

Live-A-Live FAQ/Walkthrough

by Ezrock

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Introduction

Hello! I'm Ezrock, and I'm the creator of this guide! Mind that I took some stuff from other guides, but each time I do so I credit their respective creators.

In each chapter, you can name whatever you want for your character, I prefer not to, but if you want to, there's no effect on the finale, so don't worry 'bout that.

Also, I'm only doing this guide because the other guides aren't up to date, there's more stuff nowadays and following a guide that doesn't include maps that aren't from text is kinda hard.

Surprisingly, I did this guide in a few days, and I think I overdid myself a little, hehe.

Note: If you see anything that can be fixed and improved, don't hesitate to message me privately showing what parts of this guide are bad and fixing them. I will credit you at the end.

-Update Log-

1.0 - 10/23/16 - First release 1.01 - 10/25/16 - Minor revision

Chapters

Pogo	- Caveman chapter	- Contact
Xin Shan Quan	- Kung Fu chapter	- Inheritance
Oboro	- Ninja chapter	- Secret Orders
Sundown	- Cowboy chapter	- Wandering
Masaru	- Wrestler chapter	- The Strongest
Akira	- Mecha chapter	- Flow
Cube	- Sci-fi chapter	- Mechanical Heart
Oersted	- Knight chapter	- King of Demons
Finale	- Final chapter	

Caveman Chapter - Contact

Pogo's chapter is the first, chronologically, and it has no dialogue (until the very, very end.)

Along with Akira's chapter, it is the most RPG-Like chapter of the first 7.

Obviously, if you're counting all chapters, then Oersted's chapter is the most RPG-Like, that's because it's made to be.

As soon as you start, wake up the gorilla sleeping beside you, his name is Gori. Check the stone dressers for items.

Leave the room, then go checking every room in the corridor.

In the second room (from left to right), there's a caveman wandering around, talk to him and another caveman appears. Look at the Optional section below for more info.

Optional - Twenty Caveman Sequence

That caveman wandering about, spawns another caveman, and that one spawns another one, and so on.

If you spawn 19 cavemen, then talk to anyone and talk to the last caveman that appears, you'll get a bunch of cool items that can be used for crafting.

It's recommended for you to repeat this sequence about 15 times for you to get what you need, and still have stuff left to make battle items, healing items, etc.

Mind that this room will be cut off to you in a certain part of the chapter, so gather as much materials as you need, or material-hunting becomes much, much harder.

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Here are a few strats for you to do. Names are just for clarification.

Strat 1: **19th Rule**

Spawn 19 cavemen, talk to anyone then talk to the last caveman that enters. Recommended.

Strat 2: **Spamming**

Press Esc, then go to input and set a key for "Turbo A". I set it to O.

Speed up the game, then press that turbo a key for about 5 times per second, it should be enough.

Now you pray to RNGesus.

So, once you're done with that, go to the door on the lower left of the corridor, and the other lower left door on the main part of the cave.

This guy can craft items for you, and they're really useful, You should do it. Get as much materials as you want and make your gear.

Also, if you want a powerful weapon right off the bat, make a Stone Knife and combine it with a Big Stick, that gives you a **Smoulder Spear**, 25 attack and + 10 speed, Equip it on Pogo.

Here's the crafting table and the characters recommended gear. Only the most useful items are listed.

Tip - Use as many bones as you can here, you'll get one soon later.

Crafting Table

Bone + Hard Rock = Stone Knife (Important)

Hide + Stone Knife = Leather Cord (Important)

Beast Fang + Beast Horn / Bone / Hard Rock = **Nose Ornament**

Beast Fang + Tough Hide = **Ooh! Mask**

Beast Fang + Stone Knife = **Shock Caltrops (One use battle item)**

Beast Horn + Bone / Hard Rock = **Gigigaga Wakka**

Beast Horn + Hide = **Beast Hood**

Beast Horn + Tough Hide = **Ooh! Mask**

Big Stick + Leather Cord = **Swish Whip**

Bone + Hide = **Beast Hood**

Hard Rock + Tough Hide = **Gatsun Glove**

Hard Rock + Stone Knife = **Venus Figurine (Multi-use healing item)**

Hard Rock + Leather Cord = **Bola (One use battle item)**

Hide + Leather Cord = **Wild Dress**

Tough Hide + Stone Knife = **Wild Armor**

Tough Hide + Leather Cord = **Wild Bag**

Recommended Gear

Pogo

Head: **Ooh! Mask**

Weapon: **Smoulder Spear**

Glove: **Gatsun Glove**

Armor: **Wild Armor**

Boots: **Gigigaga Wakka**

Accessories: **5x Beast Fang**

Gori

Head: **Beast Hood**

Weapon: **None**

Glove: **None**

Armor: **Hide**

Boots: **Gigigaga Wakka**

Accessories: **5x Gigigaga Wakka**

These are the only items Gori can equip! So get 'em!

Future Party Member

Head: **Ooh! Mask**

Weapon: **Wild Bag**

Glove: **Swish Whip**

Armor: **Wild Dress**

Boots: **Gigigaga Wakka**

Accessories: **5x Nose Ornament**

After you're done with that, Go to the room with stone decoration and talk to the elder. Then go north through a short corridor and you're out of the cave and into the first wilderness. Talk to the other caveman standing there, then talk to the elder.

The battles here drop Meaty Bones, useful healing items, Collect 3 to advance.

Use the Y button to smell the air and find where are the monsters.

If you find a bunch of puppies, Use gori's Ee! ability to hit multiple of them, They should die in one hit.

After that, Come back and talk to the elder, You can talk to the caveman blocking the way here, to battle more and farm items that you cant craft. I recommend you to grind until everyone is at level 5.

Once you're done with that, go back to your room and take a snooze.

When you wake up, immediately go to the elder's room and jack all of his stuff.

Then go to the northeast room and wake up Gori, then leave the room. Go back and interact with the first pile of hay, then the last, then the lower middle one, then the one right above it, then smell the air, and touch the same pile.

Take the bone and meaty bone laying around and give the meaty bone to the person in the pile of hay.

Leave the room and come back, then wake up Gori again. Equip your new party member, Bel!

Bel is useless until you get her best equipment, Her BonkBonk tech is kinda useful, but her TehTeh technique is useless. Soon, on level 3, she'll gain a powerful healing spell called WaveWave, and at level 7 she gets Laa Laa.. I won't give any spoilers on it, test it for yourself.

The only problem with bel is that she doesn't come back for the chapter's Optional Boss, nor can you equip her a very overpowered item you'll get later on.

Try going back to your room but, oh no! there's a lazy caveman blocking the way! what do i do?!

Go back to the room you just were, and give a pile of hay to bel then come back to wake up mr lazypants.

So, go to sleep then get bel a meaty bone or something she can equip. You DO lose whatever you give her.

Once you've done that, go to the north corridor and talk to the caveman, a bunch of cars should come by and a scene aswell.

Touch a car to go on it and get a battle.

Battle: Ku tribe x5

Just hit them with what you have, it should be enough to kill them.

Battle: Zaki

This battle's kinda hard if you dont have the amazing equipment that you should've gotten before, Waste some time in the start so zaki can move, then move pogo and gori close to him, while bel attacks from his upper diagonal.

After that pogo gets expelled into what i call the "Second Wilderness". This is where you can level up bel. Also, in the upper left corner of the field, there's a caveman that can craft stuff for you.

