper left, and speak to the lady who is behind the counter to get the SP lunch for 3000 ril. After that, leave the meal shop, and go back to Grandfather Watt's house. In Grandfather Watt's house, speak to Grandfather Watt to give him the SP lunch. After that, leave Grandfather Watt's house, and go back to the meal shop. In the meal shop, speak to the lady who is behind the counter to get the USP lunch for 5000 ril. After that, leave the meal shop, and go back to Grandfather Watt's house. In Grandfather Watt's house, speak to Grandfather Watt, and there is a scene. After Grandfather Watt eats the USP lunch, leave the village. Now, re-enter the village, and go back into Grandfather Watt's house. In Grandfather Watt's house, speak to him again, and there is a scene. Asshu gets light gem and 8000 ril. After that, leave the village, and go back to Ricancou Cave.

Ricancou Cave

Now, go all the way to the upper left, and speak to Ricancou to get the silver pearl. After that, leave the cave, and go back to Toris' First Laboratory.

Toris' First Laboratory

Now, go upward, and stand on the left side of the water tank. There is a scene, and Asshu gets the mirror of darkness. After that, leave the laboratory, and there is a scene. Asshu leaves the group. After that, go southeast of the Blacksmith Village to a big green forest surrounding a house. Incidentally, the big green forest is also nearby the big black forest. Now, go thru the two pine trees that are on the bottom right side of the big green forest which has a hidden passage. In the hidden passage, go upward, and then go to the left. Now, go into the house that's nearby to get into Feal Forest.

Feal Forest

Now, go to the left, and there is a scene. After that, go all the way down, and go thru the opening into the next area. In this area, go downward, and search the treasure chest that's nearby to get elixir. After that, go downward into another area. In this area, there is a scene, and choose "after all, let's help him (#1)." Now, fight Child Devil 78. After defeating Child Devil 78, there is a scene, and Raa gets the calling whistle to summons the wandering merchant to buy items. Now, go all the way up, and go thru the opening back into the other area. In this area, go around to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into Feal Village.

Feal Village

There is a scene. After that, Raa leaves the group, and Nymph becomes a friend. Now, leave the village, and go back into Feal Forest.

Feal Forest

Now, go around to the lower right, and go back into the other area. In this area, go around to the upper right to go back into the big green forest. In the big green forest, go to the right, and then go downward. After that, go around to the upper left side of the big green forest, and go to Lufe Village which is nearby.

Lufe Village

There is a scene. Companions that you can invite are Cappi (magic shop), Dekaime (right side of the magic shop), and Patata (inn). The 3 trees that are on the right side of the item shop is where the registry place is at. Make sure to buy a lot of recovery items including candy (10 ril) which cures the ailment of surprise at the item shop. Now, go to the upper left, and go into the house that's on the right side of the bar. In this house, go upward, and speak to the man to get some information about the Forest of Darkness. After that, leave that house, and go back to the entrance of the village to where Nekome is lying on the ground. There is a scene, and then Nekome accompanies the group as an NPC. After that, leave the village, and go east of Lufe Village to Devil Mountain.

Devil Mountain

Now, go upward, and there is a scene. After that, go upward, and go into the cave. (Use the item of torch or the magic of light). In the cave, go to the

upper right, and go thru the opening into the outside area of the cave. In this area, go to the right, and climb up the long steps to the next area. In this area, climb up the long steps that's nearby, and go into the cave. In the cave, go to the upper left, and go thru the opening into the outside area of the cave. In this area, climb up the long steps that's nearby to the next area. In this area, climb up the steps that's nearby to the next area. In this area, go to the left, and there is a scene. After that, go into the cave that's nearby. In the cave, go to the upper right, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the outside area of the cave. In this area, climb up the long steps that's nearby to the next area. In this area, go to the right, and climb up the long steps that's nearby to the next area. In this area, go to the right, and go into the cave. In the cave, go to the upper right, and go thru the opening into the outside area of the cave. In this area, go to the left, and climb up the long steps to the next area. In this area, go into the cave that's nearby. In the cave, go to the left. Then, go around to the upper right, and go thru the opening into the outside area of the cave. In this area, climb up the long steps that's nearby to the next area. In this area, climb up the long steps that's nearby to the next area. In this area, go into the cave that's nearby. In the cave, go upward, and speak to the wandering merchant. Make sure buy a lot of elixirs (15000 ril). After that, leave that cave. Now, go to the left, and go into the next cave. In this cave, go to the upper left, and go thru the opening into the outside area of the cave. In this area, go to the left, and climb up the ladder. There is a scene. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the outside area of the cave. In this area, go to the left, and go into the cave that's nearby. In the cave, go around to the lower left, and go thru the opening into the next area. In this area, go downward, and go thru the opening into Thief's Village.

Thief's Village

There is a scene, and Nekome leaves the group. After that, go thru the door at the bottom to leave Nekoani's house. Now, go to the right, and go thru the door into the warehouse. In the warehouse, search the treasure chest on the top left to get the gem of darkness and the gem of light. Companions that you can invite are Touzoku (inn), Kuzure (weapon shop), and Busoul (armor shop). The 3 stones at the front of the armor shop is where the registry place is at. Make sure to buy new equipment for the group at the weapon & armor shop. Now, go to the lower left, and go thru the opening on the right into the rental & warp shop. After that, go to the right, and speak to the warp man who is behind the counter. Choose "ok! good! (#1)" to warp back to the entrance of Devil Mountain for 200 ril.

Devil Mountain

Now, go all the way down to exit the mountain. After that, go south to the big black forest surrounding a house which is nearby the big green forest. Now, go thru the two pine trees that are on the left side of the big black forest which has a hidden passage. In this hidden passage, go all the way to the right, and go into the house to get into the Forest of Darkness. Recommend LV12-LV16 for the group.

Forest of Darkness

There is a scene, and choose "ok, let's try it! (#1)". Now, go all the way around to the upper right, and go thru the opening into the next area. In this area, go all the way around to the upper left, and go thru the opening into Elfi Village.

Elfi Village

Go to the left, and there is a scene. Now, fight Elfi 75 & Elfi 73 who are troublesome and annoying. In battle, use the item of candy to cure the ailment of surprise. After defeating Elfi 75 & Elfi 73, Asshu gets the growth seed, and there is a scene. After that, go back to a big green forest. Now, go thru the two pine trees that are on the bottom right side of the big green forest which has a hidden passage. In the hidden passage, go upward, and then go to the left. Now, go into the house that's nearby to get into Feal Forest.

Feal Forest

Now, go around to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into Feal Village.

Feal Village

Nymph leaves the group, and there is a scene. Then, Raa rejoins the group, and Asshu gets the light rod. After that, go upward, and there is a scene. Now, leave the village, and go back into Feal Forest.

Feal Forest

Now, go all the way back into the big green forest, and there is a scene. After that, leave the big green forest, and go all the way back to Toris' First Laboratory.

Toris' First Laboratory

Now, go upward, and speak to Toris. After that, leave the laboratory, and go southwest of Toris' First Laboratory to where the warp tree (three pine trees in the shape of a triangle) is at, and walk into top side of that warp tree to teleport to the other side of the Lake. After that, go west, and go back into the Underpass.

Underpass

Now, go thru the opening into the next area. In this area, go thru the red door that's nearby into the next area. In this area, search the treasure chest that's nearby to warp to the next area. In this area, go to the lower left, and go up the stairs to leave the Underpass. Now, go southwest back to Tamamushi Village.

Tamamushi Village

Now, go to the lower left, and go into Tamaotoko's house. In Tamaotoko's house, go to the upper right, and speak to Mete who is lying in the bed. There is a scene, and Raa leaves the group to return back to the Mermaid Village. There is another scene, and Til becomes a friend. After that, leave the village, and go back to Underpass.

Underpass

Now, go to the right, and search the treasure chest which is nearby to warp to the next area. In this area, go thru the door into the next area. In this area, go thru the yellow door which is nearby into the next area. In this area, go up the stairs that's nearby to exit the Underpass. Now, go east, and walk into the bottom area of the warp tree to teleport back to the other side

of the Lake. After that, go south of the Forest of Darkness to another big green forest. Now, go thru the four pine trees that are on the top left side of that big green forest which has a hidden passage. In the hidden passage, go all the way around to the upper right into the grassy area. In this area, go downward, go into the center of the Mist of Delusion.

Mist of Delusion

Now, go upward, and there is a scene. (This is one of the most irritating parts of the game. You have to walk into walls on the rightside or leftside or up or down to get into the next area. As a reminder, and there are no correct paths to get to where Norva Tree is at since the paths change and repeat constantly). After that, make your way until the group is trapped or confined in an area, and then the group will automatically be taken to where Norva Tree is at. Then, Asshu get the sword of earth. After that, go upward to exit the Mist of Delusion. Now, go back thru the big green forest. After that, go southwest of Toris' First Laboratory to where the warp tree (three pine trees in the shape of a triangle) is at, and walk into top side of that warp tree to teleport to the other side of the Lake. After that, go west, and go back into the Underpass.

