

# Lufia II: Rise of the Sinistrals FAQ/Walkthrough

by Iron Knuckle

Updated to v5.4 on Aug 11, 2010

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Credits

Copyright

E-mail, Questions and Contributions

Unfinished Business

Spelling and Grammar errors

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Version updates:  
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Version 0.01

22 January 2001: I decided to make a walkthrough for this game on paper, very small introduction.

Version 0.8

25 January 2001: After almost four days of typing and playing the game again, I got all the way up to Dragon Mountain. I've also added titles for each event.

Version 1.0

26 January 2001: Finished the game in walkthrough. (Not completed though, sealed towers are not yet covered) Started on Appendix B, this is almost completed.

Version 1.4

28 January 2001: Decided to add prices to Appendix B as well. Started on appendix A: the capsule monsters, and C: The best way to beat the three hardest bosses. Added small story and put in the two sub-quests and bonus (casino) sections in the walkthrough as well.

#### Version 1.6

31 January 2001: Almost completed the lists of items, started on Appendix D: The ancient ave, and Appendix F as well: Bugs, glitches and other stuff. Added small section called: "game controls".

#### Version 1.75

1 February 2001: Added some parts to the controls section. Added 9999 (max) Damage and "heal enemies to death" to bugs, glitches and stuff. I included a small expansion on the Capsule Monsters as well. Used spelling check and grammar correction, corrected a huge lot of errors and also placed info on "harvesting" enemies in Appendix D: the ancient cave.

#### Version 1.8

2 February 2001: Added evolution section to capsule monsters. Made start on Appendix E: Dropped items.

#### Version 1.95

3 February 2001: Extended Appendix D: The ancient cave, with a huge update. I made a small ASCII drawing at the top of the FAQ/walkthrough. After fighting some monsters yesterday evening I found some new dropped items, and they are added to Appendix E. ( I have put the monsters now in alphabetical order )

#### Version 2.1

4 February 2001: Added IP's to the weapon, armor, rings and jewel lists. Made a small paragraph about the main characters. Also made a list of IP attacks and the percentage needed to perform the attack. Will this FAQ ever end?

#### Version 2.3

7 February 2001: Added most of the special attacks of the capsule monsters. Completed the IP table, and started & finished the shopping list table. Fixed some minor details like correcting the spelling of the word Parcelyte with an 'A' instead of a 'E'.

#### Version 2.35

11 February 2001: I've read the entire walkthrough again, and corrected some errors that I missed earlier on. Also worked on the special attacks list of the capsule monsters.

#### Version 2.4

12 February 2001: Added special chart tables at the end of each list for the items that can only be found in the red chests of the ancient cave.

#### Version 2.5

16 February 2001: Fixed some more errors and minor details, made an ASCII drawing to explain the last stage of "the world's most difficult trick". Added Zeppy's Bubble blast and Diving claw attacks to the capsule monster chart.

#### Version 2.8

19 February 2001: Finally completed the Sealed towers, and the bush puzzle of Dragon Mountain in the walkthrough. Also added the dropped item of Stinger; this one took me quite a while to find out.

#### Version 2.85

21 February 2001: Added a brief explanation about the battle system, as well as adding "death" to the diseases section. I think my FAQ/Walkthrough has

become quite complete by now, and with the typing of these lines I've broken the 400-kilobyte barrier in this Microsoft Word version. ^\_^

#### Version 2.9

10 March 2001: Worked a bit on the layout to make the walkthrough easier to read and easier to find a specific part. Also added Gusto's Air attack and Sully's Tackle to the capsule monster chart.

#### Version 3.0:

16 March 2001: Added my e-mail address to this walkthrough, and some minor details.

#### Version 3.2:

[first Released version]

19 March 2001: Added more details to Bonus: Casino on Forfeit island, explained basic rules of most of the casino games. Except for the stud poker and the flower slot machine, because they make no sense to me.

#### Version 3.3:

22 March 2001: The walkthrough is finally on-line, but I have still found errors. Also added "Spelling, grammar and typing errors" as well as "unfinished business" at the end of the walkthrough. Thanks to Joel Holcombe I was able to tell the two clowns (bosses) of the treasure sword shrine apart.

#### Version 3.5:

27 March 2001: Expanded Appendix F with rumors. With the aid of Miguel Aboytes I've added the rumor about using the 10 Iris treasures to open the door near the third mystic stone, also placed a new tip on beating the master. (Ancient Jelly) Thanks to Kevin Fanning I know what IP stands for; Item points, this is added to Qualities section. It turns out to be that IP can also mean Ikari Points. Appendix B: Changed the question marks into N/A at the value column of the red chest items of the ancient cave, since you can't sell/buy these items. Added the dropped items of the Silver dragon and Orky. Thanks to Rubyheart for huge amount of things he added, they are listed at the end in the "Credits" section.

#### Version 3.6:

16 April 2001: Another update on this gamefaq. The geographical location of the unicorn was added to the dropped items section, thanks to Thomas Vickrey. In the same part I've added lots of new enemies and their dropped items. "Iron Kick" description was included at the Name Glitches part of Appendix F. Some challenges were added as well to the stuff section.

#### Version 3.7:

6 May 2001: Celes Destiny helped me by correcting some errors I made in the chart tables, and confirmed the gold eye as a dropped item of the gold dragon. Added some new glitches like "brought 99 dragon eggs" and "defeated egg dragon 99 times". Some minor things fixed as well. Card\_Shark gave info some on the casino's blackjack, and Bahamut for an tactic that allows you to defeat Gades on any level.

#### Version 3.9:

6 June 2001: A huge update; Got some info on the casino games, corrected some of the glitches for they were inaccurate. The world's most difficult trick walkthrough was added. Also added a chart list for every monster in the game. Since this made the 'dropped items' section useless, I changed it into 'Monster list'.

#### Version 4.0:

16 August 2001: A huge spelling check, some poker hands are described, an

easy way to get the ancient key, and a hidden pot in North cave of Alunze were added. Well, then this means that the "stud poker" game is all there is left to be completed.

#### Version 4.1:

12 April 2002: Yes, I'm still alive. Even though there is not much altered in this version I did add some things like the solution to the rumor of the Iris treasures, I received a mail from Dang Nguyen who got a mail from Natsume themselves. So this means that there is one rumor less in the world. Also a new section called FAQ was added to Appendix F, it holds the most commonly asked questions that I have received.

#### Version 4.3:

4 April 2003: Yep an update... only half a year later than expected, though. This is probably on of the last time I will update this FAQ, some small modifications have been made. Added some new tricks by Phoenix1911 (Check his FAQ on Lufia 2 as well, it looks very good), 9inchNEL, and Bliz122122. Thanks to all of you.

#### Version 4.4:

25 September 2003: I've been working on the Enemy Chart table again, added some extra attacks. In chart tables I added an extra section for the Experience Charts of both Party members and Capsule Monsters.

#### Version 4.4a:

06 December 2003: I only added Mercury Spirit to list of sites where this FAQ should be available, with thanks to Midian.

#### Version 5.0:

1 January 2005: At first I didn't think I would do another update on this walkthrough, but a massive amount (and that is still weakly expressed) of new information has been discovered by Relnqshd mostly regarding the chart tables. All his info is now added to the FAQ and also updated the Experience Chart. See the credits list, for all of his contributions up to now. Also a lot of newly found glitches have been added to list at the bottom.

Finally I included some differences between the Japanese and the other (US/EUR/AUS) games. They can be found below the glitches section. One of the changes is that the Casino is filled with women dressed up as bunnies in the Japanese version of the Game and also some puzzles were modified.

Also a new Strategy (it's actually an exploited glitch) was created to defeat the Egg Dragon in 1 round! Finally I had to remove the Mercury Spirit since it turned out to be that Midian didn't have time for his site anymore.

Final remark is that I also added two additional translations from the PAL version of the game: Deadly Sword -> Lethal Sword, Follower -> Henohman (with typo). My guess is that both American translations were changed to prevent an ambiguity with the other Deadly Sword and Follower respectively.

#### Version 5.1:

4 May 2005:

1. Updated the Walkthrough and added a description for the Japanese version of the Treasure Sword Shrine Puzzle, since I did receive some mails about it.
2. I added several other glitches to the 'glitches' section in Appendix F as well. One of them is contributed by Matt Yanak, who told me about his discovery about the sprite glitch in Alunze Basement.
3. Corrected some mistakes in the Walkthrough that Relnqshd pointed out to me and added some information he gave about the Blackjack game.
4. Moreover I added some extra data on the characters initial statistics and equipment.
5. I added a strategy that makes it easier to feed a Capsule

Monster; see the 'Feeding' section in Appendix A for more details. Thanks to Laura Strange for the information.

6. Many Lufia Players don't seem to know that certain effects cannot be combined, so I added a small section on elemental attacks in the 'Battle System' Section and again in Appendix D: Ancient Cave.
7. Finally ZeroAnt mentioned to me that I never ever mention Arek a single time! I wasn't aware of this (Arek only seems to appear at the introduction of the game) so I added a description of him in the Important people.

#### Version 5.2:

12 July 2006: Added some information about skipping the rerun Dankirk north dungeon, when you need to go to Gratze. Fixed some Japanese translation errors. Also including the quirk which allows you to get more than 999 for HP and MP.

#### Version 5.3:

22 March 2009: Thank you all for continue sending your mail containing corrections, additions, etc. Yep, I'm still updating this FAQ. And this time round I've also added the infamous level 0 glitch.

#### Version 5.31:

8 August 2010: Another minor update. Added the attacks for Kraken in the monster list. Also included some more PAR codes on the courtesy of Drachen Kiraa. He also found that I missed the Rage Knife in the item list and a several other minor errors. Thanks for the feedback!

=====  
FAQ  
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Here are some of the most commonly asked questions:

Q: Which Capsule monster is the best?

A: If you ask me I would choose Blaze in a regular game, because he's great in short battles as long as he doesn't get hit. For the Ancient Cave I thought that Flash and his healing abilities would be great, but I came to the conclusion that he is too weak to be of any real use since he healing is entirely random. So I guess I have to go with Blaze, Darbi or Gusto. Darbi's Instant Attacks will work miracles against many enemies and Gusto is a very fast CM that can also cancel out attacks making him last longer in battle.

Q: How do I get my Capsule Monster to transform into M(aster) level?

A: This is most commonly asked about Blaze, since he needs the fruit when he's 'Not Hungry' on level 3. So he has to evolve to level 4, but you can change your capsule monster's level. By choosing CHANGE this way you select him on level 3, and then you feed him the Charm Fruit. This also applies to the other capsule monsters.

Q: Shoulder button?!? What is it? Can you eat it???

A: I've been receiving loads of questions about the second block puzzle of Treasure Sword Shrine. Most people haven't figured out that you need the shoulder button in order to turn around, while remaining on the same tile. When playing on an emulator check the configuration of you keypad, here you will see key numbers that correspond with the L & R buttons.



Q: A boss is not there at the top of a tower / end of a dungeon. How can this be? Is it a glitch?

A: Sometimes a boss will only appear after you met a certain person, or triggered an important event. Camu for instance won't appear in Tanbel East tower, if you didn't meet him in Tanbel. So always go to every village and try to talk to at least the king or an other important person.

Q: Is Lufia 2 a prequel to Lufia?

A: Yes, the events in Lufia 2 took place before Lufia 1. So to say in Lufia 1 you start at Daos' Shrine where Maxim and the others defeat the Sinistrals, after this event the game goes on 50 years in the future. Also take note that in "Lufia - Fortress of Doom" Daos is "Master of Chaos" and Amon is "Master of Terror", for some reason this was changed in "Lufia 2 - Rise of the Sinistrals".

Q: The Underwater Shrine and the Last Field of the Ancient Cave are screwed up. How can this be?

A: A little bug in the game is the cause of this, it was fixed in the European and Australian version though. From what I can tell it is not hard to get the top of both structures, just keep walking up and in case of the Underwater Shrine you need to take three steps to the left or right when you get stuck to get up.

Q: How can I revive a dead character, when I don't have regain or miracle?

A: A character can always be brought back to life by a priest, it is next to the option Save, when you talk to him.

Q: Who is this 'Arek' person that you can see in the Introduction?

A: That be a good question. I myself am not even entirely sure what his motivations are, also since he only appear near the start of the game not much is known about Arek, he even hides his face behind an iron mask so no one knows for sure. You can check the "Important People" section below from a little more information.

Q: Will this FAQ ever be complete?

A: Not sure, I'm trying to put everything about this game in here. But I doubt that I will ever be able to make it fully complete. So this might as well be the last update for a long while.

Q: How can I effectively raise money early on in the game?

A: The Deadly swords (Lethal Swords for the aussies) in the Northern Labyrinth regularly drop swords with the same name. If you sell them cursed they net you 10,000 gold which is a big deal during that period in the game.

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Controls  
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Controller  
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Here is a simple description of how the buttons are used on the SNES-controller.

D-pad; used to move Maxim in one direction on the map, village or dungeon. Also used to move cursor in item lists, command lists.

Start; used to start game or verify name.

Select; used to switch between time & gold / capsule monster's requested food in main menu. In dungeons used to make the special skill ring appear, this allows you to select arrow, hammer, restart, etc.

Top L button; you can use the top L button in a battle to choose a standard attack for the first enemy quickly. In a dungeon you can use it to use a special skill. Use it in sub-screens to move the menu faster upwards.

Top R button; use this in combat to attack multiple enemies, if the attack/weapon/spell can be used on more than one character/enemy. Use in a dungeon to turn in a direction without having to make a step or move. Use in sub-screens to move the menu faster down/upwards.

Y-button; use this to use the skill you currently have equipped. (Special skills can only be used in dungeons)

X-button; with this you can make the menu visible. If you press X while selecting an item you will get info about that item.

B-button; usually used to cancel a command or attack. Use in shop menus to return to back to the play screen. Swing your sword to cut bushes inside a dungeon.

A-button; use it to confirm an attack or command. Also used to talk to people in villages, open chests and pick up items.

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Dungeon elements  
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These elements can only be found in dungeons and are usually used and needed to solve puzzles. I've only noted the most commonly used elements meaning that this list isn't fully complete.

Switches, Levers and Buttons:

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They open doors, lower ladders or make bridges appear. When standing next to the switch press "A" to pull or push switches and levers. In some cases you need a special skill to reach it. Walking over them usually activates a button.

Small objects:

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Sometimes you have to grab and lift something like a box, pot or vase. Most of the time you will have to use it to do something like opening a door or putting it on a switch. Stand next to the item to lift it with "A".

Moving blocks and pillars:

-----  
Stand next to the block or pillar and walk against it while pushing "A" to move it. Sometimes you can only proceed when you moved a block or pillar a particular square/tile. Note: blocks and pillars can only be pushed not pulled. So once they're cornered they are useless. If you're stuck or can't get any further use the "reset" spell to start over again and place everything back into its original position.

Keys:

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In almost every dungeon you will have to collect the key to reach the boss. By collecting the key of the dungeon you can open the other type, you know, the "bigger-looking-reinforced-colored-with-a-lock-in-the-middle" doors. They are usually hidden in a special blue chest.

Hint-tiles:  
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In some dungeons you will find these white looking tables up against the wall. These are hint-tiles; if you read them when standing in front of them with "A" you can get a clue to help solve difficult puzzles.

Grass patches and bushes:  
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Most of the time they block your way; so remove them with your sword by pressing "B", or use a fire arrow on them. They can also be part of a puzzle, when you're expected to do something else than normal.

Weakened walls / Damaged Floor tiles:  
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Weakened walls can be found many dungeons. If a wall looks darker or shows breaches it can usually be destroyed with an explosion of the Bomb or a hit with the Hammer. Damaged floor tiles are often used to fall down one floor, if there are no stairs nearby. How to use: Just walk over the tile to fall through it.

Rocks:  
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Some rocks can't be blown up and need to be pulverized with the hammer. Nuff said.

Horse Statues / Blowers:  
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These can be found in the dungeons of the mountain of no return and the Tower of sacrifice respectively. There are two big differences between them:

1. It is not possible to walk past the front of a Horse statue, that is the line in which their mystical wind blows. Normal blowers can be passed, when you are walking against the wall opposite of them.
2. Horse statues can be moved and regular blowers not.

-----  
Sub screen options menu  
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You can get to the main (options) menu by pressing X in a dungeon, on board of Excerion (boat and sub) or in a village. Here you will find the following options:

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|-----|
| Team member 1  Team member 2  |
|-----|
| Team member 3  Team member 4  |
|-----|
| | >ITEM          STATUS        | |
| | SPELL          EXCHANGE       | |
| | CAPSULE        CONFIG         | |
| | EQUIP          SCENARIO       | |
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| |-----| |
| |         | |
| |   time / gold   | |
| |   capsule / eat | |
| |-----| |
| |

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Use 'Select' to switch between:

Time & Gold

CM's name & Requested food

#### ITEM:

Open the full list of items you have in your inventory, except for the weapons and armors that have been equipped. In this screen you can use potions to heal your characters. Once you have bought a Sonar you can use it to check the number of chests in a dungeon as well. You can sort and/or dump items as well to create order in the assortment. If you want to examine an item, select in with "A", then press "X" to see the details of that particular item.

#### STATUS:

You see the qualities of a party member as well as the currently selected equipment. Use R and L to switch between allies, you can also see the percentage of IP a character has.

#### EXCHANGE:

Here you can change the position of your party members. I haven't found any use for it, but it seems to be that people in the back sustain a little (I think) less damage than the ones at the front. Also people in the front line can deal more damage with the same attack. It only makes a difference in which order they attack if they have the same AGL. When the characters have the same AGL then the character in the front attacks first.

#### CAPSULE:

You can check your capsule monsters and their statistics. Their type, class and special attacks are listed here as well. When you select FEED you can feed them with your older weapons to make them evolve to a higher class. Their names can be changed as well, if you like to call them different. Use CHANGE to change between classes and types of capsule monsters.

#### CONFIG:

In the configuration you can set:

-Text speed; slow, medium and fast.

-Battle cursor; Delete or Remember.

When you choose 'remember' the cursor of a spell or IP you last selected is still in that position in the next round or next battle.

-Status cursor; Delete or remember.

When you choose remember it means that the last selected item or spell that you used in the options menu will be selected the next time.

-Sounds

Change sound from Stereo to Mono.

#### EQUIP:

In this sub screen you can set the weapons and armor for each ally. This way you can equip someone with a weapon or armor you just found.

#### SCENARIO:

Here you will find all the keys and items important to the storyline (such as the ruby apple) of the game that you have collected so far.

-----  
Qualities (Statistics)  
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A lot of people don't seem to know what the statistics of a character are used for exactly, especially when you're talking about INT, GUT, MGR and most importantly AGL. So I decided to include the meaning of all these qualities:

HP - Health/Hit points, simply means how much damage a character can take before he/she is defeated.

MP - Magic points, if members of your party are able to use magic, then it's important to keep an eye on their MP. If the MP is less than the cost of a spell they simply can't cast the spell.

STR - Strength, number displayed shows how strong that character is, the higher the number the more damage they can cause and the less they take. Strength can be split up in two other categories: ATP; attack power and DFP; defensive power.

AGL - Agility, if a person's AGL is higher than that of his enemy your character will have the first strike/attack. Therefore a slow party gets hit more often than a fast party. Red cores for instance have an AGL of 200.

INT - Intelligence, this is only important if the character can use magic and some types of IP, the higher the intelligence the more damage a spell will cause. INT also has a small effect on the growth of your MP.

GUT - Guts, the higher the number the faster your IP bar will grow. This will allow you to use IP attacks more often. For capsule monsters it has an extra meaning: the higher the amount of guts the longer they will stay in battles even if they get hit. GUT is the only stat that doesn't go any higher than 199.

MGR - Magic resistance, a person with a high MGR will be damaged less by spell than a person with low MGR. MGR is the only stat that can't be increased with the aid of potions.

EXP - Experience, defeated enemies give you Exp. The more battles you win the faster you will level up and the higher your statistics will reach, thus making you stronger in the oncoming battles.

IP - Item/Ikari Points, when you get hit by your enemies your IP bar will grow a bit, if your IP percentage is high enough you can perform special attacks. The attack will unleash the power sealed inside the item, these special attacks can do huge amounts of damage against your enemies when chosen strategically.

-----  
Diseases  
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During a battle you can get hit by your enemies, and sometimes one of the following diseases can be placed on your characters. I've noted all of the diseases and some (if not all) of the possible cures and remedies.

- - - -  
Poison  
- - - -

If a character is poisoned you will notice it by the text balloon with black Jolly Roger in it. Each round some HP will be taken from your character's health. Unlike the other diseases it isn't cured at the end of a battle.

Possible cures:

- Antidote An item/IP that can be used to cure a poisoned character.
- Poison spell It does not always work but usually it does the trick.
- Die and revive This way poison is also cured, but this is not advised. Since you will need to revive again.
- Priest Go to a church and ask the spiritual to cure you.

- - -

Sleep

- - -

If a character starts to sleep, he/she won't be able to fight. It's marked by the text balloon with Zz. in it. At the end of a battle all characters will automatically wake up and gain experience.

Possible cures:

- Awake Item that always wakes up 1 ally.
- Awaken spell This is not 100% effective, but most of the time it has the right effect.
- Getting hit Sometimes when the sleeping character gets hit he/she will wake up again.
- Get hit by you If you attack your own party members they always awaken!
- Reawaken / Wakening These two IPs can cure sleep
- Luck With a little luck your ally will wake up on his/her own.
- Die and revive After they are revived they won't be sleeping anymore. That makes sense.
- End of battle A person will automatically wake up after battle is finished.

- - - - -

Paralysis

- - - - -

A character can't move if he/she is paralyzed and therefore cannot attack. It has actually the same effect as Sleep and can be cured.

Possible cures:

- Mystery pin This item will allow a character to move again.
- Luck Sometimes your ally will regain on its own.
- Getting hit If you get the paralyzed character gets hit he might be able to move again.
- Die and revive As with the other diseases it is a way of curing paralyzes, but not advised.
- Paralysis Cure an IP that can be used to heal this status
- End of battle If a battle is over, paralysis will be instantly cured.

- - - - -

Confusion

- - - - -

This disease is I think the worst of all. It's marked by a text balloon with a question mark. If this happens, you will lose control over that ally and he/she will attack someone completely random. (even him/her self) this can be very annoying, if you don't have the item to stop confusion.

Possible cures:

- Shriek This item will bring the ally back to his senses.
- Getting hit As with sleep it can sometimes be cured by an enemy attack.
- Get hit by you If you attack your own party members they always awaken!
- Luck If you have any luck, your character will regain on its own.
- End of battle After the battle is over, it will be cured as well.
- Die and revive It always works, but dead people are a useless if you don't revive them.

- - - -

### Silence

- - - -

This disease is very rare, it only happened a few times and you will notice it by the text balloon with "---" in it. Now you will be unable to cast any magic spells.

Possible cures:

- Free magic           The IP of the light armor can cure the silence status
- End of battle        After battle you will be cured from "Silence".
- Die and revive      Still not my favorite method, because you need to cast rally or use regain/miracle which are quite expensive.

- - -

### Death

- - -

If a person receives more damage than his/her HP can bear, he/she will be defeated. Be careful, because if all party members die (Capsule monster excluded) you will be defeated and you will have to restart your game. There are only a few ways to revive a character. Especially in the beginning of the game it's hard to revive, because you don't have many reviving items.

Possible cures:

- Regain and miracle   These items will surely revive you.
- Rally and valor       These two spells can revive your characters.
- Priest                Go to one of the churches and ask the spiritual to revive one of your fallen characters.

- - - - - - - -

### Cursed items

- - - - - - - -

(Not really a disease as such, but I didn't know where to place it else)  
When you equip a weapon like deadly sword / evil jewel / etc., you will be unable to unequip that item again. So you must lift the curse of that item, and there are two ways of doing so.

Possible cures:

- Go to a Priest        Located in every church, and ask him to uncurse the item.
- Curselifter          Uncursing an item can also be done by using a Curselifter, which can be found in any red chest inside the Ancient Cave.
- Black Mirror        You can unequip a cursed "black mirror" without uncursing it by entering & exiting the ancient dungeon/cave. (handy if you want to unequip it, but do not want to lift the curse )

-----

### Skills

-----

#### Arrow

- - - - - - - - - - - - - - - - - -

Location: -

You will have this skill at the start of the game, use it to stun enemies or use it to trigger a switch that is out of reach. They can reach till the end of the screen if nothing is blocking their path.

#### Restart

- - - - - - - - - - - - - - - - - -

Location: Secret Skills Cave

This is used to reset dungeon puzzles to their original state, when you figure you can't solve the puzzle anymore or if you want to retry.

## Bomb

- - - - -

Location: Alunze Basement

Used to solve puzzles, blow up walls and destroy bushes. The bomb will explode 6 steps or moves after you placed it down.

## Hook

- - - - -

Location: Gordovan West Tower F3

Use it to pull yourself over huge gaps to the other side, if there is a pole or pillar over there. For the rest it has the same properties as an arrow.

## Hammer

- - - - -

Location: Flower Mountain

The hammer is used to move pillars that are out of reach. You can crush rocks/weakened walls with it, also used for stunning enemies in dungeons.

## Fire arrow

- - - - -

Location: Phantom Tree Mountain

The same as an arrow, the only difference is that these arrows are on fire, which means that you can burn bushes out of reach or entire rows in one go.

## ----- Battle system -----

Lufia's battle system is purely based on strategy, and each round everybody gets a turn to attack. The order of attacks is depending on the AGL stat of the character or monster. You can get an extra round, if you manage to attack an enemy in his back when you were in the dungeon (got in first). However beware that if an enemy succeeds to attack you in the back they will get an extra round before the initial battle commences (surprise attack).

## - - - - - Battle options - - - - -

When a battle starts you will see on the lower part of the screen the HP/MP/IP and a picture of each member. In the middle you will see three options. You can choose between:

Action	Icon	Direction
Switch places	Two arrows	Up
Attack	Sword	Default
Run away	Running man	Down

Use the first option to change the position of you character. I haven't found any good use for it, so I never really use it. The third option is run away, if you choose this you will flee from your enemies and return to the dungeon or world map. Note that you can't run in a boss battle. The middle or second option is Attack and is selected as default, when you press "A" you will get the "Battle methods" option.

## - - - - - Battle methods - - - - -

Here you will see five options you can now select:



Attack (Sword, Default):

Use this to attack your enemy with the object your character is currently equipped. Sometimes your character will make a critical hit. This is noted by the light flashes, and usually does more than double damage.

Use Magic (Cane, Up):

This will open up the magic spell screen, here you will see all the spells you currently have. A spell with white letters can be used, so select the spell and choose the monster(s) or character(s) you want to use your spell on. If you don't have enough MP or when you are silenced, you won't be able to cast a magic spell. Upon casting a spell that increases your statistics (e.g. trick, courage, etc.) you can select all 4 allies without making the spell less effective. This little trick however doesn't apply on offensive spells.

Defend (Shield, Right):

Use this option when you need to heal a person, or if you wish to wait a turn. When you select defend your DFP will be raised for one round, but you can't attack. This option is also used, when you are "harvesting". (look at the Ancient cave section for details about this tactic)

Use IP Attack (Flame, Down):

This will open up a different version of your equipment screen. Here you will see your current equipment and IPs of those weapons. If your IP bar has grown enough you can perform some special attacks that can be devastating to your enemies. I usually spare up my IP to use it against the bosses, for IP attacks are the best way to defeat strong enemies very quickly.

Use Item (bag, left):

If you want to heal/revive someone in a battle you can use an item with this option.

-----  
Important word on combining elemental attacks  
-----

Some combinations of the elemental weaknesses do not always work, especially if you are wearing a Sea / Undead / Dragon Ring. If you have been wondering why the Lizard Blow or the Flying Blow do so little damage on enemies that are weak to it may well be because you are wearing the ring on that particular Character. The above mentioned rings turn all physical attack into the corresponding element and the following elements/types can NOT be combined for combo attacks:

Combinable	NOT Combinable (With anything other than Neutral)
-----	-----
Fire	Hard
Water	Flying
Ice	Dragon
Thunder	Sea
Light	Insect
Shadow	
Earth	

This means that these attacks will only be effective if used on its own. So if you combine for instance:

Weapon	Ring	Damage	Reason
-----	-----	-----	-----
Water +	-	= Water	Seems logical

Hard +	- = Hard	Seems logical
Neutral + Dragon	= Dragon	Neutral is the only combinable type
Neutral + Sea	= Sea	Neutral is the only combinable type
Fire + Light	= Fire & Light	These Elements can be combined
Thunder + Dragon	= Thunder	Dragon won't have effect
Flying + Sea	= Neutral	Flying & Sea cancel each other out
Light + Light	= Light	No effect can be doubled
Dragon + Dragon	= Dragon	No effect can be doubled
Shadow + Light	= Shd. & Light	Yes, opposite elements can be combined*
Insect + Light	= Light	Insect is cancelled out by Light

\* = Most monster however are strong to the opposite element that they are weak to so they effects are cancelled out.

A final note that I would like to add is that IP attacks are also affected by the Rings too. The Gades Blade IP for example 'Octo-strike' is Light Elemental if you use the Undead Ring.

=====  
Main Characters  
=====

\* = Level 99 statistics are the minimum base statistics a character will reach through leveling up, due to random level ups these statistics may end up 5 or so points higher than the indicated values. Also take note that using potions (and the statistic boost you get from the Divine Shrine) won't affect the level ups, therefore the statistics will always end up higher when you near the end of the game. In the Ancient Cave all characters get a small boost at level 1 as well; that is why Maxim Initial statistics (level 1) that are listed here are not the same as the stats when you start in the Ancient Cave.

-----  
Maxim - Monster Hunter:  
-----

The main character of this game, he lives in Elcid and he hunts monsters down for a living. After meeting Iris in the cave to Sundletan he starts his quest to find the Dual blade so he can defeat the Sinistrals, for he turns out to be the one chosen by destiny.

- +: He doesn't have any specific weaknesses, his statistics are overall.
- : His spells are weaker than the magic of the other spell casters.

Statistics

Stat	Init.	LvL 99* (see top)
-----	-----	-----
Max HP	20	694
Max MP	0	464
ATP	12	364
DFP	10	258
STR	12	364
AGL	9	153
INT	8	147
GUT	100	100
MGR	5	191
Lvl	1	
Exp	0	

### Initial Equipment

-----  
Weapon Small Knife  
Armor Cloth  
Shield -  
Helmet -  
Ring -  
Jewel -

-----  
Tia - Shop owner in Elcid:  
-----

She is secretly in love with Maxim, and even follows him to the cave of Sundletan where she joins him in his quest. Until they reach the Bound kingdom she will fight on your side. After the defeat of Gades she gives up Maxim and leaves the scene, only to be seen once again near the very end of the game.

+: Good magic, pretty fast.

-: Very weak, low HP.

### Statistics

-----  
Stat      Init.    LvL 99\* (see top)

-----	-----	-----
Max HP	37	420
Max MP	39	476
ATP	14	102
DFP	25	169
STR	14	102
AGL	36	236
INT	28	195
GUT	60	60
MGR	31	234

Lvl            7  
Exp            750

### Initial Equipment

-----  
Weapon Frypan  
Armor Frock  
Shield Small Shield  
Helmet Hairband  
Ring -  
Jewel -

-----  
Guy - Warrior:  
-----

You will meet him in Tanbel, after a brief introduction he will join your alliance to get his sister Hilda back from Camu, who has kidnapped her. He has a girlfriend called Jessy, but the relation is not always as it should be. Guy will fight amongst your side in the final battle against the Sinistrals.

+: Strong, good HP, ATP and DFP.

-: A bit slow, Can't use magic.

### Statistics

-----  
Stat      Init.    LvL 99\* (see top)

Max HP	147	794
Max MP	0	0
ATP	70	454
DFP	42	284
STR	70	454
AGL	14	114
INT	9	130
GUT	90	90
MGR	27	152

Lvl 11  
Exp 5400

Initial Equipment

Weapon Short Sword  
Armor Hide Armor  
Shield Wood Shield  
Helmet -  
Ring -  
Jewel -

Selan - Sorceress:

She lives in Parcelyte with her auntie. After the king sends you on the mission to retrieve the treasure sword she is forced to join you. At first she doesn't trust Maxim and the others, but she comes around and even marries Maxim. They will then have a child called Jeros.

+: Good INT; great in combination with healing spells.

-: After Tia she is the weakest of the team.

Statistics

Stat Init. LvL 99\* (see top)

Max HP	84	557
Max MP	86	604
ATP	59	152
DFP	37	173
STR	59	152
AGL	16	194
INT	80	289
GUT	80	80
MGR	43	233

Lvl 16  
Exp 735

Initial Equipment

Weapon Rod  
Armor Tight Dress  
Shield Bracelet  
Helmet Red Beret  
Ring -  
Jewel -

-----  
Dekar - Royal Commander:  
-----

The strongest warrior in the world of Lufia. His sword skills are unmatched, and he is always very confident about himself. Dekar lives in the Bound kingdom, and is secretly helping out the prince whose ego is too big. He will join you when you go to the ancient tower to confront Gades again. Dekar meets his demise after Idura's defeat in the north temple of Karlloon... He can't use magic, but since his INT is so low it wouldn't cause much damage even if he could use it.

+: Hit points by the cartload, physically THE strongest ally, his ATP is top notch and good DFP as well.

-: Bad AGL and low MGR, too stupid to use magic.

Statistics  
-----

Stat      Init.    LvL 99\* (see top)  
-----

Max HP	283	949
Max MP	0	0
ATP	171	669
DFP	95	368
STR	171	669
AGL	19	67
INT	13	40
GUT	100	100
MGR	31	81

Lvl            20  
Exp            46000

Initial Equipment  
-----

Weapon	Bronze Sword
Armor	Iron Mail
Shield	Brone Shield
Helmet	Stone Helmet
Ring	-
Jewel	-

-----  
Lexis - Genius and inventor of the Century:  
-----

Dr. Lexis Shaia lives in his own cave to the north east of Treadool. His inventions are not always as perfect as they should be. He helps you with your boat; Excerion. He has also a part in making Excerion ready for submarine-, flight-mode. I think he only exists (as a playable character) to fill in the gap between Dekar and Arty, and therefore you can only use him in a small part of the game.

+: Best INT of all; causing the magic spells to be more effective.

-: His equipment is very limited.

Statistics  
-----

Stat      Init.    LvL 99\* (see top)  
-----

Max HP	184	634
Max MP	110	387

ATP	86	297
DFP	76	232
STR	86	297
AGL	67	168
INT	163	374
GUT	70	70
MGR	87	179

Lvl 28  
Exp 170000

#### Initial Equipment

-----

Weapon Vice Pliers  
Armor Lab Coat  
Shield Slash Shield  
Helmet Metal Cloche  
Ring -  
Jewel -

-----

#### Artea - Archer of the Elves:

-----

After meeting Arty / Artea on the mountain of no return, you will hear that Amon has taken the elf Karyn to the divine shrine. Arty then decides to come with you to save Karyn. After failing in bringing Karyn back, he will do everything in his power to avenge her death. So Artea will then join you in the battle against the Sinistrals.

+: Best AGL & MGR of all, he can use some light elemental spells that others can't.

-. His STR is somewhat low, making him vulnerable to enemy attacks.

#### Statistics

-----

Stat	Init.	LvL 99* (see top)
Max HP	277	613
Max MP	286	550
ATP	98	268
DFP	118	255
STR	98	268
AGL	139	245
INT	141	210
GUT	60	60
MGR	127	328

Lvl 38  
Exp 570000

#### Initial Equipment

-----

Weapon Battle Rod  
Armor Silver Robe  
Shield Gold Gloves  
Helmet Golden Band  
Ring -  
Jewel -

-----  
Other important people  
-----

Arek - The Absolute:  
-----

This is a very mysterious figure, perhaps even more than Iris... What we do know about him is that he stands above the four Sinistrals and he also ordered the four to eliminate the person who made the Dual Blade 'ring' again. Daos mentions him once near the end of the game. Other than that he only appears in the introduction scene, where he has a sort conversation with Erim. He asks her who should rule the world: the Humans or the Sinistrals.

Iris - The Enigma:  
-----

You will meet this character various times in the game, she will usually come in a nick of time to save your butt in critical times. She tells about - the dual blade - the sword forged to destroy Sinistrals. In the end she turns out to be someone you might not have expected....

Jeros - Son of Maxim:  
-----

The son of Maxim and Selan, with him being born and carrying on Maxim's bloodline there will be Lufia: the fortress of doom.

Camu & Idura - Two Silly Henchmen:  
-----

They are both henchmen of the Sinistrals, and they will do everything the Sinistrals tell them to do: Camu tried to kidnap Guy's sister in Tanbel. Idura made a feeble attempt to invade the Bound kingdom, he kidnaps not only Jeros and all the young women of Narcysus, but also Iris. Idura is finally defeated after the third battle in the shrine to the north of Karlloon.

=====  
Game modes  
=====

START

This is the normal option of playing the game in story mode.

RETRY

This is also the game in story mode, but all your enemies (incl. Bosses) drop 4x normal experience and gold. This nice feature doesn't work in the Ancient Cave however. This option becomes available after you completed the game the first time.

GIFT

This mode becomes available after you finished the game in RETRY mode. It is a bonus game that you can only play in the ancient cave. However you can select your own party. Meaning that you can have a party with: Maxim, Tia, Dekar, and Artea for instance.

=====  
Story  
=====

War knows many causes: greed, hate or desire for power. The Sinistrals began a war for the most selfish reason of all; they wanted the land of Lufia for them alone to rule. They knew that it's time for them to strike, when the dual blade started to ring. Daos - the leader of the Sinistrals - heard about the song of the Dual blade and believed that the time has come. The Dual blade would insure their victory, and all pathetic and despicable humans would soon know the power of the Sinistrals and the Dual blade.

With the aid of the sword the evil Sinistrals would be victorious against anyone, but the humans weren't defeated, yet. Although they have the knowledge of the power of the Dual blade, they would never achieve their goal as long as Maxim has anything to say about the future of Lufia. Guided by destiny Maxim will meet other people who will join him in his battle against the evil Sinistrals. Together they will find the cause of the evil and exterminate it, so they will triumph over the Sinistrals.

Victory doesn't wait for the ones who wait, it's time for deeds.

=====  
Walkthrough  
=====

-----  
1. The request of the old man  
-----

--Elcid--

Here in Elcid the story begins about Maxim and his fight against the four Sinistrals.

After the chitchat with Tia you will go outside. Now you can try to walk out of the village, if you do so the elder of the village will stop you. He will ask you to go to the cave to south of Elcid for some basic training. Since you don't have much choice you might as well do as he says, time to get moving.

--Secret Skills cave--

Chests: 0, (total amount of chests found; 0)

-

Monsters:

Lizard, Red jelly

Boss:

-

-The elder will teach you how to fight the single red jelly. Here you can observe the movements of your enemies. This can be important later on in the game if you want to avoid a battle with stronger enemies. Remember that monsters can only move if you move. Also if you attack a monster in the back you will get an extra round, but if a monster attacks you in the back it will get an extra turn against you.

-The old-timer leaves you the choice to fight or flee. After that you simply use an arrow in the next room to make a bridge appear. A little bit further you will see a pillar and a switch. once you moved the pillar on the switch you will receive the restart spell, use it in the puzzle parts of the dungeons if a crucial pillar is stuck or if you made an error.



-You will have to fall from one of the edges marked with arrows, then you have to kill all the monsters to open the door. Don't forget to heal yourself from time to time. (From here on I won't bother you with suggestions to fight enemies or not, unless they're important in a puzzle or something like that. Just make sure you experience level and gold reserves are high enough)

-Here is where you have to do some lawn mowing to find the switch, so just press 'B' to uncover the button below a suspicious looking patch. The solution to the next part is to pick up a pot, turn around, put it on right switch, get the other pot and put it on the switch to the left to open the last door. Mission complete!

---

## 2. Monsters in the cave to Sundletan

---

--Elcid--

Head back to Elcid, because dinner is served by Tia. After some more talking to her you will step outside. Walk over the bridge and you will hear someone approaching. A messenger tells about monsters blocking the cave to Sundletan, (Just back and duty calls again) but first you might want to buy some spells or maybe a rapier and a small shield. Chances are that you don't have enough money, so go out and kill some monsters until you can buy a rapier, small shield and the "strong" spell.

--Cave to Sundletan--

Chests: 7 (7)

Antidote, Dragon egg, Escape, Hide armor, Life potion, Magic jar,  
Power potion

Monsters:

Bat, Lizard, Moth, Mushroom, Red jelly, Spider

Boss:

Lizard man

-At the entrance you will see a red haired goof who talks about a lady who just came past him, but don't mind that right now. Walk through the door and across the bridge. The entrance ahead of you leads to a room with the exit to Sundletan; however it requires a key to open it. So go to the right and open the door above first.

-Pick up a pot and put it on the ground tile one space down to the right of the spikes. Pick up the other pot and walk against the other pot, then turn around without moving (use R button). Put the pot down onto the button to lower the spikes, turn 180 degrees and pick up the other pot and put it on the other button. Walk (you will have to pick up the first pot) through the left door to find a life potion. Walk through the right door and cut some grass to find "escape".

-Back to the room with the bridge, below you'll find a door that doesn't budge. Just cut the single grass patch to find a button that unlocks it. Further on you will see a chest to the left. The only way to get to it is to cut the third most left grass patch, here's a gap where you can walk through the wall, at the end you can find a chest that holds an Antidote. Go to next room. Here you will see two doors two pots and 4 patches of grass. Start mowing again, to reveal two hidden switches. Place the pots on them to open the doors. You don't have to go through the right door, because in the room behind it leads to a dead end. So take left one, move the blocks out of the way so you can go down the stairs.

-Here is a room with some bats around, if you walk down on the left side you will find a power potion (Use it if you want). Hit the switch and fall down at the edges marked with arrows. Walk over the bridge and you can find a spot on the left wall where you can walk through. Here you will find a secret stairway. Walk down to find "Hide armor", a magic jar and an already opened chest. Walk back to the bridge you made and go down the stairs to find a place to heal HP/MP. You can save on here as well on the star tile. Be on level 5 or 6 at least, because in the next room it's time for your first boss.

-----  
Boss: Lizard man (Look at Appendix D, to find all statistics for bosses)  
-----

HP: 80  
Weak: -  
Strength: -  
Protection: -  
Specials: -

On level 6 it took me 6 rounds to beat him, without having to heal. Since this battle is one on one there is not much to say about this fight, just use a potion if your HP is low.

-----  
-After his defeat you will receive the key to Sundletan. Don't forget come back later on, when you have the hook so you can collect the Dragon egg. After the fight you will meet a woman who will ask Maxim about his natural fighting skills, she also wants to know what he thinks about it; why would he possess those skills. She disappears as quickly as she came leaving Maxim alone again. Go through the big door that was locked before, so you can go to Sundletan.

-----  
3. Earthquakes in Sundletan  
-----

--Sundletan--

Upon entering the village he's welcomed by an earthquake and a villager. After you talk to some other people, you will find out that some believe that a fish is responsible for the earthquakes. Time for some investigating, but first you can do some shopping here. Don't buy a weapon here, because you will find the insect crush in the Lake cave which is more effective on those insect type monsters. Instead buy a Cap and some spells. After you're done you can leave the village and enter the cave to the northwest.

--Lake Cave--

Chests: 5 (12)

Insect crush, Lake key, Miracle, Power potion, Speedy ring

Monsters:

Baby frog, Beetle, Blue jelly, Eagle, Mosquito, Mushroom, Red jelly, Spider

Boss:

Big catfish

-First hit the switch to your left with an arrow. Make a bridge with the three tiles, and keep on walking up through the next chamber. Take the upper door first to end up in a room with three enemies. Beat them all and most importantly remember which order you beat them. (If you run out of HP in these battles go down one room from here to find two healing pads) Once they are all

three defeated you will see them again, hit them again with an arrow in the right order. If you do it right the top right door will open, go through, down the stairs to collect the Insect Crush. You might as well equip this new sword.

-Back in the room with the Blue jelly, go through the left door. Cut grass and fall down the 'middle-lower' part of the weakened floor. This will trigger the right door, but first go through the door at the bottom of the screen. Here you will see a chest with a power potion, use it to become a little stronger. Walk back and go through the top right door and behind it you will find two pillars. Move the pillar below one space up to open a door. Walk through and go to the right of this room with the grass patches. Cut them until you can reach the top of the room, walk through the left wall here to collect a miracle. Go back and head for the door with the hint tile next to it. Fight all the monsters in the small passageway. You can use IP: bomb attack if there are multiple enemies to defeat them faster (Note: this room is also good for leveling up). After they're all gone you can collect the Speedy ring.

-Back in the room with the pillars, move the right pillar on the button. In order to open the other door, move the lower right block to find some stairs. Here you will see a small puzzle. All you have to do is: change the triangle so in points up. Since you can only move the three outer blocks not much can go wrong. Just move the left block one space up and then two spaces to the right, move the lowest block two to the left and one up and push the last moveable block one square down. The door will open allowing you to get the Lake key.

-Back at the place where you fell through the ceiling, use the left entrance to find a save point, or the right door to another small puzzle. First make a bridge over the water to the switch using three tiles, then pick up the fourth tile and put it in the water on the spot to the right of the switch itself. Trigger the switch so the water lowers and walk down the stairs. Pick up the last tile, and use it to create the final bridge. Climb the ladder and go through the door to meet the boss of this cave.

-----  
Boss: Big Catfish (Can drop catfish jewel)

-----  
HP: 200  
Weak: -  
Strong: Water  
Protection: All Ailments, not Instant  
Specials: Flash, Mega quake

To beat this one fast, use the eagle rock's (an eagle sometimes drops it) IP, since it does double damage. The Catfish's regular attack can cause about 10 HP damage, his mega quake does 20 HP damage, and Flash seems to hurt you by about 30 points. So you should heal yourself one or two times, but in the end Maxim should be victorious.

-----  
-If you want to collect a Catfish jewel; this item is sometimes dropped by the Catfish and can be used inside the Ancient Cave. Level up to a least 10, build up on IP and save at the save point just before you go to the Catfish. This way you can start over again if he doesn't drop it the first time.

-When he is defeated the Catfish promises that he won't cause any more quakes. He then decides to go to sleep at the bottom of the lake once again. After restoring peace head back to Sundletan.

--Sundletan--

Once you've returned to Sundletan Maxim will hear from the villagers that a young woman went to the Lake Cave as well to find you. So you better get back to the cavern to find her.

--Lake Cave--

Go to the room where you fought those three creatures in the same order to obtain the Insect Crush. Upon entering a skeleton and a goblin will attack Tia. It's up to you to dispose of these two monsters. Their health is near 30 HP so it should not take too long to defeat them and if saving her once wasn't enough, Tia will be attacked again by one goblin. Defeat him too, then after some more talking Tia and Maxim decide to go together. So Tia joins your party and travels alongside.

Once Tia joins you the bloke blocking the portal to the north of the Lake cave will step aside allowing you to get past it.