Level ALL your party to atleast level 10.

You have little chance of survival if you encounter a mammoth or alot of sabertooth tigers. Unless you level up everyone.

After alot of grinding you can go to the northeasternest part of the wilderness.

WARNING: You lose Bel when you light up that campfire! So get her to level 7 or you're screwed on the final battle. However, you can enter the room just fine.

So, when you're ready, light up the campfire and watch a scene.

Battle: Zaki

This battle's not difficult if you leveled up, there are 2 ways to beat him, either get pogo to use BoomBoom or BashBash on him repeatedly.

When he's gone, wake up gori and interact with the wall zaki went through.

Fall through the pit and hold any direction for long enough. Then, to get out of the dark cave you just entered, here's the solution:

Right, down, right, right, down, right, right, down, right, right, up, up, left, up, left, left, up, left, left, up, left, left, up, interact a few times.

After getting out, go straight up into the "Third Wilderness"

Optional - King Mammoth

As soon as you enter the third wilderness, you can go back to the second wilderness and fight the King Mammoth, the chapter's optional boss.

Be warned, the king mammoth is VERY STRONG. Easily stronger than most of the final bosses of each chapter.

I recommend you getting Pogo and Gori to level 20+ to fight this "mammoth" of a boss. (ba dum tss)

Getting Pogo to level 16 gives him his best move, Dodegesden, a much, MUCH improved version of BashBash.

And no, you can't get to fight it with Bel.

Clear the wilderness first, before fighting him. Also craft a venus figurine beforehand. (stone knife + hard rock)

Smell around to find him, his scent is a running mammoth icon. He moves very quickly through the field, making it extremely hard to catch the damned thing.

After you find him, press A to battle him, He can't run into you, and you can't battle him without pressing A on where he is.

His defense is very high, high enough to block almost half of Dodegesden's damage. And his evasion is very high, making it nearly impossible to hit him.

The good part is, he only has 992 hit points, lower than all of the enemies on his class.

If you're lower than level 16, read Strat 1.

If you're over level 16, read Strat 2.

When you defeat him, he drops the King's Fang. +20 Power and Immunity to Poison, Paralysis, Sleep, Drunk and Petrify!

There's also a random chance for him to drop the cola bottle, which makes an attack that deals constant 999 damage! Of course, I assume you don't have it because every other strat in the game becomes trash when you have it. I don't recommend it though, it sucks the fun out of the game.

Strat 1: Low-Level

If you're reading this, you're lower than level 16 and trying to fight king mammoth, I applaud you, i've never done that.

If you don't have Zzz Zzz or PushPush and you got to battle him, reset, you won't ever beat this thing without cheats that way.

As soon as you start battling him, use Zzz Zzz to make him sleep. Don't get close yet.

Get Pogo and Gori close to use PushPush on him, so he can get stunned.

Then on gori's turns, use Eeeh! on all of the tiles he stands in.

Continue doing this, if PushPush get's too hard to hit, use Zzz Zzz another time.

Strat 2: High-Level

If you're reading this, you're over level 16, Congrats! This battle will be easy.

As soon as you start battling him, use the Venus Figurine you crafted earlier, don't worry, it doesn't disappear. Use it about 3-5 times.

Use Zzz Zzz to make him sleep.

Skip all of gori's turns, and get pogo close to use Dodegesden on him a few times.

You should be able to beat him before you get wrecked.

When you get to the third wilderness, there are alot of pointless battles there, and the enemies are hard, just spam BoomBoom and BlumBlum and you should be good to go.

There's another caveman here, that can craft items for you.

Enter the place with skulls around it, then go upwards to the upper edge of a little cliff, now go back and follow the fainted cavemen to the rightmost door.

Jack all the stuff from the stone drawers, and interact with gori 5 times. Now some annoying gorillas should follow you.

Go straight up and jack the drawer's stuff, and come back, then go to the room with skulls on the door.

There are lots of pointless battles here, when they're done go up a room, the music should change.

Optional - The Basic Rock

WARNING: Get a Bone before doing this.

When you're done with those pointless battles, go back to the second wilderness (you'll get to the watanabe scene on the way) , clear it, and talk to a rock with a face **EXACTLY** 100 times.

Then, go to the leftmost corner of the room and through the door, and give the metal plate a Bone.

You'll get a Basic Rock, +50 IQ! Equip it on Pogo ASAP!

After that, go back to the room you just were (the one with pointless battles) then go upwards, the music should change. Go upwards again and fight Zaki for one last time.

Get ready for O-D-O! The chapter's final boss!

Battle - O-D-O

If you got Bel to level 7, this should be easy, if you didn't, prepare to die ALOT.

If you got Bel to level 7, use Laa Laa constantly while the others skip their turns.

If you didn't, Use WaveWave while others use their best attacks.

If you don't even have WaveWave, **reset**.

But mario, the princess is in another chapter!

In this chapter, you don't name your character, you name the type of Kung Fu! I'll refer it as XSQ, since typing Xin Shan Quan every 2 lines is tiring.

Listen carefully to what I say on this chapter, some decisions may make you unable to do certain stuff on the future.

If you want a different pupil, don't follow the "Equip" and "Unequip" stuff.

You start the chapter with a scene. Once you get to move yourself, get everything you can from the house before exiting. You'll get some useful items here.

Leave the house and check every grass patch you find.

Kung Fu - Getting your pupils

Go south then east to Bamboo forest, check every grass you find, You'll fight some tigers on the way, use LaoHuZhiWu on them.

A feminine looking figure will follow you, when she talks to you, tell her you're broke and wreck her.

Her name is Li Kuugo, and she becomes one of your pupils. Train her ALOT, she's the best pupil in terms of taking hits and doing massive damage.

The other pupils are not very good, their endgame techniques are near useless.

Li Kuugo

Hit Points *** Power **** Speed ***** Vitality ** IQ *** Techs *****

Go back to the forest entrance, then back into the forest for the tigers to respawn, Train Li to level 4 so she learns Long Hu Liang PoWan, and you won't have to give it to her through training.

After you got all of the healing plants in the forest, go to Wong Town and give them to the sick villagers. Notice that there's one of them that just wants a meat bun, but gives you nothing in change.

Once you're done with that, go all the way down, watch a scene and select "Pardon me..." then you'll go on a fight. Yuan talks to you, select "Sorry, but..." and select "Oh, alright"

Yuan Jou

Hit Points * Power *** Speed *** Vitality *** IQ *** Techs *

Next, go east to Yuan Hua Street, watch a scene and select "Calm Down", then select "Fine". Unequip Sammo's Porcelain bowl.

Sammo Hakka

Hit Points ***** Power **** Speed * Vitality ***** IQ * Techs ***

Now return to your house. Unequip everyone so you won't have a hard time dealing with them.

Next up is a bunch of training, select ONE PUPIL, two must die for the plot to progress. I selected Li.

Focus on one technique per battle, so they can learn the technique.

Don't hesitate to use Meat Buns / Sweet Buns.

Here are the techniques, from most useful to least useful.