Underpass

Now, go thru the opening into the next room. In this room, go thru the red door that's nearby into the next room. In this room, search the treasure chest that's nearby to warp to the next room. In this room, go to the lower left, and go up the stairs to leave the Underpass. Now, go back to Tamamushi Village.

Tamamushi Village

Now, go into Tamaotoko's house, and speak to Mete who is lying in the bed. After that, leave the village. Now, go back to the Underpass.

Underpass

Now, go to the right, and search the treasure chest which is nearby to warp to the next area. In this area, go thru the door into the next area. In this area, go thru the yellow door which is nearby into the next area. In this area, go up the stairs that's nearby to exit the Underpass. Now, go east, and walk into the bottom side of the warp tree to teleport back to the other side of the Lake. After that, go south of the Forest of Darkness, and then go all the way west to the cave which is being blocked by a mole. Now, speak to the mole. After that, go east, and there is a scene. Then, Nezukichi accompanies the group as an NPC. After that, go east to the cave called Ant's Nest, but don't enter the cave as yet. Now, go south of Ant's Nest to Sheno Village.

Sheno Village

Companions that you can invite are Icafra (magic shop 2), (bar), Babb (armor shop), Leroux (magic shop 2), and Lntata (bar). Make sure to buy the recovery magic of delmini (700 ril), delmeta (700 ril), deltori (700 ril), delmac (700 ril), deliwaka (750 ril), delcharm (750) at the magic shop (1-2) that's nearby the entrance, and the attack magic of gongon (7500 ril) at the magic shop (2-2) which is at the back of the inn. Also, buy new equipment at the weapon and armor shop for the group. The 3 trees that are on the left side of the item shop is where the registry place is at. After that, leave the village, and go north of Sheno Village back to Ant's Nest.

Ant's Nest

Now, use the item of torch or use the magic of light (10MP). After that, go to the upper left, and try to go thru the opening. There is a scene, and choose "ok! good! (#1)." In this area, go upward. There is a scene, and choose "ok! good! (#1)." After that, go to the upper left, and go thru the opening into the next area. In this area, go around to the far upper right, and go thru the opening into the next area. In this area, go around to the far upper right, and go into the next area. In this area, there is a scene, and Asshu & the three rats will lose the tug-of-war game. There is a another scene. After that, go all the way west back to the cave that's being blocked by a mole. Now, speak to the mole, and there is a scene. After that, go into the cave called Mole Road which is nearby the Red Tower.

Mole Road

There is a scene, and choose "yes, it worked well (#1)." After that, go to the upper right, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go around to the lower right, and go thru the opening into the outside area. In this area, climb up the ladder that's nearby to the next area. In this area, climb up the ladder that's nearby to the next area. In this area, go to the right, and climb up the ladder that's nearby to the next area. In this area, climb down the ladder that's nearby on the right, and go into the cave. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go to the upper right, and go into the next area. In this area, go upper right, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the outside area. In this area, climb up the ladder that's nearby to the next area. In this area, go to the left, and climb up the ladder to the next area. In this area, go into the cave that's nearby into Rat Village.

Rat Village

Companions that you can invite are Tuco (meal shop) and Tuta (inn). The 3 rocks that are on the left side of the meal shop is where the registry place is at. After that, leave the village, and go back into Mole Road.

Mole Road

Now, climb up the ladder that's nearby to the next area. In this area, climb up the ladder that's nearby on the right to the next area. In this area, go to the left, and climb down the ladder to the next area. In this area, go into the cave. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go around to the top, and go thru the opening into the next area. There is a scene. In this area, go around to the top, and go thru the opening to exit Mole Road. There is a scene, and Nezukichi leaves the group. Recommend LV17-LV21. After that, go all the way around, and speak to Guard Dragon who is blocking the entrance to Dragon Kingdom. Now, fight Guard Dragon. In battle, use the magic of gongon (45MP) on Guard Dragon. After defeating Guard Dragon, go into Dragon Town.

Dragon Town

Companions that you can invite are Orange (armor shop), Green (item shop), and Pink (upper rightside of town). Make sure to buy new equipment at the weapon, armor and item shop for the group. Also, buy a dragon claw at the weapon shop for 4000 ril. The 3 pillars that are in front of the item shop is where the registry place is at. Now, go all the way up to where the two

Guard Dragons who are blocking the gate of Devil Dragon's Castle, and there is a scene. Now, fight Guard Dragon 72. In battle, use the magic of gongon (45MP) on Guard Dragon x2. After defeating Guard Dragon 72, go thru the gate, and go into the castle. Recommend LV22-26 for the group. (You can get 110EXP by fighting Guard Dragon repeatedly). In the castle, go to the lower right, and go up the stairs to 2F. On 2F, go to the left, and then go upward. Now, go up the stairs to 3F. On 3F, go downward, and go up the stairs to 4F. On 4F, go upward, and go up the stairs to 5F. On 5F, go to the right, and go thru the door into the outside area. In this area, go thru the middle door that's nearby into the next room. In this room, go up the stairs that's nearby to 6F. On 6F, go upward, and go thru the door into the outside area. In this area, go thru the door on the right into the next room. In this room, go to the left, and go up the stairs to 7F. On 7F, go around to the upper right, and go up the stairs that's nearby to 8F. On 8F, go around to the top, and there is a scene. Now, fight Devil Dragon. In battle, use the magic of gongon (45MP) and tairyoctoll (20MP) on Devil Dragon. After defeating Devil Dragon, there is a scene. After that, go thru the opening at the top into the balcony. On balcony, there is a scene. After that, go back to 4F. (Optional: you can go back to Toris' First Laboratory. In Toris' First Laboratory, speak to Toris, and then invite Karakuri (Mechanism) who is nearby the boxes to send it to the registry place). On 4F, go to the lower left, and go down the stairs to 3F. On 3F, go upward, and go thru the door into the outside area. In this area, go into the tower that's nearby. In the tower, go upward, and go up 8 flight of stairs to 11F. On 11F, there is a scene. After that, go thru the opening that's nearby into the next room. In this room, go upward, and there is a scene. After that, search the red, yellow, and blue crytals. Now, walk onto the pedestal that's nearby, and there is a scene. After that, Til leaves the group, and Asshu gets the dragon's wings. Then, Dragon King beomes a friend, and there is another scene. After that, Lithium accompanies the group as an NPC. Now, go to Defend Village which is nearby.

Defend Village

Companions that you can invite are Nyar (inn), Boya (in the house that's on the upper right side of the village), and Momomo (the lower left side of the village). The 3 trees that are on the right side of the inn is where the registry place is at. Now, go upward, and there is a scene. Choose "ok! leave it to us! (#1)," and there is a scene. In the elder's house, go around to the upper right, and go thru the opening into the next room. In this room, go to the left, and go thru the opening into the next room. In this room, go to the left, and go down the stairs to B1. On B1, go to the upper left, and there is a scene. After that, go back up the stairs that's nearby to 1F. On 1F, go to the right, and go thru the opening back into the other room. In this room, go to the right, and go thru the opening into back into the other room. In this room, go around to the lower right, and go thru the opening to exit the elder's house. There is a scene. After that, go thru the door into the house that's nearby, and there is a scene. After that, leave the village, and go east to Shop Village.

Shop Village

Now, go upward, and there is a scene. Choose "ok! I will do it!! (#1)" + "ok! good! (#1)" to pay 100 ril. Companions that you can invite are Kuzureta (weapon shop 1), Sasurai (weapon shop which is hidden inside the house that's in front of weapon shop 2: in this house, search the treasure chest), Baasan (item shop 2), and Mammee (magic shop). The 3 trees that are on the right side of the magic shop is where the registry place is at. After that, go to the workshop that's nearby the entrance on the left. In the workshop, go to the left, and speak to the man who is behind the counter. Choose "fruit

collection (the one on the left in the second row counting from top to bottom) which is task 1-3." After that, leave the village, and go southeast of Shop Village to Shopl Village.

Shopl Village

Now, go to the lower left. After that, go to the front of one of the trees that are on the top left or right side of the bar, and press the A button. There is a scene. You will need do this repeatedly until you get 10 red fruits called protan, and make sure to look at the item menu to see if you got the protans. After collecting the 10 protans, leave the village, and go back to Shop Village.

Shop Village

Now, go to the workshop, and speak to the man who is behind the counter to give him the 10 protans. Choose "shopping for screws (the one on the right in the first row counting from top to bottom) which is task 2-3." After that, leave the workshop, and go to the item shop which is on the left side of the workshop. In the item shop, go upward, and speak to the man who is behind the counter to get the 10 screws. Make sure to look at the item menu to see if you got the 10 screws. After that, leave the item shop, and there is a scene. Now, re-enter that item shop again, and speak to the man who is behind the counter. There is a scene. After that, leave the item shop again, and there is a scene. In front of that item shop, walk back and forth repeatedly until you have picked up the 10 screws. Make sure to look at the item menu to see if you got the 10 screws. After that, go back to the workshop, and speak to the man who is behind the counter to give him the 10 screws. Choose "scrap iron hangings (the one on the right in the second row counting from top to bottom) which is task 3-3," and Asshu gets the fishing rod. After that, leave the workshop. Now, go to the upper left side of the village, and go to the left side of the pond, and press the A button. There is a scene. You will need do this repeatedly until you get 10 hole opening pans, and make sure to look at the item menu that you are getting the hole opening pan. After collecting the 10 hole opening pans, go back to the workshop, and speak to the man who is behind the counter to give him the 10 hole opening pans. After that, leave the village, and go back to Shopl Village.