-----  
Capsule monster: Jelze  
-----

--Foomy woods--

Walk to the left on the world map after passing through the portal and then head south to find the first capsule monster in the Foomy woods. He is a Foomy with a default name that goes by: "Jelze", from this moment on a Capsule Monster will appear in battle that will help you fight enemies. Take a look at Appendix A for more information on Capsule Monsters.

Feeding him weapons will make him evolve into a stronger form. Alunze's shop has enough cheap items that will make Jelze evolve to his second form. With the aid of Sundletan's Apple cider for 1000 Gold per piece, you can evolve him to level 3 right away. You can probably only afford that much, if you are playing in RETRY mode. It is not necessary to get him up to his third class, but by making a CM (Capsule Monster) evolve they will become more powerful and gain new attacks.

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4. The coronation of the king  
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--Alunze--

You can go to village to gamble in the "Mini-Casino" at the inn, but the stuff here is very expensive and the flame charm is the only thing that might be handy later on against the boss of the Ruby cave. You can talk to the people here and they will talk about the main event that is going to happen around here: The king will be crowned very soon. So you better give him a small visit before traveling on.

It's a good idea to shop by in this town for a Short sword, Armor cloth and Buckler on Maxim, a Long knife and a Mini shield for Tia.

--Alunze castle--

Walk into the castle and up stairs to the room of the king. Once you are there two soldiers come running into the room telling everybody that the crown is a fake. So they say that they will take it to an expert for closer examination. Just before they leave the commander asks who they are. After this short interrogation the two soldiers are unmasked! They actually were two thieves named Bart & Bertie. Bart tries to use a bomb so they can escape, but not everything worked how it was supposed to do. Still they manage to escape

with the crown, from under the king's nose. It's your turn to do something about it.

Don't go down the stairs, but head outside the castle's throne room and on your right you will see a path leading to the stairway for the basement. Go down twice and you will find a guard who got hit by one of the bombs Bart & Bertie threw at him. He allows you to investigate the basement of the castle.

--Alunze castle Basement--

Chests: 9 (21)

Bomb, Coat, Dragon egg, Escape, Head band, Light knife, Miracle,  
Secret fruit, Water jewel

Monsters:

Baby frog, Bat, Big bat, Buffalo, Centopez, Cobalt, Eagle, Mad horse,  
Mosquito, Needle lizard

Boss:

-

-Talk to the guard here if you please and continue on. Go through the first door and head down another room, put the pot on the switch. In the next room place one of the blocks on the switch causing the path leading down to become one space wider. Move the other block down on the left side so you're able to push it to the left on top of the other switch to open this door. Fight the mad horse and collect the Bomb.

-Go back to the room with the single Centopez, choose the Bomb with 'Select' and use it on the weakened wall section. Go through and you will be in a huge room with a pot in the middle and a switch to the left of it. Put the pot on the switch so the floor will fill up the gap, making it able for you to cross it. This allows you to collect the Headband, if you head up from there you will see a lone chest. You can't get there until you get the Hook-skill, so you have to come back later to collect the Water jewel.

-Down the stairs and again through the door, here you will find two ways to go one up using the bomb on the weakened wall and another one leading down. If you go down you find a bat, defeat it to open a path to an HP / MP Heal tiles and a Save tile. After powering up you can go through the wall in the other room by using a bomb. This will lead you to a room with a small bridge. Go through the door again, and use the pot to the left on the top left switch to open the door with a chest containing Escape. Use the pot on the other switch to get in a small but long room with two bats. Push the block at the right end, place a bomb at the place the block stood to open the way to a new room.

-Here you will find a puzzle with colored blocks. There are multiple ways of solving this puzzle, if you form three or more of the same color on a row they will disappear. The best way to explain it is by making some "simple" ASCII drawings:

Maxim = m  
Yellow block = Y  
Red block = R  
Blue block = B

Start	Picture 1	Picture 2	Picture 3	Picture 4
			mY	
R Y	R Y	R Ym	R Y	R R
Y R Y B B	Y R Y B B	Y R Y B B	R Y B B	B B B B
Y Y B R R	Y Y Y B R R	B R R	B R R	R R
R B B	m R B B	R B B	R B B	Bm

picture 5

mR R R

R

R

-Solving this puzzle lowers the spikes and will open the door to you right. Behind the door you will find a chest containing a coat. Continue on to the next room. Push the left moveable block down, the right block the right, walk one step down, move the block so you can pass through. Next you'll find a teleporter, but first walk to the left and move the block you see here one a space to the left, leave the other one for now.

-Put the pot on the top-left switch, step on the teleporter and you'll be transported. If you'd like to have a Dragon egg, select your bomb, place it next to the crate, and walk over the spikes before it explodes. If you failed, use 'Restart' to return back on the stairs. The floor mysteriously fills up the gap filled with water and you can now collect the first of the 8 Dragon eggs. You will need these later on so don't worry about them right now. Head down through the door and push block, move it 2 spaces down and the spikes will disappear.

-Head back to the teleporter and place the pot on the top right switch. Teleport and then press down first so you can walk around the sides along spike maze. On the right side of the maze, there should be a small path leading to the wall with the crack. Place a bomb and move 6 steps, this will open the way to a chest with a Miracle inside. Step back on the teleporter, go back and enter the maze again. Walk up through the mini maze to find some Secret fruit, keep this in your inventory. It will be handy at some point for evolving Jelze.

-Go back again and put the pot on the down right switch, step on the teleporter once more. Press down so the Mad horse will be trapped between three walls. Walk to either left or right, then up and towards the Mad horse. Defeat him in order to get the chest, which contains a Light knife.

-Finally use the lower left switch and teleport for the last time. In a room you must defeat the 3 Cobalts, watch their walking patterns and attack them. After they are all defeated the door will open leading to the area where you lowered that line of pins earlier on. Go left, down the stairs, through the door to meet up with Bart & Bertie. After some talking they escape with a waterslide and leave you "trapped". Once you regain control over you're characters again hit the switch and walk to the upper part of the room, then down through a door. In this room you should find the crown which those villains lost while trying to escape.

--Alunze castle--

Back at the king's, give him his crown back. He is so grateful that he let's you choose your reward: Money, Princess, King or Nothing. The best choice is 'nothing' for the king will then reward you for being modest.

The options are:

-----  
Princess; 500 gold pieces  
King; 1000 gold pieces  
Money; 2000 gold pieces  
Nothing; 3000 gold pieces

-----  
5. Abel and the key  
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--Entrance of North-west cave--

After returning the crown, you can go to the cave northwest of Alunze. Here you will find a small boy named Abel. When Tia has talked to him it will become clear that he was playing around with the key of the Tanbel Shrine Door. Abel saw an evil monster, got scared and dropped the key. So, it up to you to explore the cave and find that key.

--North-west cave--

Chests: 14 (35)

Brave, Eron hat, Jet helm, Tuff buckler, Hi-magic, Hi-potion(2x),  
Horse rock, Light armor, Miracle(2x), Power brace, Shrine key, Witch ring

Enemies:

Bat, Big bat, Centopez, Cobalt, Lizard, Moth, Mega moth, Needle lizard,  
Red bat, Small crab

Boss:

Regal goblin

-Walk down the ladder at the beginning, walk a bit up, stand next to the spikes and chest, choose your arrow and shoot one against the switch. You can now collect a Hi-potion. Walk up on the other ladder, and form a bridge with the tile. To your right you will see a door, go through and you will be in a room with 2 monsters, 3 pots, 3 switches and some rocks at the bottom. You need a Hammer to break those rocks so come back later on to collect the Eron hat and Tuff buckler. Place the 2 pots on the switches. Finally pick up a third pot hidden behind the right pillar. It is hard to spot, but it is there.

-In the next room there is not much to do, so continue to the next door. Here you will see a weakened piece of floor at the bottom. Step on it to fall down one floor, move the block you see here a space the right or left, walk one step up and push the other block one space up. Walk around it and push it two spaces down, the block should be on the switch and keeps the door opened for you. Move on to find a chest with a Horse rock in it, push the first block you see one space up or down, then push the second one until you can walk around it. Go down through the door, here's an invisible button hidden, locate it by walking over it, then place the vase on the ground on that position. A stairway will appear which you need later on, go back and take the other door.

-Here you can walk through the middle section of the wall leading to some stairs. In the room down there is a Light armor. Go back again, and proceed through the next 2 rooms without taking any of the stairs. You should find yourself in a chamber with two healing pads, and a vine growing against the wall. Cut it to find Brave and a Miracle.

-Go through the door and down the stairs you created by placing the pot on the right position, you will be in a very large room with a block and a button behind some fast growing weeds. The idea here is to put some bombs on the weeds so you can push the block over them in less than three moves. (Don't forget you can turn without using a move with R) After you've done this, a ladder will appear. Go up the left branch to reach a switch, hold distance so that you're still standing on the other side of the gap. Then fire an arrow and the wall will break apart. If you were standing in the middle of the wall you may have fell down. The walkthrough will be a little different, but not much so I assume you stayed atop of the wall.

-Head back to the stairs and walk back past the healing tiles. Go through the

door and the stairs. Three chests are here on your right containing Hi-potion, Hi-magic and Power brace. Be ready though, because as soon as you touch those chests the spikes you just walked over will extend and they can only be lowered by defeating all the enemies. Once you're free again create a bridge to the other side of the water using the 2 pillars. Use the other two pillars in order to create a bridge next to the right wall. Here you can walk through the wall to collect the Witch ring. Go up and to the far right to find Jet Helm in a chest. Go down the stairs above the water.

-First go through the far right. Here you are in a room with water, hit the switch (water lowers) and head back. Go down with the left stairs and head up via the other stairway. If you want to collect a Miracle it is best to walk under the small bridge and through the wall, leading down to a secret room. Go back, and this time climb the ladder, enter the next room with a second switch. Hit it, go back again to where you skipped the door that was leading up. Because you activated the two switches the water rose and the two bridge parts combined into one. Heal and save here, blow up the wall above you to meet the boss of this cave.

-----  
Boss: Regal goblin  
-----

HP: 500  
Weak: -  
Strong: -  
Protection: -  
Specials: Calling Companions (Goblin/Goblin Mage) + an Attack

His attacks cause about 20-25 HP damage, when you are at level 13. A couple of IPs like the Eagle rock (Dive attack), the Short blade's (Ice attack), Tia's Spark spell and Jelze's special attacks should finish him. Since your team consists of three characters it shouldn't be too hard. He may summon a goblin, but those are very weak so don't worry about them. According to Relnqshd the "Drowsy" Spell does miracles in this battle.

-----  
-After his defeat you can collect the Shrine Key. If you don't want to fight your way back to the entrance use an 'Escape'.

--Shrine to Tanbel--

Here you will find Abel, who will promise not to play around with the key anymore. You will also meet Hilda around here. She owns a hotel in Tanbel and is very happy to see that the key has returned to the shrine. So open the door and go to Tanbel to meet up with her again.

-----  
6. Camu kidnaps Hilda  
-----

- - - - -  
Note: You can get the Fire Dagger, Camu Armor and Pearl Brace right away if you go to the top of Tanbel East Tower before you meet Guy in Tanbel. These items can be useful in regular combat and you need to get these items in a separate round, since you can't get them when you meet Camu.  
- - - - -

--Tanbel--

When you arrive in Tanbel you will meet Hilda who introduces you to her



little brother Guy. He wants to duel with Maxim, just when they get started something happens. Someone named Camu (one of the henchman of the Sinistrals) appears. He tries to kidnap Hilda, but Guy doesn't allow it. Then Camu summons two slaves to fight you.

-----  
Mini-boss: Follower (2x)  
-----

HP: 150  
Weak: Water  
Strong: -  
Protection: -  
Specials: -

Guy will also be on your side in this battle. The followers are not so strong they only have 150 HP each. You can take care of these goons without too much trouble; in two or three rounds. If you do have trouble beating these clowns up, I suggest you train some more to gain more EXP.

-----

After the battle there will be some talking and it's decided to pursue Camu to the south-east Tower of Tanbel. Before you leave it might be wise to do some shopping. Buy some Kukris, since thunder power of the IP is effective on Camu. Also buy some magic spells, because your enemies are getting stronger and the elements are starting to come into play. Example: If you meet a creature like a Scorpion it's a good thing to cast a water or an ice spell, but don't attack them with fire because they're almost immune to that element.

--Tanbel south-east Tower--

Chests: 5 (40)

Camu armor, Fire dagger, Jute helm, Pearl brace, Sky key

Enemies:

Big crab, Goblin, Imp, Needle lizard, Newt, Poison lizard, Small crab,  
Skeleton, Scorpion

Boss:

Camu

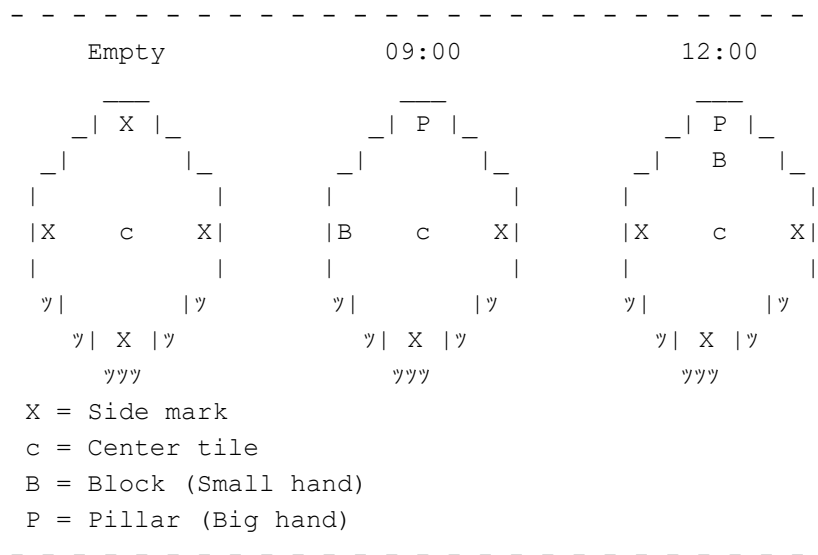
-At the entrance take the left door walk over the marked tile, move 3 blocks on the left, right and lower switches. A little further down you will see three blocks, move one of them down, pick up the pot, walk to the door, turn around using R and drop the pot. The door will open allowing you to go F2.

-Go through the door, press the switch the goblin is guarding, go outside walk towards the next entrance and go inside the tower again. Push the pillar to the left to open both passages, go up the stairs 2 times. Here should be two doors and a skeleton. First take the door on the right, defeat the crab and walk over the button from the south side so the metal blocks won't appear. Go outside, walk up the ladder, press the switch and a platform will be lowered.

-Back to the room with the skeleton, take the other door. Here you must push the pillar on the square that looks different, if done correctly 4 markings will appear. (3 visible, and one behind the pillar) Place the four pots on those positions and the door will open. Head down, don't take the stairs, but continue on by walking down. A skull will be located near the lower wall if you walk over it you will notice a small dust cloud. Use a bomb to blow up the skeleton and a button will appear. Press the button and a new path is opened. Go outside down the ladder and inside. Here you will see three pillars. Each of them will make a sound if you step on the tile at its front. Imitate those sounds, start with lowest and work you way up. Using your sword, then arrow and last the bomb. The door will open so you can collect the sky key from the

blue chest.

-Go back up the stairs I told you to skip earlier on. From here on down, use the Healing / Save tiles if you like, go outside walk over the platform you lowered, walk through the entrance, up through the door. This is some sort of "clock". The pillar is the big hand and the block the small hand, to open the door you must set it on 9:00. That is put the block on the left mark and the pillar on the upper mark; the door should open. There's a switch behind it, use it to complete the ladder to Camu chamber. Note: If it's 12:00 a new door will form in the wall leading to the "Instant Death" protecting Jute helm. A graphical picture would look like this:



Go outside, move up the final ladder and then open the last door with the key to meet up with Camu. You might want to save first, because he is harder than the other bosses you previously encountered.

-----  
Boss: Camu (Rarely drops Camu jewel)  
-----

HP: 1500  
Weak: Thunder  
Strong: Fire  
Protection: All Ailments  
Specials: Buster attack, Calling companions (Slave), Sleep stinger

It's best to use swords that have thunder power. He is more dangerous than the other bosses you have fought. If you have a Catfish jewel equip Tia with it, the Catfish jewel's IP does more damage when the person who uses it has a high INT. Tia can also cast Flash (a thunder spell), Maxim and Guy can use the Kukri's IP thunder-blast. If he summons a Slave you don't really have to kill him first, because the cause not much damage. Jelze's Foomy punches and head butts usually clobber them.

-----  
After Camu's defeat Iris will 'coincidentally' appear and transport Maxim and the others to Tanbel.

--Tanbel--

Hilda will have to stay in bed, because she appears to be very ill. Guy then decides to join Maxim and Tia, because he feels it is his destiny to fight against the dark and demonic forces.

--Tanbel south-east Tower--

You probably noticed those three chests behind Camu. After you defeated him, you can go to the chamber of Camu again to collect: Fire dagger, Camu armor and pearl brace. Finally go through the other door to find the exit to Clamento. Do so now, because the fire dagger is important for the next boss. Also you can actually get the equipment before you fight Camu! If you go up the tower before sparring with Guy in Tanbel, Camu won't be there.

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## 7. The legend of the Ruby apple

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--Clamento--

In this little village the super-rich Rochy owns every house. He's willing to pay a great amount of money for the one who can bring him the ruby apple. There's also a shop where glasswork is sold. It turns out to be that the shop doesn't seem to run as good as it normally did. The husband of the shop keeper has left home to find the Ruby apple. Maxim and the others decide to help the lady, by going to the ruby cave to find that apple and her husband. Don't forget to buy some useful spells like Brave; this spell is very useful to raise your defense in combat. Also Release and Mystery pins are valuable, since we will be battling the Tarantula Boss very soon.

--Ruby cave--

Chests: 4 (44)

Flame fruit, Fury helm, Ruby key, Water whip

Monsters:

Armor goblin, Bat, Big bat, Big bee, Goblin, Poison beetle, Skeleton,  
Red bat, Web spider

Boss:

Tarantula

-Walk up to the first door now you have the choice to go either left or right if you take the left, skip 'Capsule monster: Blaze' and go to the next part.

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Capsule monster: Blaze

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--Ruby cave--

Go right, blow up the darker looking wall, through the door, down the stairway. Then you will see 4 switches, push them all four once, and you will hear the lava flowing away. Blow up the dark part of the wall and use the teleporter, walk towards the dog-like creature. This is Armordog and its default name is Blaze. He gets his power from the fire element; hence most of his attacks are fire elemental. If you use him, feed him at least until he reaches level 3. By the way, it's possible to get your capsule monster to level 4 already. How? Simple; fight lots of big bees, because they will drop bee rocks. With those rocks you can feed your monsters to level 4, though it takes quite a huge amount of rocks to do so.

--Ruby cave - continued--

-You're back in the second room. Cut the bushes to reveal a switch for the left door. Go through and cut again to find a hidden stairway. Make the bridge complete and walk over it, then go up and take the right stairs. Walk down on the left side, select your arrows, hit the switch, go back take the left stairs, go down the other and fight the skeleton, cut the middle vine and collect the ruby key.

-Head down the right stairs again, walk down the ladder and pick up a block of

ice. Drop it at the lowest right corner while looking down. Pick up another and drop it at the lowest right corner of the melted ice while facing down. Do two more times, you should have made contact with both islands containing 2 more blocks of ice, lift one cube, stand at the low left corner and drop it, while facing down. Pick up the last available block of ice and drop it at the low left corner, while facing to the left. You can pick up the Fury-helm and the Water whip. There should be a block of ice as well pick it up and take it to the most left corner, drop it and walk over to the island. Pick up another piece of ice and drop it in the left corner, the chest has some Flame fruit. (Save this item for Zeppy) Pick up another block of ice and go to the most right corner and face right while dropping it.

-Walk down the stairs, over the wooden bridge, cut some vines to find Healing / Save tiles. Make sure you are equipped with fire weapons as much as possible. (You can also collect fire charms from the "casino" in Alunze because the boss is weak against that element) Go through the door on the left, walk up, open the locked door and walk to the ruby apple that is displayed. A giant spider will fall down... actually it warps in; since when can spiders warp? It will tell you that you fell into his trap. Time for a real fight, so be on something like level 20.

-----  
Boss: Tarantula (He can drop Spido jewel)

-----  
HP: 2000  
Weak: Fire, Insect  
Strong: Thunder  
Protection: All Ailments  
Specials: Calling companions (Web spider), Poison shower, Spider web, Stronger, 'Paralyze' (90%)

He uses Poison showers to poison you, Spider web to slow you down, summons small webspiders. Equip the Insect Crush to one of your allies to cause more damage on the Tarantula. (Insect Crush is effective against insects and spiders)

The battle itself: First let Tia cast Brave to protect your party against the arachnid's attacks. Use the Fire dagger's IP to cause much damage and have Guy use some of the fire charms, if available. Tia will do best when casting "Spark" or "Strong" every round.

Using the Spellstruck IP can be handy too, since the arachnid has very high amount of MGR, so you can make it more susceptible to you spells. There's only a small chance that your capsule monster will survive this battle, but that's not your biggest worry. It will usually take several rounds to beat him.

-----  
-After you defeat this fiend, you will find out that the ruby apple was a fake. In the room behind the boss, you'll find Jaffy the glass blower. He tells you a short story about the ruby apple and after that it's time to go back to Rochy to give him the (also fake) ruby apple.

--Clamento--

Rochy pays you an "awful lot of money" for the fake apple, and with the "Huge amount of money" you will automatically go to Jaffy. After you give him that, Jaffy will give you some jewelry which Maxim then gives to Tia to please her. Since you have gotten Rochy's permission to cross the shrine to the north of Clamento, you are able to go to the kingdom of Parcelyte.

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8. The King's treasure sword

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Sometimes the game spells Parcelyte as Percelyte, but I will call it Parcelyte.

--Parcelyte--

When you come in Parcelyte the first time you will meet Lemmy and some bullies, then Selan comes and she comforts Lemmy after sending those bullies away. Buy some items, but think carefully; the Camu armor is not the best at defensive power, but it increases ATP and STR plus it has great IP abilities. Better buy a Franshiska, and a Rod for Selan who will join you soon. She can use this to fight the Golem and Nuborg with ease, because the Rod is effective to 'Hard' enemies and those enemies are weak against 'Hard' type which means double damage.

--Parcelyte Castle--

Chests: 1 (45) Holy wings

When you enter the throne room and speak to the king he will ask you to go on a mission for him. He wants you to go to the Treasure sword shrine to find the Treasure sword. After some more talking it turns out to be that she only came along because the king ordered her to do so and finally Selan joins your party. Head up on the world map towards the shrine to the north of Parcelyte. If you want to level up fast walk on the map along the sides of the castle. Sometimes a bunch of red cores pop up. With an AGL of 200 it is unlikely you will get the first turn and they usually run away, but if lucky one or 2 will stay. Use magic on them and they will be defeated easily. They leave 2222 EXP. each which is quite a lot.

--Treasure sword Shrine--

Chests: 8 (53)

Anger brace, Bat rock, Cold-rapier, Mind ring, Round shield, Sword key, Treasure sword, Undead ring

Monsters:

Armor goblin, Ghoul, Nuborg, Ork, Regal goblin, Skeleton, Wood gorem

Boss(es):

Pierre & Danielle

-Go through the left door first, through the next room as well and walk on the right side through the wall. Pick up the vase and place it on the switch, the spikes will lower so you can investigate the wall. Just place a bomb and it will blow up, you can enter an empty room. Step on the weakened part of the floor to go down one floor, go through the door and collect the round shield. Push the first block to either right or left and push the other one down. You might as well take the stairs as the other door leads to a dead end.

-Return to the entrance and take the right door. Take the stairs in the room north of here. You will be in a puzzle room, the best way to collect all the items is: Stand on the moving platform that is closest to the stairway, collect the Undead ring, go back on the moving platform. Cherish this ring very much since it has many useful abilities:

1. Shadow type weapons like the Gades Blade will work on undead creatures
2. Makes you invulnerable to Instant attacks
3. Makes all physical attacks Light elemental
4. Increases MGR which is nice

-Walk off and on the platform again, walk to the left to the next platform, and walk up to another. Walk down and take the last one that is available, collect the Cold rapier, and walk back on the platform. Go up again and take the one that should be next to the stairs, switch to the next one, walk around

to the lower right corner and take that platform. Walk back to the one that is the on the lower part, switch platforms again, step up and you should find yourself on the platform with the red and green chest. Take the anger brace and the Treasure key from the only Green Chest in the game, next to the chest with the treasure sword that is of course.

-At the start again open the middle door. Go to the corridor up from here, but be careful there are some monsters hiding behind the pillars. Go up, take the stairs, and go down 2 rooms. Here you'll find another easy puzzle, just push and pull the switches in order to get on the platform in the lower left corner. Here you will find a door leading to a dead end, but there is a chest with a Bat rock. Continue to the next room on the right side. Proceed on and the room above here has a secret: If you walk to the right against the most upper segment of the right wall a new area and a chest containing a Mind ring will become visible, go up with the stairs here.

-Move up to find another small puzzle. Here you must place a bomb above the left crate and then above the right crate, then walk to the edge in the middle and keep walking up so you can walk over to the other side while the bombs explode. Go up two rooms and some stairs and then head down 2 rooms to come to another puzzle room.

-The colored blocks Puzzle or the Teleporter Puzzle.  
 If you are playing the Japanese version of the game you will have to solve a teleporter puzzle, which was replaced by 3 block puzzles in the American / European releases of the game. Since I think you will probably have the latter version of the game I will give the solution of the three block puzzles first.

-----  
 US /Australian / European Version  
 -----

Y= yellow block  
 R = red block and  
 m = Maxim

-----  
 Puzzle 1:  
 -----

Start	Picture 1	End
m	m	m
Y Y R R	Y R R Y	Y Y Y Y

Easy as pie, isn't it. The next 2 puzzle rooms are just as easy as long as you think diagonally, but I might as well give the solutions.

-----  
 Puzzle 2:  
 -----

Start	Picture 2	Picture 3	End
Y	Y	Y	Y
R	R	R	Y
Y R	Y R	Y R Y R R Y	Y Y Y Y Y Y
Y R	Y	m	m
m	m		

(Note for the second puzzle: Don't forget to use the SHOULDERBUTTON(!) to turn, when trying to put the red block in its place.)

- - - - -  
 Puzzle 3:  
 - - - - -

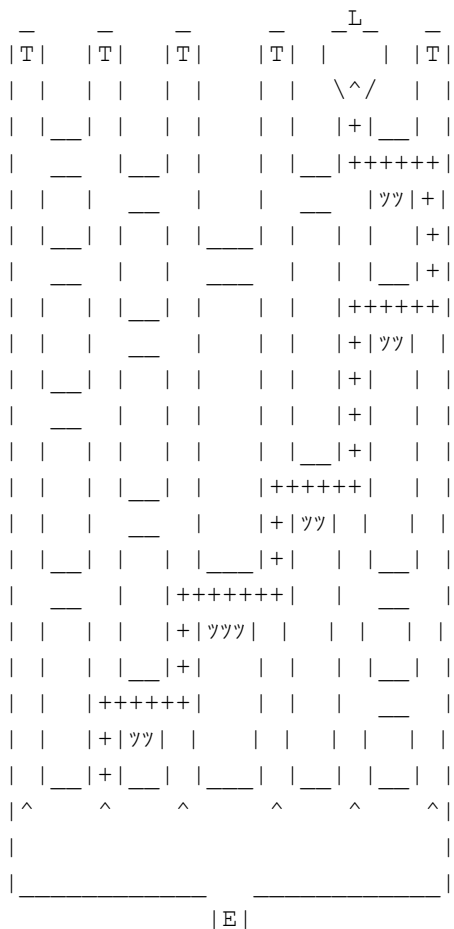
Start	Picture 1	Picture 2	Picture 3	End
m		m	Ym	Ym
R Y	R m	R R	R R	Y Y
R R R	R R R	R R	R R	Y Y
Y R R	Y Y Y Y	Y Y Y Y	Y Y Y	Y Y Y

-----  
 Japanese Version  
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In the Japanese version, you don't have to do the block puzzles, but you have to complete a teleporter puzzle, which is super simple if you know the solution (True, all puzzles are simple if you know their solutions). There are 6 arrow tiles at the bottom and one at the top; all you have to do is step on a triangle and walk up following the path towards the upper triangle using all branches to the Left & Right.

To solve this one, start on the 2nd arrow tile from the left, walk up taking all branches to the right, after that one branch to the left and head up to the upper arrow tile. After you walk over it the door will automatically open.

- ^ = Triangle pointing Up
- T = Teleporter
- L = Locked Door
- E = Entrance
- + = Path to follow



-----  
Anyway, that was the last puzzle of this shrine. Proceed on to the Healing / Save tiles. After another room, some stairs go north to the last door. Two clowns will appear. Time for a double boss battle, talk to either one of the clowns. The red clown is Danielle and the blue one is Pierre.

-----  
Boss: Pierre & Danielle  
-----

Pierre (blue clown)	Danielle (red clown)
HP: 1200	HP: 1200
Weak: Water, Ice	Weak: Fire, Thunder
Strong: Thunder	Strong: Ice
Protection: All Ailments	Protection: All Ailments
Specials: Fireball, Bolt	Specials: Blizzard, Vortex

Round 1

-----  
Be on level 22 and you can easily defeat them the first time. Use the opposite type of magic they throw at you against them, those clowns are also very fast so most of the time you will have to wait, while they attack first. I suggest you spare your IP for the 2 battles later on when you have to beat them both at the same time with only two characters to battle each. After defeating the first clown, it will regenerate and throw you one room back. (save and heal if you like with the tiles) Go back and challenge the other clown. When he/she is also defeated and regenerated, you'll be thrown back again, but this time Selan figures out that you have to beat them both at the same time, Heal/save for the last time.

Round 2

-----  
I still know that Maxim & Tia fight Pierre and Guy & Selan fight Danielle. It's time to play rough; Equip Maxim who will fight Pierre with the cold-rapier and use its IP, and have the Tia cast droplet or let her use the IP of the Catfish jewel. Equip Guy who will fight Danielle with the Fire dagger and use its IP, and have Selan cast Spark / Flash or use the Camu rock's IP: 'Buster attack' to cause nice amounts of damage.

-----  
-After you finished both clowns at the same time. They will be defeated once and for all, opening the door to the next room. Head up to collect the treasure sword from the chest. No, don't try to equip it because you can't, it a sword for show not fighting.

--Parcelyte Castle--

Once you arrive here, go to the throne room and talk to the king. Give him the treasure sword and a messenger will come telling that a single man destroyed an entire town by the name of Gordovan!

-----  
9. Gordovan destroyed by whom?  
-----

--Parcelyte Castle--

After Maxim and the others volunteer to go out and check if these rumors are true. The king allows you to collect the treasure in the basement of the castle, so don't forget to collect the Holy wings on your way out.



--Gordovan--

Once Maxim and co. arrive at Gordovan, they see that the entire village is destroyed by something and that something went to the west tower of Gordovan. There's nothing to be bought here, since everything is destroyed. There's an inn but it's not really comfortable. You'll have to check on west side and find the evil power that is responsible for this.

--Gordovan west Tower--

Chests: 8 (61)

Block shield, Eagle rock, Hook, Miracle, Muscle ring, Scimitar, Speed potion, Wind key

Monsters:

Antares, Doben, Big mushr'm, Evil shell, Fighter Ork, Ghoul, Goblin mage, Ork, Ork mage, Red lobster, Regal goblin, Zombie

Boss: Sinistral; Gades - Master of Destruction

-Go through the left door and take the left door as soon as the monster presses the button. Go up the stairs, walk two chambers down, here you will find another small puzzle. Hit the switch causing the red pillars to drop, walk over them. On the left there is a single block against the wall, push it one space to the right, below you will see four blocks forming a 'L' on its side. Move the middle block one space down and walk back to the other block you just moved. You should be standing against it, move 3 spaces down and the switch will move to the lowest of the four squares. Move the block to your left one square to the left. Walk over the wall you lowered and stop if you're standing between the square of the wall and the switch (which makes the big switch move). Turn with the shoulder button and use an arrow to hit the switch again. You can just walk down, triggering the other switch in the lower right corner to lower the platform outside.

-Once outside take the other entrance, go up one room and take the stairs. Now you come in a room with a pot and two switches. (If you want to heal go down one room) Put the pot on the right switch and follow the path of dark tiles to the right door and go up the stairs. At the bottom you will see another door, go down and pick up the hook that's lying in the chest there. (The first dragon egg and the water jewel can be obtained)

-Go back one room and push the pillar above you to the right. Use the hook to cross the gap. Walk a bit up use the hook to the left to get to the next door, where you will find some stairs. Go through the left door from here and use a bomb to blow up the crate while getting past the spikes. (if you get trapped use the 'Reset' spell) Walk down here and you will find a save pad, go outside and lower the ladder. Go back again, use the switch in the corner to lower the spikes, go through the door on your right.

-Here you will find the elevator of this tower. First go to the first floor and then walk up and seek a section in the wall that can be destroyed with a bomb. Go through to find an eagle rock and back to the elevator. Take the right route and you will see a stairway leading up. Go up and through the door to find a muscle ring. Go to the second floor with the elevator. Head down and pick up a speed potion, ascend to the third floor, go left here and you'll come in a room with two pillars. Move the left pillar two places and walk to the opposite side of it. Use the hook to get across, push the pillar below you one square down and move the other to the right against the wall. Walk down to the lower middle part and use the hook again to get across. Push the pillar up onto the button and the door will open.

-Go through it and walk down, go outside, climb the ladder, walk into the entrance. Here you will find a zombie who can regenerate it self every time

you defeat it. So you need to do something else to get rid of him. In the original Japanese version you have to move five blocks so that they form a cross.

In the American and European version of the game you have to hit whack the switches in the right order. The order is:

1 5 6 2 7 3 4

After you did that the zombie will disappear, allowing you to collect the wind key. Go back to the elevator by using the shortcut with the stairs. Go up another floor and walk down to find a miracle. Now go up to the highest floor and take the right path. You can open the door with the wind key now. Go outside, up the ladder and prepare to be defeated! At least that is what will happen anyway even if you defeat him (However if you defeat him in combat you will receive the Gades blade). Read the Strategy if you want to "beat" Gades I wrote completely down at Appendix C.

---

### 9.1 Gades... The Invincible?

---

--Gordovan west Tower--

=====  
Boss: Sinistral; Gades - Master of destruction  
=====

HP: 7500  
Weak: Light  
Strong: Shadow  
Protection: All Ailments  
Specials: Destructo-wave

He uses the Destructo-wave attack to defeat you, after a couple of hits you probably lose, unless your levels are 40+ (I've did find out you can take him down on level 28 and higher, with a little luck).

Read the strategy in appendix C for some tips and walkthrough to destroy this fiend. If you do manage to defeat him, you will automatically "receive Gades' sword". He will say something like "How irritating, now witness my true power", and the game goes on as if you were defeated in the first place. Oh well, you can't win 'em all.

=====  
-After this Iris will appear and heal your entire alliance and leaves again. You can nab the Scimitar and Block Shield from behind the door, after this go back to Parcelyte Castle and report to the king.

--Parcelyte Castle--

When you get back in the throne room, you will hear a messenger approaching. He asks if there is someone called "Guy". Maxim and the others then learn that Hilda's situation is getting worse, so Guy leaves Maxim for now. After this, the pillars leading to the exit of the tower will be lowered, so you can travel on to Merix.

---

### 10. The bridge to Bound Castle

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--Merix--

People in this small village are talking about a great carpenter. He recently left the village to repair the bridge to Bound Kingdom, which was probably

destroyed by monsters. Here you can buy new spells like a stronger version of spark; Fireball. There aren't many weapons you can buy here, but a Gladius could be handy for it IP attack is: Holy Energy and will do three times regular damage on any enemy, plus this amount get doubled to a whopping 6(!) times damage if you attack an enemy weak to light.

--Cave to Bound Kingdom--

Chests: 2 (63)

Hi-magic, Regain

Monsters:

Doben, Fighter Ork, Goblin mage, Lizard man, Ork, Ork mage

Boss: -

-This is the smallest cave I've seen. First talk to the carpenter who will tell you that you have to take care of the monsters, before he can start repairing the bridge. Go down the stairs and through two doors to collect regain, a little bit to the right in the previous room you saw a weakened wall. Bomb it and whack the switch with your sword, now use the hook to pull yourself to the other side in the room with the water. Go down the stairs and take the right door first to collect a Hi-magic, then continue through the left door.

-Here you get into a conversation and you will automatically fall down twice, walk up through the door and you come into a room with a crystal ball on a pillar in the upper middle. The enemies here keep on regenerating until you destroy their crystal ball with your sword. You have to get past quickly so watch your enemy's movements closely. After that you can walk to the right and walk several stairs, until you reach the other side of the bridge. Here you will meet up with the carpenter, who will repair the bridge and will leave for home. Before you go to Bound go back to Merix first.

--Merix--

'Chest': 1 (64) Dragon egg

The little daughter of the carpenter will give you a dragon egg, in return for bringing her father back home. That should make three with the ones from Alunze basement and Cave to Sundletan.

-----  
11. The prince's ego  
-----

--Bound Kingdom--

Upon entering Bound Castle you will meet Dekar, and then another henchman of the Sinistrals appears: Idura. He attacks Dekar with some monsters, but they are no match for him. After Idura leaves (humiliated) the prince will come out and fight the Red jelly that Dekar forgot to dispose of. This shows that the prince is very conceited, because he thinks that the small jelly is "invading" his kingdom. You will also find out that every time the prince goes on an adventure the king will have Dekar follow him, to make sure nothing happens. This is the reason why the prince is too overconfident about himself. He thinks he's a great warrior, but in fact he's has a difficult time destroying 1 puny red jelly! Because of his overconfidence, he decides to go to the northern labyrinth to defeat Idura on his own. (The fool) The king of course will have Dekar follow him again.

There's a shop in the castle where you can buy Bronze-swords. Feed them to your capsule monster if it hasn't reached level 4 by now, and equip some bronze-swords as well. And if you still have the secret fruit feed it also to Jelze once he is on level four, he will now be able transform into his M

(master) level. After talking to the king go to the Northern Labyrinth.

--North Labyrinth--

Chests: 5 (69)

Deadly sword\* (cursed), Dragon egg, Life potion, Thunder ax, Thunder ring

Monsters:

Deadly sword\*, Green clay, Lizard man, Sand gorem, Shadow fly, Skeleton,  
Torrent, Winger, Zombie

Bosses:

4x Mummy, 3x Troll

\* = Deadly Sword is called "Lethal Sword" in the English PAL version

-From the start take the right door, then cut some bushes and walk through the top left part of the wall to find a chest containing Thunder ring. Continue on down the stairs. Cut the top left bush here to find the opening switch for the door. In the next room use your hook to get to the other side of the gap and walk through the door here. Don't walk over the spikes, instead use your hook to bring the spikes up and another set of spikes down.

-Back at the start and take the middle door, go down some stairs and head through the door. Go to the left to the next room (over the spikes you just lowered) use the switch to form a bridge. Go up two rooms to find a deadly sword, don't equip it because it's cursed. (If you want to use it go back to the "priest" in Bound, then equip it and undo the curse, giving you a strong and uncursed sword) You can take the right route again to lower the lower set of pins and walk on over the bridge you created. A little farther beyond that you will find a room with a lone zombie, bomb the top wall to receive thunder ax from the chest.

-All that's left is the left door at the start. Walk through the next two rooms until you come to a puzzle, if you want to go down the moving stairs step on it from the left side the stair will move one place down. Walk a space to the left then down and then to the right on the stairs. Repeat this process until stairway is trapped in the lower middle. Walk on it from above to descend to the next floor. Go down a room and move the pillar to the right, use the hook to get to the upper part with the pot. Pick it up and place it on the button. Move the pillar back and proceed to the stairs and the next floor.

-Use the only door that's available from here, and you will be in a room with moveable platforms. Walk first to the most upper platform and move it to the right. Go through the door and place four pillars on the dark square of tiles to make a platform rise up. This will allow you to reach the dragon egg. Go back to the last room and move the lowest platform 1 space to the right, then move the middle-right platform down.

-----  
Capsule monster: Flash  
-----

--North labyrinth--

From the puzzle with the moveable platforms you can take the lower right door to reach a mini (one-way) labyrinth with capsule monster Flash at the end. He's not a fighter until he reaches the M class. So in the beginning he will be quite useless, but in the end he might be one of the most valuable monsters, because he can heal your entire party on the higher classes.

--North labyrinth - continued--

-Move the middle platform to the right, and use the middle platform of the lowest row to reach the top left door. Here you will find another puzzle room can be quite tricky, but if you place the bombs like this in the right order, all will go swell:

Place bomb here in this order 1, 2, 3, 4, 5.

```
  _ _ _  
 |1|_|4|  
 |_|2|3|  
 |_|_|5|
```

-WARNING, This puzzle is bugged. By igniting bombs 2, 3, 4 and 5 in this order at the same time my game always seems to crash; the platform keeps rising through the ceiling and you won't be able to move (unfortunately there is only one way to undo the freeze. Yes, it's reset time) The best way to prevent this is to wait for each bomb to explode and then placing the next.

-Go over the bridge and collect the life potion and then descend the stairs. Go to save point and move the pillar in the next room onto the right button so the door will open. Now enter the final room of this dungeon and meet up with Idura. You are not going to fight him, but instead he will send four mummies at you and then three trolls. One more thing, if you didn't speak to the king in Bound Kingdom Idura won't be there.

-----  
Bosses: Mummy (4x) & Troll (3x)  
-----

Mummy		Troll	
HP:	150 each	HP:	200 each
Weak:	Fire, Water, Light, Heal	Weak:	Fire
Strong:	Shadow	Strong:	-
Protection:	All Ailments	Protection:	Paralysis
Specials:	'poison' (10%)	Specials:	'paralyze' (20%)

Mummies:

-----  
You can deal most damage against these creatures with fire, so use your Fireball magic on all of them twice (Tia and Selan) then Maxim will do best with an attack of the sword. They were so weak that after two or three Fireballs all four are destroyed.

Trolls:

-----  
It's just the exact same idea here (note that they are statistically even weaker than the regular trolls from later on :) ). Use Fireball a few times and it's exit Trolls. Nuff' said.  
-----

-After you disposed of all these amateurs, Dekar will appear and Idura cowardly flees. That's all, Dekar the prince and his advisor then go back to Bound Castle.

--Bound Kingdom--

Head back to Bound Castle you might want to unequip Tia, because this was her last fight of the game. But even if you don't unequip her, you can still buy her items when you reach the forfeit isle. Talk to the king and a moment later Guy will make his return.

---

## 12. Evil threats

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--Bound kingdom - continued--

You will hear from the king that Gades has left a message. It was more like a threat actually, he said that he would sink Seim island; the island on which Parcelyte is located. After that Dekar and Guy will join you in your quest, Tia and Selan stay behind to comfort the civilians/villagers of Parcelyte. Make sure you equip Dekar with some AGL increasing stuff like speedy ring and jewels, because with him being so slow you have quite a disadvantage at some points. Then again, his supreme strength makes him well suited for the battle against Gades.

--Ancient tower--

Chests: 7 (76)

Cloud key, Fayza shield, Magic bikini, Miracle, Muscle ring, Protect ring, Pumkin jewel

Monsters:

Bruse, Dark fly, Deadly armor, Earth viper, Evil shell, King frog, Pumpkin head, Shadow fly, Snell, Spinner

Boss:

Sinistral; Gades - Master of destruction

-At the start push the pillar to the right, when it's standing on the middle part of the carpet push it up, then to the left to reveal a hidden door in the wall. Go through the next two rooms and you will notice that the door won't budge here, defeat the enemies in this room to open it. After that you will find 4 pillars and a pumpkin head. You must trap the pumpkin head between the four pillars and get it stuck so he has to stand on the switch, meaning that he will open the door for you. Since he always moves in the opposite direction, it shouldn't be too hard to get him trapped. In the next room you must move a pillar down against the wall then four squares to the right and then 7 spaces down. Stand on the other side of the square with spikes and keep an empty square between you and the spikes. You can use your hook to get in the square and making it easy to reach the stairway.

-On the next floor walk down until you reach outside and enter the other entrance. You don't have to lower the spikes and bomb the wall because they lead to a dead end, instead blow up the weakened part of the wall between the two background pillars. Now don't be fooled by the fake door, but keep on walking up against the wall to find the real one. Go up the stairs, up another room, walk to the right and look at the teleporters. Keep in mind that you will be teleported to the teleporter in the direction in which you're looking at. Step on the teleporter from the right side to go to the left. Proceed on, you can collect three chests with protect ring, Pumkin jewel and muscle ring.

-Head to the exit and enter the doorway directly above you. Walk up two rooms to find four blocks. Move them all one space towards the block with a green dot in the middle. This block will become a switch, so hit it with the hook to open the door. Go through, press the switch there, go to the entrance and go back to the teleporters. Step on the middle teleporter from the left side to go to the right, go up the stairs and go through the right door to find a Fayza shield. Then head through the left door in the room with the stairs and hit the other switch. This will lower the red pillars allowing you to exit on this floor. Go through the left door first to lower the ladder outside.

-Go on to the outside of this floor level and take the other entrance. Go through the left door after you disposed of all enemies in here. Proceed on

one room to collect the cloud key, bomb the weakened part of the wall and pick up a miracle. Go outside enter the entrance down the left ladder. Here you must move the three right pillars one space up and the left pillar down one space to open the door.

-Continue up to 5F and hit the statue on the red carpet three times and the statue on the blue 5 times. Now step on the circle in the middle, this will two healing pads will appear and the door will be opened. Go down here to find a save tile and go outside to the other entrance to your right. Go upstairs, walk up a room to come to the monster races, the details are explained in the previous room on the hint table on the wall. It can be a little confusing but the races are not so hard as they look. It's best to use the skeleton (the monster on the right), he's normally the first one to be on the circular final tile. If you win you will be teleported to a door. Go through and hit the switch to lower a platform outside.

---

### 12.1 Defeat the Sinistral!

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--Ancient tower - continued--

Once outside go over the lowered platform. Open the door with the key and go up the stairs. Prepare for a battle. Although Gades is an awful lot easier this time you MUST defeat him this time. So if you're not sure you can take him on don't hesitate to go back to the save tile.

=====  
Boss: Sinistral; Gades - Master of Destruction  
=====

HP: 3000  
Weak: Light  
Strong: Shadow  
Protection: All Ailments  
Specials: Destructo-wave, devastation

He uses his Destructo-wave again, but since Dekar and Guy have high DFP it won't do as much damage as last time. I used Blaze on level four and he didn't even run before the battle ended! His attacks take away some nice amounts of HP. As for Dekar, Guy and Maxim; have Maxim cast trick and brave once, and use your strongest IPs to deal with Gades. The thunder Ax's IP is very effective on him. Use "strong" to heal your party and all will go well.

It's possible to outrun him as well; use the Spido jewel's IP to slow him down (dramatically), and cast fake with Maxim on all three characters. Even Dekar can become faster than Gades at this point!