LaoHuZhiWu

Squirrel Kick

Long Hu Liang PoWan (Li learns it at level 4)

Monkey Fist

Lion Hand

Bai Li Dao Yi Bu Jiao

After all the training, go back to Yuan Hua Street to defeat the tiger guy once again, then talk to EVERYONE. The last woman, for some reason gives 2 tiger gauntlets! Equip one on the Master. (I'll be referring the pupil you chose as Pupil)

Come back and find out, oh no! 2 of your pupils died! Equip your best stuff on Pupil. Change your formation to Pupil, Master.

If you didn't get the Kirin Shoes, you can still get it now.

Watch a long scene then go to bamboo forest. Go all the way through it to a temple thingy. In here there are pointless battles. Focus on attacking with Pupil, so they can gain levels.

Also, if you find any pots, jack the stuff inside them, they'll be useful for the last battles.

Once you get to the last room, there are some people out there, fight them all, they're medium easy, but, **SAVE** after every battle.

Just use your best moves and you're good to go.

When you get to the Sisters, focus on the one on the lower left first.

When you get to Yi Bei Kou do NOT stand diagonal to him. Save when you beat him.

Pupil should get to level 10 by then

Battle - Odi Wang Lee

Lee is very easy, use Xuan Ya Lian Shan Quan first for massive damage right off the bat. Also, if you're using Li, use ShuiNiaoJiao.

Don't hesitate to use items if you need to.

Letsu go.

Ninja Chapter - Secret Orders

This chapter can be very, very long or either very short, Depends on what you're trying to do, In this guide, i'll go for whatever kills, which is the shortest way and it gives the best equipment.

Listen carefully to what I say, if you get something wrong, it might be time to reset.

Save before you get to talk to anyone that asks for the password.

Follow this map:

As soon as you start the chapter, EARRAPE YAY!

When you get to move, go up, into a battle, run away. Go up to watch a scene. Whenever the bell rings, the password changes from River to Origin, Oboro makes note of it when it happens.

Go into the rightmost door to get a chain mail, Then go back and into the leftmost door, there's a moron wandering about here, go north to go into the Courtyard.

Go into House 2, there's guards asking for the password. Inside house 2 there's another wandering moron, use your cloak so he wont catch you.

Go into the rightmost door, and into the secret passage. The ninja asks for the password.

You're in the Attic, watch a scene. Jack all of the boxes in here, but dont exit yet.

Near the exit there's a rope ladder, Descend it.

You're in a room with a man with gray clothes, Exit.

Go into the rightmost door (the little one) and into the rightmost south door. Jack the boxes.

Go back into the attic. (exit the room you were, leftmost door, then middle door and into the secret passage.)

Exit the attic, you will have to use your cloak on the way.

Now go and follow the path into the South Shed Attic. Skip it and go into another South Shed Attic, in here, there's just one mouse, **DO NOT STEP ON THE MIDDLE TILE OF THE ROOM.** If you step on it, you go back into the beginning.

Follow the path until you get into a tree and a statue, skip it and go into the other attic. Jack all the stuff inside the boxes and go back.

Now, go back into the attic with the ninja, go back and into the room with the ninja that asks the question, go south into the hallway, and into the leftmost door, and outside the building, There's a wandering moron, two guards and a room. Use your Storehouse key, jack all the pots and kill the lost souls.

Leave and re-enter for the lost souls to come back, Grind until you are level 20. These lost souls don't count as kills.

Get back into the tree and climb down and touch the statue. Go south and into the Moat.

If you see a shadow, STAY AWAY FROM IT. If you touch it, run away!

You're now in the Dungeon with a guard, go upstairs and there's another guard.

Follow the path until you're in a room with a gray man, jack the box, equip the Kotetsu on oboro and exit.

Go south in the hallway and into the rightmost south door. Jack the box and exit.

Now go into the other south door, you're in a hallway with 4 guards, go into the rightmost north door and through the hallway.

Go into the leftmost door, this guy asks the password, enter the room, jack the boxes and exit.

Go into the rightmost door, there's this bastard on the pillow, don't go into the pillow, Go upstairs and into the little north door at the end. Jack everything except the pot with the woman in front, you have to kill her to loot the pot.

Go back and into the south door, this is a hallway with a ton of doors, go through them all, ignore the secret passage.

At the end of the hallway theres a guy asking for the password.

Follow the path into a corridor with a woman, she summons backup, but the Masked creepy man's here to save us! Wait a bit and let him kill the 4 samurais. Be sure to avoid him! Go into the rightmost white door, and talk to the man, he'll give you 10 castellas! :D

Go into the door left to the stairway at the end, jack the boxes and go up the stairway.

Go into the left door, and through the secret passage at the end.

Follow the path into a corridor with a rope ladder and a stairway, go into the rope ladder. There's a bunch of traps and a guy that looks like a toy train. Defeat all of the traps.

Now go down and into the room with the tea. Try going through the secret passage and talk to the guy for some time. Tell him you dont trust him and battle.

Battle: Clockwork Gennai, Electrode x6

Now, if you grinded earlier, you should have Shuriken storm, use it on the electrodes and hit the Clockwork Gennai with Shinobi Slash. You should get a Zenmai.

Optional - O-Robo

Now, go back to where you met the masked man, and back into the room with a samurai asking you for the password, go through the rightmost brown door, jack all the boxes. Go back into the room with the 4 samurais, then go all the way up and downstairs into the dungeon, unfortunately, you have to kill the guards to get a key. But, if you want to score 0 kills, use this code: 7E11F100

Now go into the cell with a red ninja, use your basement key in here and don't kill him. He replaces some items in the chapter.

Go into the left cell and get the money there, then go back to the room with 4 samurais, and go into the rightmost north door, then into the leftmost door and jack the box. You should have 4 money and a Zenmai.

Now go back and into the rightmost north door, up the stairs and down the south door, this is the hallway with a bunch of doors, go into the secret passage on the left, into the rope ladder, exit the room from the southeast and go up the stairs and into the secret passage, go south to where you met the masked man, and up the stairs, through the leftmost door, and through the secret passage, into the rope ladder and down the other rope ladder and through the door.

You're in the tea room. Go through the passage where you fought the clockwork gennai and give 3 moneys to the slit in the wall, you should hear a weird noise. Go down a room and go through these exact steps:

Go down, left, down, down, right, up, interact. Give it a zenmai.

Prepare for a nearly impossible fight.

I was joking, by the way, now, you should know some things about O-Robo:

-He's awesome

-If you fall through a pit, he gets destroyed

-If you stay too long underwater, he gets destroyed

-If you touch a rat, he'll fight you, but he doesn't get destroyed.

Now, don't go up, it's a trap, instead, go around the room. Now give the slit another money. Don't go upstairs, backtrack all the way to where you met the masked man and back into the room with the samurai goons, go down through the building and into the lost soul room. Level up O-Robo to about level 16-20.

Now go into the House 2 and through the leftmost door and then the middle north door and the secret passage, then go into the attic with the mouse and the middle tile. Don't jump on it. Instead go into the tree and descend then touch the statue.

Optional - Majin Ryunosuke

When you touch the statue you're in a long corridor. with a star at the end, get the star to the very bottom of the screen and take two steps north. Walk south for 4 tiles, then go all the way up. You'll see a blade, try getting it. A wandering moron appears, but its not a normal wandering moron, its majin ryunosuke! A powerful optional boss.

DO NOT STAND HORIZONTAL TO HIM.

Move oboro 3 tiles down, then skip his turn and move O-Robo 2 tiles down. Use Fuma Shuriken on Majin directly, you'll hit a candle aswell, it'll die in one hit.