Shopl Village

Companions that you can invite are Kunniku (meal shop) and Lnta (woman's hot spring). Now, go to the inn, and speak to the man who is behind the counter. There is a scene, and Lithium leaves the group. After that, leave the village, and go back to Shop Village.

Shop Village

Now, go back to the workshop, and speak to the man who is behind the counter. After that, leave the village, and go northeast of Shop Village to the hut called the Transporting Shop.

Transporting Shop

Now, go to the left, and speak to the man who is blocking the way. Choose "ok! please!! (#1)," and there is a scene. After that, go to the right, and go thru the opening to leave the shop. Now, go back to Blacksmith Village. (Optional: you can walk back or use the item of dragon's wings to fly back to Blacksmith Village).

Blacksmith Village

Now, go to the left, and go into the second house (the top house) that's behind the weapon shop. In this house, go to the upper left, and speak to the man from the left side for he will mention something about a legendary ore. There is a scene. After that, leave the house. Now, go to the weapon shop, and buy 5 tonkachis for 1100 ril. Make sure to equip the tonkachis on the group. After that, leave the weapon shop. Now, go to the upper right. After that, go to the front of the man who is blocking the way, and speak to him. After that, try to go into the cave, and there is a scene. After that, go into Training Cave.

Training Cave

Now, go upward, and speak to lady of the deposit shop who is nearby. Choose "I came to deposit! (#1)," and give her all of the group's previous weapons but do not including the tonkachis because you need them to get into the next area. After that, go thru the opening that's nearby into the next area. In this area, open the menu, and use the item of calling whistle to summons the wandering merchant. (You will need to do this two or three times to get the weapon & armor menu). After that, buy the weapon of sling x5 for 25000 ril for the group, and make sure to equip those weapons on four members of the group. Use the item of torch or the magic of light. Now, go to the far upper right, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go around to the left, and go thru the opening at the top into the next area. In this area, go to the far upper left, and go thru the bottom opening into the next area. In this area, go around to the left, and go thru the opening into the next area. In this area, go upward, and there is a scene. Then, Dragon King leaves the group, and Til beomes a friend again. Make sure to equip Til with the sling. After that, go downward, and go thru the opening into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go around to the upper left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this rea, go upward, and there is a scene. Choose "Phantom Toncati was over there (#3)." Now, fight Momori (Defense) of Tonkachi. In battle, use the sling on Momori (Defense) of Tonkachi. After defeating Momori (Defense) of Tonkachi, there is a scene, and Asshu gets Phantom Tonkachi, Gold Tonkachi & Silver Tonkachi. Choose "yes, please (#1)" to be sent back to the entrance of the cave. At the entrance, you can take back you weapons from the lady of the deposit shop who is nearby. After that, go back into Blacksmith Village.

Blacksmith Village

Now, speak to the man who is blocking the way. After that, go back to the second house that's behind the weapon shop. In this house, speak to the man from the left side, and there is a scene. After that, leave the village. Now, open the item menu, and use the dragons wing to fly west back to Flame Mountain.

Flame Mountain

Now, go upward, and go thru the opening into the next area. In this area, go around to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area.

In this area, go to the left, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into Phoenix Village.

Phoenix Village

Now, go upward, and go into the Predecessor's house that's behind the item shop. In the Predecessor's house, go upward, and speak to the Predecessor who's nearby the table to get Phoenix's wings. Choose "ok! please!! (#1)," and there is a scene.

Magma Mountain (1)

Now, go down the stairs into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go to the lower right, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go around to the lower right, and go thru the opening into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go around to the lower left, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into Baud Village.

Baud Village

Companions that you can invite are Higuruma (house on the left side of the leader's house), Hinotama (magic shop), and Bobor (leader's house). The 3 rocks that are behind the inn is where the registry place is at. Make sure to buy the attack magic of pyon (4000 ril) for the group at the magic shop. Now, go upward, and go into Baud's house which is on the left side of the item shop. In Baud's house, speak to Baud (one on the right), and there is a scene. After that, leave Baud's house. Now, go upward, and go thru the opening that's on the left side of the magic shop into Magma Mountain (2).

Magma Mountain (2)

Now, go to the right, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the Magma Plaza. In the Magma Plaza, there is a scene. After that, go onto the floating platform rock that's nearby, and choose "do save (#1)." As a reminder, you have to move that floating platform rock to the top area where the pedestal is at. Now, go onto the pedestal, and there is a scene. After that, go thru the opening on the left into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, go to the lower right, and go thru the opening into the next area. In this area, go to the lower right, and go thru the opening into the next area. In this area, go downward, and go thru the opening to exit the mountain. Now, try to go east, and there is a scene. After that, go east to Defend Village.

Defend Village

Now, go into the house that's on the left side of the entrance. In this house, speak to the elder who is lying in bed to get the tower key. After that, leave the house. Now, go to the upper left, and go into the house which is behind the item shop. In this house, go to the upper left, and

search the treasure chest to reveal a hidden stairs. Now, go down that stairs to B1. On B1, go to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go upward, and go to the front of the door of the Blue Tower of Darkness. There is a scene. After that, leave the village, and go northeast back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." There is a scene. After that, go thru the opening to leave the shop, and use the item of dragon's wings to fly west back to Tamamushi Village.

Tamamushi Village

Now, go into Tamaotoko's house, and speak to Mete who is lying in the bed. After that, leave the village, and there is a scene. Then, Til leaves the group, and there is another scene. In Tamaotoko's house, go upward, and speak to Tamaotoko who is lying in bed. There is a scene, and then Tamako becomes a friend. Choose "ok! please!! (#1)," and there is a scene.

Inside of Tamaotoko's Body

Now, go around to the left, and go thru the hole into the next area. In this area, go to the left, and go thru the hole into the next area. In this area, go upward, and go thru the hole into the next area. In this area, go upward, and there is a scene.

Tamamushi Village

There is a scene. Now, fight Ferocious Tamaotoko. After defeating Ferocious Tamaotoko, there is a scene, and Tamako leaves the group. Then, Mete becomes a friend. After that, leave the village, and use the item of dragon's wings to fly back to the Transporting Shop which is south of the Forest of Darkness & the Yellow Tower of Light.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." There is a scene. After that, go to the right, and there is a scene. Then, Mill accompanies the group as an NPC. Now, go thru the opening to leave the shop, and go south back to Shop1 Village.

Shop1 Village

There is a scene, and Mill leaves the group. After that, leave the village. Now, use the item of dragon's wings, and fly south of Shop1 Village across the lake to Gashium Town.

Gashium Town

There is a scene, and choose one of the answers of "up (#1) or right (#2) or down (#3) or left (#4)" since the guard changes his answer. After choosing the correct answer, go upward, and go thru the castle gate. Now, go into Gashium's castle. In Gashium's castle, go around to the lower right, and go up the stairs to 2F. On 2F, go around to the top, and go up the stairs to 3F. On 3F, go to the lower right, and go to the front of the door. There is a scene. After that, go thru that door into the King's room. In the King's room, go upward, and speak to the King. There is a scene. After that, go back to 1F. On 1F, go around to the top area to where the two thrones are at, and

go behind the throne on the right to find a hole. On B1, go around to the upper left, and go down the stairs to B2. On B2, go around to the lower right, and go down the stairs to B3. On B3, go upward, and go thru the door into the next room. In this room, go upward, and there is a scene. After that, leave Gashium's castle, and go back into the town. In the town, go to the inn. At the inn, speak to the man who is behind the counter to take a rest, and there is a scene. After that, leave the inn, and there is a scene. Now, fight Wind Spirit. After defeating Wind Spirit, there is a scene. Companions that you can invite is Yahhor (meal shop). The 3 pillars that are on the left side of the inn is where the registry place is at. Now, leave the town, and go west to Cat Village.

Cat Village

Companion that you can invite is Mike (the house that's behind the item shop). The 3 trees that are on the left side of the fortune-telling shop is where the registry place is at. Now, go into Nekoani & Nekome's house that's behind the fortune-telling shop. In Nekoani & Nekome's house, speak to Nekoani who is nearby the table, and there is a scene. After that, Mete leaves the group. Then, Nekoani becomes a friend, and Nekome accompanies the group as an NPC. Now, leave Nekoani & Nekome's house, and go into the fortune-telling shop. In the fortune-telling shop, go upward, and speak to the fortune-teller who is blocking the way, and there is scene. After that, leave the fortune-telling shop. Now, go to the upper right of the village to where the 4 oak trees are at. After that, go between those 4 trees from the left side, and then go to the right to the fence to find a hidden hole. In the dark passage, go all the way around to the lower left, and go down the stairs into the library. In the library, search the bookshelf on the left in the bottom row (counting from top to bottom), and there is a scene. After that, go back into the dark passage. In the dark passage, go all the way around to the upper right, and go up the stairs back into the village. After that, go back to Nekoani & Nekome's house. In Nekoani & Nekome's house, speak to Mete. After that, leave Nekoani & Nekome's house. Now, go to the lower right, and speak to brown cat dressed in blue who is nearby the inn & item shop for he will mention something about Mete. After that, go back to Nekoani & Nekome's house, and speak to Mete again. Now, leave the village, and use the item of dragon's wings to fly north back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." There is a scene. After that, go thru the opening to leave the shop, and use the item of dragon's wings to fly west back to Flame Mountain.