---

### 12.2 Last revenge

---

--Ancient tower - again--

After losing the battle Gades is unwilling to admit his defeat and as he flees from the tower he triggers some sort of mechanism, which will cause destruction to Seim Island (The island on which Parcelyte is located). It is up to Maxim to save Parcelyte. After meeting up and talking to Selan and Tia who have followed the trio to this place, they will be transported back to Parcelyte.

-Maxim is on his own at this point. Here you will see three stairs, go down the lower right one to find another statue. Place a bomb at his feet to blow it up. There's not much more to do here except for save tile. So head back and take the upper middle stairs. Here you will find one healing tile and in the room below a stairway, it leads to a statue on a blue carpet. Hit it with an arrow to destroy it, go through the door to collect the magic bikini. (Nooo, Maxim can't wear that)

-Head back to the room with the three stairs and the take the lower left stairs. In order to make the stairs appear here just walk over all the tiles in both rooms to make them all grey, a stairway will automatically appear like magic. After some more rooms, ladders and stairs you will come in the last room with lots of lowered pillars. Step on the gray tile and sit back, relax and read the dialogues if you want. You have saved Parcelyte from Gades, but you also sealed your own fate. Luckily Iris just drops by and warps you back to Parcelyte. Selan admits she has feelings for Maxim, and Tia will leave the scene for good after small conversation with Dekar.

-----  
12.3 All's well that ends well?  
-----

--Parcelyte--

There is not much to be done here since Gades is defeated it seems to be over. Just watch the marriage. Guy does seem to have some problems with his girlfriend, and when monsters are spotted in the basement of Alunze they all 4 decide to go there instead of having a party. After seeing the four seasons and the birth of their son who is named Jeros the game continues.

-----  
13. Idura is back  
-----

--Parcelyte--

After a year, Idura will manage to kidnap Jeros and challenges them to come to the Northern lighthouse. Maxim and Selan go after him and set out to the lighthouse. (Don't forget to equip Selan)

--North Lighthouse-- (why would they call it lighthouse? There's no light)

Chests: 7 (83)

Bee rock, Big shield, Cancer rock, Dragon egg, Fire ring, Light key,  
Mystery ring

Monsters:

Armor horse, Cancer, Drill shell, Goblin mage, Ork mage, Red lobster,  
Snatcher

Boss: Idura

-Move up one room from the start and place the blocks so they will form an arrow pointing to the right. Since I got some e-mails about people who are unable to form a good arrow here are the examples for left and right:

```

      x                               x
        x                               x
x x x x x      |OR|      x x x x x
        x                x
      x                               x
```



The door will open and you will come across a puzzle which can be a jinx, but once you know the secret it's very easy. (It took me quite a lot of hours to figure it out the first time, because you have to do something that you wouldn't expect to do) Hint: Box the door..... Still don't know the answer? Ok, here goes: The trick is to make the door visible by using both boxes. Then use the third box to block the walls from closing, while you move two boxes to lower the spikes and place a box on the switch at the same time. The door will now open and behind it you will find a mystery ring, a dragon egg and big shield.

-Go through the left door in the room with those three boxes. Go up the stairs and go down one room to find a memory game, which is an easy puzzle:

1 = Musical note	5 = tile with lowered spikes
2 = white tile with brown mark	6 = gray tile with white edge
3 = pole	7 = brown tile with white mark
4 = brown tile	8 = gray tile with white edge and brown cross

```
1 2 3 4
5 4 6 7
8 6 1 5
8 7 3 2
```

If you completed this puzzle the monsters in this room disappear, and you can go up the stairs to the left. Walk down here to press the button to raise two pillars for later on. Go back and take the door that is located below the memory game. Go outside to the other doorway and go up the stairs again. Get outside, climb the ladder, go through the entrance and open the chest with a Fire ring. Go back to the room where you pressed the button, now use the hook to get to the other side, go through the door you see here to your right and bomb the weakened wall between the two "background" pillars. Hit the switch to complete the ladder outside.

-When you're outside again use the ladder and enter the tower again. Press the switch and watch carefully where the two dark tiles are hiding. They are hiding beneath: The most left white tile and the other is two squares to the right of the first. Place on these squares a vase to lower the pins. The blue chest can now be opened which is containing the light key, step on the teleporter to your left. Head back to the room where you made the arrow with the aid of blocks on the floor.

-At the start form an arrow that points to the left, proceed to the next rooms, and ascend four stairways up. Here are two doors in the first room of floor 4F. One leads to the next stairs, the other leads to a room with HP, MP and Save tiles. Move one room down and you will see a pillar to your right. Push it to the left, bomb the floor on the place where the pillar stood (this will create a hole), push the pillar through the gap and fall down as well. Put the pillar on the top button and walk on the lower one to lower the spikes and to raise the two pillars. You can collect the Bee rock. Push the pillar against the edge and use the hook to get to the other side and use it again on the pillar to fall down into a secret room. Here you will find the cancer rock.

-Use the teleporter to get back up one floor, use the same stairs as you did before you got to the pillar part and walk down two rooms this time. You will find two healing tiles and a save tile in here. Go outside and enter the left entrance, go up two rooms and place only three blocks on the switches. Move the fourth one away and stand on the last switch yourself so you can walk the stairs.

-You will come to the Idura's room. Idura thinks he's safe as long as he holds Jeros hostage. And he is right; as long as he has Jeros they can't fight him, but then Iris appears again picks up the baby and brings it to safety meaning you can fight Idura now.

-----  
Boss: Idura  
-----

HP: 1500  
Weak: Ice  
Strong: Thunder  
Protection: Silence, Instant Death, Paralysis and Confusion  
Specials: Calls companions (Groupie), Idura thunder, Plasma blaster

Selan can use the Water jewel since its IP will be more effective on Idura. Have Maxim do some sword attacks or IPs to defeat him. He only has 1500 HP so it shouldn't take too long. The groupies he summons are very weak so don't bother fighting them; first after Idura is gone you can take care of them as a small bonus. Also observe that this boss doesn't have protection against the sleep status, so cast Drowsy if you like.

Note 1: Idura loses a turn when he tries to cast Idura Thunder, when all his MP is depleted or drained. Check Appendix F for more information.

Note 2: Groupie can drop Magic Fruit this can be handy for raising capsule monsters.

-----  
--Northern Lighthouse--

After the battle, go back to Bound and enter the small shrine right of the Ancient tower. Use the teleporter here to get across the water to get to the harbor town Aleyn

-----  
13.1 Reunion with Guy and Dekar  
-----

--Shrine to Aleyn--

Here you will meet up with Guy and Dekar. After catching up on some things they will both join your party. After this is done continue on to the harbor of Aleyn.

-----  
14. Jyad the ship builder  
-----

--Harbor town Aleyn--

Talk to various people here to find out some valuable information about Jyad. The people are talking about him going to the Phantom Mountain, and without Jyad they can't continue their quest (Because they needed a boat to get to the next continent). Better check the mountain to see what happened to him. I usually buy all the Magic spells and some new equipment here.

--Phantom mountain--

Chests: 3 (86)  
Fire arrow, Tree key, Water ring  
Monsters:

Armor bee, Dark fly, La Fleshia, Lizard man, Mad gorem, Skull lizard, Stinger  
Boss: Lion (2x)

-First thing you need to do is walk up and cut the grass patch. Walk over it, and use an Bomb. The three patches will be destroyed at the same time, opening the door for you. Go through, climb the stairs, hit the switch, go back and take the right door, climb up the stairs and a ladder. Walk into the next room and go outside, enter the next entrance and climb the stairs. First blow up the darker looking wall, go through and then outside.

-To your left you will see a blue chest with the tree key. You will come to a puzzle involving walking on a small bush to make it grow. So go back to the room where you had to blow up the wall. When all the bushes are big the door will open. This is a little hard to explain, but start in the lower left corner; with a small bush above and to the right of you. Follow this path: U = Up, D = Down, L = Left, R = Right; the path itself is: UUURDRURDDLDL. There will be two more patches to walk on, but that can't go wrong unless you do something incredibly stupid. The door will be opened and you can collect the fire arrow.

-Continue on to the left, go outside and go down two "ladders", enter the mountain again, then climb some stairs. To your right you will see a stairway leading down, if you use it you will come in a room full of monsters and a chest with in the top left corner with a water ring. Cut the vines to find a secret route leading towards a stairway. Now you come to another puzzle room, walk up the right ladder, and use your fire arrows to get rid of most of the grass patches. Move the lowest block to the left, burn some more bushes, move the most left block on the platform against the wall. Move the one that was next to it to the right. Move the top right block on the switch. A ladder will appear, climb it and move the two blocks both up by two squares.

-Walk to the left to find a puzzle; you can only walk on each ground tile once. If you walk two times on the same square you will fall down and must start all over again. At the start go one space up and walk to the right until you can't get further.

From here on:

U = Up      D = Down

L = Left    R = Right

(R) (L) (D) (U) = turn in this direction using the two top shoulder buttons

URRRRR, Pick up the pot

UULLDLLLLDLUUUURU(R), Put down the pot

(L), Pick up other pot

U, Put the first pot on switch

R(D), Pick up pot

(U), Put second pot on second button

DDDDRRRURUUU

If done correctly you can now walk safely towards the door. Bomb the dark wall in the next room, walk down the ladder behind it, climb the other ladder and use the hook to get through the next section from island to island. Walk through the door, go upstairs and up one room.

-Here you must keep on walking up against the edge until the lizard man stands on the switch allowing you to get across the pit with the hook. Go outside, walk over the bridge, bomb the door and walk inside. Get the mad gorem to follow you onto the square in the middle so you will fall down. Walk down the stairs, talk to Jyad who will ask you to get rid of the 2 monsters up ahead then go south and save your game if you like to. Get ready for another boss

battle against two identical Lions.

-----  
Boss: Lion (2x)  
-----

HP: 1000 each  
Weak: Ice  
Strong: Water  
Protection: -  
Specials: Bite, Scratch

The best way to deal with them is by casting trick and brave so they won't be able to cause too much damage, use IP that are either multi-attacks (Octo-strike) or, Strong single attacks preferable 'Ice' based that can cause a lot of damage. Concentrate your attacks on one lion until he's defeated and take care of the other. You may have to heal yourself (don't be stingy on your MP, so cast Stronger instead of Strong) to survive. Also you can try Instant Attacks, since the lions don't have any protection against it.

-----

--Phantom Tree Mountain--

Walk outside and use the hook to get to the Phantom tree. Jyad will tell you that the wood of this tree is great for shipbuilding. You'll be warped back to the harbor, now talk to Jyad again. After two nights in the local inn, the ship will be ready down at the pier. You can visit two places; I suggest you visit them at least once so you can warp to that place. It's a lot easier than having to wait 10 minutes for the boat to arrive at the right place. The two places you can choose between are Gruberik and Narcysus.

-----  
Sub-quest: The Ancient Cave  
-----

--Gruberik--

Here you will hear people talking about a dungeon that consists of 99 floors! At the local pub you can go down two floors, and you will find an empty display. The woman here is talking about the 10 legendary Iris treasures; these can be found in the ancient cave. Every time you exit the cave with one of those Iris treasures you can give them to her, if you collect all ten she will say that you are an excellent treasure seeker. (I haven't noted anything else)

--Ancient Cave--

Chests: 3 on the main floor (89)  
Brill Helm, Dragon ring, Light jewel  
Monsters: - On the main floor  
Boss: Master (Ancient Jelly)

Dekar is still in your party in story mode, but he will leave very soon so make up your mind if you want to get in the cave with Dekar in your party. All the possible combinations are:

Maxim, Selan, Guy, Dekar  
Maxim, Selan, Guy  
Maxim, Selan, Guy, Lexis  
Maxim, Selan, Guy, Arty

Under Appendix D, you can find more specific details about the biggest dungeon in this game.

The current party with Dekar has a good set up to beat the Ancient Cave or else go for the final combination with Artea in it. So think carefully, if you're not willing to spend at least 50 hours in the cave, don't bother. Look at the end of the walkthrough to find the details of the cave, and how to defeat the Ancient jelly.

-----  
15. A mysterious Melody  
-----

--Narcysus--

Once you arrive here you can try to walk up the stairway on the right side, but suddenly you will hear a mysterious melody. For some reason all young and unmarried women will leave the village, they seem to be in a trance and are heading to the tower of sacrifice up to the north. Guy and Dekar want to go first, but finally they agree to go together. There's not much to buy here so let's go to the tower.

--Tower of Sacrifice--

Chests: 2 (91)

Ice ring, Narcysus key

Monsters:

Cancer, Dragonian, Drill shell, Evil fish, Ochi warrior, Pug, Specter

Boss: Idura

- - - - -  
Note 1: With the aid of charm fruit that the evil fish randomly drops you can evolve Blaze from level 3 to the M level.

Note 2: The specters in this tower are the first enemies you will encounter that have instant death spells. However you already have collected three items that can block instant death spells:

1. Holy Wings - Parcelyte Castle
2. Jute Helmet - Tanbel East Tower; Clock puzzle
3. Undead Ring - Treasure Sword Shrine

-Head up to the second room and look at the black thing with eyes. It seems to blow some sort of wind that you cannot pass. So walk around it and go up the stairs to the next room. Walk down, hit the switch, and use the hook to get over the pit. Active the two switches in the next room, notice the weakened wall to your right. You will have to walk back because of those blowers. Go over the pit again and walk down through the lower wall, place a bomb one space to the right of the right pillar 'inside' the wall. You can walk through it and reach the door in the next room.

-Exit and enter the tower again, go up the stairs and bomb the wall above you. Go down two stairs and collect the Narcysus key. You will also see three pillars here, break those using bombs and go back up the stairs. Take the lower placed stairway to find the ice ring, go back down the stairs and up the stairs you came from. Walk outside and enter at the left. Use the Narcysus key to get to the next room. Move the block to the left and use it to get past the lower of the two blowers, hit the lever and step on the other button. Push the other block to the right past the button and then up. Now you can walk past the other blower towards the door.

-Go upstairs in the next room; here you will see two arrow-like shapes. Bomb them like this to open the door. Bomb in this logical order: 1, 2, 3, 4, 5 and 6. For the people who have a difficult time doing this in mirror mode; I mirrored the drawing already.

```

      _   _   _   _   _   _   _   _
     |   |   |   |   |   |   |   |
    _|_ |4|_|_|1|   |1|_|4|_|_|
   |6|_|_|3|_|_|   |_|3|_|_|6|
     |_ |5|_|2|   |2|_|5|_|
       |_|         |_|

```

-----  
 Capsule monster: Gusto  
 -----

--Tower of sacrifice--

Walk down the door in the middle of this room to find Gusto. His element is wind, which explains why he is so incredibly fast. Use the earth fruit on him when he is on level 4 to reach the M level. One of his specialties is that Gusto is sometimes able to completely cancel an attack out no matter how strong it is.

--Tower of sacrifice - continued--

After you bombed both arrows it's time to go down the right path and outside to reach another switch which completes the ladder on the other side. Go back to the "arrows" and take the left path and up the ladder to finally come to a save tile. In the next room you must walk a strange path to place all four blocks on the buttons. Here goes: Go completely to the right, walk up (One block on the switch), walk to the left until you reach the middle path (Between column 2 and 3), walk down. Head to the left and head up again then walk down on the left side of the columns. If done correctly all the switches are pressed.

-Continue on via the left wall towards the exit. Ascend the final stairs to meet the women of Narcysus. They are imprisoned by Idura, and a few moments later you will be imprisoned too. But after some more talking, Dekar will be able to break through Idura's prison. (by using his head, literally of course)

Time for round 2: Maxim and Co. versus Idura

-----  
 Boss: Idura  
 -----

HP: 2500  
 Weak: Ice  
 Strong: Thunder  
 Protection: Silence, Instant Death, Paralysis and Confusion  
 Specials: Calling Companions(Follower\*), Idura thunder, Plasma blaster

\* = Follower is called "Henohman" (with typo) in the English PAL version

If you have collected two Gades blades and equipped both on Guy and Dekar, it will be over in the first round. (For Idura that is) Just have Selan cast trick, and Maxim will do with a normal attack. Then it's time for 2x Octo-strike = 16 hits. After casting trick it will be very VERY unlikely he will be a challenge to you, which is if he isn't defeated already. If you don't have those blades use any physical attack with the swords, or use IP (Ice) attacks and Ice spells to defeat him also take note that this boss doesn't have protection against the sleep status, so cast Drowsy if you like.

Note: Idura loses a turn when he tries to cast Idura Thunder, when all his MP is depleted or drained. Check Appendix F for more information.

-----  
-The defeated Idura will flee again, and the women are freed. They will go back to Narcysus and you can go back as well.  
-----

16. Idura finally defeated  
-----

--Narcysus--

After this, it's time to head back to Narcysus. Here you will hear from people that Idura escaped to the shrine in Caron / Karlloon.

--Karlloon--

Since you are here you might as well buy some new spells and equipment if you haven't gotten enough blue chest items from the AC. The unique 2-attack-in-1-turn Multi Sword can be handy even though it is weaker than the usual weapons. In any case don't buy a weapon for Dekar since he'll get his own Dekar Blade from the next dungeon. then go to the shrine that's located to the north.

--Karlloon north shrine--

Chests: 3 (94)

Dekar blade, Fury ring, Lion fang

Monsters:

Ammonite, Dark skull, Dragonian, Drill shell, Hound, Jurahan, Lion, Medusa, Troll

Boss: Idura

-From the start go up one room, and destroy the pillar that is lying on the ground with a bomb in order to make a secret switch appear. Move the pillar on the switch, and the door will be opened. You can proceed to the next floor, and when you come to the room with the lever on the other side of a gap you could take the upper route first. Here you must hit the red and blue switches to raise a pole on the other side. Use the hook on it to collect the Dekar Blade on the other side.

-Go back to the previous room and hit the lever, get across the pit using the hook again. A couple of rooms further on you will find a room with two candlesticks. Hit the one that burns to extinguish the flame, the other candlestick will start burning, and the other door will opened. Maxim can continue on up the stairs and then up one room. Push the moveable block one space up and collect the Lion fang. Head one room up to the teleporter and use it, then go up again. Here you will come to another block moving puzzle.

-The objective is simple: reach the teleporter. It goes a bit like this: Walk up, to the left, move the block to you left, go up one square and move the block to your left. Go up, push the block above you one space up, walk two to right, up, right, push the block to your right to the right, then move the block below you, and finally move the block to your left. You can get to the teleporter, use it and look at the upper wall which has two cracks. Blast them both to find a path to a lever, lower the spikes behind the left crack with it. You can get to the usual healing and save tiles. Teleport again and go up one room to find the boss of this temple.

-----  
Boss: Idura  
-----

HP: 3500

Weak: Ice

Strong: Thunder  
Protection: Silence, Instant Death, Paralysis and Confusion  
Specials: "confusion", Calls for Companions (Groupie), Idura thunder,  
Plasma blaster

He's almost the same as the previous round; the only difference is that he can use a nameless attack that can confuse you. In combat use Trick and then 2x octo-strike and he's easily defeated. If you don't have 2 Gades blades, use some weapon/item IP's that cause more than normal damage (like Dive). He's not that tough, because you've already beaten him twice. I think you should be able to take him out without healing. And as the usual don't mind the assistance he summons (If the battle takes that long).

Note: Idura loses a turn when he tries to cast Idura Thunder, when all his MP is depleted or drained. Check Appendix F for more information.

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#### 16.1 The demise of the almighty Dekar

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--Karlloon north shrine - continued--

After his final defeat Maxim will find that he held Iris imprisoned. They then try to use the escape spell, but it seems to be blocked by some force field. They have got find the source and destroy the barrier.

-Go three rooms down. Here you must place the two pillars on the buttons to heighten a third one. You can use your hook on to go down one room. The way to go from here is down the stairs twice. Go to the lower part of this room to collect the Fury ring. The wall to the north has three pillars showing cracks, use bombs on each one to lower the wall section, go up with the stairs, up one room and down the stairs.

-Unequip Dekar here, because in the next room he will leave your party. Beware that the Dekar Blade is worth 7500 Gold so unequip that too!!! Head up and you will come to the room where the barrier is. Dekar will volunteer to crush the barrier. Iris walks with him and sees how he destroys it, and Idura's ghost form will appear. The shrine is going to self-destruct so Iris decides to use the Escape spell, while Dekar takes on Idura's ghost and his monsters. "Till the end of the world" Dekar would follow him. Maxim and the others are back in Karlloon again, but Dekar won't be around anymore. Iris will go to pray for Dekar, and leaves you again. Though you are disappointed, you can't let this obstruct you from continuing your quest, so go to the small shrine to the east to find a harbor town called Treadool.

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#### 17. Boat for sale

-----

--Treadool--

Talk to one of the guys with blue hair and follow him to the boat that is for sale. That boat turns out to be owned by the genius called Dr. Lexis Shaia. You have to find him to buy that boat, but he doesn't live in Treadool. He lives in a small lab to the north east of Treadool.

--Shaia lab--

Go through the door, right door, left door, and then cut the vines to find the real entrance to his lab. Talk to him to get a demonstration of his latest invention: The engine. It's not perfected yet, but when he hears that Jyad is



building ships made of the phantom tree he wants to use his engine in that boat, because the wood of the tree is the only wood that's strong enough to hold the engine. So get out of his lab and 'warp' to Aleyn to ask Jyad to make a boat for you.

--Aleyn--

Talk to Jyad in his house and he will start building the boat, he also asks you to go to Treadool and wait for him a couple of days.

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## 18. The Priphea flower

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--Treadool--

When Maxim enters Treadool again he will see a girl at the entrance of town who sells flowers. Talk to her and she will faint. Upon recovering, Leefa talks about a flower that is located on the Flower Mountain. After Maxim and the others hear about it they decide to get the flower for her.

--Flower mountain--

Chests: 8 (102)

Burn sword, Dragon egg, Flower key, Flying ax, Hammer, Life potion,  
Power ring, Snake rock

Monsters:

Crow kelp, Earth viper, Gnome, Lunar bear, Necromancer, Tengu

Boss:

Rogue flower

-Bomb the first entrance so you can get inside the mountain. In the second room you will receive the hammer. (Still remember the two items in the North West cave of Alunze kingdom by the way...) Use it in the next rooms to pulverize the small rocks. Go outside, climb the ladder, and enter the next entrance. Use the hammer to move the pillar onto the switch, which would normally be out of reach. Continue on by going up the stairs and outside, fall down the first edge then walk to the left and fall down again.

-Go to the entrance and walk up one room, cut the vine covering the secret entrance to the maze puzzle. Walk to the left from here to get to a chest with a life potion. You can't reach the stairs from here, but you can destroy the dark wall with the hammer by standing on the square with no pinholes below the wall section itself. Since you are stuck here, walk back and go to the left and use the door. Once you get to the maze again using the other entrance it will be different allowing you to collect the Snake rock behind the entrance you opened with the hammer. Head back and find the way to the upper left corner and go up two stairways. Go down one room and use the healing pad then go down using one of the weakened sections of the floor (Cut the bushes to reveal them). To your right you will see a chest containing the Burn sword, then go down towards the entrance and find the flower key outside to your left.

-Fall down the first edge again, walk to the right and fall down again and go inside the first entrance. Repeat the things you did in here before to reach the stairs. Go up again, only this time destroy the rock with the hammer. Move the right block to the right and go up through the normal door, here you will find another puzzle maze. Here's how you can solve this one: Step on the left button and go ULLUUURRRRRR to get to the teleporter. Step on the middle button and go; ULULLUURRRRRRUULLL. Now step on the right teleporter and walk UUULLLL. The spikes to your left should be gone now making it able for you to destroy the dark wall so you can collect a flying ax, dragon egg and power

ring.

---

Capsule monster: Sully

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--Flower mountain--

Go through the door between the 2nd and 3rd row of spikes to eventually come to the next capsule monster. His default name is Sully. He's the strongest and the slowest of the capsule monsters and will never run away. His special (stone) attacks have an effect on any enemy, but normally he doesn't get the chance to use them because of his low AGL.

--Flower mountain - continued--

-Go back to the room with the big door and go through it using the key. Go through the next entrance and walk 5 or so rooms until you come to the HP Healing and Save pads, go outside to meet the boss of this dungeon.

---

Boss: Rogue flower

---

HP: 3000  
Weak: Fire  
Strong: Water  
Protection: Instant Death  
Specials: Energy Shock, Sneeze spreader, Thorn

When you equip weapons like the Spark staff, Sizzle sword (both from blue chest of the Ancient cave) or Burn sword and he will be defeated before you know it. Just attack using fire spells and the IP of any fire weapons/items.

---

-After its defeat, you will find the flower the girl in Treadool was talking about. Pick the pretty flower up and Escape / Warp / Walk back to Treadool.

--Treadool--

Go to the home of the girl and talk to her, you will automatically give her the flower for nothing and name it Priphea. Walk outside to the harbor on the down right end of Treadool to find Lexis. He tells and shows Excerion (your ship). After talking, Lexis will join you and you are now able to use the boat on the map. You can now go to four places; Dankirk, Auralio, Forfeit Island and Dankirk north cave. You can go to the casino on Forfeit Island, but if you want to continue your quest go to Dankirk.

---

Bonus - The 'Markao' Casino on Forfeit Island

---

--Forfeit Island--

There is nothing special to do other than buying special items at the casino and the small shop where they sell EVERY single item you had in your inventory. The best expenses in the casino are the dragon sword for 500,000 coins that is 5 million gold pieces! You can also buy sonar for 20,000 coins or 200,000 gold pieces. One big mistake is to save up all your money for the "bunny" items, their IP attacks are not that bad, but they are too very weak for the huge effort needed to get the money. Once you get the VIP-card from the prince of Auralio (Talk to the prince more than once) you can get into the VIP-room of the casino. Here you will find a slot machine that eats 100 coins

a turn, and a game called stud poker.

#### Flower slot machine

---

Cost: 10, 20, 30 coins for 1, 3, 5 lines respectively

Biggest win: ?

I don't really know what to say about this game, for I can't find any logic in it. I once got triple 7, I heard the same tune as the one for solving the world's most difficult trick, the BGM changed, the flower with "BIG" on it highlighted, and I got thirty on the "JAC" counter. (quite a carnival, but no coins won) I continued on and the tune changed again, what's going on here.... Is this a jukebox or something.

-A description from Rubyheart:

"About the Flower Slot, when you have the "special music", you enter a bonus mode where you can get coin more easily (but there is only one line though...) You access it when you get three bar or three seven."

-A description by DragonKnight Zero:

"The Flower Slot machine stocks a maximum of 50 credits. Any extras after a win go straight to your coin total.

Three in a row of anything other than 7, BAR, or cherries give 8 credits. One cherry in the left slot is worth 2 credits; two in left and middle in a row are worth 4. Triple 7s or BARs give 15 credits and activate bonus modes. There are two different bonus modes; I'll explain as best I can.

Bonus mode 1 is activated by triple 7s. Winning combinations occur very frequently while this mode is active. The JAC counter starts at 30 and decrease by one for each winning spin. When it hits zero, this bonus mode ends. Bonus mode 1 also ends after three occurrences of bonus mode 2 (described below)

Bonus mode 2 is activated by triple BARs or by certain combinations in bonus mode 1. The JAC counter starts at 6 and goes down one for each winning spin. Only the middle line is active in this mode. Winning makes no sense here. Just hit R a few times and you'll usually hit a winning combo after one or two tries though it can take more. Each win here is worth 15 credits as far as I know. Six wins will end this bonus mode."

#### Adventure 7 slot machine I

---

Cost: 1 coin per line

Biggest win: 1000 coins; triple 7

This slot machine is the same as in Alunze, you can choose 1 to 5 lines and, just wait and see if you have won. You can win with three of the same, one or two cherries on one line.

#### Adventure 7 slot machine II

---

Cost: 10 coins per line

Biggest win: 10000 coins; triple 7

Same as the other adventure 7's. Only this bandit chews up ten times more coins, but then again it gives you 10x more coins if you win.

#### Adventure 7 slot machine III

---

Cost: 100 coins per line  
Biggest win: 100000 coins; triple 7

Only accessible with VIP-card obtained from the prince of Auralio. Same as the other machines, however this machine takes a whopping 100 coins per line.  
Feeling lucky today?

#### Action bingo

---

Cost: 1 to 99 coins per round  
Biggest win:  $99 \times 128 = 12672$ ; 99 coins as a bet and 3 rows with 4 golden balls

The idea here is to get five numbers on one row either horizontal, vertical or diagonal. First you must stop the 25 given numbers on the board from changing, then a ball will be selected and the group of 6 ball surrounding that ball can be moved for as long as the drawn ball is still rolling. In total there will be thirteen balls, if by luck one(or two) of the two golden balls is drawn and you form a row with the number of that golden ball you will win will be doubled again. If you have gotten four on a row you can get a chance ball, if you choose this you will get one more ball. However you must form a row with this ball or else you will have nothing. This game also requires keen sight.

0 rows	=	0x bet
1 row	=	2x bet
2 rows	=	4x bet
1 row with a gold balls	=	4x bet
2 rows with a gold balls	=	8x bet
1 row with two gold balls	=	8x bet
2 rows with two gold balls	=	16x bet
3 rows with four gold balls	=	128x bet;

I've made an ASCII of this (theoretical) possibility:

B = a drawn ball  
E = empty place  
G = a golden ball

```
B e B e B
e G B B e
e e G e e
e B B B e
B e B e B
```

Here you have formed 3 rows (13 balls in total) with the use four golden balls. (used the two golden balls 4 times in the 3 rows)  
Which means:  $2x * 2x * 2x * 2x * 2x * 2x * 2x = 2^7 = 128x$

#### Blackjack

---

Cost: 1 to 99 coins  
Biggest win: 12672 coins; 99 as bet and win with "black ace" black jack.

Here you must get 21 points with the available cards, if you get more than 21 you lose automatically. Jack, Queen and King are worth 10 points, Ace is worth 1 or 11 points. You have to get as close as possible to 21 without going over it. If the dealer (bank) has the same total as you the bank wins. Meaning that if he has five cards you always lose, if you can have up to a maximum of 5 cards; this will increase you win with eight times.

- A 'Jack of Spades' and 'Ace of Spades' the dealer hits at 16, and stands on 17 you will get 128x your bet. Thanks to Card\_Shark for this.

Relnqshd has the following 3 valuable tips to add:

- When you have to pick one of the 3 cards at the start, always take the Ace if there's one (unless you can have the Jack of Spades). Since there are many 10-valued cards, the chances of getting a Toppin are quite high (Aces can also help you winning with Five Cards).

- Getting a 'Black Jack' doesn't seem to be as rare as it should be. It 'think' that the Ace and Jack of Spades come out more often than they would in real life. Therefore, I tend to play until I get a 'Black Jack' (=> I win 12672 coins), unless I'm very unlucky (in that case, I reset the game). Of course, I save after get one.

- Blackjack is a good game to play when you don't have many coins. But if you already have several thousands of coins, you should play Poker instead.

Win	= 2x bet
Win with 'Toppin' (only Ace and a 10 Card)	= 4x bet
Win with 5 cards	= 8x bet
Win with 'Storm' (3 cards of same rank)	= 16x bet
Win with street (three increasing numbers)	= 16x bet
Win with blackjack (black ace)	= 128x bet

Five card stud poker

-----  
Cost: 1 coin at start, (298 at the end = maximum)  
Biggest win: 298 x 4 x 10 = 11920

One pair	= 10x total pot of all four contestants
Two pairs	= ?
3 of a kind	= ?
Full house	= ?
4 of a kind	= ?
Strait flush	= ?
Royal flush	= ?

Here are the possible hands you can get:

-1 pair	A pair of Jacks or higher.
-2 pair	4 cards of two sets of two of the same value. (Like two 6's and two 10's.)
-3 of a kind	Three cards of the same number.
-Straight	5 consecutive cards, suit doesn't apply. (Like a 4, 5, 6, 7, and 8)
-Flush	Any 5 cards of the same suit.
-Full house	3 of a kind and a pair in the same hand. (Like three J's and two 6's.)
-4 of a kind	4 cards of the same value. (Like four 8's.)
-Straight flush	5 consecutive cards of the same suit.
-Royal Flush	A hand of Ace, King, Queen, Jack, and 10 of the same suit. (Also known as a Royal Straight Flush.)

(Note: The same suit means all spades, clubs, diamonds, or hearts.)

Full House

-----

Example: Say you have a full house of 3 8's and 2 6's. Your opponent has 3 7's and 2 6's. You will win because your 8's have more power than your opponents 7's, (because of 8 being a higher number) even though both of you have the same for a pair (6's).

Dilemma of the Straight Flush

-----

Example: say both you and your opponent have the same hand, but different suits. (Like 9, 8, 7, 6, and 5.) You have hearts and opponent has diamonds. I don't know which suit has more power, got to experiment on it.

Phoenix 1911 points out that this is called a 'Draw'. Thnx again.

--Okay back to the main story again.--

-----  
19. The Ruby Icon  
-----

--Dankirk Castle--

Inside the castle you can buy some equipment and some new and powerful spells. Go up the stairs and check both of the upper chambers. In the throne room, you'll find a greedy queen and a king who is easy influenced. The queen wants to have the ruby icon and if she doesn't get it she will force the king to declare war to Auralio.

In the other room, you will find the prince of Auralio and the ruby icon. Talk to all three people, and when you try to exit the castle you will see two people coming down the stairs talking about something. Go back to the prince Leon's room and he will tell you that he is hiding the icon for safekeeping.

Maxim then figures out that it's stolen, so head back to Clamento to meet Jaffy again. He will make a new glass icon for you. Give this one to the prince and he will notice that it is a fake, but since the icon will make the difference between war and peace he agrees to give this fake icon to the queen.

However the queen immediately sees that the icon is a fake and a war between kingdoms is eminent. You will hear the king asking for the servant/butler James, but he seems to be missing. It's turns out that he went to the cave north of Dankirk. Well time to find James. Perhaps he knows where it is. Well then I guess you have to go to the Dankirk north cave.

--Dankirk north dungeon--

Chests: 7 (109)

Dankirk key, Dragon egg, Earth fruit, Figgoru, Flame jewel, Fury ribbon, Hi-magic

Monsters:

Armour dait, Asashin, Bat, Big bat, Desert rose, Garbost, Medusa, Mummy, Ramia, Red bat, Shadow, Vampire

Boss:

Soldier(4x)

-You might want to talk to the soldier, but anyway continue on to the next room. Open the door by putting the vase on the switch that is hidden under the middle top grass patch. In the next room take the upper right door, descend the stairs and press the button in the next room, go back to the room with the switch and the pillars. Put the switch in a position so that the pillar above you is down, walk over the edge at the point of the arrow and let yourself fall down. Use the hook to get over to the next platform and go down the stairs behind the next door.

-Walk further through the next rooms, over the bridge and fall over the edge again. Look at the skeleton in the lower right corner. Place a bomb next to it to reveal another button. Walk over it to create a new route leading up. Whack the red switch to your left, then go up the ladder and cut all the vines. Place a bomb three times against the wall and explode them each individually to open a secret passageway. Walk over the switch in the next room and collect some earth fruit and Hi-magic.

-Take the stairs and use the door, now open the only door you haven't opened in this room. Walk on, descend stairs again and place the pillar so you can walk behind (under) it when you come across the eye in the wall. In the next room, go down the ladder and up the other one. Whack the red switch here as well and continue over the second glass bridge. Go down the stairs and use the hook on the three levers on the other side of the gap in the next room to create a bridge. Continue on till you get to the chest with the fury ribbon. Use the hammer or bomb to open the wall to the next room. Cut the 4 vines to reveal 2 eyes, and shoot at them with the hook. Some pillars will be lowered making it able for you to cut some more vines. This will reveal yet another eye, shoot it too. Go back a little to hit the switch, then down the stairs at the upper part of the room to come to another small puzzle.

-First use the teleporter, and you will be in a room that is quite similar to the previous one. Push the block onto the switch to the left, use teleport, walk over the tile that rose up, teleport again, place the block on the right switch and repeat the previous steps. Now you should be able to find the key. Finally push the block to the middle square and two more bridges will appear, so you can hit the last of the four switches, better go back to the room with the glass bridges.

-Here you can get to a new stairway. Walk over the single ascended tile to open the door. You can also find a hidden path in the wall if you cut the lone grass patch and walk down and then left. It will lead to a Dragon egg, Figgoru and a Flame jewel. From here on you will meet asashins; they are super fast (AGL = 170) and they can use attacks that can cause instant death, so beware. Don't go down the stairs here, but pick up the grate and fall down the hole.

-Hit the switch and go up the stairs, use the pillar to get across the gap, walk down the stairs this time, over the bridge you created, and use the hook to bring the switch back into its original position. Don't forget about the Healing & Save Tiles you encounter here, they can be very handy now that you have to face the Asashins. This will make the other bridge appear allowing you to go further on. You must form an arrow pointing down, with the aid of some blocks.

o = tile with switch  
 b = block  
 x = not movable block

Picture 1

```

  o
  x
  x
b x b
b x b
b x b
  o
  
```

Picture 2

```

  b
  x
  x
  x b b
  o x o
b b x o
  b
  
```

Picture 3

```

  b
  x
  x
  x
  b x b
  b x b
  b
  
```

You can proceed down the stairs, open the door with the key. Get to the second

save tile and just walk through the next room to find the one and only missing traitor James and the prince of the Gratze kingdom. He has offered a fine job to James in exchange for the ruby icon, when they see you the prince will send 4 soldiers at you. A "boss" battle, if you would call it that....

-----  
Boss: Soldier (4x)

-----  
HP: 400 each  
Weak: -  
Strong: -  
Protection: -  
Specials: Dash

These four are just plain amateurs compared with the other monsters of this dungeon; with an HP of 400 they will probably be gone if you use dragon sword's IP; dragon fire once, or something like it. And for the survivors (if there are any left, of course :) ) use a normal attack to take them out.

The prince will flee immediately leaving James and the ruby icon behind and you will be automatically transported back to Dankirk.

-----  
--Dankirk Castle--

The king will deal with James, and after the prince hands over the ruby icon officially the two kingdoms will be at peace again. Go to Auralio to talk to the prince, he will open the doors for you so you can explore almost the entire world of Lufia. Talk to him again to receive the VIP-card it gives a person access to the VIP-room in the casino.

You can go and check out the following villages, cities and kingdoms:

(visiting will add them to your warp list) Ferim, Pico, Treble, Portravia, Barnan and Durale can be visited by boat. In some of the villages you are unable to buy items for the very simple reason that they would be too strong to use right now. Just for now go to Ferim for the next quest. But you can buy thunder, firebird and some other powerful spells in one of the villages.

-----  
Capsule monster: Darbi

-----  
--Capsule monster shrine--

You can get to him by sailing to the moon shaped isle to the west of Shrine of Vengeance that is to the north of Chaed. Here you will find him on top of a small shrine. Darbi uses special attacks, similar to the instant and destroy spells. Meaning that he can instantly destroy a monster, but the spells are not 100% guaranteed to work.

-----  
20. The stone of princess Jerit

-----  
--Ferim--

Jerit, the princess of Ferim is married to a prince of some unknown kingdom, but Jerit is in love with another person. Namely a normal soldier called Hans. The king has told Prince Eric to get a stone from the northeast tower, but the coward doesn't want to go so he orders the same Hans to get the stone from the tower. Maxim and the others decide to go after Hans and lend him a hand.



--North-East Tower--

Chests: 4 (113)

Mysto-jewel, Samu-jewel, Stun-gun, Trial key

Monsters:

Bone gorem, Dark Spirit, Hades skull, Hidora, Mad head, Ninja, Pumpkin head, Samurai

Boss:

-

-----  
NOTE: If you want to train against a lot of monsters, take the left door in the first room, go up the stairs, and go up one room. There are plenty of monsters in here.  
-----

-At the start bomb the upper right wall to reveal a passageway, go up the stairs and move on two rooms. You will now be in a room with a movable pillar. Move it to the right using the hammer and then get across using the hook. Go outside, climb the ladder, and go in the left entrance. Whack the two arrow-switches and pull the lever. The bridge will now move to the other side. Go outside and now take the right entrance. Go up two rooms and collect the stun gun on the left side of this room. Ascend the stairs, go outside, down the ladder, and into the entrance.

-The next puzzle is one of the easiest in the entire game. Just walk all over the tiles one time. But if you can't figure it out, (which is hard to believe) follow this route from the start: ULUURULURRRDDLDRRUUUU. The door will open leading to some stairs and at the end of them you will find the trial key. Go back to the room with the moveable bridge and put it back into its original position. Ascend the stairs to come to the next puzzle. Leave the arrow-switches in their original positions. Use the moving platform, and then take the upper platform to get to the Samu jewel. Head back to the start. Change the switch's direction and take the platform again. This time you will move to the right. Change the arrow switch (if that is necessary) so it points down and change the other one below you so it points to the right. Take the lower platform to reach the Mysto jewel. Go back to the start again. Move the switch so it points down. Take the platform and then move the switch so it points down as well. Take the lower platform to reach the end.

-You can get through the door and get outside and climb the final ladder. Continue on inside and push both switches to get the Samurai\* monsters to walk on the buttons so they will open the final door. Here you will find Hans, he seems to be paralyzed, but by what?

\* = There is a peculiar (and also useless) fact known about these monsters, which is listed in 'Appendix F: Extra' under the 'Stuff' Section.

-----  
20.1 Meet Amon - Master of chaos  
-----

--North-east tower - continued--

Maxim and his friends feel an aura as well suddenly a man in golden armor appears. His powerful aura is the reason for Hans being paralyzed, he tells Maxim his name. It's Amon and he will make some threats. Guy tries to attack him, but is defeated in one hit. Amon will disappear and you can go into the last room. Hans will pick up a regular looking stone that appears to be the jewel. Once he obtains it Hans will leave and go back to Ferim, you might as well do the same.

--Ferim--

When Hans brings the stone back to prince Eric, he is furious because he thinks that he couldn't find the jewel and brought back just a worthless stone. Eric's servant then gives him a sapphire to give to the princess. When Eric shows the sapphire, Jerit isn't interested, and says that this isn't the jewel. Hans then appears and gives her the real stone and the two come together. After this the king disposes of the prince. All's well that ends well, but that's not the end of your quest.

-----  
21. Amon destroys Agurio  
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--Ferim - continued--

After these events, a messenger comes into the throne room. He tells about how a single man in golden armor is destroying the village of Agurio. Talk to the king and head for the place to the north. Go through the portal to get to a small town called Agurio.

--Agurio--

Here dead people are lying on the ground and you will find Iris in the destroyed church. She will first tell you to put away your sword and forget everything that happened because on the next encounter with Amon they would be killed by the supreme power. After some more talking, Iris explains that there is a way to defeat Sinistrals. There is a legend about the Dual blade. It's a legendary sword capable of increasing someone's power. This way you can become strong enough to defeat the Sinistrals. So now you know what to do; search for the legendary dual blade, but first you will have to complete some other tasks. Go to Treble to ask people for more information.

-----  
22. Transforming Excerion into a submarine  
-----

--Treble--

The people here are talking about a light ball hitting the water somewhere to the south. They also talk about the developments in Kirmo's lab, a boat that goes under water in particular. So go to Portravia to talk to a friend of Lexis; Dr. Kirmo.

--Portravia--

Enter Kirmo's lab and talk to the scientist with green hair. He agrees to bring in Excerion to change it so it is capable of going underwater. When Kirmo orders a servant to get the plans, a small elf comes out of her hiding place and steals the plans. Without those blueprints Kirmo and Co. can't make the submarine. When you talk to the people outside, you will hear that the elf went to the Mountain of no return. Gotta go after her... Mountain of no return, here we come.

--Mountain of no return--

Chests: 1 (114)

Aqua sword

Monsters:

Desert Rose, Mad ent, Wheel eel

Boss:

Gargoyle (4x)

-In the first room you must push the blowing horse statue one place up in

order to get past it from behind. In the next room you must move the 2 horse statues and the pillar (the others can't be moved). I shortened the names like this:

L = horse statue blowing left  
R = horse statue blowing right  
D = Horse statue blowing down  
P = Pillar

-Move P four to the left, move R up one place, and move L three squares to the left. Push P up as far as possible, then move L up three squares, place P up against the horse statue, and finally move R two to the right and three up.

-Proceed through the next rooms (there's only one way) until you come to a room full of horse statues. Walk to the right until you are blocked then walk down and push the statue one place down and the other to the right two or three squares. Walk up again and between the second and the third '+' shaped wall down. Move the statue below you down as far as possible and move the left pillar that blocks you from pushing it down 1 tile. You can now collect the aqua sword. Push the upper L to the left up 2 or 3 spaces. Walk to the left and go down from here, then to the right and move the horse statue here a bit upwards. Go to the right, head up, move the statue that blows down one to the right. Walk back down and move the lowest statue to the far right until you can reach the exit. You come outside, and you will see the thieving female elf here. Maxim will chase it, and then four gargoyles trap her and it's up to you to free her.

-----  
Boss: Gargoyle (4x)  
-----

HP: 1000 each  
Weak: Flying, Hard  
Strong: Earth, Neutral  
Protection: All Ailments, not Instant  
Specials: Bite

This is one battle that isn't really the easiest. Use trick and Courage to minimize damage and to increase battle power. Equip the flying ax, launcher and eagle rocks; their IPs do extra damage on flying creatures. The Pumpkin Jewel's IP: Head Attack is 'Hard' Elemental too, so you can use that too. Moreover the Gargoyles aren't protected against Instant attacks so the Mysto Jewel's IP: Ninja (60% instant) or CM Darbi on Level 4 will do very well here too!

Concentrate on one enemy; you should be able to take care of one gargoyle in one or maybe two rounds. Just have one person heal, and it won't be so hard since the Gargoyles don't seem to have other special attack than bite. Your capsule monsters (Darbi if he is trained enough) can cause some damage if they are at a reasonable level.

-----  
Once they are annihilated, you will meet up with another elf named Artea or just Arty. He will tell Milka to give the plans Back to Lexis. At first she refuses but then she listens to Arty. Lexis then hears about the lab that is polluting the entire area. After returning the plans, Dr. Lexis promises to fix up the lab so it won't leak oil anymore. Then he leaves the scene (his items, if needed can be found at Forfeit Island). Two other elves come to report some bad news to Arty. They tell about a light ball that landed near Eserikto; their village.

-----  
23. Milka's mother is gone  
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--Eserikto--

Maxim suspects it has something to do with the Sinistrals, so he joins Arty. When they warp to their village, you will hear that Amon, who wants to unseal and obtain the stored energy in the divine shrine, took Milka's mom to the temple. Artea will join you and you'd better buy some very strong spells and some good weapons as well. After that, go to the divine shrine which is found to the south of Eserikto.

--Divine Shrine--

Chests: 5 (119)

Dragon egg, Heart key, Holy whip, Revive armor, Rocket ring

Monsters:

Brinz lizard, Cokatoris, Coridras, Gargoyle, Iron gorem, Red plant,

Rogue shape, Tartona

Boss: -

-Go up one room and down the stairs to come to quite a huge puzzle room. Select the hook and use it on the pillar to your left, then use it on the pillar above you, then on the left one. Go up to the moveable pillar, move it until you can't get any further, and take the lower left pillar. Take the pillar below you and walk all the way to the second moveable pillar, and push it to the right. Walk the path down, and use the hook again, and then use the hook on the first pillar you moved into position, then go up again to reach the stairs. On the next floor you will reach the revive armor. Go back to the stairs you used into this room the first time. Here you will see two pillars above you. Use your hook on the right one and use hook to the right and up.