Now skip all of oboro's turns and spam Fuma Shuriken with O-Robo. Oboro is useless here. Use him if you need to heal O-Robo.

Take the sword, and ask yourself "How the hell could Goemon get to here without dying?"

This sword gives you 40 attack power! Equip it on Oboro.

Now go down and pay attention to the sound, when you hear 2 clicks, go back up a room then right down into the moat.

Optional - Lord Iwama

When you defeat Majin Ryunosuke and get to the moat, touch the fish shadow to find this stupid looking carp. Try not to get O-Robo to break here.

Same strat as before, spam Fuma Shuriken with O-Robo and (if you have it) use Shadow Mirror with Oboro.

He SHOULD drop a Suijin scale. If he doesn't, it's okay, it isn't that useful.

After beating the optional bosses, go back to the tea room, i'm sure you know the directions, if not, go read the 3rd paragraph on the "Optional - O-Robo" section above.

Now go to the slit room then go one room above, and go upstairs. This is a room with 3 idiots with shopping baskets on their heads. Get there and pray for O-Robo's lost soul. RIP.

Now go one room above and there's a bunch of guys here but, someone's here to rescue us! :D

Now we fight Miyamoto Musashi. He's more of a filler if you did the optional bosses. Just use blade of wind twice and win.

Now touch the red thingy on the wall, to then fight Yodogimi. Same strat as Musashi.

Stop right now and take a moment to save before doing anything stupid.

When you're about to fight Ode Iou himself, a woman comes here, if she doesn't, you screwed up. Don't reset though, it's not like she gives an important item or anything.

Accept her gift and wait a little bit to get the Medicine box, +30 IQ! And also, as the name implies, you can use it as a healing item! It's almost like a castella but with MUCH better range. Equip it on Oboro.

Now go into the room north to fight Ode lou himself! You'd imagine he'd be the most powerful of them all, but no, he's even worse than any wandering moron out there.

Go south 2 rooms, to fight his other form, and...

Battle - Frogsnake Demon

He's a pushover, Why are all the main bosses weak in this chapter?!

Anyway, he's kinda resistant to stuff, but your Chill Wind ability should kill him in about 2 hits.

Don't worry about Ryoma, he's useless. But if he survives, use Polaris Single Blade on the frogsnake demon.

Now, when you defeat him, you choose to stay with Ryoma or not, Choose whatever you want, it doesn't affect anything except a cutscene at the end.

Now let's rock on another chapter.

Cowboy Chapter - Wandering

Sundown's chapter is rather short, but very fun.

Sundown is one of the only characters that are a glass cannon, that means, they can't take hits but they can deal tons of damage.

His Double Shot ability is his best ability at the time.

You start the chapter with a battle, then you get to Success Town, enter Crystal Bar, and annoyingly, you have to press A to enter, go and get the bourbon behind the barman and talk to him, get scenes, get more scenes...

When he gives you milk, send it back then tell him to get lost.

And a battle comes. It's too easy.

Watch a scene then go outside. Then another scene. A million scenes.

Talk to everyone then talk to mad dog twice. You'll join up with him, A timer begins as soon as that happens, a timer of 8 bells.

Now you get to find items, yay!

Cowboy - Trap Finding

Mix one empty bottle with Oil to get a Molotov Cocktail.

Sorry, I couldn't find a list that i could copy and it would work, so just go everywhere and check for everything.

Check this pastebin if you really want a list. <http://pastebin.com/8h7nc1yJ>

Also, if you find a Frying Pan, equip it on Sundown.

To get the Barman's Poster, check the drawer on annie's room then the drawer on barman's room.

Jack all of Mad Dog's stuff, equip the best on Sundown then give the second best to him.

Only these can be set as traps:

- Barman's Poster
- Carrot
- Coal Tar
- Dynamite
- Frying Pan (Annie Only)
- Horse Dung
- Molotov Cocktail
- Rope
- Shovel
- Slingshot (Billy Only)

Here are the order of which you should put people to set the traps:

Billy (Because he's so slow, make him go first or he won't be able to set up the slingshot)

Sheriff (Fastest)

Annie

Delos (Middle Musician) (His speed is random, and it seems to be tilted more to the worse side.)

Barman

Gene (Man with Blonde hair)

Wayne's Wife

Wayne (Man with Purple hair)

Clint (Man with Brown hair)

Sancho (Left Musician)

Pancho (Right Musician)

Also, when annie leaves, check her drawer.

So, when the crazy bunch arrives, you'll see the Watanabe Scene.

Battle - Dio and the Crazy Bunch

Now, if you set every trap, this is going to be easy.

If you set everything except the frying pan, it'll be easy. I'm explaining this one.

If you set nothing, it's too hard.

So, get Sundown to stand next to Dio, while Mad Dog uses lightning shot on the other moron.

Dio's melee attacks are total trash, just don't stand directly diagonal to him and you'll be fine.

Also, at the end, you'll have another battle, Run away then you'll have a second one, this time, you can spare mad dog's life.

I just find it cool that, mad dog doesn't die so i won't be guilty.

Now let it go, let it goo, to another chapter we goooo!

Wrestler Chapter - The Strongest

Masaru's chapter, is by far the shortest, since you just battle in it.

He's the first weak character you'll find and, i recommend training him to level 20+ if you really want him on the finale. If you look at his stats, it doesn't look too bad until you look at his IQ stat.

I recommend fighting these in this order, since some are stronger than others.

Jackie laukea (Lower right)

He's easy, as soon as you start the battle use battle cry (standard procedure) and start hitting him with Blazing Fist.

Moribe Seishi (Lower left)

This guy's also easy, Stand next to him so he can use Tsuda on you, then move one tile away so he can use Abise-Geri.

He's really stupid, since he uses Trip Up and Sumo Slap much more often than his good techs, Once you get both techniques, spam them on him, I recommend Tsuda, Abise-Geri misses very often.

If you don't get his techniques, reset.

Tula Han (Upper right)

He's more of a challenge than the others, Start with battle cry then hit him with Tsuda, then Abise-Geri, so he uses Cross Heel Hold. After that, spam Tsuda / Abise-geri.

Namcat (Upper left)

She's kinda easy, and her techs aren't that useful. Just spam Abise-Geri and Tsuda and you should win.

Max Morgan (Lower middle)

Max hits as hard as a truck full of bricks and logs. but his techniques do massive damage, so i recommend getting them and running to replace your health before you get wrecked.

Use Tsuda a few times on him so he won't hit as hard. Then keep spamming abise geri or tsuda until you get max bomber and german suplex, both good melee damaging techniques. German Suplex is a little bit like Pogo's BashBash but a little stronger.

Great Asia (Upper middle)

His techniques are kinda average but don't worry, if you don't get them here, you get them in the finale.

Anyways, hit him with Tsuda 2-3 times then spam German Suplex. Boom. Done.

Now you should see a scene take place.. This game loves scenes, doesn't it? But oh noes! it's a teenage metallica fan that is weirdly powerful! How do i defeat him?!

Battle - Odie Oldbright

Odie is, unsurprisingly, the second easiest of all the other final bosses.

Hit him with tsuda so he won't do as much damage then spam abise geri or german suplex, or even hit him with tsuda even more.

Just don't stand diagonal to him and you'll be fine.