Flame Mountain

Now, go upward, and go thru the opening into the next area. In this area, go around to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into Phoenix Village.

Phoenix Village

Now, go back to the Predecessor's house. In the Predecessor's house, go upward, and speak to the Predecessor who's nearby the table. After that, go to the right, and go thru the door into the room. In this room, jump into the water well to fall down into Magma Mountain (1).

Magma Mountain (1)

Now, go down the stairs into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go to the lower right, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go around to the lower right, and go thru the opening into the next area. In this area, go to the lower left, and go thru the opening into the next area. In this area, go around to the lower left, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into Baud Village.

Baud Village

Now, go upward, and go into Baud's house which is on the left side of the item shop. In Baud's house, speak to the leader (one on the right), and there is a scene. After that, leave Baud's house. Now, go upward, and go thru the opening that's on the left side of the magic shop into Magma Mountain (2).

Magma Mountain (2)

Now, go to the right, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the Magma Plaza. In the Magma Plaza, go to the top area where the pedestal is at, and speak to Baud. There is a scene. You will have 3 minutes to walk thru the dark passages to get to the far left side where the small room is at. In the dark passage, go 21 steps up, 4 steps to the left, 5 steps up, 12 steps to the left, 10 steps down, 7 steps to the left, and 5 steps up. When you reach that small room, search the top wall for the hidden flame, and there is a scene. After that, go east, and there is another scene. After that, you will 5 minutes to reach the fountain that's in Cat Village. Now, use the dragon's wings to fly southeast back to Cat Village.

Cat Village

Now, go back to Nekoani & Nekome's house, and speak to Mete. After that, leave Nekoani & Nekome's house. Now, go to the right, and go to the front of the fountain. There is a scene. After that, Asshu gets Wagner's ball, there is another scene. Then, Nekome leaves the group. After that, leave the village, and use the dragon's wings to fly north back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly back to Toris' First Laboratory.

Toris' First Laboratory

Now, go upward, and go the front of the machine to read Toris' letter. After

that, leave the laboratory, and use the dragon's wings to fly to Toris' Third Laboratory which is south of the big green forest where Mist of Delusion is at.

Toris' Third Laboratory

Now, go upward, and there is a scene. After that, leave the laboratory, and use the dragon's wings to fly to Toris' Second Laboratory which is northeast of Lufe Village or east of Blacksmith Village.

Toris' Second Laboratory

Now, go upward, and speak to Toris. There is a scene. After that, leave the laboratory, and use the dragon's wings to fly back to Toris' First Laboratory.

Toris' First Laboratory

Now, go upward, and speak to Toris. After that, leave the laboratory, and use the dragon's wings to fly back to Devil Mountain which is east of Lufe Village.

Devil Mountain

Now, go upward, and go into the cave. (Use the item of torch or the magic of light). In the cave, go to the upper right, and go thru the opening into the outside area of the cave. In this area, go to the right, and climb up the long steps to the next area. In this area, climb up the long steps that's nearby, and go into the cave. In the cave, go to the upper left, and go thru the opening into the outside area of the cave. In this area, climb up the long steps that's nearby to the next area. In this area, climb up the steps that's nearby to the next area. In this area, go to the left, and go into the cave. In the cave, go to the upper right, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the outside area of the cave. In this area, climb up the long steps that's nearby to the next area. In this area, go to the right, and climb up the long steps that's nearby to the next area. In this area, go to the right, and go into the cave. In the cave, go to the upper right, and go thru the opening into the outside area of the cave. In this area, go to the left, and climb up the long steps to the next area. In this area, go into the cave that's nearby. In the cave, go to the left. Then, go around to the upper right, and go thru the opening into the outside area of the cave. In this area, climb up the long steps that's nearby to the next area. In this area, climb up the long steps that's nearby to the next area. In this area, go to the left, and go into the next cave. In this cave, go to the upper left, and go thru the opening into the outside area of the cave. In this area, go to the left, and climb up the ladder. There is a scene, and Coli accompanies the group as an NPC. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the outside area of the cave. In this area, go to the left, and go into the cave that's nearby. In the cave, go around to the lower left, and go thru the opening into the next area. In this area, go all the way down, and there is a scene.

Thief's Village

There is a scene. From the prison door, go to the right to find a hole. In the next area, go to the upper left, and go thru the opening into the next area. In this area, go upward, and there is a scene. Now, fight Thief 73. After defeating Thief 73, fight Flame Spirit. After defeating Flame Spirit,

there is a scene. At the inn, speak to the man who is behind the counter nearby, and there is a scene. Then, Nekoani leaves the group, and Coli who is an NPC becomes a friend. After that, leave the inn. Now, go to the lower left, and go thru the opening on the right into the rental & warp shop. After that, go to the right, and speak to the warp man who is behind the counter. Choose "ok! good! (#1)" to warp back to the entrance of Devil Mountain for 200 ril.

Devil Mountain

Now, go all the way down to exit the mountain, and use the dragon's wings to fly back southwest to the Underpass which is nearby Flame Mountain.

Underpass

Now, go thru the opening into the next area. In this area, go to the front of the blue door that's nearby, and there is a scene. After that, go thru the opening into the next area. In this area, go up the stairs that's nearby into B1 of the castle which is in the Town of Darkness.

Town of Darkness

In B1 of the castle, go to the upper left, and speak to Queen Shalna who is inside of the prison to get the pendant. After that, go to the lower left, and go up the stairs to 1F. On 1F, go downward into the next room. In this room, go thru the opening at the bottom into the town area. In the town, go to the upper right, and go into Med's house which is behind the magic shop. In Med's house, go to the upper left, and speak to the old man, Med. Companion that you can invite is Kentou (meal shop). The 3 pillars that are nearby the item shop is where the registry place is at. After that, go back into the castle to B1. On B1, go around to the lower right, and go down the stair back into the Underpass.

Underpass

Now, go thru the opening back into the other area. In this area, go thru the yellow door which is nearby into the other area. In this area, go up the stairs that's nearby to exit the Underpass, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly back to Cat Village, and then fly all the way northwest of Cat Village to a big forest. Now, go to the bottom far left side of that big forest to find the entrance, and then go upward to where the house is at. After that, go into that house into Oak Village.

Oak Village

Companions that you can invite are Dag (item shop on the lower left) and Deco (meal shop). Now, go to the upper right, and go into Dog's house. In Dog's house, speak to Dog who is nearby. After that, leave the village, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the

dragon's wings to fly back to Devil Mountain.

Devil Mountain

Now, go thru the mountain again, and go back to Thief's Village.

Thief's Village

Now, go to the lower left, and go thru the door into Nekoani's house. In Nekoani's house, go upward, and speak to Nekoani. After that, leave Nekoani's house, and go into the item shop. In the item shop, speak to the man on the left who is nearby the boxes. After that, leave the item shop, and go back to Nekoani's house. In Nekoani's house, speak to Nekoani again. Then, Nekoani accompanies the group as an NPC. After that, leave Nekoani's house, and go back to the item shop. In the item shop, speak to the man who is nearby the boxes to get the dream flower. After that, Nekoani leaves the group. Now, leave the item shop, and go to the rental & warp shop. In the rental & warp shop, go to the right, and speak to the warp man who is behind the counter. Choose "ok! good! (#1)" to warp back to the entrance of Devil Mountain for 200 ril.

Devil Mountain

Now, go all the way down to exit the mountain, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly back to the big forest where Oak Village. After that, go into Oak Village.

Oak Village

Now, go into Dog's house, and speak to Dog to get the dream drop. After that, leave the village, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly back to the Underpass.

Underpass

Now, go thru the opening into the next area. In this area, go to the front of the blue door that's nearby, and there is a scene. After that, go thru the opening into the next area. In this area, go up the stairs that's nearby into B1 of the castle which is in the Town of Darkness.

Town of Darkness

In B1 of the castle, go around to the lower left, and go up the stairs to 1F. On 1F, go downward into the next room. In this room, go thru the opening at the bottom into the town. In the town, go into Med's house, and speak to Med. After that, go back into the castle. In the castle, go upward, and go up the stairs to 2F. On 2F, go downward, and go up the stairs into the throne room. In the throne room, go to the upper right, and go thru the door into the

king's room. In the king's room, go to the upper left, and speak to Prince Roui who is lying in bed. There is a scene, and then Prince Roui accompanies the group as an NPC. After that, go thru the opening back into the throne room. In the throne room, go to where Snag is at, and there is a scene. Now, fight Snag. After defeating Snag, there is a scene, and then Prince Roui accompanies the group as an NPC. After that, leave the castle, and go back into the town area. In this area, there is a scene. After that, go back into the castle to B1. On B1, go around to the right, and there is a scene. After that, go back to the lower left, and go up the stairs to 1F. On 1F, leave the castle, and go back into the town. In the town, go to the upper left, and go thru the door into the treasure warehouse. In the treasure warehouse, go upward, and search the third treasure chest (counting from left to right) that's in the second row (counting from top to bottom) to get the fish-eye. After that, leave the treasure warehouse. Now, go downward, and exit the town. After that, use the dragon's wings to fly to the Transporting Shop that's east of Toris' First Laboratory. (This Transporting Shop is also on the left side of the Blue Tower of Darkness).