-Move on this platform to the upper right corner and use you hook while looking up. Go to the right again and move the third moveable pillar as far as you can up. Go one platform to the left, then down and go up at the upper left corner this time. Go left again, then walk towards the stairs, and don't go up or you will reset the pillar. But don't forget it as well, because you need these stairs to collect the key (so I call this point A). Head towards the spikes and use the hook to raise a platform. Hookshot yourself towards the platform and use the hook again to the pillar you just moved. Walk up and go a platform to the right, then go down and walk up the stairs (call this point B).

-Remove the six vases from the top left corner to find a pressed button. Remove the pot from it to lower the spikes and go down the stairs here to collect the rocket ring. Fall down and go back to point A. Go up the stairs and walk up to find a room with the heart key. Go back to point B and move the six vases in the lower right corner to find a weakened section, fall down, use your hook to go to the left platform, then walk down and use your hook on the lower of the two pillars to your left. Walk down again, go a platform to the left, down, 2x right and up to reach the stairs.

-Walk through the next three rooms (you will ignite the candles when you walk past them). Use the hook on the switch in the wall to get the platform to move to the other side. Walk up two rooms, walk past the candles again and the wall will open up, allowing you to go up the stairs. Break the upper wall with the cracks to reveal a secret route to a small puzzle, step on the note blocks in the following order:

3 2 4 1 5

All the spikes will lower and you can collect the 8th and final Dragon egg! A secret that is hard to figure out here is that the upper wall here can be

breached leading to a chest with the holy whip. Go back to the room with the stairs and go down one room. Go to the right and use the key on the big door. Push the pillars on the switches using the hammer and go up.

-You will find Karyn and Amon. In an effort to destroy Amon she uses all her powers and goes all out. A huge sacrifice, but she had to protect the sealed energy in the next room from the Sinistrals at all costs. After seeing Karyn die, Artea will join your fight against the Sinistrals to the bitter end.

Note: because of his anger, Arty's IP will become 100%. Go up one room so you can absorb the sealed energy making you stronger against the Sinistrals. The capsule monsters however don't get a power-up. Go back Eserikto first since Milka is still waiting for her mother to return... Then go to Portravia to check on Excerion, it will be finished. So go outside and use submarine mode by pressing A.

-----  
Capsule monster: Zeppy  
-----

--Underwater cave, near Parcelyte--

Chests: 2 (121)

Secret fruit (2x)

If you go underwater you can move around and get to a cave where you will find two chests and a red fish called (default) Zeppy. He is the seventh and final capsule monster.

-----  
Sub-quest 2: The Egg dragon's eggs  
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--Dragon shrine--

Located on an island to the left of Pico (you can get here by use the submarine mode) you will find the Egg dragon on top of his shrine. When you collected all, you can summon Shenron, and wish for eternal lif.... Ehm... oh, wait that's something different. I mean dragon eggs. Yes, the Egg dragon will grant one of four selectable wishes. Here are the dragon eggs locations again:

1. In the cave to Sundletan
2. In the basement of Alunze castle
3. the small girl in Merix has it
4. In the northern labyrinth of Bound
5. In the northern lighthouse
6. Inside the flower mountain
7. On the third floor down in the Dankirk dungeon
8. In the divine shrine

The four wishes are:

Wish	Stars	Description
10 potions	*****	10x All 6 Statistic increasing potions
20 pieces of fruit	**	20x All types of food for capsule monsters
an old shield	****	Shield with extreme DFP
a set of super rings	*	Can be found in other parts of the game

After making the wish, he will place the eggs in random chests around the

world. Get the Sonar from the Casino at Forfeit Island and use it upon entering every dungeon. If you have followed my walkthrough, all the chests will be opened. The number of tones will be the number of Dragon eggs in the dungeon. (Don't forget to check Zeppy's cave, Alunze castle (and the ancient cave, if you collected the ancient key)). In total, the dragon will grant you four wishes. I usually choose 1 Old shield, and 3x 10 potions.

When you made your fourth wish the dragon will challenge you to a fight. Read Appendix: C to learn how to defeat the toughest enemy in the game (he's harder and stronger than all four Sinistrals combined) in my opinion, unless you choose to use the cheap strategy listed there.

--Chaed--

You can also get to Chaed now, here they sell some very strong and expensive weapons, but they are worth it. Especially the rune rapier, but they are very expensive.

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## 24. Investigating the Shrine of Vengeance

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--Barnan--

People here are talking about a light ball going to the southern shrine, so I guess you have to check that out as well. If you walk towards the temple you will find out that the normal entrance is a dead end. Better go to the Excerion and dive underwater, and you should be able to find an entrance due south of the temple. After you get in the temple use the small dock and the stairs to go up one room.

--Shrine of Vengeance--

Chests: 8 (129)

Boom sword, Bright armor, Cursed bow, Evil jewel, Freeze sword, Ghost key, Heal armor, Power Robe

Monsters:

Bat, Big bat, Dark warrior, Demise, Fiend, Hades chariot, Hades skull, Jurahan, Nosferato, Red bat, Samurai, T-rex, Vampire, Waiban, Wizard

Boss:

Venge ghost

-You will start in a room with three switches. Pull the lever, hit the red and green switches once, and pull the lever again. The wall will move, opening a secret route. Then hit the left switch again to open the door. Go through the next rooms and use the hammer to move the pillar from the edge so you can get across using the hook. Continue on down the stairs, walk to the next room and get the Demise on the other side to get stuck between the spikes. This will cause him to stand on the button, opening the door for you.

-Go down the stairs again, walk in this room through the right wall, and you will find a lever. Use it and go up one room, fall down the edge, go up the small stairs, go left and use your fire arrows (regular arrows work to actually) to burn the ropes holding the bridge a float. Walk to the left and up and over the gap with the hook to get to the power robe. Head down, go up the ladder, through the door and move the pillars into the water. This will heighten the water and extinguish the candles causing the spikes to lower. Don't go to the teleporter yet. Look at the upper wall, the part with the candle in the wall. Blast it and it will reveal a secret room. Continue up to collect the freeze sword and the boom sword. Teleport back to the room with the three switches and put them in their original state to proceed on (Just reverse the operations I listed at the start of this dungeon.

-Walk up two rooms and here you will see some stairs. Go down and solve the easy puzzle. It's something like this: Push both blue blocks on the squares between the spikes. Hit the switch and do it again with red to collect the ghost key. Back up the stairs and walk through a couple of rooms to come to a room with cracks in the upper wall of this corridor. Hit the extreme right one to find the heal armor and the extreme left one to get to the big door. Use the key on it and continue down the stairs again.

-Stand on the 1 x 1 square platform to get a free ride to the other side. Ascend the stairs again and go down one room. Bomb the fallen pillar just as in Karlloon to open the way to a skeleton lying on the ground. Use the bombs again to find a weakened section where you can fall down. Walk to the left and whatever you do DON'T use the teleporter at the top of the screen since it is only a waste of time, because you are send back to the upper level meaning that you have to go through all of it once again to reach this point. Use bombs or the Hammer to destroy the two crackled pillars, then a ladder will fall down allowing you to get to the next two stairways. Ascend them both, walk down, left, and break the upper wall section to the left. From here head up two stairs and destroy the upper wall here as well to collect the bright armor.

-Ascend the stairs again to find the (cursed) evil jewel. Go down all stairs then go to the right. Use the hammer to bring down the small bridge and walk up to the door to the right. Here you must do some ironing; the only way to open the door is to get all the wrinkles out of the red 4 x 4 carpet. Further on you best heal & save here, because the next boss is quite a toughie. Better make sure your experience level of the four allies is over 40.

-----  
Boss: Venge ghost  
-----

HP: 7500  
Weak: Light, Heal  
Strong: Ice, Shadow  
Protection: All Ailments  
Specials: Confuse, Doomcry, Energy shock, Hatred = "Checks Situation"

Some of his attacks consist of instant types; this means that ghost is dangerous and very lethal. It happened more than once that he kills three of my party members in one turn! So beware, but luckily he will sometimes skip a round. (Checking on the situation) In order to overcome this problem equip armors that have status protection against "Confusion" and "Instant Death", here are some examples:

Holy Robe -> Protects from Instant Death, Paralysis & Poison  
Ruse Armor -> Protects from Instant Death  
Undead Ring -> Protects from Instant Death & All attacks are 'Light' elem.  
(For a complete list; see Appendix B: Chart Tables)

Make sure you equip some light/'holy' weapons if possible. The rune rapier is perfect for him, if you bought one like I suggested earlier on. You can also use weapons like Blaze sword, Fry sword or Divine whip. The IP of the Light jewel does over 2500 damage to him! Items that work well on undead have a good effect as well like undead ring. Some shadow protecting type armor might be handy as well.

NEW STRATEGY by Phoenix 1911:

"The Venge Ghost can also be healed to death. Have Maxim or Guy with the Heal Armor, and have his IP percentage filled to about 90%. Equip Selan with the

Power Robe, and have her IP percentage filled to about 25%. Start the battle, and let Maxim use Rebirth on the Venge Ghost for 3660 damage, let Selan use Sacred Song for 2745 damage, let Artea use Valor for 925 damage, then let Guy (or Maxim) finish it off with any attack that does at least 170 damage. Wham! The ghost is gone..."

---

-After he's defeated, you can go up a room to collect the cursed bow. Uncurse this weapon and Arty will be able to use the bow to attack all enemies. Now it's time to go back to Barnan.

---

## 25. The test of Iris

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--Barnan--

In Barnan you will meet Iris again who is talking about a test to prove if the love between Selan and Maxim is true. So it's decided to go to the tower of truth.

--Durale--

If you talk to people in Durale you will hear that there is a mirror in the tower that shows only the one you care about most. Buy Arty the Zap spell for 65000 Gold. This might seem a lot and the cost of the spell is 30 MP! But it's worth it, because this is the strongest Light magic available.

--Tower of truth--

Chests: 5 (134)

Ghost clothes, Ghost ring, Song rock, Super sword, Truth key

Monsters:

Basilisk, Cyclops, Gorgon, Grianos, Hidora, Lunar bear, Mimic, Nail armor, Sea hidora, Serein, Serfaco, Sly fox, Tartona, Thunderbeast

Boss:

White dragon (3x)

-Go up one room, then to the right door, press the right button, and copy the music ladder by pressing the notes like: 3 2 1 4. Go up two rooms and hit the lever, now go back to the first room with enemies, and blow the weakened section of the upper wall. Then use the hook on the pole on the other side of the gap. Go up the stairs, and down one room, and stun the siren here because if you kill her, four hidoras will come falling into the room. You don't want that to happen unless you are training.

-Down the next room, then through the right door to come to a puzzle with head blowers. Hit the red switch using the hook and walk to the right wall. Walk down until you reach the pole with the blue mark in the middle. Use shoulder R button to turn and hit the switch again. Head down two or so squares and walk to the left. Hit the switch again and walk towards the exit. You will come outside and you will find out that you can walk all the way up to the top. But since you don't have the key it would be wise to check the other floors as well. Head up one ladder to find a super sword. After two rooms and falling down in a weakened section of the floor, you will find the chest behind a weakened wall section. Go back outside and walk into the entrance of 4F.

-At F4 walk up a room and press the right of the two buttons. If you number the notes from left to right you must hit the notes in this order: 3 2 4 1, and use the hook to reach note 5. The spikes will lower, so you can descend the stairway. Proceed on two rooms and you will come to a puzzle involving a crate, two vases and two buttons. If you place two vases on the switches you



can go back a room again. Place a crate on the right switch and a vase on the left one to open the door to a mimic. Place a vase on the right and a crate on the left to open the door to another stairway. Further to the right you will come to a room filled with enemies. Open the three chests in the lower right corner to get Song rock, ghost ring, and ghost clothes. Go up one room, another stairway, down a room.

-Here you will find the last puzzle room in this tower: First place the vase and crate on the buttons to your left, walk over the bridge you created. On the other side you will see a block, move it on the button just below it, and go back to the entrance of this room. Pick up the vase, walk down to the next button, go back, pick up the crate, and place it on the button past the three bridges. Walk to the extreme left, push the block to the upper button, go back to the crate, lift it, and place it on the next button. Finally place a bomb next to the crate and walk over the bridge and let the bomb explode when you are on the small island in mid air. You can get to the truth key from here.

-Afterwards, go outside again and go to the uppermost floor. Go through the door, ascend the stairs, go up a room to find save tile, down to get outside again, and go through the right door. Go up a room to meet up with Iris. Maxim and Selan will go for the test, but before they look into the mirror they promise each other to keep on believing in each other even if the others' image doesn't appear. Then Iris and the others come into the room. They came to warn Maxim about the three white dragons. Maxim and Selan take a step back and Iris notes that their images are visible in the mirror after that they do battle with the dragons.

-----  
Boss: White dragon (3x, regular enemy)  
-----

HP: 550 each  
Weak: Fire, Flying, Dragon  
Strong: Ice, Earth  
Protection: Ailment not Instant  
Specials: Cold stream, Stronger, Ice Valk

Use fire and dragon attacks if you have those equipped. They will be gone very soon, but you do have to be careful because they are fast. Other than that they aren't very special at all.

-----  
-After their defeat, the mirror will be broken and they will leave the tower. Iris comes back and heals the broken mirror again. As you look in the mirror you will look at a person that isn't Iris and she is thinking about something. Oh well, better continue on, it's time to head for Chaed.

-----  
26. The elder of Chaed  
-----

--Chaed--

The people in this village are talking about the elder leaving to the dragon mountain volcano to find out why it's very close to erupting. Maxim and the others also go to the mountain to find the elder, for he seems to have some information regarding the dual blade. (This is the biggest dungeon in the game, after the ancient cave of course!)

--Dragon Mountain--

Chests: 20 (154)

Anger ring, Gorgon rock, Hidora rock, Hi-power ring, Holy robe, Kraken stone, Legend helm, Lizard hit, Magma key, Magic scale, Mega shield, Miracle(3x), S-mind ring, S-myst. Ring, Sonic ring, S-power ring, S-pro. Ring, S-witch ring

Monsters;

Behemoth, Brokion, Crow, Green dragon, Salamander, Hidora, High hidora, Magma gorem, Red dragon, Sea hidora

Boss: Fire dragon

-Head to the right and up one stairway to an entrance. Go inside, up one room, and here you will find a small puzzle in which you have to blast all the bushes in one go. It's easy once you know the trick. It goes like this:

B = bush

b = bomb

C = cleared / burned bush

m = Maxim

picture 1	picture 2	picture 3	picture 4
B B B	B B B	B B B	C C C
C m	m b	b b b b	m C C
B B	B B	m b B B	C C
B	B	B	C

-The door will be opened so you can get the sonic ring. Use the hook to get across and climb the stairs. In this room there's not much to do so go up the other stairs. Use the hook to your right to get to the next platform. Lure the behemoth to get him to stand on the four weakened sections in the middle of the floor so he will fall down the hole. When this happens you will see that the hole next to you will be filled up, allowing you to walk over it. You don't have to go up the stairs since they lead to a dead end. Better walk down, outside, use the hook on the pole to your left, and get to the next entrance.

-Go down the stairs again, walk up one room and go down again. You will come to a room with two brokions and a behemoth guarding the weakened floor section. Don't fall down here yet, but go outside to collect the magma key. Then go back and attack them. Fall down the weakened section and go outside again. Walk up the ladder and go to the right to walk to another ladder. Continue on inside and use the key. You will have to solve a puzzle where you need to switch between hammer and hook quite a lot.

-First use the hammer on the right of the two pillars to move it up one place. Make use of the hook to get across the lava pit, then push it up again and use the hammer on the pillars on the platforms to your left and above you. Use the hook on the pillar on the left platform to get across the lava. Then use the hammer and hook to get to the platform above you. Use the hook a second time to get across the lava pit above you to reach three chests containing the magic scale, S-pro ring, and miracle. The hammer / hook combination on the pillar below you, and again on the pillar to your right. The combo can be used again on the pillar that is now below you. Finally you need to use the hook on the pole to your right to reach the stairs.

-Go down a room here and equip the fire arrow for the next puzzle room. Here you must burn 13 bushes before you can continue on. Walk the following path (you're starting point is the tile on which you can stand with your back against the door opening):

R= right      L= left  
U= up         D= down

(R) (L) (D) (U) = turn in this direction with the use of the shoulder buttons

F= use a fire arrow

The path itself is:

RDDDDD(L)F, LF, DR(U)F, LLLL(D)F, UF, RRRR(U)F, (D)F, LL(D)F, RR(U)F, LU(L)F,  
DL(U)F, (D)F, RR(U)F

-Head outside and up the stairway. Go inside. Here you will find a wall that is hiding a secret entrance. But first go down the stairs to find a save tile. Go down again by taking the left stairs to get to a room with an anger ring, kraken rock, S-mind ring. Go back up again and take the right stairs down and again down, and again, then down the first ladder and down the right of the two ladders. Use the hook to get to a platform with an S-witch ring and Hi-power ring. Go back to those two ladders where you just were. If you want to meet the boss immediately, use the ice blocks to get to the big bridge and read at continue.

---

### 26.1 The world's most difficult trick

---

--Dragon mountain--

If you want to collect some very powerful weapons, go back up the stairs to the save point and up another room. Here you find the wall with the secret entrance I spoke of earlier. To open it you must do the following:

W            = wall  
1,2,3,4     = weakened wall and how much it's weakened  
O            = the weakened wall is breached / opened  
B            = bomb  
E            = explosion radius of the bomb  
H            = hammer Maxim is using  
m            = Maxim

picture 1	picture 2	picture 3	picture 4	picture 5
W W W 1 W W	W W W 3 W W	W W W 2 W W	W W W 4 W W	W W W O W W
B	E E m	B B	E E E E	H
m	E B	m B	m E E	m
			E	

You can go down a hole and some stairs to get to "the world's most difficult trick". I have solved this fiendish trick but, it's almost impossible to write a walkthrough for it. The best hint I can give you is that the whole puzzle is about getting the big square past the single horizontal segment. Once you've done that, you have solved this puzzle.

Here's the complete solution in 18 steps by Simpleton:

---

0            = Big square block with the four treasure chests  
1,2,3,4     = vertical rectangular blocks  
5,6,7,8     = small square blocks  
9            = horizontal rectangular block  
R            = move one space right

L = move one space left  
U = move one space up  
D = move one space down

---

Start position:

```
1 0 0 2
1 0 0 2
3 9 9 4
3 5 6 4
7     8
```

Step 1 - move 7R, 8L, 3D, 4D, 9R:

```
1 0 0 2
1 0 0 2
   9 9
3 5 6 4
3 7 8 4
```

Step 2 - move 5UL, 7UU, 3R, 5DD, 7LD, 9LL:

```
1 0 0 2
1 0 0 2
9 9
7 3 6 4
5 3 8 4
```

Step 3 - move 6UR, 8UU, 3R, 7RD, 9D:

```
1 0 0 2
1 0 0 2
   8 6
9 9 3 4
5 7 3 4
```

Step 4 - move 8LL, 6LL, 3U, 4U, 7RR, 5RR, 9D:

```
1 0 0 2
1 0 0 2
8 6 3 4
   3 4
9 9 5 7
```

Step 5 - move 6DL, 3L 4L, 7UU, 5R:

```
1 0 0 2
1 0 0 2
8 3 4 7
6 3 4
9 9   5
```

Step 6 - move 4D, 7L, 2DD, 0R, 1R, 8UU, 6UU:

```
8 1 0 0
6 1 0 0
   3 7 2
   3 4 2
9 9 4 5
```

Step 7 - move 3L, 1DD, 0L, 2UU, 7R, 5U, 4U, 9RR:

8 0 0 2  
6 0 0 2  
3 1 4 7  
3 1 4 5  
9 9

Step 8 - move 3D, 1D, 6DR, 8DD, 0L, 2L, 7UU, 5UU:

0 0 2 7  
0 0 2 5  
8 6 4  
3 1 4  
3 1 9 9

Step 9 - move 4R, 2DD, 7L, 5L, 4UU, 2R:

0 0 7 4  
0 0 5 4  
8 6 2  
3 1 2  
3 1 9 9

Step 10 - move 6RD, 8RR, 0D, 7LL, 5UL, 8UU:

7 5 8 4  
0 0 4  
0 0 2  
3 1 6 2  
3 1 9 9

Step 11 - move 0R, 3UU, 1L, 6LD:

7 5 8 4  
3 0 0 4  
3 0 0 2  
1 2  
1 6 9 9

Step 12 - move 0D, 8DL, 4L, 2UU:

7 5 4 2  
3 8 4 2  
3 0 0  
1 0 0  
1 6 9 9

Step 13 - move 0R, 8DD, 5D, 7R, 3U, 1U:

3 7 4 2  
3 5 4 2  
1 0 0  
1 8 0 0  
6 9 9

Step 14 - move 6L, 8D, 0L, 2DD, 4R:

3 7 4

3 5 4  
1 0 0 2  
1 0 0 2  
6 8 9 9

Step 15 - move 7R, 5R, 3R, 1UU, 0L:

1 3 7 4  
1 3 5 4  
0 0 2  
0 0 2  
6 8 9 9

Step 16 - move 5DD, 7DD, 4L, 2UU, 5RU:

1 3 4 2  
1 3 4 2  
0 0 7 5  
0 0  
6 8 9 9

Step 17 - move 9U 8RR, 6RR, 0D, 7LL, 5LL:

1 3 4 2  
1 3 4 2  
7 5  
0 0 9 9  
0 0 6 8

The Final step - move 9U, 6UR, 0R:

1 3 4 2  
1 3 4 2  
7 5 9 9  
0 0 6  
0 0 8

After a small tune of victory the other segments will disappear, and you can get those four chests. They contain: Lizard blow, Mega shield, Legend helm and the Holy robe. You just 'might' find these useful. :)

-Once you have finally finished this puzzle, go down the stairs to your right. Don't walk to the left but go up, down the ladder, to the right, up the ladder, and collect the three chests. Inside are: S-myst ring, S-power ring and miracle. Cut the bush to your left to find the spot so you can fall down onto the button below you. From here on you can collect the hidora rock. Fall down a couple of times and use the hook to get to the other side. Then go up the stairs and walk to the upper left wall. Behind it is the gorgon rock. Go back to the long bridge in the room you just were.

-Walk to the middle of the bridge and it will collapse. The only way to move on is down the stairs. Use the hook to get to the platform below you, then to the right, (twice) and walk up the ladders several times leading to the elder of Chaed. Now it's time to fight the fire dragon.

-----  
Boss: Fire dragon  
-----

HP: 7500  
Weak: Dragon, Ice, Flying

Strong: Fire, Earth  
Protection: All Ailments  
Specials: Bite, Drowsy\*, Energy Shock, Incendiary

\* = this is not the regular Drowsy spell, but a more effective one!

His attacks will cause either fire or thunder powered. The dragon can also use a different and more powerful version of Drowsy. Use your best IPs to hit the dragon hard and have Selan cast healing or stat increasing spells. Equip flame helmets and flame shields from the ancient cave. This will reduce damage that you have to sustain a lot.

---

-Eliminating him frees the elder whom will invite you to come to his place in Chaed. Since you don't have to do much at this particular moment you might as well do so. Don't forget to pick up the miracle just behind the teleporter on your way out.

--Chaed--

Go to his house and listen to his story. He has heard of the legend of the Dual blade as well. According to him the queen of the underwater city of Preamarl should know where to find the sword. He then gives you the key to the underwater city; the mermaids key. Go to the small moon shaped island where you found Darbi. Dive here to find the entrance to underwater city of Preamarl.

---

27. The mermaid queen and her daughter Piara

---

--Preamarl--

Upon entering the throne room of Preamarl you can talk to Queen Marla. You are talking about the dual blade, and at that moment, a servant comes in to tell you that the princess is missing. He says that she was last spotted near a cave to the north. He also warns that the currents have changed into a dangerous way. After talking, the queen is going away to do "something", and you probably know what that is. So use Excerion to find the entrance to the north (near the triangle shaped islands). Here it's boss time, you will have to fight the ghost ship.

---

Boss: Ghost ship

---

HP: 10000  
Weak: Fire, Light, Heal  
Strong: Ice, Shadow  
Protection: All Ailments  
Specials: Doomcry, Calling Companions (Deadly Sword, Dark/Hades Skull)

This enemy is easy when you use firebird on him, and you don't need to heal because he never attacks; he usually summons a weak creature like a deadly sword. You can also try to heal him to death. It will take you several rounds to finish him, so make sure you eliminate the skulls and swords he summons. If you don't do that, the screen will fill up and he will start using Doomcry; and that can't be good.

---

After his defeat you will have saved the queen and the princess and all seems

to be well, but when the other soldiers arrive new currents develop. Follow the mermaids and you will find a huge temple.

---

### 27.1 The Dual blade

---

--Dual blade Shrine--

After Daos exterminates the four mermen guards, it's up to you to enter the shrine. Go down the stairs and up to the teleporter to come to an area that looks completely normal on my European Cartridge, but I've heard that the US cartridge and the US ROM will glitch this part for some reason. Just follow these simple instructions to reach the top if you are playing the glitched version of the game:

- Walk up until you hit a wall (the screen doesn't move)
- Take 3 steps left or right
- Go up until you hit another wall
- Take again three steps to the right or left (other side as before)
- Up

Here you will find the legendary "Dual Blade" floating in the air and it's ringing for Maxim but not for the others. Then they will feel a force stronger than anything else they have ever encountered. It belongs to the leader of the four Sinistrals.

---

### 27.2 Daos - Master of Terror; Leader of the Sinistrals

---

--Dual blade shrine - continued--

This Sinistral calls himself Daos and he is unwilling to believe that any other person than him can hold the Dual blade. After the dual blade disappears you are transported back to Chaed and it will seem as if it became night. But it turns out to be the shadow of a large island hanging in the sky. It appears to be the home of the Sinistrals then Daos will talk to Maxim telling him that he will destroy Chaed as demonstration of his power and he does so.

Miraculously Maxim and the others are unharmed. They are now furious at Daos and they try to figure a way to get up to his shrine in the sky (Note: their IP will go up to 100% after the destruction of Chaed). Go back to Portravia to talk to doctor Lexis.

---

### 28. Engine needed

---

--Portravia--

Lexis will explain that he and the others can convert the Excerion for air traveling. But in order to do so they need a stronger motor. Lexis has heard of a kingdom called Gratze. Their technology has far more advanced technology, so you have to go there and "lend" a suitable engine from them (you can go to the Dankirk dungeon to check out the bridge, but since it broken you might as well take the sub right away towards Gratze kingdom). Once you found the way to the entrance to the Gratze kingdom, (using the door you saw where the prince escaped in the Ruby Icon) go up a couple of rooms to get to the kingdom.



--Dankirk North Dungeon (optional)--

If you go through the hassle of getting your party to the end of this dungeon (where you found the Soldiers last time round), your party members will notice that the bridge to the door leading to Gratze is broken. So you need to get back to your submarine in order to find the whirlpool to the north of Gratze Kingdom. This dialogue is NOT required however to get through this door, so you can take a big shortcut if you go straight to Gratze without visiting this dungeon once again.

--Gratze kingdom--

The name sometimes glitches to '3y kingdom and also into Grassei kingdom (if you press X when selecting the basement key once you have it in your inventory). Now you will be taken prisoner and here you will meet up with Bart & Bertie (from Alunze). They will open the door for you allowing you to escape. Continue on to the right to find some healing tiles and a save tile. Continue on and here you have to fight four soldiers. I don't call this a battle, just attack normal and they won't even have the chance to hit you a single time. Go up the stairs to come to the last basement dungeon of the game: Gratze dungeon.

--Gratze dungeon--

Chests: 2 (156)

Basement key, Miracle

Monsters:

Basilisk, Gold gorem, Snow gas, Soldier, Squid, Warm eye, White dragon

Boss:

Tank

-Go up one room then lift the pot to the right and walk over the switch with the pot lifted to open the door. Walk up one room, place the pillar on the button and get across the gap using the hook on the pole that just came out of the ground. Walk towards the lever and switch it. Go back using the hook on the pillar and breach the dark wall to your right to come to a room with another switch. Trigger this one as well. Head back towards the start and look to the right here. You will see some vines, cut them and breach the wall. Walk up in the next room and move the second pillar of the left column to find the stairway leading to the basement key.

-Head back to the room with the pot and switch, but this time use the lower door. Hit the eye in the wall to open the door and go up two rooms, up the stairs, and use the door below you. Go down the right door to come to a switch two rooms further on. Go back and take the lower left door to eventually come to the miracle. Return again and take the last door to find three more rooms. Go up the stairs and walk down one room. This puzzle is quit easy, just move the tiles a bit until you can reach the exit. Go up the final stairs to meet up with Bart & Bertie. Here you will have to fight the normal soldiers again. After the team dispose of them it's time for a real battle against the tank.

-----  
Boss: Tank

-----  
HP: 10000

Weak: Hard

Strong: Fire, Water, Ice, Thunder

Protection: All Ailments

Specials: Incendiary Bomb, Machine Gun Attack, Magic Gale Bullet,  
Missile Blast = (Checks Situation), Piercer

This tank has extreme magic resistance so only use weapons on him. Beware that his Magic Gale Bullet can silence your character. Try to cast spells like trick and brave to increase ATP and DFP, heal when needed with champion. After a couple of rounds he is finally defeated.

-----

-You will automatically receive the motor for beating the tank. The prince will be quite upset and he even blows up the entire kingdom. Party is over, time to leave.

--Portravia--

Bring the motor to Lexis and he will fix the ship for flight. This allows you to explore every nook of the world in Lufia. So go to the final village of the game: Narvick. It is located near the underwater shrine where you met Daos.

-----

## 29. The sealed towers

-----

--Narvick--

The people in this village have dedicated their lives to worshipping super creatures. The shop here sells the strongest weapons and armors that can be bought, for the right price that is. Talk to the elder and take the first of the three maidens to the tower of Shuman.

--Shuman, sealed tower-- (Tower South of Narvick)

Chests: 3 (159)

S-ice ring, S-thunder ring, S-water ring

Monsters:

Basilisk, Black dragon, Blue dragon, Gorgon, Leech, Mega Cyclops, Red dragon, Sphinx, Thunder beast

Boss:

Sinistral; Gades - Master of destruction

Walk up the big stairs, go to the right, up the stairs, and follow this path until you come to the first door. Go inside the tower and use the stairs to exit again. Walk up the stairway and to the right to find a small chamber with the S-ice ring.

-Go back to the first door and continue to follow this path. Now you will see two doors. Take the left door, ascend the stairs, and take the left door again to find a chest with the S-water ring. Take the right door and ascend twice. Go up and defeat the leech to make the stairs appear. Go up some stairs and stairways, go down some stairs, head outside and to the far right.

-Go down to eventually come to the S-thunder ring. Head back to the most upper part and enter the door. Defeat the black dragon(s), continue up the stairs to come to a save point. Go up again to meet Gades the third time.

=====  
Boss: Sinistral; Gades - Master of Destruction  
=====

HP: 7500

Weak: Light

Strong: Shadow

Protection: All Ailments

Specials: Destructo-wave

Like I said this is the third round and he shouldn't be too much of a

challenge. He's not very strong. Best thing to do is use the Fry sword, Blaze sword, or Rune rapier on him.

=====  
-After this battle, you can collect the pearl (divine) armor. At this point the first maiden will leave you. Go back to Narvick to the elder and take the second maiden with you.

--Stradha, sealed tower (tower North-East)--

Chests: 0 (159)

Monsters:

Basilisk, Black dragon, Blue dragon, Gorgon, Leech, Mega Cyclops, Red dragon, Sphinx, Thunder beast

Boss:

Sinistral; Amon - Master of Chaos

-Walk to the right and follow the path outside as far as possible by going up all the time, then enter a door and follow the only possible route leading up to a leech. Destroy the leech and the next stairway will appear.

-Go outside and follow the path outside as far as possible before entering the most upper door. Ascend the stairs, defeat the black dragon, continue up the stairs and you will come to a save tile. Go up the stairs and you will battle Amon.

=====  
Boss: Sinistral; Amon - Master of Chaos

=====  
HP: 10000

Weak: Light

Strong: Shadow

Protection: All Ailments

Specials: Chaos wave, Galactic Lancer, Thunder, Ice Valk

The same things count for Amon as in the battle against Gades; however Amon is a bit stronger and has more HP. He can prove to be difficult because his Chaos wave will usually confuse at least one character. So use shriek to nullify confusion and use some IPs that are Light elemental powered.

=====  
-Once defeated, you can collect the pearl (divine) helmet and this maiden will stay at the top of this tower. Go back to the elder of Narvick for the last time to get the third and last maiden.

--Kamirno, sealed tower (tower North-West)--

Chests: 1 (160)

S-fire ring

Monsters:

Basilisk, Black dragon, Blue dragon, Gorgon, Leech, Mega Cyclops, Red dragon, Sphinx, Thunder beast

Boss:

-

-The last tower in the game, here goes: Walk up and go inside the door you see at the upper part of your screen. Ascend and take the lone door up to your right to find the final super ring: The S-fire ring. From here take the lower left path and go up as far as possible before entering the room with a Cyclops and a gorgon. Go up the stairs and go to the left and follow the only possible

path. Defeat the gorgon and head up the stairs that will be created after the gorgon's defeat.

-From here you can take multiple routes, but they eventually come to the same spot with the leech that stands on one place. After it's defeated go up the stairs to come to the final save tile! Save here, because this is your last chance of doing so. Ascend the stairs to claim the Pearl (divine) shield.

-Daos and the Dual blade will appear again, but this time however the Dual blade chooses Maxim as his rightful owner. Daos will be furious when he sees that the legendary sword chooses someone over him, he then leaves the scene.

---

### 30. Repairing Excerion

---

--Kamirno sealed tower - continued--

A conversation with the last maiden starts and you will find out that the isle of doom has hit the Excerion, so you have to go back to Portravia to see Lexis to repair the ship.

--Portravia--

After some more talking you regain control. Equip the dual blade on Maxim and go inside again to talk to Lexis again. It's time to head for the doom-island for the final confrontation and the ultimate battle between good and evil.

---

### Final. Daos' shrine

---

--Excerion--

After a small cut-scene you will arrive at the shrine and you check if you are all right. Selan will cast the "light" spell. Now you will hear Daos speaking. This is it, confront the Sinistrals and take care of them for good. It's not that hard to defeat them because they are far from invincible.

--Daos' shrine--

Chests: 12 (172)

Miracle(12x)

Monsters:

-

Bosses: Sinistrals;

Gades - Master of Destruction

Amon - Master of Chaos

Erim - Mistress of Death

Daos - Master of Terror

This is it, the last shrine and the direct confrontation with all four Sinistrals. Don't forget to equip the dual blade. If you have any statistic boosting potions left you might as well want to use them now. Collect the miracles in the shrine if you please. Also at the start of each battle against a Sinistral your IP will boost up to the maximum limit; 100%

Here's a nice set of equipment for all 4. I heard a new Strategy from Relnqshd so I adapted the equipment for the Sinistrals. Yes, that's right use the Silver Sword instead of the Dual Blade, you'll see later on why.

---

Maxim	Selan	Guy	Artea
-----	-----	-----	-----
Silver Sword	Blaze Sword	Fry Sword	Crystal Wand
Pearl Armor	Ruse Armor	Old Armor	Magic Scale
Apron Shield	Dark Mirror(U)	Zirco Shield	Rune Gloves
Pearl Helmet	Brill Helm	Old Helm	Boom Turban
Egg Ring	Dia Ring	S-Power Ring	Dragon Ring
Evil Jewel(C)	Light Jewel	Gold Eye	Evil Jewel(C)

(C) = Cursed  
(U) = Uncursed

You can go to the left to get a chest containing a miracle and go down to reach three more miracles. Go up the stairs to find another. Take the middle path, and talk to Gades.

-----  
Gades - Master of Destruction  
-----

HP: 7500  
Weak: Light  
Strong: Shadow  
Protection: All Ailments  
Specials: Destructo-wave

Here's how I defeated this goon easily, since you know the weapons / armors / items I equipped, Maxim's Holy Energy combined with the Egg Ring's power should get you a single round kill. Yep, Holy Energy is THAT strong! Even the mighty Dual Blade can't match up with that power. So the battle will be like:

Round 1: Maxim: IP; Holy Energy  
Selan: IP; Flash (Light Jewel)  
Guy: IP; regular Attack (or Sizzle)  
Artea: IP; Holy Energy, or Zap spell

-----  
Walk up the stairs and walk to the right to find another chest with a miracle. Go up a room, then down in the next room, there's a Miracle in the neighborhood as well. Go up again and walk towards the most upper part of the lowest floor to find 2 more miracles. Walk up the two small stairways to reach Amon.

-----  
Amon - Master of Chaos  
-----

HP: 10000  
Weak: Light  
Strong: Shadow  
Protection: All Ailments  
Specials: Chaos wave, Galactic lancer, Thunder, Ice walk

He fights a little different than Gades, but he's still not much of a fight. (His Chaos wave can cause people to get confounded though)

Round 1: Maxim: Regular Attack  
Selan: IP; Flash (Light Jewel)  
Guy: IP; Beserker  
Artea: IP; Holy Energy, or Zap spell

Round 2: Maxim: IP; Holy Energy (Should get you the kill already)

Selan: regular attack

Guy: regular attack

Artea: Zap spell, or regular attack

-----  
Go up the stairs and collect the three miracles in this room and now on to the confrontation with the only Sinistral that you haven't met, yet.

-----  
Erim - Mistress of Death  
-----

HP: 15000

Weak: Light, Hard

Strong: Fire, Water, Ice, Thunder, Shadow

Protection: All Ailments

Specials: Devastation wave, (Eerie light, Thunder & Zap Dummied out)

I think she's the hardest of the Sinistrals. It's a little harder to write a walkthrough for her, because she uses an instant kill type attack; the Devastation wave. To make it even worse, you lose all your IP if a person gets killed. Fortunately there is protection from that, like the undead ring, Ruse Armor, Dark mirror (uncursed) and Ghost Ring. Check the Item Charts for more.

She has somewhat more HP than Amon, but the fight should be similar to previous two. So there is no need for another description; Holy Energy should get you through this very fast.

On a side note: You should feel lucky that her strongest attack: "Eerie Light" is dummied out. This attack is similar to Dark Fry, but it also cancels out ALL upgrades including, but not limited to: Berserker, Force Field, Trick and even Wave Motion.

-----  
Go up the stairs (I'm glad to say that this is the final time I have to use this word!) to meet Daos. After some talking you will hear him say: "No one can challenge me", and the final battle commences.

-----  
Daos - Master of Terror  
-----

HP: 20000

Weak: Light, Hard

Strong: Fire, Water, Ice, Thunder, Shadow

Protection: All Ailments

Specials: Terror wave, Dark reflector, Dark fry, Dragon, Thunder, Firebird, Ice walk

He's a cookie (or Hoochie if you prefer) compared to Erim, however if he manages to stun two party members you have to give up a round to cure them. Use the same tactics as on Erim to deal with him. If he casts Dark reflector, have the one whom attacks first use "Absorb" to nullify the dark reflector without getting damaged yourself (For me that is Maxim since he's the one with the highest AGL, because of the Egg Ring).

-----  
After his defeat, Daos still doesn't know when to quit. After a failed

attempt to kill you, he then succeeds in triggering a mechanism that causes the island to fall on top of Parcelyte. Iris will appear and help you out in this very last part of the game. Go up to the teleporter she created and walk around a bit to find the three stones that need to be destroyed. When you destroy the last one, the game will go over into the end sequence.

My walkthrough is ends here, but after you see "The end", wait a couple of minutes and you will get a status report. On the first page, how many times each member got defeated. On the second some statistics of your adventure are visible. On the third there are some statistics of the ancient cave.

=====  
GAME FINISHED!  
=====

=====  
Appendix A: Capsule monsters  
=====

-----  
1. The 7 elements  
-----

There are seven of these monsters that fight on your side. They fight on their own and are not as strong as other party members, but their special attacks can be quite devastating to your enemies. Most of them run away when they are hit, but I have noticed that when they reach the M(master) level, none of them will run away anymore. Although some of them still use the defend command very often.

Also some of the attacks have to be learned first, so it might be possible if not all attacks are immediately available when you evolve the capsule monster. The moment a capsule monster learns a new attack is random, so you just need to be patient and clear as many battles as you can with that monster. Since capsule monsters don't have MP they are all immune to the 'Absorb' spell.

Note that all 7 monsters have full protection against Poison, Silence, Paralysis and Sleep. Only the Shadow CM; Darbi has Instant Death protection as on top of that. The last remark is that the regular attacks of all the monsters are "Neutral".

Neutral - Jelze  
-----

Location: Foomy Woods, to the south of Alunze  
Strong: -  
Weakness: -  
Protection: All Ailments (not Instant)

This monster is neutral and uses more physical attacks than magic attacks. He

likes using head-butts and punches. Jelze is one of the better capsule monsters on the lower levels/evolutions, compared to the others on the same evolution. But in the end he is gained by the others, and it is best to switch to another capsule monster if possible. His bubble blow attack seems to lower DFP, that's why it may look so weak. Also Jelze will defend somewhat often, even on the Master level.

All Statistics on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	243	98	86	88	60	68	185	90
2	331	147	122	124	84	89	199	126
3	420	205	160	159	102	109	199	158
4	512	276	211	178	116	127	199	184
M	520	291	239	191	127	144	199	205

All Special Attacks:

Tribe	Special 1	Special 2	Special 3
Foomy S	Foomy punch	-	-
Foomy M	Foomy punch	Head butt	-
Foomy L	Foomy punch	Head butt	Tackle
Foomy H	Foomy punch(1)	Head butt	Tackle
Goldfox	Fang attack	Bubble blow	Tail smash

(1) Foomy punch -> Mega punch

Bubble blow

Reduces DFP of all enemies by 40 %

Fang attack

Physical attack on one random enemy

Base DMG = ATP \* 3 (Neutral)

Foomy punch

Physical attack on one random enemy

Base DMG = ATP \* 2 (Neutral)

Head butt

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 3 (Neutral)

Mega punch

Two Foomy Punches in a row

Tackle

Physical attack on all enemies

Critical Hit, critical base DMG = ATP \* 2 (Neutral)

Tail smash

Physical attack on one random enemy

Base DMG = ATP \* 9 (Neutral)

Fire - Blaze



-----

Location: Ruby Cavern, to the north of Clamento  
 Strong: Fire  
 Weakness: Water  
 Protection: All Ailments (not Instant)

This is my favorite monster. His abilities may be average, but his flame attacks are unmatched. He tends to leave a battle if he takes too much damage in the first evolutions, but on level 4 and M it gets a lot better. Actually I have never seen any Master Capsule Monster run away. His flame attacks are strong especially his Inferno, Base Damage = 6 \* INT and Blaze has a very high INT so most enemies can't survive it.

All on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	215	120	107	112	75	113	85	129
2	294	179	151	156	107	154	117	179
3	376	249	203	194	133	194	147	225
4	459	336	263	226	153	232	176	264
M	462	346	271	246	160	383	199	282

-----

All Special Attacks:

Tribe	Special 1	Special 2	Special 3
Armor dog	Tail	-	-
Winged lion	Tail	Burning fang	-
Wing lizard	Fang attack	Iron claw	Flame breath
Blaze dragon	Flame punch	Burning fang	Flame breath(1)
Firebird	Burning rain	Tailspin	Inferno

-----

(1) Flame breath -> Terminate

-----

Burning fang

Physical attack on one random enemy  
 Critical Hit, critical base DMG = ATP \* 3 (Fire)

Burning rain

Same as Flame breath

Fang attack

Same as Tail

Flame breath

Magical attack on all enemies  
 Base DMG = INT \* 2 (Fire)

Flame punch

Physical attack on one random enemy  
 Critical Hit, critical base DMG = ATP \* 1.5 (Fire)

Inferno

Magical attack on all enemies  
 Base DMG = INT \* 6 (Fire)

Iron claw

Physical attack on one random enemy  
Critical Hit, critical base DMG = ATP \* 2 (Fire)

Tail

Physical attack on one random enemy  
Base DMG = ATP \* 2 (Fire)

Tailspin

Physical attack on one random enemy  
Critical Hit, critical base DMG = ATP \* 3.5 (Fire)

Terminate

Magical attack on all enemies  
Base DMG = INT \* 4 (Fire)

Light - Flash

Location: Northern Labyrinth, to the north of Bound Kingdom  
Strong: Light  
Weakness: Shadow  
Protection: All Ailments (not Instant)

Flash uses the element of light and is the weakest in the beginning. He's not really a fighter but his healing abilities can be very useful, especially in the Ancient Cave, but then again most of the time he is too slow on the lower levels to get a turn before the battle is over. Furthermore as visible in the charts Flash will be very weak on the all Classes except the Master Class, once he gets to that class he will be just as strong as the others.

All Statistics on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	189	46	68	36	77	155	187	131
2	256	65	94	47	109	210	199	181
3	325	80	118	54	135	264	199	227
4	397	87	139	60	156	350	199	266
M	418	428	300	364	173	383	199	282

All Special Attacks:

Tribe	Special 1	Special 2	Special 3
Shaggy	Spear revive	-	-
Twinkle	Healing kiss	Wink	-
Cupid	Sacred song	Restoration	Thunderbolt
Twinkle	Sacred song(1)	Restoration(2)	Thunderbolt(3)
Unicorn	Dash	Antler stab(4)	Healing aura

- (1) Sacred song -> Holy Energy
- (2) Restoration -> Purification
- (3) Thunderbolt -> Bolt attack
- (4) Antler stab -> Holy thunder

---

Antler stab

Physical attack on one random enemy

Base DMG = ATP \* 2 (Light)

Bolt attack

Magical attack on all enemies

Base DMG = INT \* 4 (Light)

Dash

Physical attack on all enemies

Critical Hit, critical base DMG = ATP \* 2 (Light)

Healing aura

Restores HP of all party members (between 180 and 208 HP)

Healing kiss

Restores HP of one party member (between 60 and 100 HP)

Holy energy

Restores HP of all party members (between 140 and 180 HP)

Holy thunder

Magical attack on one random enemy

Base DMG = INT \* 4 (Light)

Restoration

Cures one party member of Poisoning, Silence, Paralysis, Confusion and Sleep

Purification

Cures all party members of Poisoning, Silence, Paralysis, Confusion and Sleep

Sacred song

Restores HP of one party member (between 140 and 180 HP)

Spear revive

Restores HP of one party member (between 20 and 40 HP)

Thunderbolt

Magical attack on one random enemy

Base DMG = INT \* 2 (Light)

Wink

Increases ATP of one party member by 40 %

---

Wind - Gusto

---

Location: Tower of Sacrifice, to the north of Narcysus

Strong: -

Weakness: Thunder

Protection: All Ailments (not Instant), 'Cancel Out'

Gusto is somehow capable of completely canceling an attack out. I've seen it happen multiple times. It's very strange but the damage counter sometimes says MISS, even if you fight very strong enemies. This can be a good advantage and note that this evasion ability depends the difference between the AGL of Gusto

and the AGL of the enemy who attacks him. E.g. If Gusto's AGL is much higher than enemy's AGL then chances of evading the attack rises significantly. It works like this:

If AGL Gusto > AGL Attacker Then ->  
Evasion Chance% = (AGL Gusto - AGL Attacker) / AGL Gusto

For example, when Gusto has 300 AGL and its attacker has 200 AGL then  $(300 - 200) / 300 = 0.33$  (approximately). This means that he has 33% chance of evading the attack, thus canceling it out.