Now let's uh, Moov untu anudah cepter!!!

Mecha Chapter - Flow

By far my least favorite chapter off all. It's long, akira's weaker than my dog, and you can't do anything to make it shorter.

So let's start with this piece of sh- i mean this piece of a chapter!

Also, i won't be explaining anything, else this would take nearly 7 days of just typing.

You start with a scene, press Y when the eyes tell you, then try leaving the park, oh no its the first battle but matsu's here to save the day! He's the only decent character from this chapter.

Then you get dropped off at chibikko house, go speak to Watanabe, then go follow him into his room and speak with him again. Examine the TV. Speak to watanabe once more.

Speak to Kaori now, who hasn't aged at all for some reason. Then read her mind.

Go outside and into the Antique shop, Read the mind of the bathroom door. Then go downstairs and step on the teleporter. Talk to Toei once more.

Next, go back to the house and speak to kaori, then examine the power outlet at the corner of the room. Read Toei's mind then read Taro's mind. Taro's like a shitty robot that seems powerful but isn't.

When you're ready to go on, go to the park and help matsu, charge some random prices, you should get some right.

Go to toei's place then go downstairs and into a loooooooooooooong staircase. Then talk to toei again. Now's the worst part of the chapter!

-Touch the pink statue

-Touch the book

-Play the xylophone

-Touch the blue mask

-Pray to Stupid Mecha Thing

-Wash your hands

-Poop on the toilet.

Now you should get a scene. Try all the buttons on burkikiaba bdaigooojh

Now toei can refine your items for you, You'll only need 2 for later, rest is just bullshit.

Get 2 Napalm bombs from the crusaders outside, refine one into a Kintoto Cannon and one into a Hiyokokko cannon. Equip both on Taro.

Refining items is a pain in your ass because toei has this "eureka" moment and he might even fail to refine your item. **Shoot me.**

You don't lose the item when he fails, though.

Next, return home. Give the kids some of the stuff you got from before by helping matsu.

Read Taeko's mind and fight. You'll go down to this thing and all you have to do here is follow them and you're good. Also, go to the bathroom and sit on the toilet multiple times to get a taeko's punch and a taeko's panties. Don't give them to akira. You'll give it to Matsu later.

Follow the crusaders with Kazu.

After that you'll have a battle identical to the chapters first battle, but with the most useless Turtlebot ever!

Read the crusaders mind then talk and read matsu's mind.

Return home and read Kaori's mind. This chapter feels more like a mind-reading chore, doesn't it?

Now go to the facility.

Here's the directions: (fastest)

When you enter, go through the first door then the second door with a woman beside it.

Then go up the escalator on the east side of the hallway.

Keep going until you get to a room with an escalator on each side and 2 goons, go into the left escalator

Go through the guarded door, a battle should take place, just kill the crusaders and ignore the lariats.

Go through the door in the upper left. You should be in a room with a bunch of green dudes.

Go to the leftmost door, then through the other leftmost door and read the man's mind.

Come back to the room with lots of green dudes and go through the bigger door, the passcode is F49F.

Watch a scene.

Battle: Liquid Human W1

Dunno what the hell was square thinking when they named this guy but, oh well, go into his back, then hit him with elbow or low kick, Boom, done. There is another way to beat him but it's nearly impossible and you will die.

When you regain control, go to toei's place and read his mind, then go to the bar and read matsu's mind. exit the bar

Go back to chibikko house, talk to the director and talk to taeko, enter every room, including bathrooms, except one that is blocked by fire.

Now the fire is gone, go through that door and read Kaori's mind. Watch a long scene.

When you regain control **IMMEDIATELY** unequip taro's robot accessories and equip them on akira.

When you're ready, read matsu's mind for another scene! Arghh!

Now go to odeo temple, theres a ton of battles on the way, all easy though.

Battle - Great Inko Statue

Damnit, the only boss that doesn't sound like Odio.

Just spam babylon kick and jomjom bullet when you cant use babylon kick. Too easy.

Finally i've finished this shitty chapter, now let's move on to something more fun and interesting.

Sci-fi Chapter - Mechanical Heart

Cube's chapter is probably the most fun in my opinion, You don't fight, you just progress through story, Although, when cube does fight, he does kick a huge amount of ass. (Unlike Akira)

The chapter starts with a scene, after that move in any direction, and follow Kato. Also, remember what was the first name he gave you, it'll be important. If you skipped the dialogue right away, it's Rover.

When he wants to "Test your AI", just go through a tunnel and kato's in the room above. Now wake everyone up from cold sleep.

Now go all the way up then go to the left and enter the first door.

Tell Huey you'll read her book. Make some coffee and give it to Darth.

Go to the north elevator and to level 3. Now go all the way down and enter the door.

Go back up and Kato will be fixing the air ducts.

Go into level 3 and into the cockpit. Talk to everyone and then talk to Kirk again. By this point, you should've memorized the ship's map.

Level 1, Airlock. Talk to huey.

Back to the cockpit. Talk to huey

Now go to Sick Bay. (Level 2, behind cold sleep room) Now talk to Darth. Then Rachel.

Back to the cockpit, talk to Kato, watch a scene and give Huey some coffee.

Follow huey to the airlock then go back to Kirk's room, then to sick bay and tell Kato (he's still on Kirk's room)

Back to sick bay. You'll be droven to Rachel's Room. Also you notice that Huey's lesbian or something. I don't really know since all I got is a small, underdetailed character sprite and some dialogue.

Now to the airlock, talk to everyone and go to the cargo, but, The behemoth has escaped,! As soon as you enter the behemoth's room, SAVE. and save very often, there's a big chance the behemoth will be on somewhere you need to go. And he's just like Ultimate Chimera, he can kill you as soon as you touch him, No battling, No anything, just insta death. Don't worry, I'll warn you when it comes.

Now tell Kato about this. You'll get to hear the chapter's music that isn't made by a bunch of SFX.

Give Rachel some coffee. Wait a little bit then go south for 2 rooms, into a tunnel.

Then go into the ship's computer at level 2. **The behemoth is near it.**

Then into the cold sleep room. **The behemoth is there, too.**

Now get into the captain's room and watch a scene. Then go to Darth's room (guest module) then read his "e-diary" and tell Kato about this.

Save state right now, the behemoth's coming towards you. Use your Power Jack on the door.

Use the elevator to go to level 1 (**beware of the behemoth, its AI is smart.**) then use the south elevator to go to level 3 and to the north elevator to level 2. Follow this copy of cube into Kato's room. Talk to this weird copy of yours. Now you answer a question, Rover is the answer. You get an A+ for remembering this without this guide.

Now go back to Kato's room, through the north elevator.

Oh wait, it's locked, Go through the vent next to it and go down 2 rooms. You're nearing the end of the chapter.

Go to Kato's room and save as soon as you end talking to him, **the behemoth is on the room above.**

Go back to tell Darth about this, he'll give you a Transponder Unit, Use it when he calls you. Go to the break room and access the Captain Square game.

Watch a scene and...

Battle - OD-10 & Stabilizer x8

This battle's easy, because cube kicks tons of rear, as I told you at the start.

Use Upgrade a ton of times and then use maser cannon on the stabilizers. Now attack the computer with Maser cannon. Boom, Done.