Transporting Shop

Now, go to the right, and speak to the man who is blocking the way. Choose "ok! please!! (#1)," and there is a scene. After that, go to the left, and go thru the opening to leave the shop. Now, go to the right side of the narrow area of the lake that's nearby the Transporting Shop, and there is a scene. Under the lake, swim northwest back to Mermaid Village.

Mermaid Village

Now, go to the upper right, and go into Rudy's house. In Rudy's house, speak to Raa who is moving back and forth. There is a scene, and then Raa accompanies the group as an NPC. After that, leave Rudy's house. Now, go to the upper left, and go into the house that's behind the magic shop & meal shop. In this house, there is a scene. After that, go to the left, and then move along the top side of the middle wall all the way to the right which has a hidden stairs to get into the wizard's house. In the wizard's house, speak to the wizard who is nearby. After that, go back up the stairs to 1F, and leave the house. Now, go thru the opening at the top into Rushia's house which is nearby. In Rushia's house, go upward, and speak to Rushia. After that, go thru the door that's nearby into the shrine. In the shrine, go upward, and go thru the door into the next room. In this room, go upward, and there is a scene. Now, fight Rudy. After defeating Rudy, there is a scene. Now, choose a member of the group to be sent back to the registry place, and then Rudy joins the group. Now, fight Water Spirit. After defeating Water Spirit, there is a scene. After that, leave the shrine, and go back into the village. In the village, go to the registry place, and invite Tamagero back into the group again. Make sure to buy the some recovery magic of delthunder (500 ril), del-ice (500 ril), deldokkuu (350 ril), genkiln (3000 ril), fukkats which revive a fallen member (8000 ril), and some attack magic of tairyoctoll (800 ril) and maryoctoll (1000 ril) for the group. Also, make sure to buy some new equipment for the group at the armor and item shop. After that, go back into the house that's behind the magic shop & meal shop. In this house, go to the left, and then move along the top side of the middle wall all the way to the right which has a hidden stairs to get into the wizard's house. In the wizard's house, go around to the lower left which has hidden door to get into the next room. In this room, go around to the right, and go to the front the bookshelf on the right. There is a scene. After that, leave the house, and there is a scene. After that, go back into Rushia's house, and speak to Rushia. There is a scene, and then Can accompanies the group as an NPC. After that, leave the village thru the gate on the lower right. Now, go back southeast, and go into the whirlpool. After

that, use the dragon's wings to fly northeast of the Blue Tower of Darkness (Underground World) to Rock Village.

Rock Village

Companion that you can invite is Babb (inside the house behind the item shop). The 3 pillars that are nearby the item shop is where the registry place is at. Now, go to the upper right, and go into Can's house which is nearby the inn. In Can's house, there is a scene. Then, Can leaves the group, and Asshu gets the specially-made rice ball. After that, leave Can's house, and there is a scene. Then, Can accompanies the group again as an NPC again. After that, leave the village, and go north to the Mountain Pass Cave which is nearby.

Mountain Pass Cave

Now, go upward, and go into the cave. (Use the item of torch or the magic of light.). In the cave, go to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go all the way to the right, and go up the stairs to 2F. On 2F, go all the way to the left, and go up the stairs to 3F. On 3F, go to the right, and go thru the opening into the next area. In this area, go around to the upper left, and go thru the opening into the next area. In this area, go upward, and there is a scene. After that, Can leaves the group, and then Dian accompanies the group as an NPC. After that, go thru the door that's nearby into the next area. In the next area, go to the upper right, and go up the stairs to 4F. On 4F, go upward, and go to the front of the locked door. Now, go the upper left, and go up the stairs to 5F. On 5F, go upward, and go to the front of the panel that's on the wall. After that, go back down the stairs to 4F. On 4F, go back to the front of the door, and there is a scene. After that, go thru the opening into the next area. In this area, go upward, and go up the stairs to 5F. On 5F, go to the lower right, and go up the stairs to 6F. On 6F, go to the lower left, and go up the stairs to 7F. On 7F, go around to the far upper right, and go thru the opening into the next area. In this area, go around to the lower right, and go thru the opening into the next area. In this area, there are 6 doors (3 doors at the top & 3 doors at the bottom) and a panel. Now, go thru the middle door at the top into the next area. In this area, go upward, and go thru the door into the next area. In this area, there is a scene, and then Dian accompanies the group again as an NPC. After that, go all the way back to the entrance of the cave. At the entrance, go downward, and there is a scene. After that, leave the cave, and go back to Rock Village.

Rock Village

Now, go back into Can's house, and there is a scene. After that, leave Can's house, and there is scene. In Can's house, speak to Can's mother to take a rest. (If you speak to Dian, choose "ok! please!! (#1)" to raise the group's attack power by 1). After that, leave Can's house, and there is a scene. Then, Feal accompanies the group again as an NPC. After that, leave the village, and use the dragon's wings to fly southwest back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly to the big green forest which is nearby Lufe Village. Now, go thru the two pine trees that are on the top side of the big green forest which has a hidden passage. In the hidden passage, go downward, and

go into the house that's nearby to get into Feal Forest.

Feal Forest

Now, go around to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into Feal Village.

Feal Village

There is a scene. After that, leave the village, and go back into Feal Forest.

Feal Forest

Now, go all the way back into the big green forest. After that, leave the big green forest, and go back to Lufe Village.

Lufe Village

Now, go downward, and speak to the boy who is in front of the item shop. After that, leave the village, and use the dragon's wings to fly back to the Transporting Shop which is south of the Forest of Darkness & the Yellow Tower of Light.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly west to the Yellow Tower of Light, and then fly northeast to Three Mountains.

Three Mountains

Now, go upward, and go thru the cave on the left. Use the item of torch or the magic of light inside the caves. In this cave, go to the upper left, and go up the stairs to the next area. In this area, go thru the left, and go thru the opening into the outside area of the cave. In this area, go to the right, and go up the ladder into the next area. In this area, go into the cave that's nearby. In this cave, go to the upper right, and go up the stairs to the next area. In this area, go to the right, and go thru the opening into the outside area of the cave. In this area, go up the ladder that's nearby into the next area. In this area, go up the ladder that's nearby into the next area, and go into the cave. In the cave, go to the upper right, and go up the stairs to the next area. In this area, go to the right, and go thru the opening into the outside area of the cave. In this area, go up the two ladders that's nearby to the top, and go into the hut. In the hut, there is a scene. Now, fight Archaeopteryx. After defeating Archaeopteryx, there is a scene. After that, leave the hut, and go back to the entrance to where the three caves are at. At the entrance, go thru the middle cave. In this cave, go upward, and go up the stairs to the next area. In this area, go to the lower left, and go thru the opening into the outside area of the cave. In this area, climb up the ladder that's nearby, and go into the cave. In the cave, go upward, and go up the stairs to the next area. In this area, go to the lower left, and go thru the opening into the outside area of the cave. In this area, climb up the two ladders that are nearby into the next area. In this area, climb down the ladder, and go into the cave. In the cave, go to the upper left, and go up the stairs to the next area. In this area, go to the lower left, and go thru the opening into the outside area of the cave.

In this area, climb up the ladder that's nearby, and go into the cave. In the cave, go to the upper left, and go up the stairs to the next area. In this area, go upward, and go thru the opening into Saman Village.

Saman Village

Companion that you can invite are Anego (armor shop) and Pipe (inn). The 3 pillars that are in front of the item shop is where the registry place is at. Now, go upward, and go into the house which is behind the meal shop. In this house, speak to the man who is blocking the way, and there is a scene. After that, go to the upper right to find a hidden hole, and go thru the hidden dark passage. In the hidden dark passage, go to the lower right, and go into a room. In this room, there is a scene. Now, fight Thief 72 & Muscular Man. After defeating Thief 72 & Muscular Man, there is a scene. After that, leave the village, and go back into Three Mountains.

Three Mountains

Now, go back to the entrance to where the three caves are at. At the entrance, go thru the cave on the right. In this cave, go to the upper right, and go up the stairs to the next area. In this area, go to the left, and go thru the opening into the outside area of the cave. In this area, go up the two ladders that are nearby, and go into the cave. In the cave, go to the upper left, and go up the stairs to the next area. In this area, go to the right, and go thru the opening into the outside area of the cave. In this area, go to the right, and climb up the two ladders that are nearby, and go into the cave. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go upward, and go up the stairs to the next area. In this area, go to the right, and go thru the opening into the outside area of the cave. In this area, climb up the ladder that's nearby into the next area. In this area, climb up the ladder that's nearby, and go into the hut. In the hut, go thru the door on the right, and search the treasure chest to get the song egg. After that, leave the hut, and go back to the entrance to where the three caves are at. At the entrance, go thru the cave on the left. In this cave, go all the way back to the hut to where Archaeopteryx is at. In the hut, go upward, and speak to Archaeopteryx. There is a scene. Nearby Lufe Village, go thru the two pine trees that are on the top side of the big green forest, and go into the house that's nearby into Feal Forest.