His agility is the best of all the 7 monsters, which means he can evade many attacks. Actually Artea is the only one who can keep up with Gusto, but eventually not even he can keep up with Gusto. There is not much to note about his special attacks other than the Sonic Blast; its power is about  $7 * INT$  which can be quite devastating in some occasions. One other remark I could make is that because he is Wind Elemental, and since no enemy in the game is actually strong to that (except for the gorems) his special attacks will always deal some nice amounts of damage.

All Statistics on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	210	84	111	70	141	111	84	85
2	287	125	153	98	193	152	116	121
3	367	175	191	120	239	192	144	153
4	448	238	227	136	279	230	167	179
M	484	336	286	236	320	299	179	198

All Special Attacks:

Tribe	Special 1	Special 2	Special 3
Hard hat	Fang attack	-	-
Bluebird	Beakbash	Ironclaw	Spiral wave
Winged horse	Electro bolt	Finale	Air attack
Green giant	Iron fist	Twister	Sonic blast
Wind dragon	Tornado blow(1)	Dragon fang	Electro bolt

(1) Tornado Blow -> Cyclonewave

Air attack

Physical attack on all enemies  
Critical Hit, critical base DMG = ATP \* 2 (Wind)

Beak bash

Same as Fang attack

Cyclone wave

Same as Spiral wave

Dragon fang

Physical attack on one random enemy  
Critical Hit, critical base DMG = ATP \* 3.5 (Wind)

Electro bolt

Same as Tornado blow

Fang attack

Physical attack on one random enemy  
Base DMG = ATP \* 2 (Wind)

Finale

Same as Fang attack

Iron claw

Physical attack on one random enemy  
Critical Hit, critical base DMG = ATP \* 3 (Wind)

Iron fist

Same as Iron claw

Sonic blast

Magical attack on all enemies  
Base DMG = INT \* 8 (Wind)

Spiral wave

Magical attack on all enemies  
Base DMG = INT \* 4 (Wind)

Tornado blow

Magical attack on all enemies  
Base DMG = INT \* 2 (Wind)

Twister

Same as Air attack

-----  
Earth - Sully  
-----

Location: Flower Mountain, to the south of Treadool  
Strong: Hard  
Weakness: Thunder  
Protection: All Ailments (not Instant)

Sully is physically the strongest and the slowest of all 7 monsters. Not much MGR as well; as a raddisher on level 99 his MGR is 2. Not to mention his pathetic AGL. If he evolves, it gets a little better but not too much. He can however take a lot of damage and he will practically never run, but instead he will start defending which means he does nothing at all (I guess he's just too stupid to run away). His special attacks are very strong and his Tackle can even paralyze an enemy. Did you know that Sully's Perish Punch has a 60% chance of instantly killing an enemy? Sully is Soil elemental which is NOT Earth elemental. This means that just like Gusto his attacks will always do damage, because there are no enemies strong to Soil.

All on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	299	201	116	171	12	46	155	2
2	406	282	166	235	17	61	199	4
3	516	376	228	293	24	75	199	6

4 627 491 316 345 28 87 199 9  
M 524 581 312 381 43 98 199 13

---

Tribe	Special 1	Special 2	Special 3
Raddisher	Radish kick	-	-
Red Cap	Perish punch	Glow knuckle	-
Giant	Fist	Heel drop	Shakedown(1)
Stonehead	Battle anger	Head butt	Stone crush
Centaur	Battle bow	Hammer punch	Tackle

---

(1) Shakedown -> Battle anger

---

#### Battle anger

Magical attack on all enemies

Base DMG = (ATP + INT) \* 4 (Soil)

#### Battle bow

Physical attack on all enemies

Base DMG = ATP \* 2 (Soil)

#### Fist

Physical attack on one random enemy

Base DMG = ATP \* 2 (Soil)

36 % chances of inducing Sleep

#### Glow knuckle

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 3 (Soil)

#### Hammer punch

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 2 (Soil)

60 % chances of inducing Paralysis

#### Head Butt

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 3.5 (Soil)

#### Heel drop

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 2.5 (Soil)

#### Perish punch

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 1.5 (Soil)

60 % chances of causing Instant Death

#### Radish kick

Physical attack on one random enemy

Base DMG = ATP \* 2 (Soil)

#### Shakedown

Magical attack on all enemies

Base DMG = (ATP + INT) \* 2 (Soil)

#### Stone crush

Physical attack on all enemies

Critical Hit, critical base DMG = ATP \* 3 (Soil)

## Tackle

Same as Stone crush + 60 % chances of inducing Paralysis

---

## Shadow - Darbi

---

Location: On top of small shrine on the Crescent shaped island  
Strong: Shadow  
Weakness: Light  
Protection: All Ailments, 'Cancel Out'

Darbi is strong, but lack of defense and guts means that he's only useful in one-round battles. His special attacks are a little more subtle; they can also cause confusion and poison. But if you are lucky he will perform one of his "instant destruction" type spells: Destruction & Eliminator. These usually get you at least one kill. His attacks are also effective on copper/silver/gold dragon, for those are sacred metal creatures. Also Darbi has the same 'canceling out' abilities as Gusto. This evasion ability depends on the difference between the AGL of Darbi and the AGL of the enemy who attacks him.

If AGL Darbi > AGL Attacker Then ->  
Evasion Chance% = (AGL Darbi - AGL Attacker) / AGL Darbi

For example, when Gusto has 100 AGL and its attacker has 50 AGL then  $(100 - 50) / 100 = 0.5$ . This means that he has 50% chance of evading the attack, thus canceling it out. Simply put if Darbi's AGL is much higher than enemy's AGL then chances of evading the attack rises significantly. Unfortunately Darbi is much slower than Gusto so it will be less effective. Finally because Darbi is shadow elemental this CM is also fully protected against Instant Death Attacks.

All on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	169	131	96	113	55	159	34	3
2	232	192	148	157	79	214	49	8
3	298	266	200	195	97	268	59	13
4	365	361	237	227	111	320	67	18
M	436	404	252	244	125	347	69	21

---

All Special Attacks:

Tribe	Special 1	Special 2	Special 3
Myconido	Trancemaker	Shriek	-
Wolfman	Wolf fang	Wolf punch(1)	-
Mini imp	Destruction	Mega trident	Dark flame(2)
Big imp	Sizzle smash	Terminate	Dark thunder(3)
Red dragon	Dash	Dragon blast	Eliminator

---

(1) Wolf Punch -> Sizzle Smash  
(2) Dark Flame -> Terminate

(3) Dark Thunder -> Evil Aura

-----  
Dark flame

Magical attack on all enemies  
Base DMG = INT \* 2 (Shadow)

Dark thunder

Same as Dark flame (yes, Dark thunder is only Shadow elemental >\_>)

Dash

Physical attack on all enemies  
Critical Hit, critical base DMG = ATP \* 3 (Shadow)

Destruction

90 % chances of Instant Death for one random enemy

Dragon blast

Same as Terminate

Evil aura

Magical attack on all enemies  
Base DMG = INT \* 6 (Shadow)

Eliminator

90 % chances of Instant Death for all enemies

Mega trident

Physical attack on all enemies  
Critical Hit, critical base DMG = ATP \* 2 (Shadow)

Shriek

Cures all party members of Confusion

Sizzle smash

Physical attack on one random enemy  
Critical Hit, critical base DMG = ATP \* 3 (Shadow)

Terminate

Magical attack on all enemies  
Base DMG = INT \* 4 (Shadow)

Trancemaker

100 % chances of confusing all enemies

Wolf fang

Physical attack on one random enemy  
Base DMG = ATP \* 2 (Shadow)  
36 % chances of inducing Sleep

Wolf punch

Physical attack on one random enemy  
Critical Hit, critical base DMG = ATP \* 2 (Shadow)

-----  
Water - Zeppy

-----  
Location: Underwater Capsule Monster Cavern



Strong: Water, Thunder\*  
Weakness: Fire  
Protection: All Ailments (not Instant)

\* = Thunder protection ONLY for Level 4: Blue Titan

His magic resistance is very high, but he is a bit slow. Well, I guess that's about it. His final special attack is called magic freeze and can stop enemies from using magic spells. He's the last of the seven capsule monsters you can find in the game.

All on Level 99:

Class	HP	ATP	DFP	STR	AGL	INT	DRF	MGR
1	239	109	84	93	40	109	119	164
2	327	158	120	129	56	150	161	222
3	416	216	161	159	68	190	199	275
4	508	287	218	183	78	228	199	325
M	568	348	278	238	143	271	199	365

All Special Attacks:

Tribe	Special 1	Special 2	Special 3
Red fish	Fish kick	Bubble blast	-
Toadie	Frog song	Frog kick	Iron trident(1)
Sea giant	Energy wave	Hail attack	Iron trident
Blue titan	Thunderblast	Thunder fist(2)-	
Fish head	Fish kick(3)	Dive attack(4)	Magic Freeze

(1) Iron Trident -> Mega Trident

(2) Thunder Fist -> Power Fist

(3) Fish Kick -> Hyper Kick

(4) Dive Attack -> Diving Claw

Bubble blast

Magical attack on all enemies

Base DMG = INT \* 2 (Water)

Dive attack

Same as Mega trident

Diving claw

Physical attack on all enemies

Critical Hit, critical base DMG = ATP \* 3 (Water)

Energy wave

Increases ATP of all party members by 40 %

Fish kick

Physical attack on one random enemy

Base DMG = ATP \* 3 (Water)

Frog kick

Physical attack on one random enemy

Base DMG = ATP \* 2 (Water)

Frog song

Reduces DFP of all enemies by 40 %

#### Hail attack

Magical attack on all enemies

Base DMG = INT \* 4 (Water)

#### Hyper kick

Physical attack on one random enemy

Base DMG = ATP \* 5 (Water)

#### Iron trident

Physical attack on one random enemy

Critical Hit, critical base DMG = ATP \* 3 (Water)

#### Magic freeze

100 % chances of silencing one random enemy

#### Mega trident

Physical attack on all enemies

Critical Hit, critical base DMG = ATP \* 2 (Water)

#### Power fist

Two Thunder fists in a row

#### Thunder fist

Same as Iron trident (yes, Thunder fist is Water elemental >\_>)

#### Thunderblast

Same as Hail attack (yes, Thunderblast is Water elemental >\_>)

---

## 2. Statistics Comparison

---

These are the statistics of the Capsule monsters on (M)Master; Level 99. The level-ups may be at random, but the capsule monsters will always end up with the same statistics. So I was able to make a reliable chart. For the other classes check the individual description of each Monster in the previous sections. Also note that Statistics on themselves do not mean that a Capsule Monster has greater power over another, each Monster has his/her/its own unique abilities.

Name	HP	ATP	DFP	STR	AGL	INT	GUT	MGR
Jelze	520	291	239	191	127	144	199	205
Flash	418	428	300	364	173	383	199	282
Gusto	484	336	286	236	320	299	179	198
Zeppy	568	348	278	238	143	271	199	365
Darbi	436	404	252	244	125	347	69	21
Sully	524	581	312	381	43	98	199	13
Blaze	462	346	271	246	160	383	199	282

---

## 3. Feeding Capsule monsters

-----  
During Regular Story Mode  
-----

This is the fastest (earliest moment in the game) way;

If you have any Magic Fruit it is most effective to feed it to them when they are on level 3 since that is the hardest level to feed a Capsule Monster.

-Level 2: Feed them daggers.

-Level 3: Apple cider from Sundletan.

-Level 4: Bee Rocks; dropped item from Big Bee found in the Ruby Cave.  
Bronze Swords from Bound kingdom's shop will also work.

-Level M: Feed them the following type of fruit on this level, when they say that they are full; "Not hungry" to reach (M) master level. You can Also change them back into the previous level with the food in the last column. Look just BELOW here for the table.

Alternative Feeding method (with thanks to Laura Strange):  
-----

Start up a game take a look at the item the CM wants to have and feed it to him, then use a reset and load the game again. If done correctly the CM will want that exact same item again. So keep on Feeding / Resetting to make your Capsule Monster grow a lot faster, because required food always has twice as much effect.

-----  
Inside the Ancient Cave  
-----

Here it's a bit harder to tell you what to feed them, because the items you get are at random. I can give you the following tips:

1. If you have more than one of the same item he likes, give them both/all.  
For as long as you keep giving that one item he will always keep on eating it.
2. Check the options menu sometimes, if there is an item he likes to eat it will flash when it is in your possession. (Use select in the main menu)
3. If you fed him something really strong he only wants to eat expensive stuff, so give him the cheapest items like rapiers and chopboards to bring his appetite to a less expensive menu. (Also see 6.)
4. Sometimes a chest will contain Magic fruit, feed this to the capsule monster to increase the EAT bar with 8 blocks regardless of his level.  
Better stock up to make the evolution from level 3 to 4 a lot easier.
5. To get the monsters to the M level you will need some luck. Some monsters drop the fruit, so you will have to fight those monsters to receive the necessary fruit. Look just BELOW here for the table.
6. Lately I noticed that when you feed a Capsule Monster something incredibly strong you can also bring down the expensiveness of his appetite by feeding him his regular Fruit. E.g. Give Flash Holy fruit and Zeppy Charm fruit.

Monster	Fruit	lvl.	To transform back, or normal food
-----	-----	----	-----
Jelze	Secret fruit	4	Secret fruit
Flash	Dark fruit	2	Holy fruit
Gusto	Earth fruit	4	Wind fruit
Zeppy	Flame fruit	3	Charm fruit
Darbi	Holy fruit	2	Dark fruit
Sully	Wind fruit	4	Earth fruit
Blaze	Charm fruit	3	Flame fruit

Here is a chart for the monster fruit drops:

Dropped fruit Enemies

```
-----  
Secret fruit  Wood Gorem  
Holy fruit   White dragon  
Wind fruit   Green Clay, Serfaco  
Charm fruit  Evil fish, Merman  
Dark fruit   Black dragon  
Earth fruit  Sand Gorem, Behemoth  
Flame fruit  Pug
```

=====  
Appendix B: chart tables  
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-----  
1. I. Items - Potions  
-----

Name	Value	What it does
Charred newt	8	restores 5 HP/MP
Potion	8	restores about 30 HP
Hi-potion	100	restores about 80 HP
Ex-potion	500	restores about 320 HP
Magic jar	10	restores about 8 MP
Hi-Magic	500	restores about 45 MP
Ex-magic	2000	restores about 97 MP
Regain	500	brings an ally back to life, restores DFP and 100 HP
Miracle	2000	brings an ally back to life, restores DFP and 999 HP & MP
Antidote	6	cures one poisoned ally
Awake	10	awakens one sleeping ally
Shriek	5	brings an ally back to his senses when he's confused
Myst. Pin	30	cures one stunned ally
Power gourd	100	increases STR for one ally in one battle with 15%
Mind gourd	100	increases INT for one ally in one battle with 15%
Magic guard	50	increases DFP for one ally in one battle with 15%
Life potion	2	increases HP with +2 to +7 points permanently
Magic potion	2	increases MP with +2 to +7 points permanently
Power potion	2	increases ATP,STR +3, DFP +1 or +2 points permanently
Speed potion	2	increases AGL with +3 points permanently
Mind potion	2	increases INT with +3 points permanently
Brave	2	increases GUT with +3 points permanently
Pear cider	10	restores in battle, or recover 8 HP in sub screen
Soar cider	20	restores in battle, or recover 10 HP in sub screen
Lime cider	40	restores in battle, or recover 15 HP in sub screen
Plum cider	80	restores in battle, or recover 20 HP in sub screen
Apple cider	1000	restores in battle, or recover 185 HP in sub screen
Statue	1	heals one or all allies in combat with 200 HP each

-Ancient Cave-

Curselifter	N/A	Used to uncurse equipment
Providence	N/A	Used to escape from Ancient cave

-----  
1. II. Items - Attack-items  
-----

Name	Value	What it does, when used in combat
Sleep ball	100	1 enemy falls into sleep (100% chance)
Confuse ball	100	1 enemy gets confused (100% chance)
Freeze ball	100	1 enemy gets stunned (100% chance)
Smoke ball	100	escape battle at once. It won't work in Boss battles
Ice ball	200	hit an enemy with Ice power
Fire ball	200	hit an enemy with Fire power
Terror ball	1000	instantly kill one enemy (50% chance)
Boomerang	20	hit all enemies light (Flying)
Big boomer	500	hit all enemies (Flying)
Ex-boomer	2000	hit all enemies heavy (Neutral)
Dragon teeth	500	hit all enemies (Dragon)
Flame charm	2	attack 1 enemy with Fire magic
Zap charm	2	attack 1 enemy with Thunder magic
Magic lamp	75	attack all enemies with Fire magic

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1. III. Items - Miscellaneous  
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Name	Value	What it is / does
Green tea	10	No use
Escape	100	the same as Escape spell
Warp	120	the same as Warp spell
Dragon egg	-	collect 8 and give them to the Egg dragon
Arrow	-	use to stun enemy, to trigger switches out of reach
Bomb	-	blow up things
Hook	-	to pull yourself across a pit
Fire arrow	-	the same as arrow, but burns vegetation
Hammer	-	used to break rocks, move pillars out of normal reach
Sonar	-	use in dungeon to check how many chests you missed
Secret fruit	10	used to evolve Jelze into his Master level
Holy fruit	10	used to evolve Darby into his Master level
Wind fruit	10	used to evolve Sully into his Master level
Charm fruit	10	used to evolve Blaze into his Master level
Dark fruit	10	used to evolve Flash into his Master level
Earth fruit	10	used to evolve Gusto into his Master level
Flame fruit	10	used to evolve Zeppy into his Master level
Magic fruit	10	give to any CM; fills 8 parts of the GROW-bar on any level
Iris ring	-	one of the ten Iris treasures
Iris armor	-	one of the ten Iris treasures
Iris helmet	-	one of the ten Iris treasures
Iris shield	-	one of the ten Iris treasures
Iris sword	-	one of the ten Iris treasures
Iris tiara	-	one of the ten Iris treasures
Iris pot	-	one of the ten Iris treasures
Iris staff	-	one of the ten Iris treasures
Iris jewel	-	one of the ten Iris treasures
Power Jelly	-	one of the ten Iris treasures (The Jelly doesn't seem to appear in inventory actually)

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## 1. IV. Items - Scenario objects and keys

Name	Description
Door key	Key of the cave to Sundletan
Lake key	Key of the lake cave
Shrine key	Key for the shrine to Tanbel
Sky key	Key of Tanbel east tower
Ruby key	Key of the ruby cave
Sword key	Key of treasure sword shrine
Wind key	Key of Gordovan west tower
Cloud key	Key of the ancient tower
Light key	Key of the northern lighthouse
Tree key	Key of Phantom mountain
Old key	Key of the Ancient Cave
Narcysus key	Key of the tower of sacrifice
Flower key	Key of flower mountain
Dankirk key	Key of Dankirk north dungeon
Trial key	Key of Ferim northeast tower
Heart key	Key of the divine shrine
Ghost key	Key of the shrine of vengeance
Truth key	Key of the tower of truth
Magma key	Key of dragon mountain
Mermaid jade	Key to entrance of mermaid city Preamarl
Basement key	Key of Gratze dungeon
Crown	King of Alunze's crown
Ruby apple	Fake ruby apple, made by Jaffy
Pretty flower	Priphea flower of flower mountain
Glass angel	Fake ruby angel, made by Jaffy
Engine	Gratze's tank engine
VIP-card	Receive from prince of Auralio; used to enter VIP room

## 2. I. Weapons - Swords

For information about all the contents of each column see at the bottom.

Name	Used by	ATP	Value	IP	Element	Increases	+ Other
Rage Knife	All	40	6	Bomb attack	-		
Frypan	ST	4	10	-	Hard		
Knife	ST	5	13	-	-		
Small knife	All	8	20	-	-		
Rapier	MSA	10	100	-	-		
Battle knife	All	14	200	Thunder blast	-		
Bunny sword	SA	500	300	Battle fury	-	6	
Dagger	MGADL	22	400	-	-		
Insect crush	MGD	21	650	Bomb attack	Insect	GUT+2	
Long knife	All	38	800	-	-		
Short sword	MSGADL	42	900	Ice attack	-		
Light knife	All	32	1000	Light attack	Light	MGR+10	
Kukri	MGD	52	1500	Thunder blast	-		
Gladius	MGADL	68	2400	Holy energy	Light		
Dragon blade	MGD	450	2500	Dragon fire	-	C(25%)*3	
Cold-rapier	MSA	76	4200	Glacial blast	Ice	DFP+5 AGL+10	GUT+2
Scimitar	MSA	90	4400	Ice attack	-		

Bronze sword	MGD	98	5000	Water attack	-	
Fire dagger	MGADL	56	6000	Blaze attack	Fire	DFP+3 STR+6
War rapier	MSA	114	7600	Thunder blast	-	
Long sword	MGD	120	8000	-	-	
Multi sword	MGD	86	9450	Bomb attack	-	2
Rockbreaker	M	164	9850	Thunder blast	-	
Broadsword	MGD	188	11000	-	-	
Estok	MSA	192	11500	Flame attack	-	
Silvo rapier	MSA	218	13200	Holy energy	Light	
Burn sword	MSGD	180	15000	Firestorm	Fire	C( 5%)*2
Dekar blade	D	188	15000	Fatal blow	-	C(10%)*2
Crazy blade	MSATL	263	19700	Dive bomber	-	
Deadly sword	MGD	0	20000	-	-	c,J, C(50%)*3
Deadly sword	MGD	100	100	Bomb attack	-	u,J, C( 8%)*3, GUT+10
Aqua sword	SAT	260	20000	Torrent	Water	C( 5%)*2, MGR+10
Red saber	M	282	21400	Blaze attack	Fire	
Mist rapier	MSA	283	25100	Aqua attack	Water	
Boom sword	MGD	300	28000	Thundershriek	Thunder	C( 5%)*2
Freeze sword	MSA	306	28000	Arctic freeze	Ice	C( 5%)*2, DFP+3 STR+6
Silver sword	M	314	29000	Holy energy	Light	
Super sword	S	320	30000	Holy energy	Light	C( 5%)*2, GUT,MGR+10
Buster sword	M	355	45500	Bomb attack	-	
Rune rapier	A	362	49300	Bomb attack	Light	
Lizard blow	All	360	50000	Dragon rush	Dragon	C(10%)*2, MGR+20
Old sword	MGD	400	50000	Battle cry	-	
Zirco sword	M	386	51000	Firestorm	-	
!Sizzle sword!	MS	400	55000	Firestorm	Fire	C(10%)*2, GUT+20
!Blaze sword!	S	400	55000	Celestial	Light	C(10%)*2, INT,MGR+20
!Gades blade!	GD	200	60000	Octo-strike	Shadow	C(10%)*1
!Snow sword!	ST	380	65000	Deep freeze	Ice	C(10%)*2, DFP,MGR+50
!Fry Sword!	GD	410	65000	Sizzle	Light	C(10%)*2, All+10
!Sky sword!	MGD	450	65000	Skysplitter	Thunder	C(10%)*2,DFP+25 STR+50
Egg Sword	All	0	65000	Hard boiled	-	
Dual blade	M	400	-	Wave motion	Light	C(10%)*2
--Ancient Cave Only--						
SuhrCustom11	All	50	N/A	-	-	
Deadly sword	M	20	N/A	-	Shadow	c,., I(80%)
Deadly sword	M	120	N/A	Battle cry	Shadow	u,., I(10%)
Beserk blade	GDL	250	N/A	-	Shadow	c
Beserk blade	GDL	200	N/A	Bomb attack	Shadow	u, C( 50%)*1
Luck rapier	MSAL	0	N/A	-	-	c, C(100%)*1
Luck rapier	MSAL	290	N/A	-	-	u, C( 40%)*1
Lucky blade	MGDL	0	N/A	-	-	c, C(100%)*1.25
Lucky blade	MGDTL	300	N/A	-	-	u, C( 40%)*1
Flying blow	All	240	N/A	Swoop	Flying	C(10%)*2
Myth blade	MGD	450	N/A	Battle fury	-	

## 2. II. Weapons - Axes

Name	Used by	ATP	Value	IP	Element	Increases + Other
Franshiska	GD	70	2600	-	-	
Hand ax	GD	104	6000	Bomb attack	-	
Thunder ax	GD	108	6000	Thunderball	Thunder	DFP+4, STR+8
Bronze ax	GD	162	9700	Bomb attack	-	
Flying ax	GD	170	9900	Deadly smash	Flying	C( 5%)*2
Rainy ax	GD	260	18500	Bomb attack	-	

Great ax	GD	365	47500	-	-
Zirco ax	GD	394	52500	Torrent	-
!Mega ax!	GD	400	55000	Thundershriek	Thunder C(10%)*2, DFP+20

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2. III. Weapons - Rods and Staffs  
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Name	Used by	ATP	Value	IP	Element	Increases + Other
Mace	SAT	30	600	-	Hard	
Rod	SAT	58	1800	-	Hard	
Staff	SAT	78	3600	-		
Long staff	SAT	102	6200	-	Hard	
Morning star	SA	172	10000	-	Hard	
Pounder rod	SAT	240	15500	-	Hard	
Crystal wand	SAT	280	24000	Holy energy	Light	
Silver rod	SAT	320	35000	Celestial	Light	
Zirco rod	SAT	360	48000	-	Hard	
Zirco flail	GD	390	52000	Arctic freeze	-	
!Sparkstaff!	SAT	350	65000	Phoenix blow	Fire	C(10%)*2, INT,MGR+50
--Ancient Cave Only--						
Deadly rod	SAT	0	N/A	-	Shadow	c, I(80%)
Deadly rod	SAT	110	N/A	Devastation	Shadow	u, I(10%)
Sleep rod	SAT	100	N/A	Sleep stinger	-	Sl(20%)
Holy staff	SAT	180	N/A	Holy energy	Light	1

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2. IV. Weapons - Whips  
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Name	Used by	ATP	Value	IP	Element	Increases + Other
Whip	ST	20	300	Flame attack	-	
Wire	ST	40	1200	Water attack	-	
Chain	ST	66	2200	Dive bomber	-	
Aqua whip	ST	72	3800	Aqua attack	-	DFP+5, MGR+10
Fortune whip	ST	260	2500	-	-	C(50%)/8 DFP+4,AGL+8
Cutter whip	ST	132	9100	Dive bomber	-	
Royal whip	ST	220	13000	Ice attack	-	
Holy whip	ST	300	30000	Celestial	Light	C(10%)*2
Zirco whip	ST	384	52000	Thunder shriek	-	
!Airwhip!	ST	400	55000	Arctic freeze	Ice	C(10%)*2, MGR+20

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2. V. Weapons - Spears and Javelins  
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Name	Used by	ATP	Value	IP	Element	Increases + Other
Spear	GD	222	13500	Dive bomber	-	
Trident	GD	268	20900	Water attack	-	
Halberd	GD	285	23500	Thunder attack	-	
Heavy lance	GD	330	31800	Bomb attack	-	
!Water spear!	AL	400	55000	Torrent	Water	C(10%)*2, INT+20
!Dragon spear!	SA	380	65000	Flood	Water	C(10%)*2, AGL+50, DFP, INT, MGR+25



--Ancient Cave Only--

Fatal pick	SAT	0	N/A	-	Shadow	c, I(80%)
Fatal pick	SAT	150	N/A	-	Shadow	u, I(25%)

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 2. VI. Weapons - Tools and Wrenches  
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Name	Used by	ATP	Value	IP	Element	Increases + Other
Vice pliers	L	140	6000	-	-	-
Coma hit	L	180	8000	Sleep stinger	-	Sl(10%), 4a
Figgoru	L	195	9500	Confusion	-	Co(10%), 4a
Superdriver	L	190	12000	Bomb attack	-	-
Stun gun	L	240	14500	Stun shocker	-	St(10%)
Battledriver	L	253	18200	-	-	-

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 2. VII. Weapons - Bows  
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Name	Used by	ATP	Value	IP	Element	Increases + Other
Launcher	AL	150	13000	Swoop	Flying	4a
Freeze bow	A	180	37600	Glacial blast	Ice	4b
Curse bow	A	0	50000	-	-	c, 3
Arty's bow	A	300	30000	Mirror block	-	u, 4a

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 3. I. Armor - Body  
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-See list at the end of the tables for abbreviations of the protection column.

Name	Used by	DFP	Value	IP	Protection	Increases
Seethru cape	ST	1	50	Miracle	Pa,Co,Sl,Po,Si	-
Seethru silk	S	9	50	Regeneration	Pa,Co,Sl,Po,Si	-
Apron	ST	4	60	-	-	-
Dress	ST	5	90	-	-	-
Cloth	All	6	140	-	-	-
Lab-coat	L	7	180	Power healing	Po	-
Hide armor	All	9	250	-	-	-
Bunny suit	SA	20	300	Magic rebirth	Pa,Po	-
Frock	ST	11	400	Healing	-	-
Robe	SAT	13	450	-	-	-
Cloth armor	MGAD	17	600	Antidote	-	-
Coat	ST	15	700	Re-energize	-	-
Though hide	MGD	19	800	Re-energize	-	-
Light dress	ST	20	1000	Re-energize	-	-
Light armor	MGD	25	1200	Free magic	-	-
Camu armor	GD	32	1500	Divine cure	Po	ATP,STR +5
Baggy	ST	26	1600	-	-	-
Tight dress	ST	33	2850	Reawaken	-	-
Chainmail	MGADL	35	3000	-	-	-
Holy wings	ST	36	3200	Holy healing	In,Po	ATP,STR +5

Iron mail	GD	39	3500	Paralysis cure	-	
Toga	ST	40	3600	-	-	
Chain armor	MGD	47	4500	-	-	
Thick cloth	GD	48	4700	Paralysis cure	-	
Stone plate	D	49	4850	Revive	-	
Long robe	ST	50	5000	Power healing	Si(1)	
Plated cloth	MGADL	54	5800	-	-	
Iron plate	GD	59	5925	Reviver	-	
Metal mail	D	68	6250	Sacred song	-	
Silk toga	ST	64	6300	Power healing	Po,Si	
Silver armor	MGD	66	7200	Magic cure	Po	
Light jacket	G	68	7600	-	-	
Metalcoat	ST	75	7750	Magic cure	-	
Silver mail	MGADL	76	8700	Magic cure	Po	
Power jacket	GD	78	9000	-	-	
Quilted silk	ST	82	9200	Reviver	Po	
Metal armor	GD	80	9300	Paralysis cure	-	
Magic bikini	ST	60	10000	Magic cure	Pa	
Power-cape	ST	82	10000	-	-	
Silver robe	SA	84	11000	Revival sleep	Po	
Evening gown	S	87	11100	Sacred song	-	
Plate armor	MGD	88	11300	-	-	
Plati plate	MGD	92	12000	Divine Cure	-	
Silk robe	SA	91	12700	-	Po	
Revive armor	MGAL	90	14000	Revival sleep	-	MGR +5
Crystal mail	MGD	100	14500	Sudden cure	Po	
Crystal robe	SAT	98	15000	Rejuvenation	Po	
Heal armor	MGD	100	18000	Rebirth	-	
Deadly armor	MGD	80	20000	Iron kick	-	c
Deadly armor	MGD	42	100	Recovery	-	u, ATP,STR+5
Metal jacket	GD	106	20000	-	-	
Eron dress	ST	110	22000	Recovery	-	
Bright armor	All	120	24000	Sudden cure	Pa,Po	MGR +20
Power robe	SAT	110	30000	Sacred song	-	
Magic scale	MSATL	110	30000	Magic healing	-	ATP,STR,AGL,MGR+10
Holy robe	SAT	114	32000	Crisis cure	In,Pa,Po	MGR +40
Ghostclothes	All	100	35000	Rejuvenation	Co	
Royal dress	ST	122	38000	Rejuvenation	Po,Si	
Full mail	GD	130	40000	-	-	
Old armor	GD	130	50000	Regeneration	Pa,Po	ATP,STR +20
Zircon plate	SAL	142	51200	Sudden cure	-	
Zircon armor	MGD	150	54000	Magic cure	-	
!Mirak plate!	MGD	120	55000	Magic rebirth	Pa	
!Ruse armor!	ST	140	58000	Regeneration	In	
Pearl armor	M	140	60000	Phoenix	In,Pa,Po	
--Ancient Cave Only--						
Bright cloth	L	86	N/A	Recovery	In,Po	

### 3. II. Armor - Shields

Name	Used by	DFP	Value	IP	Protect	Increases + Other
Chop board	ST	1	30	-	-	
Small shield	All	2	100	-	-	
Bunnylady	SA	10	200	Beserker	Si	
Hide shield	MGADL	5	400	-	-	
Buckler	MGD	8	600	-	-	

Mini shield	SATL	10	800	Battle lust	-	
Wood shield	MGADL	15	1200	-	-	
Bracelet	ST	14	1400	Iron clad	-	
Power brace	MSATL	10	2000	Spell repel	Co	INT +5
Kite shield	MGD	20	2200	Fleet	-	
Tough gloves	All	18	2600	-	-	
Brone shield	MGD	28	3600	Spell repel	-	
Anger brace	All	31	4000	Battle lust	Sl	ATP,STR +5, GUT +10
Block shield	ST	22	4200	Iron clad	-	
Tecto gloves	SAL	30	4300	Lightbulb	-	
Round shield	MGD	34	4600	-	-	
Pearl brace	ST	16	5000	Lightbulb	Po,Pa	INT +10
Fayza shield	All	41	5000	Fleet	-	AGL +5
Big shield	MGD	37	5900	-	-	
Tall shield	D	39	6000	Beserker	-	
Silvo shield	M	24	6900	Aura protect	-	MGR +5
Spike shield	MGD	44	7500	-	-	ATP +15
Slash shield	SATL	45	7500	Battle lust	-	ATP +10
Mage shield	MSATL	50	8000	Lightbulb	Si	INT +10
Tuff buckler	MGD	48	8200	-	-	
Tect buckler	MSGDL	55	8500	Quicksilver	-	
Gold gloves	SATL	57	8600	Flame guard	-	
Gold shield	MG	58	8800	Flame guard	-	
Plati gloves	SATL	61	10600	Thunder guard	-	
Plati shield	MGD	63	11400	Ice guard	-	
Gauntlet	All	68	13200	Power guard	-	
Rune gloves	A	72	18800	Shadow guard	Si	MGR +23
Holy shield	MGD	76	26300	Light guard	-	MGR +15
Zirco gloves	SATL	80	32300	Force field	-	MGR +14
Zirco shield	MGD	84	34400	Beserker	-	MGR +8
!Water gaunt!	SATL	75	35000	Waterscreen	-, w	AGL,MGR +10
!Flame shield!	MGD	80	35000	Flame block	-, f	GUT +10
Old shield	GAD	85	35000	Ancient power	Si	AGL +10
!Cryst shield!	ST	80	37000	Holy shield	-, i	MGR +10
!Bolt shield!	GD	85	37000	Thunder block	-, t	ATP,STR +10
Mega shield	GD	90	38000	Iron barrier	-	
!Dark mirror!	All	150	38000	-	-	c, 5
Dark mirror	All	75	40000	Dark mist	In, s	u, ATP,STR,INT +10
!Apron shield!	MGD	85	40000	Holy wall	-, l	ATP,DFP,MGR +10
Pearl shield	M	90	50000	Miracle care	Si	

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### 3. IIII. Armor - Hats and Helmets

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Name	Used by	DFP	Value	IP	Protect	Add. Increases
Pot	ST	1	30	-	-	
Beret	SATL	2	150	Sluggish	-	
Bunny ears	SA	10	200	Sword splitter	Co,Sl	
Cap	All	2	240	-	-	
Cloth helmet	MGADL	4	400	-	-	
Hairband	ST	6	400	-	-	MGR +2
Headband	ST	9	600	Forgetful	-	MGR +2
Jet helm	MGAD	9	800	Sluggish	-	AGL +4
Hide helmet	MGADL	13	800	-	-	
Red beret	SATL	15	1000	Spell struck	-	
Glass cap	SATL	16	1300	-	-	
Wood helmet	MGD	18	1400	-	-	

Blue beret	SATL	20	2300	-	-						
Brone helmet	MGD	22	2500	Menace	-						
Stone helmet	GD	23	2900	Weak point	-						
Fury helmet	MGD	22	3000	Menace	S1					ATP +8, GUT +10	
Cloche	SATL	25	3000	-	-						
Iron helmet	MG	28	3600	Slow	-						
Tight helmet	D	32	3800	-	-						
Turban	SATL	31	4100	Dimwit	-						
Plate cap	MGD	33	4500	-	-						
Roomy helmet	GD	34	4800	-	-						
Tight turban	SATL	36	5000	Vulnerable	-						
Glass cloche	SATL	42	5200	-	-						
Plate helmet	MGD	38	5500	-	-						
Rock helmet	D	38	5700	Weapon weak	-						
Jute helmet	MGD	18	6000	Spell struck	I,Co					MGR +8	
Shade hat	SATL	46	6200	-	-						
Metal cloche	AL	40	6300	-	-						
SilverHelmet	MGD	43	6800	Slow	-					MGR +4	
Fury ribbon	SA	50	8000	Weak point	S1					GUT +10	
Silver hat	M	47	8500	Dimwit	-					MGR +10	
Eron hat	GD	49	8800	Meltdown	-						
Circlet	SATL	50	9000	-	-					MGR +18	
Golden helm	MGD	52	9200	Slow	-						
Gold band	SATL	54	9400	Dimwit	-						
Plati band	SATL	58	10400	Weaponweak	-						
Plati helm	MGD	58	10800	Vulnerable	-						
Crysto beret	SATL	63	14600	-	-					MGR +29	
Crysto helm	MGD	46	15200	Weapon weak	-					MGR +29	
Holy cap	SAT	68	18600	Vulnerable	-					MGR +23	
Zirco band	SAL	74	33200	Dimwit	-						
Zirco helmet	MGD	76	34000	Slow	-						
!Agony helm!	MGD	80	35000	Flame return	S1					GUT +10	
Old helmet	GD	85	35000	Anger mirror	Co					ATP,STR +10	
!Boom turban!	SATL	85	35000	Thunder turn	S1					ATP,STR +10	
!Ice hairband!	ST	80	37000	Ice mirror	S1					MGR +10	
!Hairpin!	ST	80	37000	Dark mirror	Si					MGR +10	
!Aqua helm!	SAT	85	37000	Aqua mirror	-					AGL +10	
Legend helm	MGD	90	37000	Boomerang	Co						
Brill helm	All	90	40000	Holy mirror	Co, s					ATP,STR,AGL,GUT+10	
Pearl helmet	M	90	40000	Brilliance	Co						
--Ancient Cave Only--											
Safety hat	L	70	N/A	Sword splitter	Co					MGR +5	

#### 4. Rings

Name	Used by	Value	IP	Special	Additional Increasements						
					ATP	DFP	STR	AGL	INT	GUT	MGR
Bunny ring	SA	100	Thunder	In	-	5	-	-	-	-	-
Ear jewel	ST	500	-	-	-	-	-	-	-	2	-
Glass brace	ST	800	-	-	-	1	-	2	2	2	-
Glass ring	ST	1000	Confuse	-	-	-	-	-	2	2	-
!Earring!	ST	1000	Thunder	-	-	5	-	-	-	-	5
Speedy ring	All	2000	Fake	-	-	5	-	10	-	-	-
Power ring	All	3000	Trick	-	20	10	20	-	-	-	-
Muscle ring	All	3000	Bravery	-	20	-	-	-	-	-	-



!Tidal jewel!	ST	20000	Tidal wave	-	-	-	-	-	-	20	-
Magma rock	All	20000	Magma blast	-	20	30	20	-	-	10	-
Evil jewel	All	50000	Perish	c	120	-	-	-	-	-	-
Evil jewel	All	25000	Gloomy	u	80	-	-	-	-	-	-
Gorgon rock	All	28000	Ax attack	-	25	25	-	-	-	-	-
Song rock	S	28000	Do-re-mi	-	-	10	-	-	-	10	-
Kraken rock	All	28000	Ten-legger	-	30	20	-	-	-	-	10
!Catfish jwl.!	All	40000	Mega quake	-	-	-	-	-	-	20	20
!Camu jewel!	All	40000	Buster attack	-	20	-	-	-	20	-	20
!Spido jewel!	All	40000	Spider web	-	10	-	-	-	-	20	-
!Gorgan rock!	All	42000	Combo attack	-	20	50	20	-	-	-	20
Light jewel	All	47000	Flash	-	20	10	20	-	20	-	20
!Black eye!	All	50000	Gloomsplash	-	20	20	20	20	-	20	20
!Silver eye!	All	60000	Diamond dust	-	-	10	-	20	20	20	20
!Gold eye!	All	65000	Stardust blow	-	40	30	20	-	-	-	20

-----

Item column

-----

!name here! = This item is a Blue Chest item of the Ancient Cave

Used by column

-----

M = Maxim      S = Selan  
G = Guy        A = Arty  
D = Dekar      T = Tia  
L = Lexis      All = All seven allies

Element column (Weapons)

-----

-            = Neutral weapon  
Hard        = Effective against "Hard" or "Strong" enemies (see Enemy Charts)  
Flying      = Effective against Flying enemies  
Dragon      = Effective against Dragons  
Insect      = Effective against Insects

Protect column (Armors, Shields, Helmets)

-----

Pa        = protects against Paralysis  
Co        = protects against Confusion  
Sl        = protects against Sleep  
Po        = protects against Poison  
Si        = protects against Silence  
Si(1)     = divides chances of being Silenced by half only  
In        = protects against Instant Death

f = Fire damage is halved  
i = Ice damage is halved  
l = Light damage is halved  
s = Shadow damage is halved  
t = Thunder damage is halved  
w = Water damage is halved

Special column (Rings)

-----

Sl            = protects against Sleep

Si = protects against Silence  
In = protects against Instant Death

Fire+ = power of Fire magic increased  
Water+ = power of Water magic increased  
Thunder+ = power of Thunder magic increased  
Ice+ = power of Ice magic increased

Light = all physical attacks have Light elemental Properties  
Dragon = all physical attacks are effective against Dragon Type  
Sea = all physical attacks are effective against Sea Type

Trick+ = powers up Trick spell  
Fake+ = powers up Fake spell

#### Increasesments / Other column (For All Items)

---

c = cursed  
u = uncursed

C(xx%)\*y = weapon has greater Critical Hit Chance 'xx' and damage it deals is (regular damage \* y) (Critical hits ignore target's DFP!).  
St(xx%) = weapon can cause enemy to get Stunned.  
Co(xx%) = weapon can cause enemy to get Confused.  
Sl(xx%) = weapon can cause enemy to fall into Sleep.  
I(xx%) = weapon can cause enemy to die in an Instant.

1 = Weapon has 100% chance of CURING Paralysis (on enemy) when used to attack (Identical to using Mystery Pin).  
2 = Weapon allows you to attack twice in one round.  
3 = Attacks allies  
4a= Attacks all target at the same time  
4b= Attack one or several targets at the same time  
5 = Uncurse the Dark mirror and you can't take it into the Ancient Cave anymore, but only an uncursed mirror gives shadow protection.  
6 = Bunny Sword says to have an ATP of 500, but the BASE damage it deals is always 120. Therefore the sword itself does no damage against stronger enemies. ATP however is counted for IP attacks resulting in real killer attacks (When used with 'Triple Strike' and 'Head attack' for example).  
7 = Engage ring will cut prices that shopkeepers count in two when worn.

· = this is the first set of deadly swords. (Found in the Ancient cave)  
J = this is the second set of deadly swords. (Dropped by deadly sword), these are called 'Lethal Swords' in the PAL version.

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-Note 1: Some PAR codes were used to complete the chart tables for Tia, Dekar & Lexis. For they are usually unable to use weapons like the egg sword.

-Note 2: I've placed the items of that type which can only be found in the Ancient Cave in a small extra table at the end of each chart.

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About the Damage Formulas; the Damage done by Magic Formulas is like:

$$\text{Damage} = \text{Base DMG} / 2 - \text{MGR} / 4 + \text{fluctuation}$$

Base DMG is different for each attacking spell that is listed in the table below.