Also, Use High Speed Op if you need to heal. The real bad boy here is OD-10's Hard Protect and High Speed Analysis. Hard Protect does loads of damage and High Speed Analysis lowers your stats.

If he gets too hard to beat, use cube's other abilities.

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Knight Chapter - King Of Demons

You start the chapter with a battle, Use V-Shine. Then another battle, Same strat, then a third one, Exact same strat. Thankfully, Oersted is kinda powerful, so you won't have much trouble on this chapter. When you regain control, do NOT take any items except those from red grass patches.

Now go straight south and talk to ALL of the villagers for some information on the map, some of them give you items, and one guy can give you This Thing, which gives +1 vitality. Get about 99 of them, they can be used as items, but aren't very useful, They are the only accessories on this chapter, so take them!

Straybow will join you, he's basically a punching bag to take hits FOR you. Don't even equip those "This Thing" on him.

After that, Go to hero's mountain and get to a cabin, If the Nuggiebear attacks you, just run. Talk to the man near the cabin, enter it and examine the shield.

Now go to Familia Village and enter the smaller house, Examine any red grass patches you find.

Examine the other shield and watch a cutscene, then take the shield and go back to that cabin. Equip it on Uranus, change your formation to: Oersted, Uranus, Straybow.

Uranus is a good healer, although he does get some powerful moves at high levels and... i can't anymore, I'm just too immature.

Watch a scene, try leaving and watch another scene, take the shield and examine the tombstone on the peak. Equip the other shield on Hash. Also jack all of his good equipment and give it to Oersted. Your mains should be Hash and Uranus, so change your formation to: Oersted, Uranus, Hash, Straybow.

Equip the Brion on Hash and the Axian Sword on Oersted. Train your party to level 12-16. The upcoming battles are gonna be a bit tough.

Optional - Regrowing Naorigusas

Near the sign of Forbidden Land, there are some trees that look different, now, go south through these pine trees nearby those different trees, and there's this room with a bunch of Naorigusas, Take them! They respawn as soon as you leave and re-enter the room! Get 99 of them, you'll need those for the next battles.

On the next section, read only from 1-5 and skip the section that says "(With Treasures)", because if you take the treasures in this chapter, you won't be able to take them in the finale.

Forbidden Land Directions (No Treasures)

Now go to Forbidden Land, and here are the directions to the boss: (No treasures)

1. From the start, take the left path and go through some stairs and into the door
2. Go right and into the first north passageway you find, go straight right and then north through the last stairs in the mini corridor
3. Now go through the left path and into the leftmost north door you encounter.
4. Now go through the east path and into this tight corridor and into this other small room, now go through the door with torches near it.
5. You're in a room full of statues, go one room above.
6. Touch the statue and a secret passageway will open, Go through this long corridor and interact with the statue.
7. Try to leave, then interact with the black demon.
8. If you didn't beat the Head Plucker, before interacting with the demon, go down and wait for a little. His battle should start.

Forbidden Land Directions (With Treasures)

Items in bold mean its a normal item. Items in bold and underlined mean it's an important item, take it at all costs.

Now go to Forbidden Land, and here are the directions to the boss: (With Treasures)

1. From the start, take the right path and follow it all the way up, Check the bone pile for an **Alice Biscuit**. Return to the entrance, Go up through the door between the two paths, check the bones for a **Demon's Cloud**.
2. Return to the entrance and take the left path, Follow it and go through the door, check the pile of bones for a **Fujin's Scroll**. Now go back and this time take the stairs and go through the door.
3. Follow the path up and go through the first north doorway you encounter (on the right), Go through the next north door and check the bones for a **Unicorn Horn**. Then back out of this room, and go down the stairs on the right then onto the south doorway, Grab the **Demon's Cloud**. Go straight north for a **Fudo-Myoo's Fuda**, then come back south and then east into the stairs and into the door.
4. Go north along the right wall and enter the north door, for an **Izanagi's Scroll**. Go back down and take the nearest north door for a **Gold Topknot**. Take the left path and go into the leftmost door.
5. Go into the door on the left for a **Golden Robes**, then follow the left path until you get to a room with 3 boxes, in here there is a **Venus Figurine**, **Algos's Eye** and a **Potion No.9**. Exit this room, Go south and this time take the right path, Go through this mini hallway with torches and step through the door.
6. Read the previous section, starting from 5, After that go back to where you were on the guide.

Battle - Demon King

Surprise of all surprises! This is not the final battle of the chapter, sadly. However it is quite difficult. Before talking to the demon, make sure Oersted & Uranus are both level 16 or over. Change your formation to: Hash, Uranus, Oersted, Straybow. **SAVE.**

Now, talk to the demon, and be very careful to what your next move will be, this boss IS tough.

Keep hash at his starting position and use Death Trail. Use Judgement with Uranus.

Use death trail with Oersted.

Straybow is basically your punching bag, he takes the hits for you.

If hash turns into stone, Use prayer of healing on him, If uranus is dead, well, Pray to RNgesus.

Now hash will say he wasn't the demon and he dies from the plague, this is why i told you to jack all of his good armor.

When this "earthquake" happens, don't worry, you're not on a time limit here, take your time to rearrange your team.

Jack Uranus's Hero Shield you gave him earlier, and give it to Oersted. Jack whatever you can from straybow.

Change your formation to Oersted, Uranus, Straybow.

Oh no, your punching bag died, what a tragedy!

Go back to the castle, don't worry, random battles are disabled. Before going to the castle, go back to the regrowing naorigusas and refill your naorigusas, the next battles are even tougher.

Next go to sleep, And you'd probably think you got game over but, no! It's just a mini cutscene.

Yay, your punching bag returned! Only to leave again.

Go to the throne and attack this thing. It's easy.

After that, a cutscene should play, and my favorite song aswell, go to familia village and watch a scene, go back and you'll be thrown into prison, speak to Uranus and slaughter lots of soldiers, You can't avoid them, go back to Forbidden land and there's a bunch of monsters here now. They're easy, spam death trail or hexaflange or even hammer power and they should be dead easily. Go back to the "Forbidden Land Directions (No Treasures)" section above.

When Gyrophobia attacks you, Use death trail ASAP. Don't let it use it's Sweet Whisper on you.

Touch the statue and a path should arise, touch the bigger statue and fight Straybow, He's too easy, spam death trail and he's gone. Alicia just suicided for straybow, F you alicia.

Let's move onto the last chapter of this guide! Wohoo!

The Final Chapter

The final chapter of the game is very different. You choose a protagonist and you get to use other protagonists to fight Odio himself! To get the best ending, you must get all of them atleast once in your team. If you want a good ending, select everyone except Oersted. If you do select oersted, his 2nd chapter is really easy, you go back to where you were when you finished his chapter, choose any boss to fight as and then you fight the protagonists, then boom, ending, also if you're in low enough health you can use Armageddon.

If you don't care about recruiting a character right now, go to the "Preparing for Odio" section.

In this chapter, i'll be rating each character like i did in the Xin Shan Quan Chapter. If you want the stats on the pupils, go back to the Xin Shan Quan chapter to see their rating.

If something has 6 stars, means its near perfect, If anything on a character has 0 stars mean you should NEVER pick that character, EVER.

Cube's HP can be increased by 10 with power parts, up to 999, so his HP stat gets to 6 stars.

Also, a character's "class" is determined right after their name.