Feal Forest

Now, go around to the upper left, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into Feal Village.

Feal Village

There is a scene, and then Cln accompanies the group as an NPC. After that, leave the village, and go back into Feal Forest.

Feal Forest

Now, go all the way back into the big green forest. In the big green forest, go to the lower right, and go thru the hidden dark passage. In the hidden dark passage, and go to the lower right into the big black forest which is nearby. In the big black forest, go to the right, and go into the house that's nearby into the Forest of Darkness.

Forest of Darkness

Now, go all the way around to the upper right, and go thru the opening into the next area. In this area, go all the way around to the upper left, and go thru the opening into Elfi Village.

Elfi Village

Now, go to the left, and there is a scene. Then, Cln leaves the group. Companion that you can invite is Yamibata (inn). After that, go to the left, and speak to Cln who is nearby the tree. Choose "ok! good! (#1)," and there is a scene. Then, Cln accompanies the group again as an NPC. After that, go behind that tree to fall thru the hidden hole into a cave that's in Pena Village.

Pena Village

There is a scene. In the cave, go downward, and go thru the opening into the next area. In this area, go downward, and go thru the opening into the village. Companion that you can invite is Moll (inn). Make sure to buy new equipment at the armor shop for the group. The 3 trees that are in front of the armor & weapon shop is where the registry place is at. Now, go to the upper left, and go into the haunted house that's behind the meal shop. In the haunted house, go to the left, and go down the strairs to B1. On B1, go left, up, left, down, down, right and go down the strairs to B2. On B2, go left, up, and go down the stairs to B3. On B3, go left, up, and there is a scene. After that, leave the haunted house. Now, go to the right side of the haunted house, and go to the front of the two red roses. There is a scene. Now, fight Rozellar. After defeating Rozellar, there is a scene. After that, go to the right, and go back into the cave. In the cave, go back to where Pink Tree is at, and there is a scene. Then, Coli leaves the group. After that, leave the village, and use the dragon's wings to fly southeast back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and go northeast to big black forest. Now, go thru the two pine trees that are on the bottom right side of the big black forest. In the big black forest, go thru the hidden dark passage, and go around to the upper right to where the house is at. Then, go into the house into the Forest of Darkness.

Forest of Darkness

Now, go all the way around to the upper right, and go thru the opening into the next area. In this area, go all the way around to the upper left, and go thru the opening into Elfi Village.

Elfi Village

Now, go to the lower left, and go into the leader's house. In the leader's house, there is a scene. After that, speak to Mink who is nearby blocking the door, and choose "ok! leave it to us! (#1)." Then, Mink becomes a friend. After that, leave the village, and go back into the Forest of Darkness.

Forest of Darkness

Now, go all the way around to the lower left, and go thru the opening into the next area. In this area, go all the way around to the lower left, and go thru the opening into the big black forest. After that, leave the big black forest, and go back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly back to Cat Village, and then fly all the way northwest of Cat Village to a big forest. Now, go to the bottom far left side of that big forest to find the entrance, and then go upward to where the house is at. After that, go into that house into Oak Village.

Oak Village

Now, go back to Dog's house, and speak to Dog. After that, leave the village, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly southwest back to Mole Road which is nearby the Red Tower.

Mole Road

Now, go to the upper right, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. In this area, go around to the lower right, and go thru the opening into the outside area. In this area, climb up the ladder that's nearby to the next area. In this area, climb up the ladder that's nearby to the next area. In this area, go to the right, and climb up the ladder that's nearby to the next area. In this area, climb down the ladder that's nearby on the right, and go into the cave. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go to the upper right, and go into the next area. In this area, go upper right, and go thru the opening into the next area. In this area, go to the left, and go thru the opening into the outside area. In this area, climb up the ladder that's nearby to the next area. In this area, go to the left, and climb up the ladder to the next area. In this area, go into the cave that's nearby into Rat Village.

Rat Village

Now, go to the upper right, and go into Nezukichi's house. In Nezukichi's house, speak to Nezukichi who is nearby. Then, Nezukichi accompanies the group as an NPC. After that, leave Nezukichi's house. Now, go to the upper left, and go into Hanako's house which is behind the inn. In Hanako's house, go upward, and speak to Hanako. There is a scene. Then, Asshu gets rat's beard, and Nezukichi leaves the group. After that, leave the village, and go back into Mole Road.

Mole Road

Now, go all the way back to the entrance, and leave Mole Road. Now, use the dragon's wings to fly northeast back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the

dragon's wings to fly back to Three Mountains.

Three Mountains

Now, go upward, and go thru the cave on the left. Use the item of torch or the magic of light inside the caves. In this cave, go all the way back to the hut to where Archaeopteryx is at. In the hut, go upward, and speak to Archaeopteryx. After that, leave the mountains, and use the dragon's wings to fly back to the right side of the narrow area of the lake that's nearby the Transporting Shop. Now, go into the lake. Under the lake, go northwest back to Mermaid Village.

Mermaid Village

Now, go to the lower left, and go into the meal shop. In the meal shop, go to the upper left, and speak to the mermaid on the left who is behind the counter. There is a scene. After that, go around the counter, and search the right side of the boxes to get the lunch box. Now, speak to the mermaid on the right who is behind the counter to get the nekomanna lunch. After that, leave the village thru the gate on the lower right. Now, go back southeast, and go into the whirlpool. After that, use the dragon's wings to fly back to Three Mountains.

Three Mountains

Now, go upward, and go thru the cave on the left. Use the item of torch or the magic of light inside the caves. In this cave, go all the way back to the hut to where Archaeopteryx is at. In the hut, go upward, and speak to Archaeopteryx. There is a scene, and then Asshu gets the egg shell. After that, leave the mountains, and use the dragon's wings to fly all the way back to Oak Village.

Oak Village

Now, go to the item shop that's nearby the inn, and buy two dream drops for 5000 ril. After that, leave the village, and use the dragon's wings to fly all the way back southeast to Gashium Town which is nearby Cat Village.

Gashium Town

Now, go to the inn. At the inn, go upward, and speak to the man who is sleeping on the ground. Choose "ok! good! (#1)" to use the dream drop to enter Dream World, and there is a scene. After that, leave the town, and use the dragon's wings to fly back to Oak Village.

Oak Village

Now, go back to Dog's house, and speak to Dog. There is a scene, and then Dog accompanies the group as an NPC. After that, leave Dog's house, and there is a scene. Then, Dog leave the group. After that, go back into Dog's house, and speak to Dog again. There is a scene, and then Dog accompanies the group again as an NPC. After that, leave Dog's house, and go to the inn. At the inn, there is a scene. Then, Dog leaves the group, and the man accompanies the group as an NPC. After that, leave the village, and use the dragon's wings to fly to Yukina Village which is on the lower left side of the Yellow Tower of Light.

Yukina Village

There is a scene, and then the man leaves the group. Choose "stop it because

I said it was useless (#2)." After that, the man accompanies the group again as an NPC. Companions that you can invite are Kuu (inn) and Cruise (bar). Make sure to buy new equipment at the armor shop for the group. The 3 trees that are on the left side of the inn is where the registry place is at. Now, go to the upper right, and go into the man's house which is behind the meal shop. In the man's house, there is a scene. After that, leave the man's house, and go back to the entrance. At the entrance, go to the right side of the treasure chest, and search that treasure chest. Choose "silently open it (#1)," and there is a scene. After that, use the dragon's wings to fly east back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly southeast back to the Mist of Delusion.

Mist of Delusion

Now, go upward, and go to the front of the brave hero Alf & Refena's grave which is nearby Norva Tree. There is a scene. After that, leave the Mist of Delusion, and use the dragon's wings to fly southwest back to Sheno Village.

Sheno Village

Now, go to the upper right, and go into the bar. In the bar, go upward, and speak to the bartender who is behind the counter. After that, leave the bar. Now, go into the house on the left that's behind the bar. In this house, go to the upper right, and go into the bed on the right to find a hidden hole to get into B1. On B1, go to the upper right, and go down the stairs to B2. On B2, go upward, and go down the stairs into a cave. In this cave, go upward, and there is a scene. After that, step onto the pink plate, and press the A button to get the spring fruit. Now, leave the village, and use the dragon's wings to fly north back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly west back to Yukina Village.

Yukina Village

There is a scene. After that, leave the village, and use the dragon's wings to fly east back to Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly all the way northwest back to Rian Village.

Rian Village

Now, go upward, and go into the village headman's house. In the village headman's house, go upward, and speak to the village headman who is nearby the table. After that, leave the village, and go north to Ricancou Cave.

Ricancou Cave

Now, go all the way to the upper left, and there is a scene. Now, fight Snow Spirit. After defeating Snow Spirit, there is a scene. After that, leave the cave, and go back to Rian Village.