Name	Used by	Cost	MP	Effect
Reset	M	0	0	Resets puzzles and enemies in dungeons
Light	S	0	0	Use to lit up Daos' shrine
Escape	SAT	1000	8	Escape from dungeon (if possible)
Warp	SAT	2000	8	Warp to a place on the world map
Antidote	MSATL	300	2	chance of curing poison
Release	MSATL	800	2	chance of curing paralysis
Waken	MSATL	5000	4	chance of awakening a sleeping ally
Strong	MSATL	200	3	restore HP (INT + 20 ) / number targets
Stronger	MSATL	5000	8	restore HP (INT + 120 ) / number targets
Champion	MSATL	20000	16	restore HP (INT + 999 ) / number targets
Rally	MSATL	15000	10	revive character after defeat (max of 100 HP)
Valor	MSATL	30000	30	restores total 2000 HP and can cure death
Confuse	MSATL	1000	3	small chance of confusing an enemy
Drowsy	MSATL	1000	3	small chance of making enemy fall asleep
Coma	MSATL	10000	4	chance of making enemy fall asleep
Trick	MSATL	2000	5	raises ATP with 20%
Bravery	MSATL	1000	3	raises DFP with 20%
Courage	MSATL	5000	5	raises DFP with 30%
Fake	MSATL	2000	4	raises AGL with 20%
Shield	MSATL	5000	4	raises MGR with 20%
Mirror	MSATL	30000	3	chance of creating magic repellent mirror
Droplet	MSATL	400	4	Water Magic: Base DMG = INT + 50
Vortex	MSATL	8000	7	Water Magic: Base DMG = INT + 130
Dragon	MSATL	25000	22	Water Magic: Base DMG = INT + 390
Gale	MSATL	500	4	Ice Magic: Base DMG = INT + 40
Blizzard	MSATL	9000	8	Ice Magic: Base DMG = INT + 120
Ice valk.	MSATL	25000	22	Ice Magic: Base DMG = INT + 420
Flash	MSATL	600	5	Thunder Magic: Base DMG = INT + 65
Bolt	MSATL	10000	10	Thunder Magic: Base DMG = INT + 160
Thunder	MSATL	30000	24	Thunder Magic: Base DMG = INT + 480
Spark	SATL	300	3	Fire Magic: Base DMG = INT + 40
Fireball	SATL	6000	6	Fire Magic: Base DMG = INT + 120
Fire bird	SATL	20000	20	Fire Magic: Base DMG = INT + 360
Fry	A	40000	20	Light Magic: Base DMG = INT + 300
Zap	A	65000	30	Light Magic: Base DMG = INT + 600
Perish	MSTL	15000	4	Instantly destroy enemy (25% chance)
Destroy	MSTL	30000	8	Instantly destroy enemy (50% chance)
Absorb	MSATL	20000	1	Absorbs MP
--Ancient Cave Only--				
Deflect	MAT	N/A	5	Rarely stops enemy magic (silence enemy)
Dread	MSATL	N/A	5	Lower enemy DFP with 10%

-----  
7. IP attacks  
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Name	Tar	%	abs	T	Elem.	Extras / Notes (See bottom)
Ancient power	S	51	128	M	-	(All)
Anger mirror	S	84	214	M	-	[All]
Antidote	aA	7	16	M	-	Cures poison
Aqua attack	1E	65	164	P	W	3x damage
Aqua mirror	S	65	164	M	-	[Water]
Arctic freeze	aE	88	224	P	I	-
Aura protect	aA	26	64	M	-	Inc. MGR by 40%
Ax attack	1E	65	164	P	-	Dec. HP by 1/8
Battle fury	1E	76	192	P	-	Dec. HP by 1/4
Battle lust	1A	13	32	M	-	Inc. ATP by 40%
Battlecry	1E	51	128	P	-	Dec. HP by 1/6
Beserker	aA	26	64	M	-	Inc. ATP by 40%
Bite	1E	51	128	P	-	1.5x damage
Blaze attack	1E	65	164	P	F	3x damage
Blizzard	*E	26	64	M	I	'Blizzard'
Bolt	*E	26	64	M	T	'Bolt'
Bomb attack	aE	26	64	P	N	-
Boomerang	S	65	164	M	-	[All] with 50% power
Bravery	*A	13	32	M	-	'Bravery'
Brilliance	S	100	255	M	-	[All] with 200% power
Buster attack	aE	51	128	P	F	x1.5 Damage
Celestial	aE	88	224	P	L	-
Champion	*A	51	128	M	-	'Champion'
Combo attack	aE	77	196	M	FWIT	-
Confuse	*E	13	32	M	-	'Confuse'
Confusion	1E	38	96	P	-	Chance of Confusion
Courage	*A	26	64	M	-	'Courage' Spell
Crisis cure	aA	65	164	M	H	heals with 100% Max HP of user
Dark force	aE	51	128	M	S	Instant Death (40%)
Dark mirror	S	65	164	M	-	[Shadow]
Dark mist	S	100	255	M	-	{Shadow}
Dash	1E	38	96	P	-	Critical Hit
Deadly smash	1E	65	164	P	F!	3x Damage
Deep freeze	aE	100	255	P	I	regular & cast 'Ice Valkery'
Deflect	*E	13	32	M	-	'Deflect'
Destroy	*E	51	128	M	-	'Destroy'
Devastation	1E	26	64	P	-	Dec. HP by 1/8
Diamond dust	aE	77	196	M	WI	-
Dimwit	aE	77	196	P	-	Dec. INT
Dive	1E	50	128	P	-	2x Damage
Dive bomber	1E	38	96	P	F!	-
Divine cure	aA	38	96	M	H	Heal with 25 % Max HP of user
Do-re-mi	aE	38	96	P	-	Confuse (25%)
Double slash	#E	51	128	P	-	Attack 2x in a row (D)
Dragon	*E	51	128	M	W	'Dragon'
Dragon fury	1E	38	96	P	D	1.5x damage (D)
Dragon rush	1E	65	164	P	D	3x damage
Dragonfire	aE	88	224	P	D	-
Dread	*E	13	32	M	-	'Dread'
Fake	*A	13	32	M	-	'Fake'
Fatal blow	1E	100	255	P	-	Dec. HP by 1/2
Fireball	*E	26	64	M	F	'Fireball'
Firebird	*E	51	128	M	F	'Firebird'
Firestorm	aE	88	224	P	F	-

Flame attack	1E	26	64	P	F	-
Flame guard	S	51	128	M	-	(Fire)
Flame return	S	65	164	M	-	[Fire]
Flameblock	S	100	255	M	-	{Fire}
Flash	aE	38	96	M	L	-
Fleet	1A	13	32	M	-	Inc. AGL by 40%
Flood	aE	100	255	P	W	regular & cast 'Dragon'
Forcefield	aA	26	64	M	-	Inc. DFP by 40%
Forgetful	1E	51	128	P	-	Dec. INT
Free magic	aA	7	16	M	-	Regain from Silence
Frenzy	1E	38	96	P	-	150% damage
Frost	aE	65	164	M	I	-
Fury force	S	77	196	M	-	(Physical) (D)
Glacial blast	1E	65	164	P	I	3x Damage
Gloomsplash	aE	77	196	M	SF	-
Gloomy	aE	65	164	M	S	-
Groundshock	aE	65	164	M	E	-
Hardboiled	aE	3	8	P	-	Induce all ailments
Head attack	1E	65	164	P	H	2x Damage
Healing	*A	26	64	M	-	Heals some HP
Holy energy	1E	65	164	P	L	3x Damage
Holy healing	aA	51	128	M	-	Heal with 75 % Max HP of user
Holy mirror	S	65	164	M	-	[Light]
Holy shield	S	100	255	M	-	{Light}
Holy wall	S	100	255	M	-	{Light}
Ice attack	1E	38	96	P	I	1.5x Damage
Ice guard	S	51	128	M	-	(Ice)
Ice mirror	S	65	164	M	-	{Ice}
Ice.....	*E	51	128	M	I	'Ice Valkery'
Illumination	aA	26	64	M	-	Inc. INT by 40% (D)
Immobilize	aE	51	128	P	-	Chance of inducing Paralysis
Incendiary	aE	65	164	M	F	-
Iron barrier	S	100	255	M	-	{Physical}
Iron kick	1E	19	48	P	H	-
Ironclad	1A	13	32	M	-	Inc. DFP by 40%
Light attack	1E	38	96	P	L	1.5x damage
Light guard	S	51	128	M	-	(Light)
Lightbulb	1A	13	32	M	-	Inc. INT by 40%
Magic cure	1A	51	128	M	-	Heals 25% of max MP target
Magic healing	1A	76	192	M	-	Heals 50% of max MP target
Magic rebirth	1A	100	255	M	-	Heals 100% of max MP target
Magic remover	1E	26	64	P	-	regular & chance of inducing Silence (D)
Magma blast	aE	65	164	M	F	-
Mega quake	aE	8	20	M	E	-
Meltdown	1E	76	192	P	-	Dec. ATP by 1/6
Menace	1E	51	128	P	-	Dec. ATP by 1/8
Miracle	1A	77	196	M	-	same as Miracle Item
Miracle care	aA	51	128	M	-	{All} for 4 turns
Mirror	*A	13	32	M	-	'Mirror'
Mirror block	aE	13	32	P	-	Cancel target's Mirror spell out
Ninja	1E	51	128	P	-	Regular attack; Instant Death (60%)
Octo-strike	#E	100	255	P	N	Attack 8x in a row

Paralysis cure	aA	7	16	M	-	Cures paralysis
Perish	*E	26	64	M	-	'Perish'
Phoenix	aA	100	255	M	-	Recover, heal 100% HP & MP
Phoenix blow	aE	100	255	P	F	regular & cast 'Firebird'
Power guard	S	51	128	M	-	(Physical)
Power healing	*A	51	128	M	-	heals some HP
Quicksilver	aA	26	64	M	-	Increase AGL by 40%
Re-energize	1A	13	32	M	-	heal 50% of Max HP
Reawaken	aA	7	16	M	-	Cures Sleep
Rebirth	1A	88	224	M	-	Recover & heal 100% of Max HP
Recovery	1A	51	128	M	-	Heals all damage
Regeneration	aA	100	255	M	-	Recover & heal 2000 HP in total
Rejuvenation	aA	76	192	M	-	Recover & heal 50% Max HP
Repeat attack	#E	19	48	P	N	Attack 4x in a row (Dummied out)
Revival sleep	aA	26	64	M	-	heals all damage
Reviver	1A	65	164	M	-	Recover & heal 50% Max HP
Sacred song	1A	26	64	M	-	heals 100% Max HP
Samurai	1E	51	128	P	-	Critical Hit
Scissor slash	#E	38	96	P	-	Attack 2x in a row
Shadow guard	S	51	128	M	-	(Shadow)
Sizzle	aE	100	255	P	L	regular & cast 'Zap'
Skysplitter	aE	100	255	P	T	regular & cast 'Thunder'
Sleep stinger	1E	38	96	P	-	Sleep (100%)
Slow	aE	77	196	P	-	Dec. AGL by ??%
Sluggish	1E	51	128	P	-	Dec. AGL by ??%
Spell repel	1A	13	32	M	-	Inc. MGR by ??%
Spellstruck	1E	51	128	P	-	Dec. MGR by ??%
Spiderweb	aE	26	64	M	-	Dec. AGL by 40%
Stardust blow	aE	88	224	M	LT	-
Stronger	*A	26	64	M	-	'Stronger'
Stun shocker	1E	38	96	P	-	Paralysis (100%)
Sudden cure	aA	38	96	M	-	Heal with 50% Max HP of user
Swoop	aE	88	224	P	F!	-
Swordsplitter	1E	100	255	P	-	Dec. ATP by 1/4
Tail attack	aE	51	128	P	H	-
Ten-legger	aE	65	164	P	W	-
Test	*E	0	0	M	?	...Vortex spell animation (D)
Thunder	*E	51	128	M	T	'Thunder'
Thunder blast	1E	38	96	P	T	1.5x Damage
Thunder guard	S	51	128	M	-	(Thunder)
Thunderball	1E	65	164	P	T	3x Damage
Thunderblock	S	100	255	M	-	{Thunder}
Thundershriek	aE	88	224	P	T	-
Thunderturn	S	65	164	M	-	[Thunder]
Tidal wave	aE	51	128	M	W	-
Torrent	aE	88	224	P	W	-
Trick	*A	13	32	M	-	'Trick'
Triple attack	1E	77	196	P	-	Attack 3x in a row
Twister	aE	51	128	M	?	-
Vampire	1E	13	32	P	-	Absorb MP
Voltage bolt	aE	65	164	M	T	-
Vortex	*E	26	64	M	W	'Vortex'
Vulnerable	aE	77	196	P	-	Dec. MGR
Wakening	aA	7	16	M	-	Cures Sleep

Water attack	1E	38	96	P	W	1.5x Damage
Water guard	S	51	128	M	-	(Water)
Water screen	S	100	255	M	-	{Water}
Wave motion	S	100	255	P	-	Inc. all statistics by 50% & Heals 100% HP and MP
Weakener	1E	100	255	P	-	Dec. ATP by 1/4 (D)
Weakpoint	1E	51	128	P	-	Dec. DFP by 1/8
Weaponweak	1E	76	192	P	-	Dec. ATP by 1/6
Zap	*E	51	128	M	L	'Zap'

-----

\* = IP cost in % can differ by 1% sometimes. The cause of this is that the game uses an internal value between 0 and 255 to measure the amount of IP available. Therefore there may be a difference of 1% due to setting a number between 0 and 255 on a scale of 0 to 100.

#### Tar(target) Column

-----

S = Self  
 1A = Target 1 Ally  
 \*A = Target 1 to all Allies  
 aA = Auto Target all Allies (including CM)  
 1E = Target 1 Enemy  
 #E = Target first attack; others are random (for multi attacks)  
 \*E = Target 1 to all Enemies  
 aE = Auto Target all Enemies

#### T(Type) Column

-----

M = Magic Attack  
 P = Physical Attack

#### Elem.(Elemental) Column

-----

D = Dragon  
 E = Earth  
 F = Fire  
 F! = Flying  
 H = Hard  
 I = Ice  
 L = Light  
 N = Neutral  
 S = Shadow  
 T = Thunder  
 W = Water  
 - = non Elemental (e.g. damage/healing is calculated differently)

#### Extras / Notes Column

-----

(D) = IP is dummied out; E.G. there is no Item that has this as IP  
 'Spell' = IP is the same as the spell between ''  
  
 ( type ) = Damage of this type is halved  
 [ type ] = Damage of this type is reflected  
 { type } = Damage of this type is cancelled out

-----  
8. Shop list  
-----

Since I've listed the prices in the tables above (all prices are the same in every town) I won't do that again except for the casinos, because they count different values. The price of a stay in the hotel in each village is also listed.

-----  
Elcid  
-----

Stay: 0 Gold pieces

Items	Weapons	Armor	Spells
Potion	Frypan	Apron	Strong
Antidote	Knife	Dress	Spark
Warp	Small Knife	Cloth	Poison
Escape	Rapier	Pot	
Boomerang		Chop board Small shield	

-----  
Sundletan  
-----

Stay: 10 Gold pieces

Items	Weapons	Armor	Spells	Tea
Potion	Rapier	Dress	Strong	Green tea
Antidote	Battle Knife	Cloth	Spark	Pear cider
Awake	Dagger	Hide Armor	Droplet	Soar cider
Shriek	Whip	Frock	Poison	Lime cider
Warp		Beret	Drowsy	Plum cider
Escape		Cap		Apple cider
Boomerang		Headband Small shield		

-----  
Alunze  
-----

Stay: 20 Gold pieces

Items	Weapons	Armor	Casino
Potion	Mace	Frock	Fire charm
Antidote	Long knife	Robe	Statue
Hi-potion	Short Sword	Cloth Armor	Zap charm
Awake		Head band	Rage knife
Shriek		Cloth Helm	Seethru cape
Mystery pin		Hide Shield	
Warp		Buckler	
Escape		Mini shield	
Boomerang			

-----  
Tanbel  
-----

-----  
Stay: 0 Gold pieces

Items	Weapons	Armor	Spells
Hi-potion	Long knife	Though hide	Spark
Awake	Wire	Light dress	Droplet
Shriek	Short Sword	Light armor	Storm
Mystery pin	Kukri	Hide helmet	Flash
Warp		Wood shield	Strong
Escape		Bracelet	Poison
Magic guard			Drowsy
Big boomer			Confuse

-----  
Clamento

-----  
Stay: 20 Gold pieces

Items	Weapons	Armor	Spells	Rings
Hi-potion	Kukri	Light armor	Spark	Ear jewel
Awake	Rod	Baggy	Flash	Glass brace
Shriek		Red beret	Droplet	Glass ring
Mystery pin		Wood helmet	Storm	
Warp		Wood shield	Strong	
Escape		Bracelet	Bravery	
Power gourd			Free	
Big boomer			Escape	

-----  
Parcelyte

-----  
Stay: 50 Gold pieces

Items	Weapons	Armor
Hi-potion	Chain	Chainmail
Regain	Franshiska	Tight dress
Awake		Iron mail
Shriek		Glass cap
Mystery pin		Blue beret
Warp		Brone helmet
Escape		Stone helm
Mind gourd		Kite shield
Big boomer		Though gloves

-----  
Gordovan

-----  
Stay: 20 Gold pieces

-----  
Merix

-----  
Stay: 20 Gold pieces

Items	Weapons	Armor	Spells
Hi-potion	Gladius	Toga	Fireball

Warp	Cloche	Fake
Escape		Trick
Big boomer		Escape
		Warp

-----  
 Bound kingdom  
 -----

Stay: 30 Gold pieces

Items	Weapons	Armor
Hi-potion	Scimitar	Chain armor
Regain	Bronze sword	Thick cloth
Warp	Staff	Stone plate
Escape		Iron Helmet
Ice ball		Tight Helmet
Fire ball		Round Shield
Big boomer		

-----  
 Harbor town Aleyn  
 -----

Stay: 10 Gold pieces

Items	Weapons	Armor	Spells
Hi-potion	Hand ax	Thick cloth	Vortex
Regain	Long staff	Stone plate	Snow
Warp		Long robe	Stronger
Escape		Turban	Warp
Ice ball		Plate cap	Regain
Fire ball		Round shield	
Big boomer		Tecto gloves	

-----  
 Gruberik  
 -----

Stay: 20 Gold pieces

Items	Weapons	Armor
Hi-potion	War rapier	Long robe
Regain	Long sword	Plated cloth
Warp		Turban
Escape		Plate cap
Confuse ball		Roomy helmet
Sleep ball		Round shield
Big boomer		Tecto gloves
		Big shield

-----  
 Narcysus  
 -----

Stay: 0 Gold pieces

Items	Weapons	Armor
Hi-potion	War rapier	Long robe
Regain	Long sword	Plated Cloth

Warp	Turban
Escape	Plate cap
Ice ball	Round shield
Fire ball	Tecto gloves
Big boomer	Big shield

-----  
Karlloon/Caron  
-----

Stay: 20 Gold pieces

Items	Weapons	Armor	Spells
Hi-potion	Cutter whip	Iron plate	Bolt
Regain	Multi sword	Metal mail	Fireball
Warp		Tight turban	Vortex
Escape		Rock helmet	Gale
Magic guard		Plate helm	Stronger
Power gourd		Tall shield	Instant
Mind gourd		Silvo shield	Absorb
Big boomer			Awaken

-----  
Treadool  
-----

Stay: 50 Gold pieces

Items	Weapons	Armor
Hi-potion	Rockbreaker	Silver armor
Regain	Bronze ax	Silk toga
Warp	Morningstar	Light jacket
Escape	Vice pliers	Plated cloth
Magic guard		Iron plate
Power gourd		Glass cloche
Mind gourd		SilverHelmet
Big boomer		Spike shield
		Slash shield

-----  
Forfeit Island  
-----

Stay: 20 Gold pieces

Items	Weapons	Armor	Casino	Tea
Potion	Bronze ax	Silver armor	Statue	Pear cider
Hi-potion	Rockbreaker	Silk toga	Magic lamp	Soar cider
Ex-potion	Morningstar	Light jacket	Sonar	Lime cider
Antidote	Vice pliers	Plated cloth	Bunny ring	Plum cider
Warp	Coma hit	Iron plate	Fortune whip	Apple cider
Escape		Glass cloche	Dragon blade	
Regain		Metal cloche	Bunny sword	
Awake		SilverHelmet	Seethru silk	
Shriek		Spike shield	Bunny suit	
Mystery pin		Slash shield	Bunny ears	
Magic guard			Bunny	
Power gourd				
Mind gourd				
Boomerang				



Big boomer  
Ice ball  
Fire ball  
Confuse ball  
Sleep ball

-----  
Dankirk  
-----

Stay: 40 Gold pieces

Items	Weapons	Armor	Spells
Hi-potion	Broadsword	Metalcoat	Shield
Regain	Estok	Silver mail	Courage
Magic guard	Superdriver	Power jacket	Mirror
Power gourd		Shade hat	Coma
Mind gourd		Silver hat	
Big boomer		Tuff buckler	

-----  
Auralio  
-----

Stay: 30 Gold pieces

0 Gold Pieces after returning the Ruby Icon

Items	Weapons	Armor
Hi-potion	Broadsword	Metalcoat
Regain	Estok	Silver mail
Magic guard	Superdriver	Power jacket
Power gourd		Shade hat
Mind gourd		Silver hat
Big boomer		Tuff buckler

-----  
Ferin  
-----

Stay: 40 Gold pieces

Items	Weapons	Armor	Spells
Ex-potion	Royal whip	Quilted silk	Champion
Magic guard	Spear	Eron hat	Firebird
Power gourd	Silvo rapier	Tuff buckler	Ice Valk
Mind gourd			
Big boomer			

-----  
Treble  
-----

Stay: 0 Gold pieces

Items	Weapons	Armor
Ex-potion	Royal whip	Quilted silk
Confuse ball	Spear	Eron hat
Ice ball	Silvo rapier	Circlet
Fire ball	Battle rod	Tuff buckler
Sleep ball		

Terror ball  
Smoke ball  
Freeze ball  
Big boomer

-----  
Pico  
-----

Stay: 5 Gold pieces

-----  
Portravia  
-----

Stay: 30 Gold pieces

Items	Weapons	Armor	Spells
Potion	Launcher	Metal armor	Thunder
Hi-potion	Battle rod	Power cape	Dragon
Ex-potion	Battledriver	Circlet	Valor
Antidote	Rainy ax	Golden Helm	
Warp		Tecto buckler	
Escape			
Regain			
Awake			
Shriek			
Mystery pin			
Magic guard			
Power gourd			
Mind gourd			
Boomerang			
Big boomer			
Ice ball			
Fire ball			
Confuse ball			
Freeze ball			

-----  
Eserikto  
-----

Stay: 0 Gold pieces

Items	Weapons	Armor	Spells
Ex-potion	Crazy blade	Plate armor	Thunder
Confuse ball	Trident	Evening gown	Firebird
Ice ball		Silver robe	Dragon
Fire ball		Gold band	Ice valk
Sleep ball		Gold shield	Fry
Freeze ball		Gold gloves	
Terror ball			
Smoke ball			
Ex-boomer			

-----  
Barnan  
-----

Stay: 50 Gold pieces

Items	Weapons	Armor
Ex-potion	Red saber	Plati plate
Magic guard	Halberd	Silk robe
Mind gourd	Crystal wand	Plati helm
Power gourd	Mist rapier	Plati band
Ex-boomer		Plati shield
		Plati gloves

-----  
Durale  
-----

Stay: 40 gold pieces

Items	Weapons	Armor	Spells	Tea
Ex-potion	Silver sword	Crystal mail	Destroy	Pear cider
Confuse ball	Heavy lance	Crystal robe	Zap	Soar cider
Ice ball	Silver rod	Crysto beret		Lime cider
Fire ball	Freeze bow	Crysto helm		Plum cider
Freeze ball		Gauntlet		Apple cider
Terror ball				
Smoke ball				
Sleep ball				
Ex-boomer				

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Chaed  
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Stay: 20 Gold pieces

Items	Weapons	Armor
Ex-potion	Buster sword	Eron dress
Magic guard	Great ax	Metal jacket
Power gourd	Zirco rod	Holy cap
Mind gourd	Rune rapier	Rune gloves
Ex-boomer		
Dragonteeth		

-----  
Mermaid city Preamarl  
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Stay: 20 gold pieces

Items	Weapons	Armor
Ex-potion	Zirco flail	Royal dress
Confuse ball	Zirco rod	full mail
Ice ball		Holy cap
Fire ball		Holy shield
Sleep ball		
Terror ball		
Smoke ball		
Freeze ball		
Ex-boomer		
Dragonteeth		

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Gratze/'3y/Grassei

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-  
-----  
Narvick  
-----

Stay: 10 Gold pieces

Items	Weapons	Armor
Ex-potion	Zirco ax	Zirco plate
Magic guard	Zirco flail	Zirco armor
Power gourd	Zirco whip	Zirco band
Mind gourd	Zirco sword	Zirco shield
Confuse ball	Zirco rod	Zirco gloves
Sleep ball		Zirco helmet
Ice ball		
Fire ball		
Freeze ball		
Smoke ball		
Terror ball		
Ex-boomer		
Dragon teeth		

-----  
9. Experience Chart Table  
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This works very simple; I wrote down the experience points you have when reached a new level. This is not the EXP required to reach a new level, but the total amount. The numbers are the same for all allies and all capsule monsters respectively.

For now the experience chart is incomplete, I will try to update this part as soon as possible with the missing incomplete levels.

Level	Allies	Capsule Monsters
1	0	0
2	10	10
3	44	44
4	105	104
5	212	210
6	398	395
7	722	719
8	1289	1285
9	2000	1995
10	2891	2886
11	4008	4003
12	5409	5404
13	7166	7160
14	9369	9362
15	12132	12124
16	15595	15587
17	19745	19737
18	24684	24675
19	30599	30590
20	37670	37660

21	46121	46111
22	56224	56213
23	68294	68288
24	82733	82721
25	98971	98959
26	117238	117226
27	137790	137777
28	160910	160897
29	186920	186907
30	216181	216168
31	249100	249087
32	286134	286120
33	325772	325757
34	368197	368181
35	413605	413588
36	462206	462188
37	514224	514205
38	569899	569880
39	629490	629470
40	693270	693250
41	760538	760518
42	831484	831464
43	906311	906280
44	985230	985208
45	1068464	1068442
46	11562??	1156228
47	1248838	1248815
48	1346489	1346465
49	14464??	1446404
50	15486??	1548685
51	16533??	1653363
52	17605??	1760495
53	18701??	1870138
54	19823??	1982351
55	20972??	2097193
56	22147??	2214727
57	23336??	2333638
58	2453973	2453943
59	2575688	2574658
60	2698829	2698799
61	2823414	2823383
62	2949459	2949427
63	3076981	3076948
64	3205997	3205964
65	3336525	3336492
66	3468583	3468549
67	3602188	3602154
68	3737359	3737324
69	3874114	3874078
70	4012471	4012435
71	4152450	4152413
72	4294070	4294032
73	4436795	4436757
74	4580636	4580597
75	4725601	4725561
76	4871698	4871658
77	5018936	5018896
78	5167325	5167284
79	5316873	5316832
80	5467589	5467548

81	5619483	5619441
82	5772563	5772521
83	5926840	5926796
84	6082322	6082278
85	6239018	6238974
86	6396939	6396894
87	6556093	6556048
88	6716491	6716445
89	6878141	6878095
90	7041055	7041008
91	7205242	7205194
92	7370711	7370663
93	7537473	7537424
94	7705538	7705488
95	7874915	7874865
96	8045616	8045566
97	8217651	8217600
98	8391030	8390978
99	9999999	9999999

=====  
Appendix C: Defeat the three most difficult bosses  
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1. Gades - First confrontation, Gordovan west tower  
-----

HP: 7500 MP: 320  
ATP: 420 DFP: 290  
AGL: 184 INT: 192  
GUT: 184 MGR: 194  
EXP.: 50000 Gold: 50000

Weak: Light  
Strong: Shadow  
Protection: All Ailments  
Special attacks: Destructo-wave

At the top of Gordovan West tower you will find the one responsible for Gordovan's destruction. After a brief introduction; he just asks your name, that he tells you that he is Gades and the battle commences...

Preparation  
-----

1. It's easier to defeat Gades in RETRY mode, because you can level up easier.
2. The minimum level required to make a winning chance is LV~25. You have to get up that high, or else Tia and Selan HPs will be depleted after the first Destructo-wave. Also if you have any life potions give them to Tia.
3. Make sure your IP for each character is 100%, this will allow you to perform the most important IP attacks right at the start.
4. The next items and their IPs, are very valuable in the battle itself:

-Holy wings

Found in the chest at Parcelyte castle  
IP; restores 50% of maximum HP of all allies

-Camu armor

Found in one of the chests behind Camu  
IP; restores 25% of maximum HP of all allies

-Jute helm

Found in the tower west of Tanbel  
IP; lowers MGR of Gades

-Eagle rock

Found in Gordovan west tower, dropped by Eagle  
IP; double damage

-Fury helmet

Found in the Ruby Cave  
IP; lowers DFP of Gades

-Courage

Bought at Clamento's spell shop  
Spell; use to increase DFP 20%

-Spido jewel

Rarely dropped by the Tarantula  
IP; use to slow down Gades dramatically

-Undead Ring

Found in a chest in Treasure Sword Shrine  
All attacks will be Light elemental!

This gives approximately the following setup of equipment and the resulting IP scheme:

Maxim	Guy	Tia	Selan
-----	-----	-----	-----
Fire dagger	Franshiska	Aqua Whip	Cold rapier
Chainmail	Camu armor	Holy Wings	Tight dress
Anger brace	Kite shield	Bracelet	Bracelet
Brone helmet	Fury helmet	Red beret	Red beret
Speedy ring	Undead ring	Witch ring	Mind ring
Camu jewel	Spido jewel	Bee rock	Water jewel
-----	-----	-----	-----
Blaze attack	---	Aqua attack	Glacial blast
---	Divine cure	Holy healing	Reawaken
Battle lust	Fleet	Ironclad	Ironclad
Menace	Menace	Spellstruck	Spellstruck
Fake	Perish	Deflect	Stronger
Buster attack	Spider web	Immobilize	Frost
-----	-----	-----	-----

The Battle

-----  
In the battle use the Spido jewels IP: Spiderweb and cast fake on your team to end up faster than Gades. Now make sure Tia and Selan HPs stay above 200. If they drop below you should heal immediately! Use the fire dagger's IP to inflict some real damage on Gades. This is quite a long battle, but it can be won. When you defeat him in combat you'll automatically receive 'the sword of

Gades'. With the aid of this sword you can perform the octo-strike IP; attack 8x(!) in a row. And best of all: You can take the Gades' blade into the ancient cave! But be warned: Without the undead ring the blade will be useless against undead creatures.

#### Alternative Tactic

---

This new tactic by Bahamut makes it easier to defeat Gades and best of all you don't need to spend hours to level up:

"Before I started the fight, I equipped Selan with the mind ring. Then in-battle, have Maxim and Tia cast the courage spell on Selan and Guy to raise their defense points. When Maxim or Tia die, don't revive them. Only revive Selan or Guy. Keep casting stronger (The IP of the mind ring) with Selan (only on Guy and Selan, don't heal Tia or Maxim), or if you don't have enough IP strong. It is important that you keep Selan alive. If guy can raise his attack points with IP (I could, but I can't remember the name of the item) do it the first few turns. Then, When Tia and Maxim are dead, attack him. Keep on casting stronger with Selan and attack with Guy. It will take 'bout half hour to finish him off."

---

#### 2. The Master Jelly, Ancient Cave B99

---

HP:	9980	MP:	0
ATP:	10	DFP:	1
AGL:	510	INT:	2
GUT:	2	MGR:	2
EXP.:	1	Gold:	1

Weak: -  
Strong: -  
Protection: All Ailments  
Special attacks: -, He doesn't "attack" you at all.

The Master is located at the bottom of the ancient cave that is, B99. If you walk up to his platform you will see a normal red jelly appear. If you choose to fight him, you will find out that his is a lot bigger (and his pixels are very huge), than you first imagined. He doesn't attack you, but you have to defeat him in three rounds (his AGL is over 500; you won't get an hit in round 4). This makes him quite a jinx especially the first time, when you're not aware of this. So don't cast any stat increasing spells except Trick and use it only once in the first round. For the rest keep attacking him with your strongest attacks, alternatively you can use the strategy listed under A. which will give you a Victory a whole lot easier.

---

#### A. Cheap Strategy

---

This Tactic by ArchmageMagus, has made him the easiest boss in the entire game; Simply annihilate your own party, while battling him!! This may sound weird, but when you are defeated the jelly the game thinks you actually beat him. So, the Jelly will give you the key to the ancient cave. Take note that you should strip all your armor of all your characters off, this will make it easier to kill your own party members.



-----  
B. Realistic Strategy  
-----

Which Party?

-----  
In STORY mode you can best use the combination of: Maxim, Selan, Guy and Dekar. For Dekar's massive physical power is very handy to defeat the slime in three rounds, unfortunately his low AGL does make it harder to have him fight through the cave itself. Also with well equipped people and a powerful Capsule Monster (my preference Blaze on Master Class), Maxim, Selan, Guy and Artea will give very good results as well. So I recommend to clear the cave before you reach the shrine in Karlloon.

In GIFT mode a team consisting of Maxim, Arty, Guy and Dekar is the best in my opinion. Although the standard party of Maxim, Selan, Guy and Artea works well, since you will then have an all round party, with fighters of all mixed party with all different types.

Preparation

- 
1. First you need to be completely equipped with blue chest items for every character in order to survive the cave itself.
  2. It's advised to "harvest" creatures. I will explain harvesting later on (in description of Appendix D: the ancient cave). This way it's possible for you to level up to the 90's, making you stronger for the battle.
  3. There is luck involved getting to the Master, since the cave is randomly made up. I once got to B94 and got stuck in a very small corridor with 2 gold dragons guarding the stairs. It was impossible to continue on. So I had to restart after playing over 6 hours to get that far. AAAAAAARRRGH!!!!!!!!!!
  4. Use Flash on level 2; there is a huge chance he will use "Wink" increasing the ATP of one person with 40%, giving you some extra strength. That is twice more effective than casting "trick". On the other hand you could stay with your current monster. If lucky he/she will do one of their most devastating specialties.
  5. Here are some items you can find in the cave that cause a lot of damage on the master:

-Dekar blade

Found in red chest

IP(100%) - Fatal blow, divides current HP of the master in two.

-Myth blade

Found in red chest

IP(76%) - Battle fury, decreases current HP of the master with 1/4.

-Old sword

Found in red chest or dropped by Leech

IP(51%) - Battle cry, decreases current HP of the master with 1/6.

-Deadly sword + Curselifter (Need the Uncursed version)

Both found in red chests

IP(51%) - Battlecry, decreases current HP of the master with 1/6.

(NOT the deadly sword dropped by deadly sword, the other one)

-Deadly rod + Curselifter (Need the Uncursed version)

Both found in red chests

IP (26%) - Devastation, decreases current HP of the master with 1/8.

-Gorgon rock

Dropped Item of the Gorgon

IP(65%) - Ax attack, decreases current HP of the master with 1/6.

-Gades' blade

Found in blue chest / Receive for beating Gades in Gordovan Tower

IP (100%) - Octo-strike, attack 8x in a row.

-Trick (with or without Trick Ring)

Found in a red chest

Spell; Increases ATP

-Hidora rock

Dropped by a High hidora or Sea hidora

IP (77%) - Triple attack, attack 3x in a row.

-Cancer Rock

Dropped by a Cancer or Garbost

IP (38%) - Scissor Slash, attack 2x in a row.

(Combine with Battlecry / Devastation; it uses only 34%)

-Any powerful weapon that has a '3x damage' IP attack; does over 1000 damage.

IP (65%) - Ex: Dragon Rush, Holy Energy, Glacial Blast, Deadly Smash

The Battle

-----  
It's best to use the attacks in this order (if available):

1. Cast trick
2. Fatal blow
3. Battle fury
4. Ax attack / Battle cry
5. Devastation
6. Octo-strike / Triple attack / Scissor Slash / '3x Damage' attack

If you use the attacks in this order you can cause maximum damage against the Jelly. Mathematically it shouldn't make any difference in which order you use the 'dividers', but strangely enough a higher ATP does make those attacks more effective. So I am staying with the current order.

After his defeat, you will receive the ancient key and ancient Jelly (You can't find the jelly in your inventory, but when you talk to the lady near the display of the iris treasures, she will give the jelly a place as well). With the Ancient Key, you can open the locked door to the right of the exit. You can collect: Brill helm, Dragon ring, Light jewel. These are all very powerful items and worth all the hard effort, on the other hand now that you have (nearly) all blue chest items these items may seem somewhat weak.

-----  
3. Egg Dragon, Dragon shrine next to Pico  
-----

HP:	65535	MP:	2000
ATP:	1500	DFP:	500
AGL:	510	INT:	400
GUT:	100	MGR:	510
EXP.:	60000	Gold:	60000

Weak: Shadow, Flying, Dragon (and Healing; see Cheap strategy)  
Strong: Fire, Water, Light, Ice, Thunder, Earth

Protection: All Ailments

Special attacks: Sunny-side up, Over-easy, Scrambled eggs, Zap

Some major preparation is needed to take on the strongest enemy of the game, unless you use the cheap strategy described under A. However first you have to collect 4x 8 eggs to challenge him. I suggest you take 1x the old shield and 3x the 10 potions, but that is just my opinion.

-----  
A. Cheap Strategy  
-----

Due to a glitch the Egg Dragon is actually the easiest enemy to beat in the game. Because he has the maximum amount of HP that is possible due to the games' programming limitations ( $2^{16}$ ), you can force the game into a glitch resetting his HP at 0 again. This happens if his HP is full and you try to heal him with something incredibly weak like a Charret Newt. Doing this will create an overflow on the HP counter of the Dragon causing him to have 4 HP! This way you can beat the dragon with one hit. Take note that this only works if Eggy's HP is completely filled! Easy Experience and Gold indeed.

-----  
B. Realistic Strategy  
-----

Preparation  
-----

1. Everybody needs high levels ( Recommended if you want to survive his 'Scrambled Eggs' attack. )
2. Your Capsule Monster doesn't need training since it will only take a few strikes before he is gone, so don't bother about them for this battle.
3. Buy some important items like; shriek, awake and mystery pin, you'll need them.
4. Since it is very hard to get your speed up past the AGL level of the dragon, (his AGL = 512) you might as well concentrate your statistics on increasing ATP, DFP and MGR.
5. The Egg dragon is almost immune to magic attacks so use swords all the time.
6. Be careful; the egg dragon has an HP over 60000 meaning this will be a very long battle.
7. Use Champion, Valor or an other healing spell every round.
8. These items are very valuable in a fight against the egg dragon:

-Dragon blade

Bought in casino for a "mere" 500000 coins  
IP(88%) - Dragon Fire is effective on Dragons

-Lizard blow

One of four rewards for solving "world's most difficult trick"  
IP(65%) - Dragon Rush; Attack with 'Dragon' 3x Damage  
The blade regular attack is effective to 'dragon' type enemies

-Dragon ring

Found in the treasure room in the main room of the Ancient Cave  
Makes all Neutral attacks "effective to Dragons".

-Flame shield

Find in blue chest in the Ancient Cave  
Protection against the flame attacks of the Egg Dragon.

-Old sword

Dropped item of Leech

IP(51%) - Battlecry, decreases HP of the dragon with a 1/6.

-Evil jewel (cursed)

Found in Shrine of Vengeance / Dropped by Fiend

Fills you with strength; ATP +120.

-Some armor with restoring powers: Zircon Plate, Ruse armor and Old Armor.

-Bunny sword

Bought at Casino

IP(76%) - 'Battle fury', decreases HP of the dragon by a 1/4.

However note that the sword itself is useless, since it can't do any damage against strong enemies.

-Flying Ax

Found in a chest at Flower Mountain

IP(64%) - Deadly Smash; does 3x damage and is effective against flying enemies. Since Egg Dragon is a flying enemy the damage is multiplied by two. This gives a total of damage x 6!!! Provided that your character DOESN'T wear a Dragon/Sea/Light ring.

The Ax itself is effective against flying too!

-Gold Gloves / Gold Shield

IP - flame guard; helps protect against Eggy's attacks if you don't happen to have the any flame shields.

The battle

---

In the first round use Trick, Courage, and a Healing spell, then Guy must Be the first one to land a hit on the dragon with the use Old sword's IP: Battle cry. WHAM!!! 10,922 HP gone (The game only displays up to 9,999 Damage though) in one blow; about 55,000 to go.

Or have Guy use the Flying Ax's: Deadly Smash, which will do some real serious damage on the Egg dragon and it is also better on the long run when the dragon's HP get lower, because this attack remain strong unlike Battle Cry which gets weaker as soon as the HP of the Dragon drops.

For the rest of the battle use Dragonfire, Dragon rush, Deadly Smash and Battle cry IP's to reduce his health real fast. Cure any diseases, abnormalities and use "Champion / Valor" healing spells to survive this fierce battle. You can also use the IP attacks of the fire shields / helmets; it will increase you protection against his attacks dramatically. Or use a helmet that has an ATP decreasing IP attack, like the Crysto Helm or Crysto ribbon. The dragon has a very high number of Attack Power so the last two will be very effective.

If you defeat him you will receive the Egg blade and the Egg ring. The Egg blade has an ATP of 0, but its IP is "Hard boiled" and can do anything to an enemy; make him slow down, stun, fall a sleep or even instantly kill him. Best of all it costs a mere 3% IP! It is advised to use the blade in combination with the ring, because of the ATP of 0. The ring increases all stats with 999, GUT however only increases to 199. The ring doesn't have an IP on itself, but it's good enough on its own.

=====  
Appendix D: The Ancient Cave  
=====

This is the biggest dungeon I've ever encountered; it took me almost 70 hours to finish the first time with all possible blue chest items. It's located just above Gruberik and it has 99 (randomly made up) levels, filled with great treasures and terrible monsters. You will start on level 1 and you receive 10 potions. Now work your way to the bottom and collect as many blue chests as possible. For they contain some very strong weapons and armor. Here are some tips.

Overworld Items  
-----

You can find the following blue chest items on the upper world as well:

Item	How to get
Catfish jwl.	Item dropped by Big Catfish
Camu Rock	Item dropped by Camu
Spido Jewel	Item dropped by Tarantula
Gades Blade	Beat Gades - The first Confrontation (Gordovan West Tower)
Water Jewel	Find in chest Alunze Basement
Earth Jewel	Item dropped by Tartona
Twist Jewel	Item dropped by Brinz Lizard
Gloom Jewel	Item dropped by Shadow
Thundojewel	Item dropped by Thunderbeast

Preserve some slots  
-----

Before you decide to go into the Ancient Cave, make sure to SELL every useless/crappy item you've got. Leave only the items that you normally can't buy (e.g. Undead ring). Because when you come back from the AC all the Blue Chest items you've got will be added to your inventory. However, if your inventory is full a menu will appear allowing you to discard some existing item in order to get the new ones from the AC. The worst that can happen to you is if you accidentally press the B button and cancel this process. You lose all the new items you gathered in the cave!

Important word on combining elemental attacks  
-----

Some combinations of the elemental weaknesses do not always work, especially if you are wearing a Sea / Undead / Dragon Ring. If you have been wondering why the Lizard Blow or the Flying Blow do so little damage on enemies that are weak to it may well be because you are wearing the ring on that particular Character. The above mentioned rings turn all physical attack into the corresponding element and the following elements/types can NOT be combined for combo attacks:

Hard  
Flying  
Dragon  
Sea  
Insect

This means that these attacks will only be effective if used on its own. So if you combine for instance:

Weapon	Ring	Damage	Reason
Water +	-	= Water	Seems logical
Hard +	-	= Hard	Seems logical
Neutral +	Dragon	= Dragon	Neutral is the only combinable type
Neutral +	Sea	= Sea	Neutral is the only combinable type
Fire +	Light	= Fire & Light	These Elements can be combined
Thunder +	Dragon	= Thunder	Dragon won't have effect
Flying +	Sea	= Neutral	Flying & Sea cancel each other out
Light +	Light	= Light	No effect can be doubled
Shadow +	Light	= Shd. & Light	Yes, opposite elements can be combined*
Dragon +	Dragon	= Dragon	No effect can be doubled
Insect +	Light	= Light	Insect is cancelled out by Light

\* = Most monsters however are strong to the opposite element that they are weak to so the effects are 'usually' cancelled out.

Therefore I recommend that you unequip the Sea Ring if you are going to fight to use Weapons / Attacks with the Elemental properties from the list above, unless the element corresponds with the kind of attack you need.

A final note that I would like to add is that IP attacks are also affected by the Rings too. The Gades Blade IP: 'Octostrike' is Light Elemental if you use the Undead Ring as well.

#### The Pros and Cons of the Sea Ring

As mentioned above the Sea ring blocks the use of some attack types which can be bad, but something that is even more frustrating is that the Sea Elemental property is NOT used by any enemy at all. Therefore there is no enemy weak to this ring. On the other hand there is however a small advantage this ring may provide; if you have a Neutral weapon and this ring equipped and use it against an enemy that is strong against Neutral the Sea Ring will actually make you do more damage against that enemy. Simply put, your attack will be Sea elemental instead of Neutral. Some examples of enemies who are strong against Neutral:

Archfiend	Fiend
Black Dragon	Gargoyle
Deadly Armor	Ninja
Deadly Sword	Ramia
Demise	Shadow

Patience is a good virtue

The first couple of times you play, you will be unable to get to B99, so collect as many blue chests as possible and use providence. Repeat this process until you are fully equipped.

#### Training

Try to keep your level as close as possible to the dungeon level. This can be done until you reach B20's by simply killing all enemies. After that you need

to "harvest" to get enough EXP to keep up with the dungeon level. Take note that after a short while you require more and more EXP to level up, which means that harvesting is only useful if you wish to gain up with the Dungeon Level.

#### Conserve magic

---

Only use magic if you really need to, because Magic-restoring items are not so common in the cave. Unless you're lucky enough to find the "Absorb" spell, if a Red Bat or a Vampire drops a Bat Rock that may also help you out.

#### Overload

---

Sometimes you will come to a room filled with monsters, if this is so it will also mean that the room is filled with chests too. Beat all the monsters and collect all the items from the chests.

#### Party choices

---

The best way to reach B99 and beat the Master jelly in STORY mode is using a party consisting of: Maxim, Selan, Guy and Dekar. In the rest of this walkthrough I will use this party. You may want to switch Selan/Guy for Arty, but you can only do that in GIFT mode. On the other hand a party consisting of Maxim, Selan, Guy and Artea is the best balanced party for taking on the Cave itself.

After doing some experimenting lately I came to the conclusion a party consisting of Maxim, Selan, Artea and EITHER Guy/Dekar is the best. For having both the muscle men in the party only slows you down more than it helps. Yes, they have huge amounts of ATP, but the weak Agility makes you an easy prey to enemy attacks. Then there is also their inability to use magic. Lastly having the party I mentioned just ago allows you to use all different elemental type blue chest weapons.

#### Keep your eyes peeled

---

Cut all strange looking grass patches to reveal a red colored HP healing pad. They are quite useful if you need to recharge energy. There also seems to appear a blue MP healing tile. I've never encountered one myself, but it might be possible that it exists.

#### No secrets

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There are no hidden passageways, so it's not necessary to cut the vines on the walls. Though I have heard that you can walk through some of the walls into the black void, but I was never able to confirm this.

#### Keep your eyes peeled II

---

Watch the patterns enemies walk, so you can avoid them, or attack them in the back which will give you an extra round; "got in first". Be aware that you can be attacked in the back as well.

#### Decoy Mimics Chests

-----  
Watch out for the mimic chests that can be found in the dungeon, the red ones are mobile and will attack you if you come too close. Blue ones can be found in the lower 20's, they aren't mobile but they are quite tough to defeat. You can recognize mimics by their looks, if you watch carefully you will note that the colors of a mimic box are a little lighter than that of a regular chest.

#### Disposing of weak equipment

-----

Feed the weak equipment to your Capsule Monsters, this is better than just throwing it away. (Check the Capsule Monster section for more feeding info)

#### The Only Exit

-----

From level 21 to 30 you will find Providence, so be sure to check all the chests on all of these levels.

#### Special Monsters

-----

Here is a list of monsters that exist only in the Ancient cave. Most of these are super strong and can be very lethal if you don't take these guys seriously.

Archfiend	Copper dragon	Silver dragon	Gold dragon
Earth genie	Well genie	Wind genie	Flame genie
Ice rogue	Orky	Hades	Dark sum'ner
Great coca	Blue mimic	Ghost ship	

#### Special items

-----

There are items in some of the red chests that can only be found in the ancient cave, these items are listed in the chart tables in Appendix B. Some of them like the "Myth blade" (a very strong Sword) and the "Flying Blow" (regular attack is effective on Flying Creatures) are great to use.

#### The Instant Killing Weapons

-----

Like mentioned above there are several red chest items in the Ancient Cave that cannot be found elsewhere in Lufia. A few of these weapons are cursed, have 0 ATP, but they can kill almost any NON undead monster in an instant with a success rate of 80%, if you uncurse these however they will be hardly worth the effort since their killing abilities are much less. Using the Instant weapons makes it very easy for you to navigate through the cave; Taking on Silver/Gold dragons and Archfiends will become much, MUCH easier.