The Xin Shan Quan Pupil is a weird choice, since each pupil has it's uses and it differs on how they get to combat.

Li: Li is kinda like Oboro 2, her awesome speed, power, IQ & techs can excuse for her abysmal Vitality. **Greatly Recommended.**

Yuan: Yuan is like a much lamer version of sundown, he's great for acquiring Power Parts for Cube but almost useless in every other way. **Kinda Recommended.**

Sammo: Sammo is a much lamer version of Pogo, he's useless in everything except for being a punching bag. **Not Recommended.**

Pogo (Tank)

Hit Points	*****	Power	*****	Speed	***	Vitality	****	IQ	**	Techs	***
------------	-------	-------	-------	-------	-----	----------	------	----	----	-------	-----

Pogo is a tank that can take hits and give massive melee damage, his only good ranged attack is BoomBoom though. **Recommended.**

Oboro (Speedy Ranger)

Hit Points	***	Power	****	Speed	*****	Vitality	**	IQ	****	Techs	*****
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Oboro is basically the master of techniques, since he has a technique for everything, he can even be great at Melee combat with his Shadow Mirror ability, Also, if he's your protagonist, you can dash twice as fast. **Nearly Necessary.**

Sundown (Glass Cannon)

Hit Points	*	Power	***	Speed	*****	Vitality	**	IQ	****	Techs	*****
------------	---	-------	-----	-------	-------	----------	----	----	------	-------	-------

Sundown is the definition of glass cannon, he can't take a hit but can deal extreme amounts of damage. **Greatly Recommended.**

Masaru (Punching Bag)

Hit Points * * * * * Power * * * * * Speed * * * * * Vitality * * * * * IQ * * * * * Techs *

Masaru is essentially useless in combat, he's a great punching bag, with tsuda, he can lower the opponent's stats and take their hits while others do damage. **Kinda recommended.**

Akira (Healer)

Hit Points * * * * * Power * * * * * Speed * * * * * Vitality * * * * * IQ * * * * * Techs

Akira is essentially useless except for his Healing Touch ability and his "Robot Accessories". **Don't ever get this guy on your team for long.** If you do like akira and chose him as your protagonist, please go see a doctor or a therapist.

Cube (Better Healer)

Hit Points * * * * * Power * * * * * Speed * * * * * Vitality * * * * * IQ * * * * * Techs * * * * *

Cube is a much,much improved version of akira, he's a mix of Akira, Sundown & Awesomeness. **Greatly Recommended.**

Here are a few teams that work everytime:

Li, Oboro, Sundown, Pogo

Oboro, Li, Cube, Masaru

Yuan, Oboro, Sundown, Pogo

Finale - Recruiting your characters

Each character has it's perks, as i described above, but how do you recruit them?

Pogo

Pogo's kinda easy to recruit, just go to the regrowing naorigusas and talk to him a few times then battle him (unless your protagonist is Li), and he'll join.

Xin Shan Quan Pupil

Each pupil has a different way to be recruited, Li will join with a fight, Yuan will join when you talk to him, Sammo will join if you feed him.

Oboro

Oboro will attack you when you touch the Forbidden Land sign, he's also easy.

Sundown

Sundown's the hardest to recruit, you have to talk to him to these locations, in order:

- By hash's cabin
- Eastern side of Hero Mountain (1st screen)
- Lucretia castle sign
- West of Lucretia Village
- Castle armory room
- Throne room
- Left room adjacent to throne room
- Right room adjacent to throne room
- Outside the castle

If you kick him out, he'll be waiting for you in one of those locations, selected randomly.

Masaru

Masaru is in the castle's prison, he'll join with a fight.

Akira

Akira is sleeping outside of Familia village, he'll also join with a fight. He's easier than masaru tho. **DO NOT RECRUIT AKIRA**, unless you're getting his robot accessories for cube or you're doing his dungeon.

Cube

Cube is in the castle balcony, but to recruit him you need a battery, it's near the peak of Hero's Mountain.

Finale - Preparing for Odio

This is the part where i actually describe the gameplay of the finale.

As soon as you start the chapter, you are in complete darkness, move upwards to proceed into a staircase.

Now, Go to hero's mountain and touch the tombstone at the peak, then move down one screen and try to find a shine, that's a Battery. Your character might describe it differently.

Here are some strats for enemies.

Ishtar

This guy's probably our biggest fear, he can give an instant level up but he's insanely difficult. Here's a strat for him:

If you have Pogo, continually use Dodegesden on him.

If you have Oboro, use Shadow mirror on him.

If you have the XSQ Pupil, use Xuan Ya Lian Shan Quan on him.

If you have Sundown, use Hurricane Shot.

Don't have any of these these techniques? **Run.**

Waldark

This guy might seem like a nightmare when you see it's stats, 2032 HP and very dangerous moves?! How do i beat this thing?!

Simple, just use Shadow Mirror on him and he should turn into stone.

Pistachio

This guy seems innocent until you hit him with anything, HELL FRAGRANCE EVERYWHERE.

But, there's an easy way to do so, Get cube and use Noise Stream, they have abysmal HP, so they should die in 3 hits.

Finale - Dungeons

There's a dungeon for each character in this chapter, at the end of each one is their ultimate weapon. You need them in your party to enter the dungeon.

Here's each one's entrance:

Akira: Teleport away randomly from battle.

Cube: In the houses of familia village, enter the bigger one.

Masaru: Near Hero's Mountain, there's this moron riding a fish, Defeat him to enter. He's really easy, you should be able to take him in one or two hits :/

Oboro: In the houses of Lucretia Village, enter the northwesternmost door. (that'll get you to Exit (Top-Left) on the map.)

Pogo: In the first screen of Hero's Mountain, hit the Y button for pogo to smell the air, he should smell a meaty bone, interact with the wall that gives this smell.

Xin Shan Quan: In the first screen of Hero's Mountain, there's this big rock, Interact with it.

Sundown: Near Forbidden Land, Sundown sees a horse, Follow it. (If you're using ZSNES, press the 2 key to see just the stumps of the trees.)

Instinct Dungeon - Pogo

Here's a map of the dungeon, Follow it. <http://shrines.rpgclassics.com/snes/lal/pogo.shtml>

From the Entrance, Go through A and then through D, then E, and then F, Go through G, then J and Jack the chest.

Go back then enter I, then L, and jack the other chest.

Go back and now enter H, then K, then, if you have akira, you can read the petrified watanabe's minds, Now go through M, then N and then finally O, and jack the chest.

Go back and enter P, now go through either R, or Q, go through S, T and then take the **Bone Axe**, Pogo's ultimate weapon. Leave through the way you went.

Also, you notice that one that says "Amulucretia"? That's a boss, we'll need a Gold Topknot to fight it. If you have one, don't fight it yet, it might kick your ass.

Technique Dungeon - Xin Shan Quan

Here's a map of the dungeon, Follow it. <http://shrines.rpgclassics.com/snes/lal/shin.shtml>

Get your pupil to level 16 before doing this.

From the entrance, go through A, then H, then O, and get the **Master's Nunchaku**, the pupil's ultimate weapon.

Now that the fat idiot stops bugging you, you can get the other treasure if you want.

Key Dungeon - Oboro

Here's a map of the dungeon, Follow it. <http://shrines.rpgclassics.com/snes/lal/oboro.shtml>

In this dungeon, an enemy named Shadow will randomly appear, and he'll randomly drop Rusted Keys, Farm them.