Rian Village

There is a scene, and then Nezukichi accompanies the group as an NPC. After that, leave the village, and use the dragon's wings to fly back to Mole Road which is nearby the Red Tower.

Mole Road

Now, go all the way back to Rat Village. During the route to Rat Village, Nezukichi will leave the group. Don't enter Rat Village. Instead, climb up the ladder that's nearby to the next area. In this area, climb up the ladder that's nearby on the right to the next area. In this area, go to the left, and climb down the ladder to the next area. In this area, go into the cave. In the cave, go to the upper left, and go thru the opening into the next area. In this area, go around to the top, and go thru the opening into the next area. In this area, go around to the top, and go thru the opening to exit Mole Road. After that, go back to Dragon Town.

Dragon Town

Now, go upward, and try to go into Dragon King's Castle. There is a scene. After that, go to the left, and go into the house that's behind the magic shop. In this house, go upward, and speak to the dragon. After that, leave the house. Now, go thru the castle gate, and go thru the door into the castle. In the castle, go upward, and there is a scene. After that, go to the lower right, and go up the stairs to 2F. On 2F, go to the left, and then go upward. Now, go up the stairs to 3F. On 3F, go downward, and go up the stairs to 4F. On 4F, go upward to where the stairs is at, and the group will feel a draft of air. After that, go thru the top left side of the wall into a dark hidden passage. In this dark hidden passage, go left and then upward to go down the stairs to 3F. On 3F, go to the upper left, and there is a scene. After that, leave the castle, and go back into the town. In the town, go back into the house that's behind the magic shop, and speak to the same dragon again. There is a scene. After that, leave that house, and go back into the castle. In the castle, go back to 4F. On 4F, go thru the hidden dark passage, and go into 3F. On 3F, go to the upper left, and there is a scene. After that, go back to 1F. On 1F, go into the throne room, and there is a scene. After that, go downward, and choose "do save (#1)." Now, the group has 2 minutes to reach Dragon King's room or it will be game over. After that, go all the back to 4F. On 4F, go upward, and go up the stairs to 5F. On 5F, go to the right, and go thru the door into the outside area. In this area, go thru the middle door that's nearby into the next room. In this room, go up the stairs that's nearby to 6F. On 6F, go upward, and go thru the door into the outside area. In this area, go thru the door on the right into the next room. In this room, go to the left, and go up the stairs to 7F. On 7F, go around to the upper left, and there is a scene. Then, Dragon King accompanies the group as an NPC. After that, go back to 1F. On 1F, go back into the throne room, and there is a scene. Now, fight Manegulg. After defeating Manegulg, there is a scene. After that, leave the castle, and go back into Mole Road.

Mole Road

Now, go all the way back to the entrance, and leave Mole Road. Now, use the dragon's wings to fly northeast back to Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly all the way back to Oak Village.

Oak Village

Now, go back to Dog's house, and speak to Dog to get the alleviation of fever drop. After that, leave the village, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly southwest back to Mole Road which is nearby the Red Tower.

Mole Road

Now, go all the way back to the exit, and leave Mole Road. After that, go back to Dragon Town.

Dragon Town

Now, go into the castle, and go back to 7F to Dragon King's room. On 7F, go around to the upper left, and speak to the dragon. There is a scene. After that, leave the town, and go back into Mole Road.

Mole Road

Now, go all the way back to the entrance, and leave Mole Road. Now, use the dragon's wings to fly northeast back to Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly all the way back to Oak Village.

Oak Village

Now, go back to Dog's house, and speak to Dog to get the almighty drop. After that, leave the village, and use the dragon's wings to fly back to the Transporting Shop.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly back to Mole Road.

Mole Road

Now, go all the way back to the exit, and leave Mole Road. After that, go back to Dragon Town.

Dragon Town

Now, go into the castle, and go back to 7F to Dragon King's room. On 7F, go around to the upper left, and speak to the dragon. There is a scene. After that, leave the town, and go back into Mole Road.

Mole Road

Now, go all the way back to the entrance, and leave Mole Road. Now, use the dragon's wings to fly northwest back to Transporting Shop which is on the left side of the Blue Tower of Darkness.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly northwest to Marnya Village.

Marnya Village

There is a scene. The 3 trees that are on the top left side of the inn is where the registry place is at. After that, leave the village, and use the dragon's wings to fly southeast back to Transporting Shop which is nearby the Blue Tower of Darkness.

Transporting Shop.

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly back to Town of Darkness which is nearby Flame Mountain & the Underpass.

Town of Darkness

Now, go to the upper left, and go into the grey house that's on the top left side of the magic shop. In this house, go to the upper left, and speak to Coco (girl with the pink scarf). Then, Coco accompanies the group as an NPC. After that, leave the town, and use the dragon's wings to fly back to Transporting Shop which is nearby the Yellow Tower of Light.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly all the way back to Oak Village.

Oak Village

Now, go back to Dog's house, and speak to Dog. There is a scene. After that, leave the village, and use the dragon's wings to fly all the way northwest back to Marnya Village.

Marnya Village

Now, go into Coco's house which is behind the inn, and there is a scene. Then, Coco leaves the group, and Asshu gets the snowshoes. After that, leave Coco's house. Now, go upward, and leave the village. After that, go north to Ice Pond.

Ice Pond

Now, go upward, and go thru the opening to exit Ice Pond. There is a scene,

and then Ittou accompanies the group as an NPC. After that, go east to the big green forest, and go thru the trees which has a hidden passage on the bottom left into a vacant area. In this area, go to the upper right, and go thru the trees which has a hidden passage into the next vacant area where the house is at. In this area, go into the house into Dwarf Village.

Dwarf Village

There is a scene. Companions that you can invite are Chibiko (item shop) and Chibita (inn). Make sure to buy new magic of manmos (45000 ril) at the magic shop for the group. (Inside the house [that's nearby the top right side of the magic shop], go around to the lower right to find a hidden stairs which will take you into the secret shop that sells the item of fruit of life for 50000 ril). The 3 trees that are in front of the inn is where the registry place is at. After that, leave the village. Now, go to the right, and go thru the trees which has a hidden passage all the way to the upper right into the next vacant area with a tree by itself. In this area, go into that tree into Dwarf Forest.

Dwarf Forest

Now, go to the upper right, and there is a scene. After that, leave the big green forest, and go back to Ice Pond.

Ice Pond

Now, go downward, and leave the pond. After that, use the dragon's wings to fly southeast back to Transporting Shop which is nearby the Blue Tower of Darkness.

Transporting Shop.

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly west back to Toris First Laboratory.

Toris First laboratory

Now, speak to Toris to get the mielmedarma. After that, leave the laboratory, and use the dragon's wings to fly back to the Transporting Shop which is on the left side of the Blue Tower of Darkness.

Transporting Shop.

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop, and use the dragon's wings to fly back to Ice Pond.

Ice Pond

Now, go upward, and go thru the opening to exit Ice Pond. After that, go east, and go thru the big green forest back into Dwarf Forest.

Dwarf Forest

Now, go back to the upper right, and there is a scene. Now, fight Hiding Frog Boss. In battle, use the magic of manmos (100 MP) on Hiding Frog Boss. After defeating Hiding Frog Boss, there is a scene. After that, leave Dwarf Forest, and go back into the big green forest. Now, leave the big green forest, and go east to Ice Castle which is nearby Ice Pond.

Ice Castle

Now, go around to the top, and go up the stairs to 2F. On 2F, go downward, and go up the stairs to 3F. On 3F, go upward, and there is a scene. Choose "ok! good! (#1)," and there is a scene. After that, go upward, and there is a scene. After that, go downward, and go thru the door into the next area. In this area, go to the right, and go up the stairs to 3F. On 3F, go to the upper right, and go up the stairs to 4F into the Queen's room. On 4F, there is a scene. Now, fight Rock Spirit. In battle, use the magic of manmos, maryoctoll & tairyoctoll on Rock Spirit. After defeating Rock Spirit, there is a scene, and then Asshu gets Queen's heart. After that, go back to 1F to where the entrance is at, and there is a scene. After that, go back to 3F. On 3F, go to the upper left, and go down the stairs to 2F. On 2F, go to the left, and go up the stairs to 3F into the warehouse. On 3F, go upward, and there is a scene. Now, fight Light Spirit. In battle, use the magic of manmos, maryoctoll & tairyoctoll on Light Spirit. After defeating Light Spirit, there is a scene. After that, go back down the stairs to 2F. On 2F, go to the right, and go up the stairs to 3F. On 3F, go to the upper right, and go up the stairs to 4F into the Queen's room. On 4F, speak to the Queen who is lying in the bed. After that, leave the castle, and go back to Ice Pond.

Ice Pond

Now, go downward, and leave the pond. After that, use the dragon's wings to fly back to Defend Village which is nearby the Red Tower.

Defend Village

Now, go to the upper right, and go into the house that's behind the fortune-telling shop. In this house, go to the upper right, and search the treasure chest to reveal a hidden stairs. Now, go down that stairs to B1. On B1, go to the upper right, and go thru the opening into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, go upward, and go to the front of the door of the Yellow Tower of Light. There is a scene. After that, go thru the opening into the Yellow Tower of Light.