I do recommend to only use the Fatal Pick or the Deadly Rod since Tia, Selan and Artea are good at using Magic as an alternative if you are dealing with an undead. If you get the others guys hooked up with an Instant-like weapon such as the Deadly Sword those characters will be completely useless when you fight against an undead Creature. On the other hand the Deadly sword does get the "Battle Cry" IP after it is uncursed, which makes it useful against the Master Jelly. You can see in Appendix D which monsters are immune (and which not) to Instant attacks.





will be practically immune to any attack of the Silver dragon! (Hint!)

## Killers

---

Watch out for Asashins and Ninjas; You will meet them in the lower 30's and 50's. These killers move very fast in the dungeon towards you. They have a high number of AGL (170), plus they have an attack that has an instant kill success rate of 80%: Terminal blow. Ninja's are slower, but can still be dangerous. They have an Instant Attack too: Guillotine. Its success rate is 60%, which can be quite lethal.

Info by Rubyheart on Ninjas and Asashins:

"Sometime, Ninjas get stuck against a door if they move horizontally. I talk about the bottom side of any rooms. Swing your sword inside of the door and make them come." (When you attack them like this you can get "got in first" occasionally.)

Healing power can be an offensive spell

---

Ghostships can be easily defeated by using either fire power, or a healing spell. This also works on many other undead creatures check Appendix F; under "Heal enemies to death" for details.

The many attacks of Orky

---

Orkys are weak against the thunder element. They have an HP over 2700, and will attack 8(!) times in a row. This may seem very devastating but their ATP is low meaning that you can cancel their attacks out, when you are well equipped or after you cast Courage / Bravery on your entire party.

The Devil himself

---

Archfiends are also very tuff. They look like the fiend from earlier on in the dungeon, but these guys are even harder. Their AGL is 165 and to make it even worse; you can't attack them in the back meaning that you usually have to wait for the Archfiend's attacks. Their HP is no joke either: over 1500.

The Holy and Sacred Dragons

---

Bronze and Silver dragons, can be defeated when you are equipped right. The best weapons to use are Neutral/Shadow weapons like the Gades' Blade. Put Guy and Dekar up in front with Gades' blades and they should do near 600 damage for each attack against those dragons. Copper dragons seem to be less affected by Shadow, that is probably because Copper isn't as holy as Silver and Gold.

Actually, after looking inside the ROM Relnqshd and I found out that there is a glitch in the script of the Copper Dragon, which means it doesn't have ANY protection at all (See the Glitches section for more details). When the Gades blade is not available use any Neutral, Dragon or Flying types. You can also try the Perish and Destroy spells, especially 'Destroy' has a reasonable success rate on these guys. Protect your characters by equipping Crysto Shields, Crysto helms, Water Gaunts, Boom Turbans and Apron Shields.

If your AGL is below 150 try to avoid the Gold dragons, these guys are almost impossible to defeat if they throw 'Stardust blow' on you when your party is

weak. You will gain over 25000 EXP for each defeated Gold dragon however. You can try to take these guys on if you want, but mind you that Light and Thunder doesn't affect them at all. Also equip Apron shield on everyone to protect all characters against most of their attacks.

-NEW TACTIC: BEAT THE DRAGONS, ARCHFIENDS AND OTHERS WITHOUT TOO MUCH EFFORT  
--- This info was contributed by 9inchNEL. ---

"I've found a very easy way to do them in: simply equip one of your party members with the Fatal Pick. It's amazing how often it works (It works 80% of the time) and it kills practically every monster in the Ancient Cave in a single blow, including the extra tough dragons! It only fails to work against the undead monsters (Skeleton, Hades, the Ghost Ship, Leech and many others)."

#### Harvesting Techniques

---

Start a battle against enemies who can call companions. Now the idea is to kill all but one or two of those enemies, wait for them to call companions and kill those. Wait again from them to call companions and repeat the process to gain levels very fast. Using this method is making it possible for you to get your EXP. level closer to the dungeon floor you currently are.

You can try to harvest the following enemies (and some others too), however take note that after a certain level it is no longer worth it to fight against those enemies, because the required amount Experience will be too big to get a level up. So I included a maximum level for each strategy to make clear that it is not useful to keep on training after you surpass that level.

---

#### Necromancers on level B25

---

Necromancer;EXP: 982, HP: 272, AGL: 54 MP: 103  
Calls 2x:  
Skeleton; EXP: 150, HP: 112, AGL: 20  
Ghoul; EXP: 168, HP: 93, AGL: 20  
Zombie; EXP: 290, HP: 148, AGL: 48  
Specter; EXP: 595, HP: 162, AGL: 100

Estimation: Less Than 100,000 EXP per hour. (Which sucks)  
Maximum level: 15 (it's hardly worth the trouble)

-Best way to harvest them: Equip Blaze, Sizzle, and Fry swords. Most of creatures here are very slow you will have the first attack all the time. If possible use Absorb to bring his MP to 0 this way he can't cast perish. Start by attacking them in the back and killing all but 1 necromancer. Now wait for him to call 2 companions. Now try to attack with Guy and Dekar, if can't do that use Selan and Maxim. Cast trick to make life a little easier.(if you found it) They are easy to harvest, but you don't get much EXP from them.

---

#### Pugs on level 30

---

Pug; EXP: 592, HP: 182, AGL: 64  
Calls: pug

Estimation: 200,000 EXP per hour. (Still not much)  
Maximum level: 25

-Best way to harvest them: Equip Dragon / Water spears or Snow Swords on Selan

and Arty. Use Flame shields to get better protection against the attacks of the Pugs. In combat cast Brave/courage to get an even better protection. (Incendiary is counted as a physical attack) Let two Pugs live since there is enough room for four Pugs in total, meaning that both pugs can summon companions. This will enable you to kill two pugs in one round.

-----  
Wizards on level 50  
-----

Wizard;           EXP: 2420, HP: 415, AGL: 78, MP: 365

Calls 2x:

Nosferato;   EXP: 2455, HP: 614, AGL: 84

Demise;       EXP: 2458, HP: 402, AGL: 82

Hades skull;EXP: 2389, HP: 362, AGL: 70

Jurahan;     EXP: 780, HP: 205, AGL: 42

Estimation: 1,000,000 EXP per hour.

Maximum level: 50

-Best way to harvest them: Equip Blaze sword on Selan and Fry swords on Guy and Dekar (If you don't have those weapons don't bother, because light weapons are the only type that can do enough damage).

Start with an attack in the rear so you can take out all but one wizard. If you have the "Absorb" spell use it on the lone wizard, so he can't cast perish anymore; you must drain 365 magic points in total (Alternatively use the Bat Rock's IP if you have it, or have everybody equipped with Instant protection armors if that is possible). Make sure you're AGL is above 80 at all time, so equip Twist Jewels / Black Eyes if needed and cast Fake & Trick on Selan, Guy and Dekar.

Use Selan only if Dekar or a second fry sword isn't available, or if you are sure that she has enough ATP to do at least 800 - 900 damage on a regular basis. I say this because fluctuations in damage may leave an open spot for a Nosferato to survive the attack. In my opinion Wizards are the best way of gaining EXP fast, for all the enemies can be taken down in one single hit. Boosting your level easily past level 50, after this you may as well stop the battle since it will no longer be worth the long and tedious effort.

-----  
Dark sum'ner on level 80  
-----

Dark sum'ner;   EXP: 4897, HP: 540, AGL: 300! MP: 320

Calls:

Hade Chariot;   EXP: 4401, HP: 710, AGL: 84

Hades;           EXP: 9254, HP: 1790, AGL: 156

Leech;           EXP: 6388, HP: 542, AGL: 220

Estimation: If you can kill them all in one hit; LV 98 in less than 2 hours, but don't count on surviving a battle against a Dark sum'ner that long.

Maximum level: ?? (I guess 98, since it takes 1000000+ EXP to reach 99)

-"Stay away of the summoner...", because they are very fast and their attacks are hazardous to your health. The best way to harvest them: Almost the same as with the wizard. But be careful, Dark sum'ners are most of the time too fast to keep up with, meaning that they will attack first. This makes it very hard to harvest, especially if he summons Hades. You will need to attack with at least two people, if the sum'ner chooses him. As you can see at the small chart above; they drop loads of EXP, but surviving against them is very hard.

I have heard that it's possible to harvest them safely, but you need to get ATP/DFP/AGL boosting spells going for at least the first four rounds to reach decent statistics.

=====  
Appendix E: Monster list  
=====

-The monsters are sorted alphabetically by name in this type of chart. Bosses have a separate list at the bottom.

-I don't list items, which you don't get inside the battle like the Gades blade, the ancient key...

-PRO% -> Probability means a chance to get the item along with EXP and Gold. This is expressed in percentages as off this latest version.

-I don't know the meaning of the levels and Lv.90 for Silver Dragon is not my mistake. The game says so.

-Weakness simply means that when you use a spell or weapon with that kind of power it will do about double damage. Unfortunately some enemies don't have a weakness. An enemy can also be strong against certain elementals too. In some cases like the "Gold Dragon" completely immune to several types of attacks, meaning that you will always cause a MISS with that kind of attack. So be aware when you are fighting a strong enemy. The format is like this example below:

Fire	= Weak against 'Fire' Attacks	(Damage is multiplied by 2)
(Shadow)	= Strong against 'Shadow' Attacks	(Damage is divided by 2)
{Light}	= Immune to 'Light' Attacks	(Damage is 0 = "MISS")

-By using some PAR codes I was able to fight the King Hidora, it is identical to a High Hidora only he has a golden color and some different attacks.

-Some enemies have what is called the 'Protection Pack', this means they are completely immune to all possible ailments. If an enemy has this pack, it will say 'Ailment Protected' at the bottom line. Here's the list with the ailments:

Poison  
Silence  
Paralysis  
Confusion  
Sleep  
Instant Death

-Some enemies have protection against all ailments except for Instant Death. This is noted by 'Ailment (not Instant) Protected'

-If only one or more ailments are included it will say for example if an enemy is protected against silence: 'Silence Protected'

-DMG / 10 means that physical damage is divided by 10. This property is only used for the Cores. This gives them a very strong protection against regular attacks. However due to bad implementation of the code, the monsters with this protection are incredibly weak against magic.

-Some enemies can cause ailments with their regular attacks. This is noted by 'ailment here'(xx%) in the physical row. xx% is the chance the ailment has of affecting your characters.

-Enemies can use elements in their regular attacks too, for example: Dragonian uses a fire based standard attack. So this is noted by: 'Fire' in the Physical Attacks row.

-The following elements/types can NOT be combined for combo attacks:

Hard  
Flying  
Dragon  
Sea  
Insect

This means that these attacks will only be effective if used on its own. So if you combine for instance 'Light' with 'Hard' only Light will have effect. Take note that combining (for example) 'Flying' with 'Hard' gives you nothing since they cancel each other out. That's why some weaknesses do not always work, especially in the Ancient Cave if you are wearing a Sea Ring.

-'Heal' means that an enemy can be healed to death, if this is the case the enemy automatically will have full protection against Instant Death.

-Wind, Soil, Earth and Sea aren't used at all. That is why the Sea Ring has no additional effect on Sea Monsters. Also Wind and Soil are the elements of the corresponding Capsule Monsters Gusto and Sully. Take note that a Flying enemy is automatically immune to Earth.

-(AC) behind location means that this particular monster appears in the Ancient Cave.

Nr.	Name	Lvl	HP	MP	ATP	DFP	AGL	INT	GUT	MGR	EXP	Gold
				Item		PRO%						Location
				Weakness, (Strength), {Immune}								
				P: Physical Attacks								
				M: Magic Attacks								
				O: Other								
-----												
094	Ammonite	29	198	52	183	188	90	50	50	52	725	840
				Sleep ball		25%						Karlloon North Shrine (AC)
				Fire, Hard, (Water)								
				P: Tentacle								
				M: -								
				O: -								
089	Angler fish	38	329	287	247	180	78	66	126	88	2080	2495
				-		-						Sea
				Fire, (Water)								
				P: Lantern / 'water'								
				M: -								
				O: Calls "Moray" / "Squid" / "Evil Fish"								
064	Antares	20	80	30	115	65	20	12	14	22	252	252
				Antidote		25%						Gordovan West Tower (AC)
				Water, (Fire)								
				P: Poison pin / Scissors								

	M: -										
	O: -										
021 Aqualoi	50	479	426	326	281	100	92	10	128	3397	4496
	-		-								Sea
	Fire, (Water)										
	P: Torrent / Sleep javelin										
	M: -										
	O: -										
024 Archfiend	58	1735	1450	420	320	166	262	176	250	8980	8700
	-		-								- (AC)
	Light, (Neutral), (Shadow)										
	P: Gloomy / 'shadow' / 'paralyze'(20%)										
	M: Destroy / Stronger / Thunder / Mirror										
	O: 'Ailment (not Instant) Protected'										
082 Armor Bee	26	150	0	193	78	120	50	50	40	552	480
	Bee rock		7.5%								Phantom Mountain (AC)
	Flying, Insect, {Earth}										
	P: Immobilize										
	M: -										
	O: -										
002 Armor Goblin	16	92	30	88	76	20	12	14	22	155	200
	Tough hide		10%								Ruby Cave (AC)
	-										
	P: -										
	M: -										
	O: -										
044 Armor Horse	24	158	78	142	99	52	48	48	38	481	383
	Horse rock		5%								Northern Lighthouse
	-										
	P: Frenzy										
	M: -										
	O: -										
011 Armor Dait	36	302	0	248	268	96	50	50	68	1452	1422
	Metal coat		7.5%								Dankirk Basement (AC)
	Flying, {Earth}										
	P: Dive / 'attacks 2x'										
	M: -										
	O: 'Paralysis & Sleep Protected'										
076 Armor Nail	48	452	0	315	252	104	120	120	122	3438	2752
	Power potion		10%								Tower of Truth (AC)
	Fire										
	P: Nail splash										
	M: -										
	O: -										
180 Asashin	36	220	0	262	142	168	102	102	100	1455	1421
	Mysto jewel		1.25%								Dankirk Basement (AC)
	Light, (Neutral)										
	P: Terminal blow (80% Instant)										
	M: -										
	O: -										
053 Baby Frog	6	30	8	30	30	16	12	12	24	20	25





	O: -										
167 Bili Jelly	12	62	0	60	46	16	16	16	30	62	53
	-			-						Upper World - Tanbel	(AC)
	-										
	P: -										
	M: -										
	O: -										
161 Black Dragon	54	1200	400	398	300	126	198	146	200	9386	9263
	Dark fruit		12.5%							Sealed Towers	(AC)
	Light, Flying, Dragon, (Neutral), (Shadow), {Earth}										
	P: Gloom splash / 'shadow'										
	M: Destroy										
	O: 'Ailment (not Instant) Protected'										
169 Blue Core	32	20	200	140	700	400	20	20	100	11111	1
	-			-						Upper World - Treadool	(AC)
	-										
	P: -										
	M: Bolt										
	O: 'Ailment Protected' / 'DMG/10' / Escapes										
159 Blue Dragon	54	882	451	392	294	124	192	184	194	9397	8220
	-			-						Sealed Towers	(AC)
	Water, Flying, Dragon, (Ice), {Earth}										
	P: 'Thunder'										
	M: Deflect / Raio beam										
	O: 'Ailment (not Instant) Protected'										
166 Blue Jelly	5	26	0	28	24	14	12	12	12	16	20
	-			-						Lake Cave	(AC)
	-										
	P: -										
	M: -										
	O: -										
173 Blue Mimic	40	365	0	240	222	132	70	70	68	2050	2415
	-			-							- (AC)
	-										
	P: Frenzy										
	M: -										
	O: -										
086 Bolt Fish	36	306	265	236	160	76	60	116	80	1816	2179
	-			-							Sea
	Fire, (Thunder)										
	P: Blitzer / 'thunder'										
	M: Confuse										
	O: -										
142 Bone Gorem	38	330	0	190	261	50	68	68	42	1738	2050
	Spell potion		10%							Ferim East Tower	(AC)
	Thunder, Hard, (All not Neutral)										
	P: 'attacks 2x' / Intensity punch										
	M: -										
	O: 'Ailment (not Instant) Protected'										
031 Brinz Lizard	40	554	196	345	241	108	86	120	90	4042	4259
	Twist jewel		7.5%							Divine Shrine	(AC)

Fire, Flying, (Ice), {Earth}

P: Frost / Gale / 'ice'

M: Blizzard

O: -

135 Brokion 50 1290 420 388 283 72 144 144 104 6686 6100  
Miracle 3% Dragon Mountain (AC)  
Water, Dragon, (Fire)  
P: Bite  
M: Ice Valk  
O: -

046 Bruse 23 152 0 175 102 84 40 40 40 368 330  
Hi-Potion 12.5% Ancient Tower  
-  
P: Dash  
M: -  
O: -

045 Buffalo 9 52 12 38 30 20 8 8 6 30 38  
Cloth helmet 10% Alunze Castle (AC)  
-  
P: Dash  
M: -  
O: -

084 Cancer 24 165 42 142 152 40 34 34 56 502 379  
Cancer rock 5% Northern Lighthouse (AC)  
Fire  
P: Flame defender / Scissor slash  
M: -  
O: Defends

019 Cobalt 11 62 15 50 45 38 10 158 14 47 52  
Long knife 10% Alunze castle (AC)  
-  
P: -  
M: -  
O: Escapes

062 Cokatoris 41 365 0 266 222 132 70 70 68 2050 2415  
Life potion 10% Divine Shrine (AC)  
Water, Ice  
P: Picking  
M: -  
O: Calls "Cokatoris"

162 Copper Dragon 59 2400 900 429 328 140 256 252 222 18980 18000  
- - (AC)  
-  
P: Cinder blast / 'Thunder'  
M: Mirror / Stronger  
O: -

073 Coridras 40 351 0 262 212 52 70 70 86 1950 2330  
Antidote 25% Divine Shrine (AC)  
-  
Bite

052 Crow 49 867 414 352 329 160 110 106 126 6608 4000

	-									Dragon Mountain (AC)	
	-										
	P:	Double kick									
	M:	-									
	O:	-									
110 Crow Kelp	50	405	0	208	138	50	50	50	50	1825	1418
	-			-						Flower Mountain (AC)	
		Fire, (Water)									
	P:	'Attacks 2x'									
	M:	-									
	O:	-									
103 Current	50	779	426	366	210	42	56	56	54	1742	2079
	-			-						Sea (AC)	
		Fire, Dragon, (Water)									
	P:	Tidal wave / 'water'									
	M:	-									
	O:	-									
013 Cyclops	47	1252	167	340	225	70	106	104	96	5292	5500
	Ex-Potion	12.5%								Tower of Truth (AC)	
	-										
	P:	Scolding									
	M:	-									
	O:	'Paralysis Protected'									
080 Dark Fly	25	160	50	182	160	94	44	44	44	400	331
	-			-						Ancient Tower (AC)	
		Light, Flying, Insect, {Earth}									
	P:	-									
	M:	Dread									
	O:	-									
126 Dark Skull	31	205	100	197	124	64	50	50	60	800	955
	Miracle	1%								Karlloon North Shrine (AC)	
		Fire, Light, Heal, (Ice), {Shadow}, {Thunder}									
	P:	Bite									
	M:	Perish									
	O:	'Ailment Protected'									
118 Dark Spirit	37	315	134	242	187	58	72	70	80	1729	2020
	Shriek	25%								Ferim East Tower (AC)	
		Thunder, Light, Heal, (Ice), {Shadow}									
	P:	Black thunder / 'shadow' / 'sleep'(10%)									
	M:	-									
	O:	'Ailment Protected'									
188 Dark Sum'ner	60	540	320	300	304	300	252	184	194	4897	5720
	-			-						- (AC)	
		Light									
	P:	'attacks 2x' / Dark aura									
	M:	Bolt / Perish									
	O:	Calls "Hade chariot" / "Hades" / "leech"									
		'Ailment (not Instant) Protected'									
182 Dark Warrior	44	400	0	318	195	82	84	84	66	2393	2860
	Hi-Magic	12.5%								Shrine of Vengeance (AC)	
		Water, (Light)									
	P:	Samurai									

M: -  
O: -

133 Deadly Armor 24 142 52 142 200 52 40 40 62 422 383  
Deadly armor 5% Ancient Tower (AC)  
Ice, (Neutral)  
P: Iron kick  
M: -  
O: Calls "Deadly sword" / 'Ailment (not Instant) Protected'

132 Deadly Sword 22 108 97 152 82 60 36 56 42 358 200  
Lethal Sword(Aus) Deadly sword 5% Northern Labyrinth (AC)  
Ice, (Neutral)  
P: Repeat attack  
M: -  
O: 'Ailment (not Instant) Protected'

121 Demise 44 402 196 285 227 82 140 124 102 2458 2900  
Brave 10% Shrine of Vengeance (AC)  
Light, Heal, (Hard), (Neutral), {Shadow}  
P: Dark force (80% Instant) / 'shadow'  
M: Mirror  
O: 'Ailment Protected'

105 Desert Rose 34 281 0 221 152 60 84 84 84 1255 1330  
- - Dankirk Basement (AC)  
Fire, (Water)  
P: -  
M: -  
O: -

026 Doben 19 102 30 88 90 20 12 14 22 220 201  
Blue beret 7.5% Gordovan West Tower (AC)  
-  
P: -  
M: -  
O: Calls "Doben"

012 Dragonian 27 188 126 182 143 46 84 52 46 594 690  
Long sword 7.5% Tower of Sacrifice (AC)  
Flying, {Earth}  
P: Incendiary / 'Poison'(30%) / 'Fire'  
M:  
O: 'Paralysis & Sleep Protected'

092 Drill Shell 28 175 65 172 180 40 36 36 42 642 695  
Confuse ball 25% Tower of Sacrifice (AC)  
Fire, Hard, (Water)  
P: Whirlpool / 'water'  
M: -  
O: Defends

050 Eagle 7 28 12 40 28 18 12 12 16 30 30  
Eagle rock 1% Lake Cave (AC)  
Flying, {Earth}  
P: Dive  
M: -  
O: -

018 Earth Genie 56 1262 502 395 342 106 200 100 150 4550 5550



O: 'Ailment (not Instant) Protected'

131 Ghost Ship 56 780 0 395 202 102 164 164 154 4570 5500  
 - - - (AC)  
 Fire, Light, Heal, (Ice), {Shadow}  
 P: -  
 M: -  
 O: Calls "Dark skull" / "Hades skull" / "Deadly sword"  
 'Ailment Protected' / Defends

115 Ghoul 18 93 30 82 42 20 12 14 22 168 188  
 Antidote 25% Treasure Sword Shrine (AC)  
 Light, Fire, Heal, (Ice), {Shadow}  
 P: 'shadow' / 'paralyze'(10%)  
 M: -  
 O: 'Ailment Protected'

035 Gnome 32 262 141 202 132 54 54 58 66 920 1066  
 Silver armor 7.5% Flower Mountain (AC)  
 -  
 P: -  
 M: Stronger  
 O: Calls "Earth Viper"/"Gnome"

001 Goblin 13 102 30 70 64 20 12 14 22 105 227  
 Short sword 10% Tanbel East Tower (AC)  
 -  
 P: -  
 M: -  
 O: -

004 Goblin Mage 20 122 30 65 120 80 12 14 22 272 277  
 Hi-Magic 7.5% Northern Lighthouse  
 -  
 P: -  
 M: Flash / Strong  
 O: -

164 Gold Dragon 60 2780 1350 476 370 142 280 300 280 26980 26700  
 Gold eye 1% - (AC)  
 Shadow, Flying, Dragon, (Fire), (Water), (Ice), {Earth},  
 {Light}, {Thunder}  
 P: Stardust blow / 'light' / 'attacks 3x'  
 M: Trick / Zap / Stronger  
 O: 'Ailment (not Instant) Protected'

150 Gold Gorem 53 521 270 442 342 82 146 146 138 4000 5000  
 - - Upper World - Chaed / Gratze (AC)  
 Hard, (All but Neutral)  
 P: 'attacks 2x' / 'Light' / Golden Mist  
 M: -  
 O: 'Ailment (not Instant) Protected'

178 Gorgon 54 833 0 486 317 64 170 170 104 8354 8240  
 Gorgon rock 7.5% Sealed Towers (AC)  
 Light, (Fire)  
 P: Total Destruction  
 M: -  
 O: -

139 Great Coca	58	2090	664	412	315	122	182	182	186	9900	9700
	-			-							- (AC)
				Flying, {Earth}							
				P: Beak bash / Bite							
				M: Firebird							
				O: -							
146 Green Clay	21	137	92	120	112	48	34	54	40	308	278
				Breeze fruit 2.5%						Northern Labyrinth (AC)	
				Thunder, Fire, (All but Neutral)							
				P: Fatal puch							
				M: -							
				O: Calls "Torrent" / "Green Clay" /							
				'Ailment (not Instant) Protected'							
170 Green Core	39	30	200	200	1300	400	20	20	160	33333	1
	-			-						Upper World - Portravia (AC)	
	-										
				P: Vortex							
				M: -							
				O: 'Ailment Protected' / 'DMG/10' / Escapes							
160 Green Dragon	49	680	230	324	282	126	188	146	152	6630	6050
				Life potion 7.5%						Dragon Mountain (AC)	
				Fire, Flying, Dragon, (Water), {Earth}							
				P: 'water'							
				M: Mirror / Stronger / Raging wave							
				O: 'Ailment (not Instant) Protected'							
100 Grianos	46	928	183	326	280	80	110	110	86	5230	5404
	-			-						Tower of Truth (AC)	
	-										
				P: Dash							
				M: -							
				O: -							
124 Hade Chariot	44	710	0	306	217	84	154	154	114	4401	4891
				Power potion 10%						Shrine of Vengeance (AC)	
				Fire, Light, Heal, (Ice), {Shadow}							
				P: Evil lance (2%Instant) / Dash							
				M: -							
				O: 'Ailment Protected'							
125 Hades	58	1790	887	436	20	156	182	182	208	9254	9750
	-			-							- (AC)
				Fire, Light, Heal, (Ice), {Shadow}							
				P: Energy shock / 'shadow'							
				M: -							
				O: 'Ailment Protected' / Defends							
127 Hades Skull	43	362	178	305	205	70	124	114	128	2389	2900
				Miracle 3%						Shrine of Vengeance (AC)	
				Fire, Light, Heal, (Ice), {Shadow}							
				P: Confubite							
				M: Final shadow ( = Perish Spell )							
				O: 'Ailment Protected'							
051 Hawk	13	55	21	72	30	26	12	12	10	70	52
				Eagle rock 10%						Upper World - Tanbel	

Flying, {Earth}  
P: Dive  
M: -  
O: -

151 Hidora 38 529 0 277 200 66 50 50 80 3212 3090  
Ex-Potion 10% Ferim East Tower (AC)  
Ice  
P: 'attack all' / Triple attack  
M: -  
O: -

153 High Hidora 50 700 199 362 282 90 146 140 134 6690 6080  
Hidora rock 7.5% Dragon Mountain (AC)  
Ice, Flying, (Thunder), {Earth}  
P: 'attack 5x' / Triple blast / Triple attack  
M: -  
O: -

025 Hound 29 195 103 182 112 80 44 44 32 728 887  
Flame jewel 2.5% Karlloon North Shrine (AC)  
Light  
P: 'shadow'  
M: -  
O: Calls "Hound"

174 Ice Roge 57 565 1390 402 302 80 254 250 254 8750 14450  
- - (AC)  
Light, Flying, (Water), (Ice), {Earth}  
P: Cruel storm / 'ice'  
M: Destroy  
O: Calls "Ice roge" / 'Ailment (not Instant) Protected'

022 Imp 12 65 30 64 50 24 14 74 24 63 72  
Magic jar 6.25% Tanbel East Tower (AC)  
Thunder, Light  
P: 'thunder'  
M: -  
O: Bestial present / Cold shoulder (Checks Situation)

149 Iron Gorem 42 377 0 276 271 68 80 80 86 2123 2400  
Hi-Magic 7.5% Divine Shrine (AC)  
Hard, (All but Neutral)  
P: Iron kick  
M: -  
O: 'Ailment (not Instant) Protected'

120 Jurahan 30 205 0 182 142 42 54 54 84 780 897  
Hi-Magic 7.5% Karlloon north Shrine (AC)  
Light, Heal, {Shadow}  
P: Ninja (60% Instant) / 'shadow'  
M: -  
O: 'Ailment Protected'

098 Killer Whale 44 401 354 288 227 90 78 150 108 5693 5591  
- - Sea  
Fire, (Water)  
P: 'water'  
M: -



O: -

054 King Frog 24 160 78 142 92 80 42 40 40 402 350  
 Regain 12.5% Northern Lighthouse  
 Fire  
 P: Chorus  
 M: -  
 O: -

154 King Hidora 48 2000 836 359 304 104 188 188 206 14650 9200  
 - -  
 Water, Flying, {Earth}  
 P: Destructor beam / Triple attack / 'Attack all'/'thunder'  
 M: -  
 O: -

097 Kraken 55 550 0 385 297 60 158 158 156 4450 5390  
 - - Sea?  
 Fire, (Water)  
 P: Ten Legger, Torrent  
 M: -  
 O: -

112 La Fleshia 25 164 0 161 101 54 34 34 54 532 442  
 Mystery pin 12.5% Phantom mountain (AC)  
 Fire, (Water)  
 P: 'Sleep' (30%)  
 M: -  
 O: -

122 Leech 54 542 476 372 286 220 220 108 200 6388 6250  
 Old sword 1% Sealed Towers (AC)  
 Light, Heal, (Neutral), (Ice), (Hard), {Shadow}  
 P: 'sleep' (30%) / 'poison' (30%) / 'confuse' (30%) /  
 'shadow' / 'attacks 2x'  
 M: Black thunder / Destroy / Ice Valk / Mirror  
 O: 'Ailment Protected'

041 Lion 29 204 0 225 116 104 80 80 70 1433 1475  
 Lion fang 7.5% Karlloon North Shrine (AC)  
 -  
 P: Bite / Scratch  
 M: -  
 O: -

055 Lizard 1 8 0 14 6 6 6 6 6 3 5  
 Charr. newt 12.5% Alunze castle (AC)  
 -  
 P: -  
 M: -  
 O: -

009 Lizardman 22 140 12 141 90 60 40 40 40 320 281  
 Big boomer 12.5% Northern Labyrinth (AC)  
 Fire  
 P: -  
 M: -  
 O: 'Poison Protected'

038 Lunar bear 32 408 82 205 180 50 54 54 44 2031 2083



O: Calls "Mega Moth"

020 Merman	46	426	377	303	248	92	84	172	116	3329	3394
	Charm fruit		7.5%								Sea
	Fire, Water										
	P: Raging wave / Sleep javelin										
	M: -										
	O: -										
172 Mimic	10	60	60	64	40	40	28	20	60	130	250
	-			-						Tower of Truth (AC)	
	P: Bite										
	M: -										
	O: -										
177 Minotaurus	34	621	0	302	192	94	68	68	58	3280	4000
	Miracle		2%							Ferim East Tower (AC)	
	(Fire)										
	P: Ax attack										
	M: -										
	O: -										
087 Moray	50	261	224	205	139	68	52	100	66	1316	1579
	-			-							Sea
	Fire, (Water)										
	P: Bite										
	M: -										
	O: -										
107 Moray Vine	52	505	50	338	283	78	122	150	100	3880	4620
	-			-						Tower of truth (AC)	
	Fire, (Water)										
	P: -										
	M: Coma/Confuse										
	O: -										
072 Mosquito	5	20	5	26	24	14	10	4	14	15	18
	Chop board		12.5%							Lake Cave (AC)	
	Flying, Insect, {Earth}										
	P: Vampire										
	M: -										
	O: -										
077 Moth	2	14	0	16	16	12	4	4	6	5	8
	-			-						Cave to Sundletan (AC)	
	Flying, Insect, {Earth}										
	P: -										
	M: -										
	O: -										
128 Mummy	35	293	0	228	157	36	50	50	68	1399	1418
	Antidote		25%							Dankirk Basement (AC)	
	Fire, Light, Water, Heal, {Shadow}										
	P: 'Poison' (100%) / 'shadow'										
	M: -										
	O: 'Ailment Protected'										
175 Mushroom	2	16	0	18	16	10	4	4	10	7	10
	Potion		25%							Cave to Sundletan (AC)	

Fire  
 P: -  
 M: -  
 O: -

123 Necromancer 33 272 103 188 132 54 44 44 32 982 1121  
 Mind potion 7.5% Flower Mountain (AC)  
 Light  
 P: Dark aura  
 M: Bolt / Perish  
 O: Calls "Skeleton" / "Zombie" / "Ghoul" / "Specter"

057 Needle Lizard 10 52 13 56 32 16 12 12 16 38 52  
 Charr. newt 25% Alunze Castle (AC)  
 Fire, (Water)  
 P: Immobilize  
 M: -  
 O: -

056 Newt 10 67 19 65 52 14 12 12 4 72 120  
 Charr. newt 25% Tanbel East Tower (AC)  
 Fire, (Water)  
 P: -  
 M: -  
 O: -

179 Ninja 39 340 75 286 202 132 56 56 54 1784 2250  
 Mysto jewel 1% Ferim East Tower (AC)  
 -  
 P: 'attacks 2x' / Ninja / Guillotine (60% Instant) /  
 Knife thrower  
 M: -  
 O: -

130 Nosferato 45 614 210 300 225 84 158 134 102 2455 2950  
 Gloom jewel 2% Shrine of Vengeance (AC)  
 Light, Heal, (Ice), {Shadow}  
 P: Contact / Black thunder / Vampire / Calls "Vampire"  
 M: Mirror / Dread  
 O: 'Ailment Protected'

171 No Core 50 50 200 280 2000 400 70 70 240 55555 1  
 - - Upper world - Chaed (AC)  
 -  
 P: -  
 M: Fry  
 O: 'Ailment Protected' / 'DMG/10' / Escapes

143 Nuborg 18 122 30 78 152 20 12 14 22 175 202  
 Sour cider 12.5% Treasure Sword Shrine (AC)  
 Hard  
 P: Frenzy  
 M: Drowsy  
 O: 'Ailment (not Instant) Protected'

183 Ochi Warrior 28 190 0 178 109 54 24 24 22 643 720  
 Samu jewel 0.25% Tower of Sacrifice (AC)  
 Light, Heal, (Ice), {Shadow}  
 P: Shockwave  
 M: -

O: 'Ailment Protected'

006 Ork 19 122 30 100 82 20 12 14 22 225 231  
 Jet helm 2.5% Gordovan West Tower (AC)  
 -  
 P: -  
 M: -  
 O: Oink / Squealer (Checks Situation)

008 Ork Mage 22 145 78 82 107 40 60 34 20 353 280  
 Hi-Magic 7.5% Northern Lighthouse  
 -  
 P: -  
 M: Fireball / Strong  
 O: -

155 Orky 50 2800 0 350 150 128 188 188 372 18870 15700  
 Gorgan rock 1% - (AC)  
 Thunder, Dragon  
 P: Octo-head blast / Triple attack / 'Attack 8x'  
 M: -  
 O: -

102 Perch 36 483 244 263 204 72 56 108 74 1585 1901  
 - - Sea  
 Fire, (Water)  
 P: 'water'  
 M: Vortex  
 O: -

071 Poison Beetle 15 68 30 74 132 20 12 14 22 114 196  
 Antidote 25% Ruby Cave (AC)  
 Fire, Hard, Insect, (Ice)  
 P: 'poison' (20%)  
 M: -  
 O: -

058 Poison Lizard 16 62 20 70 54 18 12 12 16 87 160  
 Charr. newt 25% Tanbel East Tower (AC)  
 Fire, (Water)  
 P: Poison spit / 'poison' (10%)  
 M: -  
 O: -

029 Pug 27 182 48 172 102 64 50 48 48 592 682  
 Flame fruit 7.5% Tower of Sacrifice (AC)  
 Ice, Water, (Fire)  
 P: Incendiary / 'fire'  
 M: -  
 O: Calls "Pug"

136 Pumpkin Head 23 158 93 142 100 40 62 60 44 364 380  
 Pumkin jewel 7.5% Ancient Tower (AC)  
 Fire  
 P: Head attack  
 M: -  
 O: Defends

060 Ramia 34 285 108 221 152 50 52 50 52 1325 1300  
 Hi-Magic 12.5% Dankirk Basement (AC)



030 Salamander	51	692	220	384	323	188	166	152	166	6441	6109
	Flame jewel		10%		Dragon Mountain (AC)						
	Ice, Water, Flying, (Fire), (Thunder), {Earth}										
	P: Sizzle breath										
	M: Firebird										
	O: -										
181 Samurai	38	329	0	268	179	138	74	74	76	1751	2060
	Samu jewel		1%		Ferim east Tower (AC)						
	(Light)										
	P: Samurai										
	M: -										
	O: Calls "Dark Warrior"										
147 Sand Gorem	22	151	97	135	125	50	36	56	42	336	285
	Earth fruit		5%		Northern Labyrinth (AC)						
	Water, Ice, (All but Neutral)										
	P: Sand storm										
	M: -										
	O: 'Ailment (not Instant) Protected'										
063 Scorpion	14	69	29	74	33	16	14	14	4	90	108
	Antidote		1.25%		Tanbel East Tower (AC)						
	Water, Hard, (Fire)										
	P: Poison pin / Scissors										
	M: -										
	O: -										
152 Sea Hidora	46	631	100	345	245	78	124	124	106	5964	5490
	Hidora rock		7.5%		Tower of Truth (AC)						
	Ice, (Water)										
	P: 'attack all' / Ice stream / Triple attack / 'water'										
	M: -										
	O: -										
032 Seahorse	30	239	204	191	119	64	48	90	62	1090	1247
	Sea										
	Fire, (Water)										
	P: Whirlpool / 'water'										
	M: -										
	O: -										
033 Seirein	46	430	192	301	240	64	70	114	170	2828	3400
	Song rock		7.5%		Tower of Truth (AC)						
	Fire										
	P: Do-re-mi / Tra-la-la / Doop-do-wah / Da-da dah / 'water' / 'confusion' (20%)										
	M: -										
	O: 'Silence Protected' / Voice training (Checks Situation)										
083 Sentopez	8	48	8	32	44	20	6	6	10	25	30
	Antidote		15%		Alunze Castle (AC)						
	Hard, Insect										
	P: 'poison' (5%)										
	M: -										
	O: -										
028 Serfaco	47	440	167	307	249	154	124	124	134	5280	5410
	Breeze fruit		7.5%		Tower of Truth (AC)						

Flying, {Earth}  
P: 'attacks 3x' / Twister  
M: -  
O: -

040 Shadow 36 468 76 262 175 58 54 56 54 1451 1482  
Gloom jewel 1% Dankirk Basement (AC)  
Light, (Shadow), (Neutral)  
P: Vile laughter / Sunder / 'shadow'  
M: Perish  
O: Calls "Shadow" / 'Ailment (not Instant) Protected'

039 Shadowfly 21 142 92 132 92 48 34 54 40 282 388  
- - Northern labyrinth  
Light, Flying, {Earth}  
P: 'poison' (10%)  
M: -  
O: Calls "Shadowfly"

088 She Viper 42 377 331 276 221 86 74 142 102 2690 2715  
- - Sea  
Fire, (Water)  
P: 'water'  
M: -  
O: -

163 Silver Dragon 90 2800 1000 439 332 140 266 204 288 20280 20200  
Silver eye 1% - (AC)  
Shadow, Flying, Dragon, (Fire), (Water), (Thunder),  
{Ice}, {Light}, {Earth}  
P: Diamond dust / 'ice' / 'attacks 2x'  
M: Bravery / Dread / Stronger  
O: 'Ailment (not Instant) Protected'

114 Skeleton 15 112 0 84 28 20 10 10 2 150 50  
Wood shield 6.25% Tanbel East Tower (AC)  
Light, Fire, Heal, (Ice), {Shadow}  
P: 'shadow'  
M: -  
O: 'Ailment Protected'

010 Skull Lizard 26 180 180 142 93 48 54 48 60 552 463  
Mage shield 2.5% Phantom Mountain (AC)  
Ice  
P: -  
M: Deflect / Vortex / Dread  
O: 'Poison Protected'

184 Sly Fox 48 654 203 342 225 180 152 152 102 6075 5555  
Ex-Magic 20% Tower of Truth (AC)  
Thunder, Flying, (Light), {Earth}  
P: 'attacks 2x' / 'thunder'  
M: Thunder / Mirror  
O: -

065 Small Crab 10 50 10 45 100 10 8 8 20 52 43  
Hi-Potion 25% Tanbel East Tower  
Fire, Hard  
P: -



M: -  
O: -

119 Snatcher 24 172 0 152 102 42 48 48 54 521 390  
- - Northern Lighthouse  
Water, Light, Heal, (Ice), {Shadow}  
P: 'shadow'  
M: -  
O: 'Ailment Protected'

093 Snell 23 150 78 149 182 52 42 38 10 358 332  
Hi-Potion 12.5% Ancient Tower  
Fire, Hard, (Ice)  
P: 'water'  
M: -  
O: Calls "Ammonite" / Defends

138 Snow Gas 50 1200 180 342 220 98 152 140 180 8508 7650  
- - Gratze Basement (AC)  
Fire, (Ice)  
P: Ice beak  
M: Ice Valk  
O: -

117 Specter 27 161 48 175 102 100 50 50 50 595 685  
- - Tower of Sacrifice (AC)  
Light, Ice, Heal, (Thunder), {Shadow}  
P: 'Confuse'(10%) / 'shadow' / Final Shadow (20% Instant)  
M: -  
O: 'Ailment Protected'

042 Sphinx 53 1224 250 356 262 102 168 152 134 8058 8720  
Old helmet 1% Sealed Towers (AC)  
-  
P: -  
M: Riddler(Confuse) / Coma / Stronger / Mirror  
O: 'Confusion & Sleep Protected'

068 Spider 3 23 0 24 20 8 4 4 12 12 12  
Antidote 12.5% Cave to Sundletan (AC)  
Fire, Insect  
P: 'poison'(5%)  
M: -  
O: -

074 Spinner 24 165 78 180 80 50 44 40 44 408 340  
Life potion 10% Ancient Tower (AC)  
-  
P: -  
M: -  
O: -

096 Squid 53 520 211 280 282 96 142 152 122 3985 4700  
- - Gratze Basement (AC)  
Fire, (Water)  
P: Squid ink / Ten-legger  
M: -  
O: -

081 Stinger 25 168 61 182 65 100 48 44 46 527 430

												Speed potion 2.5%	Phantom Mountain (AC)
												Flying, Insect, {Earth}	
												P: Immobilize	
												M: -	
												O: Calls "Big Bee"	
134 T-Rex	43	888	0	343	269	84	94	94	106	4697	4820		
	-												Shrine of Vengeance (AC)
												Dragon	
												P: Bite	
												M: -	
												O: -	
075 Tartona	42	376	0	276	222	52	70	70	68	2092	2411		
												Earth jewel 10%	Tower of Truth (AC)
												Fire	
												P: Raio shock / 'thunder'	
												M: -	
												O: -	
185 Tengu	33	475	121	212	163	120	52	52	70	1687	1411		
												Hi-Magic 10%	Flower Mountain (AC)
												Ice, Hard, Flying, (Thunder), {Earth}	
												P: Kamikaze / 'thunder'	
												M: -	
												O: -	
037 Thunderbeast	47	726	50	388	320	82	130	130	108	5002	5420		
												Thundo jewel 7.5%	Sealed Towers (AC)
												-	
												P: Thunderstorm / 'thunder'	
												M: Bolt	
												O: 'Confusion Protected'	
108 Torrent	25	175	100	160	100	38	44	50	50	531	453		
												Awake 25%	Phantom Mountain (AC)
												Fire, (Water)	
												P: 'attacks 2x'	
												M: Drowsy	
												O: -	
005 Troll	31	252	0	192	120	48	54	54	60	798	900		
												Multi sword 7.5%	Flower Mountain (AC)
												-	
												P: 'Paralyze' (20%)	
												M: -	
												O: 'Paralysis Protected'	
090 Unicorn	40	352	308	265	221	82	70	134	94	2383	2859		
	-												Sea
												Fire, (Water)	
												P: Dash / 'water'	
												M: -	
												O: -	
129 Vampire	35	292	185	252	156	138	86	86	82	1420	1477		
												Bat rock 12.5%	Dankirk Basement (AC)
												Light, Heal, (Ice), {Shadow}	
												P: Vampire / 'shadow'	
												M: Mirror	

O: 'Ailment Protected'

104 Vampire Rose 39 340 0 252 301 100 92 172 128 8097 6796  
 - - Upper World - Pico (AC)  
 Fire, (Water)  
 P: 'poison' (30%)  
 M: -  
 O: -

106 Venus Fly 50 479 426 326 281 88 120 120 120 2886 4062  
 - - Dragon Mountain (AC)  
 Fire, (Water)  
 P: Energy shock / 'attack all' / 'paralyze' (30%)  
 M: Confuse  
 O: -

156 Waiban 43 389 152 282 225 148 106 106 106 2415 2880  
 - - Shrine of Vengeance (AC)  
 Flying, {Earth}  
 P: Poison tail  
 M: -  
 O: -

186 Warm Eye 52 510 368 335 282 82 194 172 178 3905 4700  
 Ex-Magic 20% Gratze Basement (AC)  
 -  
 P: 'attacks 2x' / Hold gaze  
 M: Absorb  
 O: 'Ailment (not Instant) Protected' / Defends

069 Web Spider 15 82 30 75 70 20 12 14 22 120 182  
 - - Ruby Cave  
 Fire, Insect  
 P: 'Sleep' (15%) / 'poison' (15%)  
 M: -  
 O: -

016 Well Genie 55 1246 480 385 297 102 200 152 152 4450 5350  
 - - (AC)  
 Fire, (Water)  
 P: Frost  
 M: Absorb  
 O: Defends

113 Wheel Eel 39 345 50 255 180 54 66 66 96 1720 2090  
 Hi-Potion 25% Mountain of no Return (AC)  
 -  
 P: -  
 M: Mirror / Deflect / Drowsy  
 O: -

157 White Dragon 50 550 350 352 300 190 160 180 186 4000 4820  
 Holy fruit 12.5% Upper world - Chaed (AC)  
 Fire, Flying, Dragon, (Ice), {Earth}  
 P: Cold stream / 'ice'  
 M: Stronger/Ice Valk  
 O: 'Ailment (not Instant) Protected'

099 White Whale 48 452 401 311 257 96 88 166 122 7703 7443  
 - - Sea

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Fire, (Water)
P: 'water'
M: Stronger/ Ice Valk
O: -

017 Wind Genie 57 1274 515 402 309 182 200 156 200 4750 5650
- - - (AC)
Water, (Thunder)
P: Voltage bolt
M: Absorb
O: -

027 Winger 21 110 92 152 85 160 46 38 10 395 380
Magic jar 7.5% Northern Labyrinth (AC)
Flying, {Earth}
P: Twister
M: -
O: Calls "Winger"

036 Wispy 19 82 30 82 180 160 60 14 22 216 301
Magic jar 12.5% Upper world - Gordovan (AC)
Ice
P: 'light'
M: Flash (= Light Elemental)
O: Calls "Wispy"

187 Wizard 45 415 365 282 184 78 100 68 164 2420 2840
Hi-Magic 10% Shrine of Vengeance (AC)
Light
P: 'attacks 2x' / Dark aura
M: Bolt / Perish
O: Calls "Hades skull" / "Nosferato" / "Jurahan" / "Demise"
'Ailment (not Instant) Protected'

144 Wood Gorem 18 112 30 78 152 20 12 14 22 185 208
Secret fruit 5% Treasure Sword Shrine (AC)
Fire, Hard, (All but Neutral)
P: Mokujinken
M: -
O: 'Ailment (not Instant) Protected'

116 Zombie 21 146 92 128 62 48 34 54 40 291 288
- - - Gordovan West Tower (AC)
Light, Fire, Heal, (Ice), {Shadow}
P: 'poison'(20%) / 'shadow'
M: -
O: 'Ailment Protected'

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Bosses
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Nr. Name      Lv   HP   MP  ATP  DFP  AGL  INT  GUT  MGR   EXP   Gold
              Item          PRO%          Location
Weakness, (Strength), {Immune}*
P: Physical Attacks
M: Magic Attacks
O: Other

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\* = full list of abbreviations see begin of table.