From the "Exit (top left)", go through E, then through F, Go through 2 for a **Genbu Key**.

Go back and then through D, go through B, then C, Enter 1 for a **Suzaku Key**.

Now go through A, and through the exit, enter through "Exit (2nd from left)", It's right next to where you entered.

Go through G, then H, and go to 3 for a **Seiryu Key**.

Backtrack and go through I, then J, then L, Go through 4 for a **Byakko Key**.

Backtrack again and go through K, then M, then N, R, then go through 5 for a **Parasite Sword**. An attack item similar to the Cola Bottle.

Now go through Q, O, M, K, L, S, then use the Genbu Key on the door, go through T and use the Byakko Key on the door, then go use the Seiryu Key on the second-last door, then the Suzaku Key on the LAST door for the **Murasame!** Oboro's Ultimate weapon. Backtrack all the way to M, then go through the "Exit (upper right)"

Time Dungeon - Sundown

Here's a map of the dungeon, Follow it. <http://shrines.rpgclassics.com/snes/lal/sunset.shtml>

Note you have a limited time in this dungeon, just like Sundown's chapter. so be quick or you'll fight some JaggyEggs, they might not sound threatening but they are indeed very powerful.

From the start, get 1 and 2 then enter B, then J, then get 5, now enter K, then go through N and bam, there's the **.44 Magnum**, Sundown's ultimate weapon. Now go through I, get 4, then through H, G, F, D and get 3, go through C, then A, and now exit.

Strength Dungeon - Masaru

This dungeon is pretty straightforward, so you don't need a map, there are 3 rooms with a bunch of chests then the **Super Bandage**, Masaru's ultimate weapon, you can't loot the chests until you get it, make sure to check them all, so you have a **Gold Topknot** for Pogo's dungeon.

Dungeon of Mind - Akira

Here's a map of the dungeon, Follow it. <http://shrines.rpgclassics.com/snes/lal/akira.shtml>

Teleport away from battle to enter this dungeon, there are 3 entrances, so, follow which describes where you start.

If you start at "Start", read 2.

If you start near C, read 1.

If you start near C but a little bit south, read 1.

1. Start by going through F, then L, then K, then finally N, Now you get the **Gutsy Glove**, Akira's ultimate weapon. Once you get it, read the mind of Alicia to exit the dungeon.

2. Start by going through A, then C, then read 1.

Intelligence Dungeon - Cube

This dungeon's pretty straightforward, so you won't need a map.

Enter it through the smaller house in familia village (right next to akira), then down the stairs and into the door. downstairs again and through the door, you're in a checkerboard room. The first part reverses left and right, the second reverses up and down, the third is just confusion. Also, when you enter a door, it might lead to a mini checkerboard room, go back and find a room where there's a chair and a mirror.

Interact with the chair. Go right, right, up, up, up, left, left, up.

Interact with the chair. Go right, up up, left, up, up.

Interact with the chair, Go right, right, up, left, up, up, right, right, right, up.

Interact with the chair, See the arrow on the chair? Follow the arrow on each chair, even if it says to come back.

Now, interact with the **top-right ball**, then the **bottom-right**, then **bottom-left**, then **top-left**. and the last ball.

Go through the door to get the [17 Diode](#), Cube's ultimate, and only weapon.

Finale - Ariel Armor

All of the pieces of the ariel armor are amazing, except the Ariel Boots, their most useful feature is Petrify immunity, which is really good because of the **DeathProphet**, he loves to petrify people.

Ariel Helm

Head: 15 defense, Petrify immunity

Right after you beat Cube's Intelligence dungeon, come back to the checkerboard room, there's a robot here, his name is **Erauqs**.He's got 650 HP and kinda high defense.

Keep everyone close to Cube, he'll keep using High Speed Op, while others use their best techniques, If you have oboro, use Shadow Mirror, it might petrify him, winning the battle instantly.

When he dies, he might drop a robot accessory, but he'll always drop the Ariel Helm.

Ariel Glove

Glove: 15 defense, Petrify immunity

Let the time run out on Sundown's dungeon, and you'll fight a bunch of **JaggyEggs**, they have only 384 HP but extremely high defense and insane attack, make sure everyone is level 20+ before beating them. Oboro's Shadow mirror does 80-100 damage, 3-4 hits is enough to kill them.

When they all die, they'll drop the Ariel Glove.

Ariel Mail

Body: 45 defense, Petrify immunity

Run away from battle 100 times and this voice will tell you he's the "Harbinger of doom". You'll be given a countdown after 95 runaways, so don't worry. This guy's the **Death Prophet**, he loves to turn people into stone, so if you have any of the other Ariel Armor, equip them on your team. Anyways, to beat him, just use your best techniques with characters, he has 960 HP but kinda shitty defense.

Once he dies, he'll drop the Ariel Mail, If you have sundown, equip it on him. It'll help him not die very often.

Ariel Boots

Boots: 10 defense, Petrify immunity

When standing before Odio in forbidden land, **Don't talk to him**, Instead, run away, and this guy called the **Head Plucker** will attack you, If you have the Xin Shan Quan pupil, repeatedly use Long Hu Liang PoWan on him, if you have Masaru, use Tsuda on him while blocking the way and others use their best moves. Again, Shadow mirror is very effective.

Once he dies, he'll drop the Ariel Boots, what i think to be one of the worst of the Ariel Armor.

Ariel Ring

Accessory: +10 vitality, Petrify immunity and alot of evasions up.

Read Instinct Dungeon above for the location of the boss. His name is **Amulucretia**.

You see this shadow? Come close to it and give it a gold topknot, then a battle should begin, he's got an insane amount of HP, get pogo to use Dodegesden on him while others use ranged attacks. Oboro's Bronze Leaf works wonders.

Once he's dead he'll drop the Ariel Ring. Equip it on Sundown if you have him, he'll be great with the ring and the mail.

Finale - Forbidden Land

If you want trasures go to **Forbidden Land Directions (With Treasures)**

If you don't want treasures, go to **Forbidden Land Directions (No Treasures)**

Once you're in the statue room, go one room above and interact with the statue, go through the long corridor and interact with the demon...

Battle - Odio Eye x2, Odio Mouth, Odio Mole

One of the easier forms of Odio.

Use Oboro's Bronze Leaf to attack both of the eyes and the mouth at the same time. Do NOT attack the Mole, it will raise the stats of the Eyes and the Mouth.

Keep Oboro using Bronze Leaf while the others use their best attacks. Don't use Dodegesden now.

Just before killing the mouth, try to get Sundown's Hurricane Shot charging up while a mini cutscene appears.

Final Battle - Pure Odio

Pure odio can be a pain in the ass because of Saint Alicia, but if the Pupil keeps using Xuan Ya Lian Shan Quan and Pogo using Dodegesden you should win.

Attacks with no charge time are better here, as Pure Odio uses Cancel Ray if you use techniques that have charge time, and this cancels the techniques.

Go insane with healing / attack items. That's what they're for. I haven't tested if he's immune to the cola bottle or not. Videos on that would be appreciated.

Thank you so much for viewing this guide, I worked hard on it for a few days and the work paid off.

Thanks to Square Enix, the Aeon Genesis team, Tzepish, slartifier, and you, the viewer.

-Ezrock

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