Yellow Tower of Light

Now, go upward, and go thru the red crystal into the next area. In this area, go around to the upper right, and go thru the red crystal into the next area. In this area, go upward, and go thru the red crystal into the next area. In this area, go around to the upper right, and go thru the red crystal into the next area. In this area, go to the left, and walk onto the third grey panel on the floor counting from left to right. Now, press the A button, and there is a scene. After that, go to the upper right, and walk onto the fourth grey panel on the floor counting from left to right. Now, press the A button, and there is a scene. After that, go upward, and walk onto the second grey panel on the floor counting from left to right. Now, press the A button, and there is a scene. After that, go upward, and walk onto the sixth grey panel on the floor counting from left to right. Now, press the A button, and there is a scene. After that, go upward, and go thru the red crystal into the next area. In this area, go to the left, go into the warp circle to teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go into the warp circle on the left that's nearby to

teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go into the warp circle that's nearby to teleport to next area. In this area, go thru the red crystal that's nearby into the next area. In this area, go to the left. Since the flames are blocking the path all the way to the upper right, Asshu will need to put out a flame that is extinguishable by pressing the A button in front of that flame. After making it to the upper right, go thru the red crystal into the next area. In this area, go upward, and there is a scene. After that, leave the Yellow Tower of Light, and go back into Defend Village.

Defend Village

Now, go to the upper left, and go into the house that's behind the item shop. In this house, go to the upper left, and go down that stairs to B1. On B1, go to the upper left, and go thru the opening into the next area. In this area, go to the upper left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the Blue Tower of Darkness.

Blue Tower of Darkness

Now, go upward, and go thru the red crystal into the next area. In this area, go around to the upper left, and go thru the red crystal into the next area. In this area, go to the upper right, and go thru the red crystal into the next area. In this area, go around to the upper right, and go thru the red crystal into the next area. In this area, Asshu will need to stand on the tiny narrow holes that are on the edges of the square rocks, and press the A button to make a small floating rock appear to take the group over to the next square rock. After making it to the upper right, go thru the red crystal into the next area. In this area, Asshu will need to avoid the streams of blowing air by hiding in the small square area where the wind doesn't blow. After making it to the upper left, go thru the red crystal into the next area. In this area, make your way along the hidden ice path that is covered in snow. The hidden path only appears temporarily when you press the A button while standing on the green rock with the tiny narrow hole. After making it to the top area, go thru the red crystal into the next area. In this area, go upward, and there is a scene. After that, leave the Blue Tower of Darkness, and go back into Defend Village.

Defend Village

Now, leave the village, and use the dragon's wings to fly northeast back to Transporting Shop which is nearby the Yellow Tower of Light.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly all the way back to Mole Road.

Mole Road

Now, go all the way back to the exit, and leave Mole Road. After that, go back to Dragon Town.

Dragon Town

Now, go into the castle, and go back to 7F to Dragon King's room. On 7F, go around to the upper left, and speak to the dragon. After that, leave the town, and go back into Mole Road.

Mole Road

Now, go all the way back to the entrance, and leave Mole Road. Now, use the dragon's wings to fly back to Toris' First Laboratory.

Toris' First Laboratory

Now, go upward, and speak to Toris. After that, leave the laboratory, and use the dragon's wings to fly to Toris' Third Laboratory which is south of Mist of Delusion.

Toris' Third Laboratory

Now, speak to Toris who is nearby. After that, leave the laboratory, and use the dragon's wings to fly back to the Transporting Shop that's on the left side of the Blue Tower of Darkness.

Transporting Shop

Now, go to the right, and speak to the man who is blocking the way. Choose "ok! please!! (#1)," and there is a scene. After that, go to the left, and go thru the opening to leave the shop. Now, go to the right side of the narrow area of the lake that's nearby the Transporting Shop. Now, go into the lake. Under the lake, go northwest back to Mermaid Village.

Mermaid Village

Now, go to the upper left, and go into the house that's behind the magic shop & meal shop. In this house, go to the left, and then move along the top side of the middle wall all the way to the right which has a hidden stairs to get into the wizard's house. In the wizard's house, speak to the wizard who is nearby. Now, buy the magic of genkilnln which fully recovers the group's HP (30000 ril) and fukkatsda which fully recovers a fallen member (20000 ril) for each members of the group. Make sure to buy a lot of elixirs (15000 ril) at the item shop. After that, leave the village thru the gate on the lower right. Now, go back southeast, and go into the whirlpool. After that, go back into the Transporting Shop which is nearby.

Transporting Shop

Now, go to the right, and speak to the man who is blocking the way. Choose "ok! please!! (#1)," and there is a scene. After that, go to the left, and go thru the opening to leave the shop. Now, use the dragon's wings to fly back to Toris' Third Laboratory.

Toris' Third Laboratory

As a reminder, you won't be able to return once the group has entered the Cannon Rocket. Now, speak to Toris again, and choose "ok! good! (#1)." There is a scene.

Cannon Rocket

Now, go upward, and go up the stairs to 2F. On 2F, go downward, and go into the bedroom. There is a scene. After that, go to the right of the bedroom to the damaged area into the Two-Storied Buddhist Tower. Recommend LV30-LV36 for the group.

Two-Storied Buddhist Tower

Now, go to the upper right, and walk into the grey flashing tile into 2F. On 2F, go upward, and speak to 5 Onma (Hindrance of Five Components). Now, fight 5 Onma. In battle, use the magic of manmos, maryoctoll & tairyoctoll on 5 Onma. After defeating 5 Onma, go upward, and walk into the grey flashing tile into 3F. On 3F, go upward, and there is a scene. Now, fight Flame Spirit x2 & Rock Spirit 73. In battle, use the magic of manmos on Flame Spirit x2 & Rock Spirit 73. After defeating Flame Spirit x2 & Rock Spirit 73, go upward, and walk into the grey flashing tile into 4F. On 4F, speak to Bannouma (Hindrance of Earthly Desires). Now, fight Bannouma. In battle, use the magic of manmos & maryoctoll on Bannouma. After defeating Bannouma, go upward, and walk into the grey flashing tile into 5F. On 5F, there is a scene. After that, speak to the female rat nearby on the right, and buy new equipment for the group. Then, speak to the female rat nearby on the left, and buy the magic of keshii (60000 ril) for each member of the group. Now, speak to the male rat nearby on the far right to take a rest for 250 ril to recover the group's HP & MP. (The male rat nearby on the right is the registry place). After that, go upward, and walk into the grey flashing tile into 6F. On 6F, go to the left, and speak to Shima (Hindrance of Death). In battle, use the magic of keshii & maryoctoll on Shima. After defeating Shima, go upward, and walk into the grey flashing tile into 7F. On 7F, go upward, and speak to Tenjima (Hindrance of the devil of the Sixth Heaven). Now, fight Tenjima. In battle, use the magic of keshii & maryoctoll on Tenjima. After defeating Tenjima, go upward, and walk into the grey flashing tile into 8F. Recommend LV33-LV40 for the group. On 8F, go upward, and walk into the grey flashing tile into 9F. On 9F, there is a scene, and Minks leaves the group. Then, Refia becomes a friend, and there is another scene. Now, fight the final boss Goddess. In battle, use Asshu's magic of maryoctoll to remove Goddess' 50MP since Asshu's HP is 1015 at LV40, and then use the group's magic of keshii on Goddess. After defeating Goddess, there is a scene, and then Asshu gets the Goddess' tears. There is another scene. Now, go back to 5F, and there is a scene. After that, go back to 2F. On 2F, go downward and there is a scene. Then, Mink accompanies the group as an NPC. There is another scene. After that, go into Toris' Third Laboratory which is nearby.

Toris' Third Laboratory

Now, speak to Toris. After that, leave the laboratory, and use the dragon's wings to fly to Toris' Second Laboratory which is northeast of Lufe Village or east of Blacksmith Village.

Toris' Second Laboratory

Now, speak to Toris, and there is a scene. After that, leave the laboratory, and use the dragon's wings to fly back to Transporting Shop which is nearby the Yellow Tower of Light.

Transporting Shop

Now, speak to the man who is blocking the way, and choose "ok! please!! (#1)." After that, go thru the opening to leave the shop. Now, use the dragon's wings to fly south back to Cat Village.

Cat Village

Now, go back to Nekoani & Nekome's house, and there is a scene. After that, leave the village, and there is a scene. After the staff credits roll by, a message will appear. Choose "ok! good! (#1)." Now, go into Development Village which is nearby.

Development Village

Now, go upward, and search behind the tree that's on the top left side of the pond & nearby the fence to get 1000 ril. After that, go into the inn. At the inn, go into the middle room, and speak to the man to give him the 1000 ril. There is a scene. After that, speak to the woman who is nearby. After that, leave the inn. Now, go to upper left, and speak to the man. Choose "ok! good! (#1)," and a different message appears.

+++++
THE END

+++++
Version 1.0

By Ritchie (hidall@hotmail.com)

This document is copyright ritchie and hosted by VGM with permission.