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200 Amon          50 10000 5000  800  200  184  300  184  400  50000  50000
-                -                Daos' Shrine & Stradha Tower
Light, (Shadow)
P: Chaos wave / Galactic lancer
M: Thunder / Ice Valk
O: 'Ailment Protected'

189 Big Catfish  8   200   50   45   10   20   16   16   30   500   500
Catfish jwl. 12.5%                Lake Cave
(Water)
P: Mega quake / 'water'
M: Flash
O: 'Ailment (not Instant) Protected'

198 Camu         15  1500  320  140   70   36   36   80  100  3000  5000
Camu jewel          3%                Tanbel East Tower
Thunder, (Fire)
P: Buster attack / Sleep stinger / 'fire'
M: -
O: Calls "Slave" / 'Ailment Protected'

193 Daniele     10  1200  320  140  100  100   60   40   40   300  1000
-                -                Treasure Sword Shrine
Fire, Thunder, (Ice)
P: 'ice'
M: Blizzard / Vortex
O: 'Ailment Protected' /
Ha, ha, ha, ha, ha! (Checks Situation)

202 Daos        50 20000  500  400   50  120  400  200  500  50000  50000
-                -                Daos' Shrine
Light, Hard, (Fire), (Water), (Shadow), (Ice), (Thunder)
P: Terror wave / Dark reflector / Dark fry
M: Thunder / Ice Valk / Fire bird / Dragon
O: 'Ailment Protected'

212 Egg Dragon  50 65535 2000 1500  500  510  400  100  510  60000  60000
-                -                Dragon Shrine
Shadow, Flying, Dragon, (Fire), (Water), (Light), (Ice),
(Thunder), {Earth}
P: Sunny-side up / Over-easy / Scrambled egg
M: Zap
O: 'Ailment Protected'

201 Erim        50 15000 5000  300  250  100  200  184  500  50000  50000
-                -                Daos' Shrine
Light, Hard, (Fire), (Water), (Shadow), (Ice), (Thunder)
P: Devastation wave (15% Instant) / Dark fry / Eerie light
M: Zap / Thunder (Erim has these, but never uses them)
O: 'Ailment Protected'

195 Fire Dragon  50  7500 2000  800  250  180  300  100  400  30000  40000
-                -                Dragon Mountain
Ice, Flying, Dragon, (Fire), {Earth}
P: Incendiary / Energy shock / Drowsy / Bite
M: Firebird
O: 'Ailment Protected'

190 Follower(USA) 10   150  120   80   60   22   10   10   40   100   250

```











menu.

---

## Glitches

---

### The green stone, not blue!

---

When you get the stone of the Princess Jerit there is a textual inconsistency, right after you meet Amon the first time. They talk about the 'Blue stone' but the stone in fact is green not blue. The sapphire that the prince later gives to the princess is blue.

### 100 Hours of playtime is nothing

---

If you manage to get your save file over 100 hours of playing time (which is easily possible if you're an AC spelunker). The counter will reset after passing the 99:59 mark back to 00:00.

### Where did that dropped item came from?

---

When you're fighting enemies who can drop jewels and you already have some of the jewels, the game sometimes doesn't show the dropped item. For instance:

Say you have 4 Bee rocks, and you're fighting lots of Big Bees. Keep fighting them and sometimes the game engine will not show the "Got Bee rock" message. You'll notice this when you check your items. You may have more Bee rocks than expected.

The game just sometimes tends to 'forget' to tell you the item was dropped. So far this has only been seen with items that are already present in the inventory rather than new drops.

### Even at maximum HP Maxim dies after saving

---

If you save the game when the HP of all your party members is greater than 999, then the saved game gets corrupted. And when you Load the saved game, the first party member (usually Maxim) will be dead and sometimes he will have more MP than his MAX MP. This has been reported on the German version. I haven't tested it on the others, though...

### Level 0 - Near invincibility, but ultra slow

---

Many people have heard and/or somehow have been acquainted with this glitch. What it does is simple. Due to some very strange programming bug, where you least expect it the game screws up and turns your level 0.

What happens internally is that all the stats get boosted to real exorbitant values, which grant any of the characters in your party a permanent boost. However, the downside is that each time you try to load a game with level 0 glitched characters the time the game needs to start is incredibly long.

The glitch is caused by moving the cursor around in the 'Sound' under 'Config' in the main menu. For some reason changing the option several time

causes this glitch. Notice that it only works on the US version of the game.

#### Ancient Cave "Stairway Restart"

---

This happened to me when I was playing in the Ancient cave one time. I walked towards a stairway on B94 and a dragon made contact with me the moment I touched the stairs so I had to fight 2 gold dragons!!! I didn't expect the attack so I lost the battle. Normally you will be transported back to the entrance when you party dies, but because I was standing on the stairway the computer has reset my entire configuration (items were all gone, level back to 1, etc.) and let me pass to the next basement level (B95)!! I had to use reset-button at this point for the simple reason that without any equipment and on being on level 1 versus those pesky Copper/Silver/Gold dragons doesn't work out very well, don't you think?

#### Textual Glitches

---

The translators have probably made some mistakes while converting this game to English, like some of the names are glitched sometimes:

##### -Gratze

Also known as Grassei and '3y kingdom

##### -Parcelyte

Also known as Percelyte

##### -Karlloon

Also known as Caron

##### -Zeppy's Underwater Cave

Also known as: 'Ue MoV T Cave' (Weird huh)

##### -Minataurus

This is simply "Minotaurus" spelled a little differently.

##### -Asashin

The translators misspelled Assassin for some reason.

##### -Henohman (AUS only)

In the PAL version of the game the translators managed to fix some of the glitches in the game, so to prevent an ambiguity with the two different Follower enemies they decided to call one of the a "Henchman". Alas due to a silly typing error the Australians and people in Great Brittain are stuck with Henohman instead.

##### -Description of the "Iron Kick" IP

The description isn't there, it's just an empty space. I guess the translators have forgotten about it.

##### -After defeating the Egg Dragon:

"Gets the Egg Sword and Egg Rings."

Rings? You only get 1 Egg Ring and nothing more.

For some other mistranslations check the "Japanese vs. US/AUS/EUR" section below.

"Walking on thin air"

-----  
In the shrine of Daos it is possible to walk on thin air. Walk up to the room where you meet Erim, and walk around the sides. (With the three chests) In the top right corner of this room you can walk over the edge to the middle filled with air. You can do this on two sections of the edge in this room. This trick also works on some of the edges in the part where you have to destroy the 3 mystical stones.

The black void of the Ancient Cave

-----

This has been noticed by several people and AC expert Squeeealer also made a video about this on youtube (<https://www.youtube.com/watch?v=Ylto-VwLAoM>). Usually, when this happens there's a room where you can walk through the wall. But if you find it don't do it, because you can get stuck in the void, meaning that you must reset or use 'Providence' to get out.

Staying in Inn for free

-----

If you don't have enough money to stay at an inn the innkeeper will let you stay for free.

Strange level up

-----

At the end of a battle you usually see a list of what you gained. By pressing 'A' you usually see the next line, but if you press a lot of buttons simultaneously while pressing 'A' to scroll down the list you will note that it will look very strange. The letters get mixed up, some letters turn into strange characters and colors will change and so on. Very odd indeed...

More than 164 chests

-----

At the end of the game after 'The End' you will see you statistics screen; Here it says that the maximum amount of chests you can open is 164, but if you followed my walkthrough you have opened 171 chests. This is caused because the game doesn't count the 8 Dragon Eggs as chests. It turns out to be that I forgot to count the 1 Dragon egg you get from the girl in Merix. So that the total does sum up to 164 after all!

99 eggs brought

-----

At the chart table at the end of the game you will see the amount of Dragon eggs you collected. Up to collecting 32 Dragon eggs the table looks normal, but the Egg Dragon spreads the eggs once more after your 4th wish. So you can still collect 8 more eggs, but you don't get another wish for it. Sometimes it says that you found 99 eggs instead of 40!

Artea a girl?

-----

This only applies to the German version of Lufia 2. The German translators made a small (but funny) adjustment; they 'translated' the male archer elf Artea into a female! Though she/he is still named Artea, apparently they thought that 2 female characters weren't enough in the game.

## Prince of Auralio

---

In the game you will come across the prince of Auralio; his name is Leon, but later on when the ceremony of the ruby icon begins his name suddenly changes into Alex. After finding the ruby icon again his name is turned back into Leon.

## The Lost Dragon Egg Glitch

---

The following is not advised to do since there will be absolutely NO way to get the egg back after you make this glitch work.

Just as with taking the three items for the AC into the cave itself; (See Stuff section) It is also possible to make an "Dragon egg" disappear this way, because after you collect the three items from the chests these chests are available for the Egg Dragon to hide his eggs. Just open the door talk to the knight to enter the cave and collect the dragon egg before stepping on the teleporter. After you return to the upper world the egg will disappear from your inventory leaving you with 7 eggs.

## Confusion Semi-Immunity

---

If a character is equipped with any weapon that auto targets all enemies, that character will become immune to the effect of 'Confusion'. You may lose control of him / her, but the confused member remains attacking all enemies. Here are the weapons which have these abilities:

- Coma Hit      -Stun Gun
- Launcher      -Arty's Bow

## Shrine of Vengeance's Basement Battle Background

---

If you go down into the basement of this Shrine and attack any monster you will see the Shrine Battle Background instead of the Basement Battle Background you usually see, when you are in a basement type environment. This is not a real big issue however.

## Egg Sword Item Sprite Image Glitch

---

Upon beating the Egg dragon you receive the Egg Sword. If you look carefully at the item that pops up, when Maxim holds the sword above his head to show it you can see the image displays a heap of coins. Most people hardly notice this since the sprite is quickly covered by a message you get after getting the sword.

## Make Erim appear in Alunze Basement

---

Pick up one of the pots in the big room of Alunze Basement (Where you can find the Aqua Jewel. Walk around and stand still one square in front of an enemy. Now drop the pot on the tile on which the enemy will step on the next move you make, this will cause the enemy to slip under the pot and also starts a battle. Escape from the battle right away and immediately pick up that pot again. The sprite image of the enemy should turn into Erim, although other images seem to appear in some occasions as well!

Note that the game still treats the Erim sprite as if it is the original enemy, so if you touch it again you will do battle just like usual. This trick works best on the frog that wander around here.

Holy Staff cures Paralysis on attack

-----  
Yes, you read that correctly! If you use the Holy Staff to attack someone, the target has 100% chance of being cured from Paralysis Status. This makes no sense to anyone, but the only guess we can make is that the Holy Staff was meant to induce Paralysis by a certain percentage with a regular attack.

Enemy Script Glitches

-----  
Most of the glitches described here were initially found by Relnqshd. Many thanks for your help. Most of the info was found after looking inside the ROM trying to find out how the battle system in Lufia works.

#### 1. Copper Dragon / Ninja Reaction Scripts

-----  
The Copper Dragon and Ninja don't have any protection against ailments, and neither do they have any elemental Alignments. The script for this is there, but because the programmers made a small error that part of the script is not read by the SNES. This is the main reason why the Copper Dragon is so easy to beat!

#### 2. Erim's Eerie Light, Thunder & Zap attacks

-----  
Due to a scripting error Erim can never use these attacks. Eerie Light was meant to be an attack like Dark Fry, but it also takes away any Allies' Mirror Status and removes ALL statistic bonuses; Including but not limited to Trick, Berserker, Bravery and even Wave Motion! If Erim were still able to use this attack she would be a lot tougher to fight. Relnqshd has a fixxxxer patch for this which you can download from his site.

#### 3. Bolt Fish locks game up

-----  
This would actually fall into the 'Bugs' category since this glitch can ruin your game. After Bolt Fish tries to use "Confuse" after you absorb all of his MP, the game will get stuck in an infinite loop. This is caused by a programming error that doesn't solve the error that occurs when this enemy runs out of MP. Usually an enemy will go to another part of the script, but this enemy gets stuck in a loop and will keep on trying to cast "Confuse" for eternity locking the game up.

#### 4. Mirror, Mirror, it will never work

-----  
A lot of enemies seem to have a glitch that doesn't allow them to use the mirror spell. Sly Fox is an example of this. The script was programmed so that only if the Sly Fox has the Mirror Status he will try to cast Mirror. So when he doesn't have it he won't cast it, which means that he can never use it. You can test this yourself; cast Mirror on a Sly Fox and he will start using Mirror every round as well. Unfortunately this doesn't cost him any turn at all. Other enemies like Demise and Archfiend have a similar problem that disallows them to use Mirror. But who cares, this glitch is in the user's advantage.

#### 5. Dark Warrior's true colors

-----  
The Dark Warrior looks exactly the same as the Samurai; however this wasn't supposed to be like this. After looking in the data of the cart, it turns out to be that the Dark Warrior had a different color scheme similar (but not the same) as the Ochi Warrior. For some reason the wrong color scheme was

implemented for the Dark Warrior although the real palette is still inside ROM. Use the following PAR code (US version): 96BF1D01 to fix this.

#### 6. Frue Gades

-----  
The Gades you fight on top of Shuman's Sealed Tower and Doom Island isn't the most powerful version of Gades in the game. It turns out to be there is a dummied out version of him, that is a lot stronger; perhaps equal or stronger than Amon. To fight him Relnqshd has created a fixxxxer patch for this which you can download from his site.

#### 7. Nosferato fails to make Contact

-----  
Nosferato tries to use Contact every now and then, however since he is an undead he cannot regain HP that easily. This wasn't taken into account when he was 'programmed' and therefore Contact will almost always miss, so he can't regain any energy. To fix this problem if you like Relnqshd has created a fixxxxer patch for this which you can download from his site.

#### 8. Regular Attacks renamed

-----  
This is not really a glitch, but it is nice to add here too. For some reason the programmer found it necessary to create special names for regular attacks. The attacks are just as powerful (read: Identical) as the normal version used by the game, only it has another name attached to it. Take a look at this table:

Enemy	Special	Real Attack
Sphinx	Riddler	"Confuse" spell
Nuborg	Frenzy	is a regular attack
Wood Gorem	Mokujinken	is a regular attack
Idura(1,2,3)	Idura Thunder	"Bolt" Spell
Ramia	Tail Attack	is a regular attack
Hade Chariot	Dash	is a regular attack
Hades Skull	Final Shadow	"Perish" spell
Shadow	Vile Laughter	"Perish" spell
Green Clay	Fatal Punch	is a regular attack
Fire Dragon	Bite	is a regular (fire) attack
Egg Dragon	Scrambled Egg	is a regular (fire) attack

#### 9. Cheap Egg Dragon Strategy

-----  
Due to a glitch the Egg Dragon is actually the easiest enemy to beat in the game. Because he has the maximum amount of HP that is possible due to the games' programming limitations ( $HP = 65535 = 2^{16} - 1$ ), you can force the game into a glitch, thus resetting his HP at 0 again. This happens if his HP is full and you try to heal him with something incredibly weak like a Charret Newt. Doing this will create an overflow on the HP counter (E.G. resets the HP counter back to 0) of the Dragon causing him to have 4 HP! Normally the game checks what the Maximum Amount of HP is to prevent 'overhealing', but since the Egg Dragon's Max HP is 65535 this check is always valid. This way you can beat the dragon with one hit after healing him a little. Take note that this only works if Eggy's HP is (almost) completely filled!

#### 10. Cheap Master Jelly Strategy

-----  
Simply annihilate your own party, while battling him!! This may sound weird, but when you are defeated the jelly will give you the key to the ancient cave.

The reason this trick works is that the Script of this battle was written so that only when you exit the battle without having the Master Self-Destruct you get the Ancient Key. So you can kill him in three rounds or alternatively you can kill your own party to prevent the Master from Self-Destructing all the same. I guess the programmer didn't take into account that you would kill your own team after getting healed by the Master.

11. 'DMG / 10' Protection slaughters the Cores  
-----

All the Cores have been given special protection against physical attacks, which divides all physical damage by 10. The implementation of this feature however was not so good, because the mathematical formula to calculate Damage screwed up for Magic attacks. I will not discuss the thing in full detail, but the thing is the way the 'DMG / 10' feature causes Magic spells to become super effective and thus slaughtering all the Cores.

12. Idura doesn't check his MP  
-----

After absorbing his MP or when he depletes it by himself he will continue to use the "Idura Thunder" magic attack (Bolt Spell), but fails every time since he has no MP left. This means that he will loose a turn each time this occurs. It is caused by the absence of an MP check to make sure that he has enough MP to cast the spell, since this is not there the game engine will prevent him from casting the spell thus the game continues on without letting him attack in that turn.

13. The silly Imp tries to Silence himself  
-----

There is a very odd quirk about the reaction script of the enemy called Imp. This creature is programmed to have a 10% chance of silencing himself every time you attack him. This little glitch doesn't influence him at all since he can cast any spells, but still it remains a question why the programmer want him to induce the 'Silence' status on himself. A possible explanation is that the programmer intended to give the Imp a 10% chance of canceling Instant attacks out, but this was very poorly (and incompletely) implemented.

=====  
Rumors  
=====

The Ten Iris Treasures  
-----

Get the ten Iris treasures to open a door with the encryption above it, near the third mystic stone at the very end of the game.

As far as I know this is a fake rumor. I have all ten Iris treasures in story mode, but this "Door" doesn't seem to open.

```
||||| | | |
|||| NEW PROOF ||||  
|||||
```

This is a response from Natsume to Dang Nguyen concerning the Iris treasures:

"The Iris Treasures were for collecting only. They are not very easy to



find, thus creating a game within a game. An extra challenge if you will.

Thank you,

Customer Service  
Natsume Inc."

This proves once and for all that the rumor is not true.

=====  
Stuff  
=====

Daos - Master of ???

-----  
I don't know how this odd thing happened or where the scenario went wrong, but in Lufia (1) Daos is "Master of Chaos" and Amon is "Master of Terror", but for some reason this was changed in Lufia 2. Either the scenario writers made a mistake or the English translators goofed up (once again; see the changes section below) which ended up in having "Daos - Master of Terror" & "Amon - Master of Chaos".

Even more in the Dutch version of the game Daos is called "Master of Infernos", since Terror didn't translate to well. Which gives us the following table (are there any other versions?):

Name	Game
Daos - Master of Chaos	Lufia - Fortress of Doom
Daos - Master of Terror	Lufia 2 - Rise of the Sinistrals
Daos - Master of Infernos	Lufia 2 - Rise of the Sinistrals (Dutch)

-----  
The Secret of the SuhrCustom11

-----  
Have you ever been wondering, why this weapon has a very weird name? It may be because the SuhrCustom11 is supposedly a Guitar. When I first played the English game I was surprised to see that this weapon was named SuhrCustom, while in the Dutch version of this game this weapon was translated into 'Gitaar' which means Guitar. Not shortly after I told Relnqshd about this little quirk, he found out on Google that SuhrCustom is actually a real brand of Guitars! Check [www.google.com](http://www.google.com) for more information about this instrument. I dunno however what the '11' means.

This would also explain why the description says that the neck will bend if exposed to water (Not that the weapon is weak against water enemies).

-----  
Witch Ring; does it really increase MP growth?

-----  
The clear answer to this is: "No". Although the description of the ring states that wearing it will influence the increase of MP growth, but it is NOT true. It turns out to be that this is a case of bad translation. The original Japanese version stated that: "Magic Power will increase" this confused the English translators. They thought that Magic Power is equivalent to MP, but this is however not what the Japanese description meant. Magic Power means the power of all magic spells, for the ring increases INT thus making magic spells more effective.

Samurai or Ninja?

-----  
Relnqshd has found an interesting thing about the Samurais that you encounter at the top of 'Ferim East Tower', the ones you need to open up the door to the final room. Usually you can't fight these creatures, but using a special PAR code he managed to get into battle with these enemies. It turns out to be that the enemies are composed of Ninjas only. This is a useless fact since you can't battle them in a regular game, but how cares.

Very Easy and Cheap Experience & Gold Strategy

-----  
If you want to gain levels fast you could fight the "No cores" on the upper world close to Chaed, but there is an even easier strategy that allows you to level up all your characters (and perhaps all you Capsule Monsters too). Just fight the Egg Dragon using the Cheap Strategy listed in appendix C or F, every time you beat him you will get 60,000 Exp & Gold, or 240,000 Exp & Gold if you are in RETRY mode for each fight! This allows you to get 9,999,999 Exp & Gold very fast.

If you do feel the need to train the Capsule Monsters as well use the Egg Ring to outrun and kill the dragon before he gets a turn; one of Eggy's attacks would surely kill any weak Capsule Monster.

Take the Dragon Ring, Brill Helm and Light Jewel into the Ancient Cave

-----  
This is a nice little quirk that allows you to take the three special AC items into the cave itself. This will work only one time so be careful! Also you can't take the items outside of the AC once you get this trick to work; you will lose the items for good! So this is basically only fun to do when playing in GIFT mode.

Here's what you have to do:

Before you enter the cave open the door with the Ancient Key, then talk to the knight so you can enter the teleporter behind him. Walk back to the chests and collect the three items! Now you can enter the cave with the Dragon Ring, Brill Helm and Light Jewel!

Instant game reset trick

-----  
When you press the top Left & Right shoulder buttons, Start and Select at the same time your game will reset. This can be handy if you want to change the file you are playing, or when your completely stuck.

How to get 9999 (max visible) damage

-----  
9999 is the maximum visible amount of damage possible. It can be achieved by equipping Guy with an old sword, then go to the dragon temple and challenge the egg dragon. Now have another party member cast trick / beserker, but don't let them attack the Egg dragon. Now have Guy use the IP of the old sword as the FIRST attack. If your ATP is high enough you should see 9999 appear on the screen. The game counter can actually go even further up to 32767 Damage at most, although you can never reach that far without cheating.

Fruit on small islands in Lufia

-----  
There are 5 of these islands to be found in Lufia, where you can find enemies that only drop fruit for an item. Here are some locations:

Next to Elcid  
West of Northern labyrinth  
West of Alunze north-west cave  
North of Gordovan  
West of Gratze kingdom

On these islands you can find the following enemies: Black dragon, White dragon, Evil fish, Wood gorem, Sand gorem, Green clay and Pug. All of these monsters drop their corresponding fruit, which can be used to feed your capsule monsters. I also marked these islands with 'Fruit' Icons on the world map, which can be downloaded from [www.gamefaqs.com](http://www.gamefaqs.com) as well.

Lufia or Lufia 2?

-----  
A small thing that not many people seem to notice is that Lufia has been released with three different names:

Country		Game name
Japan		Estpolis Denki 2
America / Most of Europe		Lufia 2: The Rise of the Sinistrals
Netherlands / Australia		Lufia

-----  
The reason why this game was named Lufia in the two last countries is, because Lufia(1) was never released there.

Heal enemies to death

-----  
I've found enemies in the game that can be healed to death. It's very strange but when you cast strong, stronger, champion, valor or rally on them they will lose HP instead of gaining it. IP attack that regain HP work too.

Creatures that can be healed to death are:

Dark Skull	Hades	Mummy (Boss)
Dark Spirit	Hades Skull	Skeleton
Demise	Jurahan	Snatcher
Ghostship	Leech	Spectre
Ghostship (Boss)	Nosferato	Vampire
Ghoul	Ochi Warrior	Venge Ghost
Hade Chariot	Mummy	Zombie

Lucky Blade for Tia?

-----  
The cursed Lucky blade can only be used by Maxim, Guy, Dekar and Lexis. Once uncursed, it can be used by Tia too.

Brill Helm, Dragon Ring and Light Jewel inside the Ancient Cave

-----  
Did you know it is possible to take the Brill Helm, Dragon Ring and Light Jewel into the Ancient Cave! Before you enter the cave open the door with the Ancient Key, then talk to the knight so you can enter the teleporter behind

him. Walk back to the chests and collect the three items! This is very nice feature for GIFT mode!

999 is not the limit in this game

-----  
Other people have noticed this besides me, but I never posted this little quirk before. For example: if you keep on using Life Potions on one character he/she will reach the 999 barrier where the amount of HP doesn't seem to go up any further. This is not the case, for you can actually raise HP and MP much further than this, although this is normally not visible because the game only has three digits to display the value.

=====  
Challenges  
=====

These are a set of challenges I've come up with. They're quite hard to complete, but there all possible with some practice.

1. Reach B99 of the Ancient cave in 1:54.

This time was set by Richy, and is a very fast time. I am not going to update this anymore, so this will remain the final time.

2. Get all at least 1 of every single item in the game.

For a complete list look at the chart tables to see all the items that are available. Exceptions are made for:

- Dual blade
- Pearl shield
- Uni-jewel (It is impossible to get it without a PAR-code)
- All the "Ancient Cave Only" items (item only found in RED chests of the ancient cave.)

You can see your entire list by selling all your items, then go to Forfeit isle. Here you can go to the small shop in one of the houses, you will find a complete list of every item you have owned/sold. Can you succeed to find all the items, swords, armors, rings and jewels?

3. Get 9,999,999 gold & 9,999,999 coins.

To complete this you must fight a lot of enemies for a loooong while, and/or do a lot of gambling in the casino. Or fight the Egg Dragon using the cheap strategy over and over again to gain MANY levels & gold in a very short time.

4. Beat Gades (Gordovan West tower) on level 28 or below.

A challenge that can prove to be very hard, it was completed by Rubyheart. So I chose his level as the maximum limit. Thanks to Bahamut's new tactic this challenge has become a lot easier. I am not going to update this anymore, so this will remain the final limit.

5. Beat the Eggdragon with the following conditions:

- Level of party members at most 50
- Don't use Blue Chest items (no 'Flame Shields', etc)
- Don't use Casino items (no 'Dragon Blade', 'Bunny Sword', etc)
- Don't use the Dragon ring (IF you have it)
- Do it before going to Chaed. This also means that you will not have the Lizard blow, Old sword and the Old armor
- And without cheating/cheaping obviously

6. Do another run at the game and complete it with the following:

- 0 resets used
- 0 escapes used (battle escapes)
- 0 defeats (deads) for every party member
- Without going into the Ancient Cave
- Without beating the Egg Dragon (so you won't have/use the Egg ring)
- And obviously without cheating

=====

Japanese vs. US/AUS/EUR Differences

=====

Here are the differences between the Japanese vs. US/AUS/EUR games. After playing all different variations of the game I came to the conclusion that the translation from the Japanese version is a lot different. The US/AUS/EUR are nearly identical, although the latter two were released later and have a few glitches fixed (like the Ancient Caves' last field.) I'm not going to discuss the Japanese spelling and Grammar rules too much, so if you want to find out more about Japanese just search with 'www.google.com'. Also I'd like to thank Relnqshd once again for the help and contributions he provided with this section.

NOTE: The following selection is only a small part of the translations that were altered from the original. Also they are ordered in a quite random way, although most of the items at the start are all Blue Chest Items.

-----

English(US) Name

-----

Japanese Name (in Romanji)  
 Japanese Name Literary translated into plain English  
 Description; Comments

-----

1. Weapons, armors and items

-----

Fry Sword

-----

Gaia no soodo  
 Gaia's Sword  
 In Mythology Gaia is goddess of the Earth, also called mother earth

Gades Blade

-----

Gades no Tsurugi  
 Gades' Sword (or Katana)  
 -

Blaze Sword

-----

Kourin tsurugi  
 Halo Sword (or Katana)  
 A Halo is a ring you often see floating over angels. Make sense for a sacred Light Elemental sword

Mega Ax

-----

Kongou no Ono  
Adamant Axe

-

#### Dragon Spear

-----  
Suiryuu no Yari  
Water- Stream/Current Spear

-

#### Spark Staff

-----  
Fusiyuu no Tsue  
Phoenix Staff/Cane

-

#### Sky Sword

-----  
Raijuu no Rin  
Raijuu's Blade (Although I am not sure about Rin)  
In Mythology Raijuu is a huge thunder beast.

#### Snow Sword

-----  
Yuki Onna no Rin  
Yuki Onna's blade  
In Japanese Mythology "Yuki Onna" is an Ice Queen. That's why the description of both languages speak about her.

#### Sizzle Sword

-----  
Rekka no Tsurugi  
Blazing Fire/Furious Flame Sword  
Rekka definitely means something like a great fire.

#### Apron Shield

-----  
Aporun no Shirudo  
Apollo's Shield  
In Greek Mythology Apollo is the God of Light. Just as with the Agony helm, the translation from 'Aporun' to 'Apollon' (Greek name for Apollo) to 'Apollo' went wrong hence leaving us with an Apron Shield. Lame...

#### Crystal Shield

-----  
Suishyou no Tate  
Crystalyzed Quartz Shield/Buckler

-

#### Flame Shield

-----  
Honoo no Tate  
Flame/Blaze Shield/Buckler

-

#### Aqua Gaunt

-----  
Mizu no Kagami  
(Cold)Water Mirror

-

Dark Mirror

---

Yami no Kagami  
Darkness Mirror  
-

Agony Helm

---

Aguni Herumu  
Agni Helm  
In Vedic Mythology Agni is a Fire God. This is just a silly translation error, which results in 'Agony Helm'.

Boom Turban

---

Indora Taaban  
Indora Turban  
In Vedic Mythology Indora is God of Thunder and Storms

Hairpin

---

Yashya no Kanzashi  
She-Devil's Ornamental Hairpin  
Yashya = Female Demon or a She-Devil

Gorgan Rock

---

Orochi no Hiseki  
Orochi Jewel  
Why was this changed into a Gorgan? Orochi makes sense, since Orochi (changed into Orky in the American version) is the creature that drops this jewel

Twist Jewel

---

Kaze no Hiseki  
Wind/Storm/Gust/Gale/Breeze Jewel  
Windy indeed

Black Eye

---

Kinriyuu no Me  
Iguanodon / Black Dragon's Eye  
-

Silver Eye

---

Kokuri no Me  
Hard/Cruel Eye  
Apparently the Japanese version doesn't make any difference between the Silver and Gold Eye.

Gold Eye

---

Kokuri no Me  
Hard/Cruel Eye  
Apparently the Japanese version doesn't make any difference between the Silver and Gold Eye.

Earth Jewel

-----  
Tsuchi no Hiseki  
Earth/Soil/Ground Jewel  
Tsuchi can also be Mother Earth.

Gloom Jewel

-----  
Yami no Hiseki  
Darkness Jewel  
-

Super sword

-----  
Megami no Tsurugi  
Megami's Sword (or Katana)  
In Mythology Megami is goddess of Liberty.

Old Sword

-----  
Taiko no Tsurugi  
Ancient/Old Sword  
-

Myth Blade

-----  
Kodai no Soodo  
Ancient/Antique Sword  
-

Insect Crush

-----  
Insekuto Kiraa  
Insect Kill  
What would you prefer killing or crushing?

Crazy Blade

-----  
Maddo Ejji  
Mad Edge  
Why was this changed? Mad Edge isn't offensive or is it?

Deadly Sword (Lethal Sword (PAL version))

-----  
Kiraa soodo  
Kill Sword  
-

Royal Whip

-----  
Kuiin Uippu  
Queen Whip  
-

Fatal Pick

-----  
Desu Pikku  
Death Pick  
-

Super Driver



---

Purasu Doraibaa  
Plus Driver  
I like "Plus Driver" better over "Super Driver"

Launcher

---

Aroo ranchyaa  
Arrow Launcher  
-

Pearl Armor

---

Shinjyuu no Yoroi  
Divine Suit/Piece of Armor  
So the translation when you get the armor is correct, but the name in the inventory is wrong.

Holy Robe

---

Hagonomo Tenshi  
Angelic Celestial Robe  
-

Terror Ball

---

Des Baru  
Death Ball  
The Japanese name is more appropriate since that is what it does.

Freeze Ball

---

Pararizu Baru  
Paralyze Ball  
-

---

2. Enemies

---

Deadly Armor

---

Kiraa Aamaa  
Killer armor

Deadly Sword (Lethal Sword (PAL version))

---

Kiraa soodo  
Killer Sword  
-

Demise

---

Des  
Death  
The Sprite resembles the Grim Reaper quite a lot so that makes sense.

Fiend

-----  
Demun

Demon

I am getting the feeling that Demon, Death & Kill are bad words...

Jurahan

-----  
Derahan

Dullahan

In Mythology the Creature Dullahan is a headless Knight, which suits the image that is used for this creature.

'x' Gorem

-----  
'x' Goremu

'x' Golem

For some reason the Translators literary translated the Gorem from Japanese instead of making it into Golem. This may have happened because the Japanese don't make any difference between an 'L' and an 'R'.

Hidora

-----  
Hidora

Hydra

For some reason this was literary translated into English, instead of making it Hydra. In Mythology a Hydra is a 'multi'-headed serpent, which fits the picture of the Hidora well.

Ice Roge

-----  
Aisu Debiru

Ice Devil

For some reason 'Devil' seems to be a bad word.

Hound

-----  
Heru Houndo

Hellhound

Once more the word 'hell' had to be removed.

Orky

-----  
Orochi

Orochi

In Japanese Mythology an Orochi is an 8 headed dragon, this fits the Orky's sprite plus that it is also weak against 'Dragon' attacks making him a dragon too.

-----  
3. Capsule Monsters

-----  
Terminate - (Darbi's Special attack)

-----  
Jenosaido buresu

Genocide Blast

The Japanese one sounds a lot more aggressive IMO.

Dragon Blast - (Darbi's Special attack)

---

Doragon Buresu  
Dragon Blast

-

Wolf Punch - (Darbi's Special attack)

---

Daaku Nakku  
Dark Knuckle  
Wonder why this was changed into Wolf Punch.

Mini Imp - (Darbi's Level 3 Tribe)

---

Mini Debiru  
Mini Devil  
Imp sounds much less dangerous though, that's all.

Big Imp - (Darbi's Level 4 Tribe)

---

Resseru Demun  
Lesser Demon  
Same as with the previous.

Electrobolt - (Gusto's Special Attack)

---

Raitoningu Boruto  
Lightning Bolt

-

Iron Trident - (Zeppy's Special attack)

---

Paawaa Toraidento  
Power Trident

-

Thunderfist - (Zeppy's Special Attack)

---

Sando Aamu  
Thunder Arm (Yes, 'Sando' is Thunder and not Sand)  
Small difference, but still why Thunder for the Water Elemental Zeppy?

---

#### 4. Visual Changes

---

Bunny Ladies

---

In the Japanese version of the game inside the 'Markao' Casino most women are dressed up like bunnies. From some reason they were changed into ordinary women in the other versions. My best guess that women in Bunny outfits might be offensive to certain people. Also this explains why there is a huge set of bunny Equipment Items for sale in the Casino.

Priests

---

In every church there is a priest to be found, however in the original Japanese version the priest had a cross instead of a vertical line on his Miter. Also inside every church there was a big cross behind the priest,

instead of an obelisk.

#### Treasure Sword Shrine's Alternative Puzzle

-----

The Block Puzzle rooms inside Treasure Sword Shrine aren't there in the original version. In the Japanese version this was one big room with a simple teleporter puzzle. Why this room was changed is beyond me, but the Block puzzles are quite a lot harder to figure out on your own.

#### Ancient Tower's 'X' & 'O' Puzzle

-----

On the Second Floor of the Ancient Tower there is a small puzzle which was removed from the game in the US/AUS/EUR versions. All that remains is an empty room with one enemy in it. To solve this puzzle all you had to do was walk on the tiles so that the 'X' changes into a 'O'. A little too easy if you ask me.

#### Gordovan's Holy Cross Puzzle

-----

In the Japanese version of the game you had to form a cross on the ground using 6 blocks to get past the undead Zombie for the Sky Key. The other versions all have a puzzle where you had to hit 7 blocks in the right order. It seems to be that anything that 'might' be associated with any religion has to be removed from a computer game.

#### Harbor Guy's Hair

-----

In the US version of the game all guys in the Harbor town have brown hair, but in the Japanese version they have light blue hair. This small change doesn't seem to make any sense at all.

=====  
PAR Codes  
=====

Some new codes may be added in later updates of the FAQ (If any).

-----  
Battle Background Music Test  
-----

Use the following code to test all the music in the game, enter the code with one of the values (take note that they are all decimal) and start a regular battle (not a Boss Battle) and the BGM will change to the selected tune.

8383F4xx

Following numbers can be replaced for 'xx' (All in Hexadecimal):

- 00 => Overworld
- 01 => Kingdom
- 02 => Town
- 03 => Small Village
- 04 => Inn (Stay Overnight)
- 05 => Tower
- 06 => Title Screen
- 07 => Bart & Bertie
- 08 => Labyrinth
- 09 => Sealed Tower
- 0A => Daos' Shrine

0B => Lufia (1)  
0C => -nothing  
0D => Introduction (Arek)  
0E => -nothing  
0F => Wedding Intro  
10 => The Wedding  
11 => Sadness  
12 => Sea  
13 => Mountain  
14 => Foomy Woods  
15 => Harbor Town  
16 => Doom Island Approaches  
17 => Cavern  
18 => Battle  
19 => Boss Battle  
1A => Sinistral Approach  
1B => Sinistral Battle  
1C => Daos  
1D => Battle Won  
1E => Teleporter Shrines  
1F => Shaia / Kirmo Labs  
20 => Excerion Submarine  
21 => Mermaid City Preamarl  
22 => Markao Casino  
23 => Flower Slot's Special Mode  
24 => Flower Slot's Special Special Mode  
25 => Flower Slot's Special Intro / Solved World's Most Difficult Trick  
26 => Trapped (Narcysus Tower)  
27 => In Spring  
28 => In Summer  
29 => In Autumn / World's Most Difficult Trick BGM  
2A => In Winter  
2B => File Select Screen  
2C => Egg Dragon's / Capsule Monster's Shrine  
2D => Credits (2nd part; Music starts at Tia's Scene)  
2E => Credits (1st part; Music starts as soon as Maxim joins Selan)  
2F => Shrine  
30 => -nothing  
31 => -nothing  
32 => Dekar Returns  
33 => Found Dragon egg / Iris Item / Key  
34 => Capsule Monster Joins  
35 => Found Spell (AC)  
36 => Found Item  
37 => Iris  
38 => Final Quest for the Three Stones  
39 => Excerion Blimp  
3A => Boss Approach (Camu / Idura)  
3B => Narcysus' Flute  
3C => Capsule Monster Evolves  
3D => Narvick  
3E => Capsule Monster Goes Master (or back)

-----  
Battle Background Test  
-----

This is a nice PAR code which allows you to change the battle background of the upcoming battles. Using this you can change the background layer into any of the following:

PAR code:  
7E11E1xx

The following numbers can be replaced for 'xx' (All in Hexadecimal):

00 => Upper World - Desert  
01 => Mountain Inner  
02 => Atop Sealed Tower (Only used twice in the game)  
03 => Ship  
04 => Upper World - Field  
05 => Shrine  
06 => Grey Mountain (Dummied out; Never used)  
07 => Mountain - Outer (Used in battle Rogue Flower / Gargoyle)  
08 => Daos' Shrine  
09 => Basement  
0A => Tower  
0B => Cave - Red  
0C => Cave - Brown  
0D => Cave - Water  
0E => Cave - Dark Brown  
0F => Cave - Waterfall  
10 => Cave - Light Brown  
11 => Cave - Foliage  
12 => Cave - Lava Lake  
13 => Cave - Lava Lake 2  
14 => Cave - Foliage 2  
15 => Sealed Tower - Inner  
16 => Castle (Used for battles in Gratze Kingdom)  
17 => Tower - without window (Used for Ancient Cave)  
18 => Void  
18+ => 'game screws up'

-----  
Garanteed 100% Chance of Item Drop  
-----

Using this GG/PAR code (created by Relnqshd) Item drops will always occur. Be careful though since you can have only 1(ONE) item per battle and the item you receive will always be the item dropped by the first enemy you kill. So always kill the monster of the desired item first.

GG (US):  
6DE9-34D1  
DCE9-3401

PAR code (US):  
81FB5880  
81FB590A

-----  
Dark Warrior's True Colors  
-----

As explained in the Glitches section of Appendix F the Dark Warrior has the wrong palette, which makes him look identical to the Samurai. Here's a PAR code that will restore his original colors.

PAR code (US):  
96BF1D01

-----  
Walk through walls  
-----

If you are really curious about what lies on the other side of the wall you can use this GG/PAR code to walk through the walls. Beware that this code may seriously screw up your game so use with care!!!

GG code (US):  
6D21-44AE  
6D8F-176E

PAR code (US):  
83DC6B80  
83BD1E80

-----  
Select a Bxx Ancient Cave level  
-----

Use the following PAR code to select a level you wish to go to next, while traveling in the Ancient Cave. After activating the cheat step down some stairs and you'll be on the level you wanted to be.

PAR code (US):  
7FE696xx - where 'xx' is the level in hex

Use '62' hexadecimal to go down to 98 in one go. Then deactivate the cheat to meet up with the Master right away.

-----  
Infinite Money & Coins  
-----

The following cheat gives you 9,999,999 Gold and Coins. It works for all versions of the game:

PAR code - maximum Gold (All):  
7E0A8A7F  
7E0A8B96  
7E0A8C98

PAR code - maximum Coins (All):  
7E0B557F  
7E0B5696  
7E0B5798

-----  
Easy Experience  
-----

With these codes you can control how many EXP you get in a battle. The codes must be entered during a battle and before it ends (before you kill all the

enemies). The format of the codes is:

PAR code - (Japanese):

7E15E8xx  
7E15E9yy  
7E15EAzz

PAR code - (Others):

7E1605xx  
7E1606yy  
7E1607zz

Where zzyyxx is a 6 digit hexadecimal value. Here are some examples for the others category:

Code	Amount of EXP you'll get
7E1605E8	
7E160603	1,000 EXP (zzyyxx = 0003E8)
7E160700	
7E160510	
7E160627	10,000 EXP (zzyyxx = 002710)
7E160700	
7E1605A0	
7E160686	100,000 EXP (zzyyxx = 0186A0)
7E160701	
7E160540	
7E160642	1,000,000 EXP (zzyyxx = 0F4240)
7E16070F	
7E16057F	
7E160696	9,999,999 EXP (zzyyxx = 98967F)
7E160798	

=====  
Credits  
=====

The credits go to:

Neverland Company / Natsume / Taito:

For making a great RPG game, and publishing it in all the regions.

You:

For reading this Walkthrough/FAQ.

Me:

As I enjoyed making my very first walkthrough.

www.gamefaqs.com:

For putting this on their website.

Joel Holcombe:

For telling me that I've messed up the two clown bosses in the treasure sword shrine.



Miguel Aboytes:

He told me the rumor about using the 10 Iris treasures to open the door near the third mystic stone. He also gave the tip to use Flash on level 2, when you battle the Master. (Ancient jelly)

Kevin Fanning:

For telling me what the word "IP" stands for.

Mew Seeker / Rubyheart:

He gave me a lot of info on the following things:

- Catfish's second special attack; Flash.
- Tarantula is weak against the Insect crush.
- Groupie can drop Magic fruit.
- Idura's attack in the last battle that can confuse your characters.
- Using the Gades blade on copper/silver/gold dragons.
- Monsters on five islands drop all types of fruit.
- Using the bunny sword against the Egg dragon.
- Using a statue can freeze you game; added to bugs.
- Giving a better description on the flower slot machine in Forfeit's casino.
- Reminding me of the different version of Drowsy performed by Fire dragon
- Info on a good way to attack Ninjas and Asashins in the Ancient Cave.
- Using Flying ax, launcher and Eagle rock on Gargoyles; the bosses of Mountain of no return. For they have more effect on these flying fiends.
- Darbi's canceling out abilities.
- Also gave corrections on several of the Japanese translations.

Thomas Vickrey:

For finding the location of the Unicorn on the world map.

Celes Destiny:

Corrected a HUGE lot of errors in the chart tables. Told me about the gold eye as a dropped item, for translation error about Artea being a girl in the German version of the game, also on effectiveness of healing spells & life potions and, use of Green Tea as well. Some more corrections on 'The end' tables. Also for making a complete chart table for every monster. 'Special Thank You' to you.

Card\_Shark:

Giving me Info / Corrections on the Blackjack casino game.

Bahamut:

He found a new battle tactic which allows you to defeat Gades on any level.

DragonKnight Zero:

For some good descriptions of the casino games.

Simpelton:

Providing a solution for the 'World's most difficult trick'.

Basil Brush:

For the help with the Monster list.

ArchmageMagus:

Providing a new tactic for beating the Ancient Jelly.

Raika Shira:

Told me about the name switching 'Glitch' of the Prince of Auralio.

Andrew:

He was the first to find the third pot in the first puzzle room of north west cave, near Alunze.

Lloyd:

Adding a correction to the Growing Bush Puzzle of Dragon Mountain.

Adam Ker:

For finding the name glitch of Zeppy's Cave.

Jerry Pogorelec:

Describing all possible hands in the stud poker game.

Neal Parrett:

Gave my walkthrough an improved spelling and grammar check.

Mohd Ezril Akma Samsudin:

Correction about HP of white dragons in the tower of truth.

D\_Master22:

He told me the game was released in Australia as 'just' Lufia.

Cyanid Mage:

Cleared to me that healing enemies is more common in RPGs. So I shifted 'heal enemies to death' to the 'Stuff' section.

Jasper Krom:

For adding the spectre to 'Heal enemies to death' in stuff section.

Serpent Snake:

He corrected the location of the Heal Armor in the Shrine of Vengeance.

ZeroAnt:

He submitted a correction about Flash 1st special move; it should turn into Holy Energy and also he is the one who mentioned that I missed Arek in the Walkthrough. --"

Phoenix1911:

Check his FAQ of Lufia 2 too. He put a lot of work in his great Lay-out. Info regarding Dilemma of the Royal Flush, also new strategy to beat the Venge Ghost. And he was the first person to tell me about the 172th chest. (it was the Dragon egg held by the girl in Merix)

9inchNEL:

Contributed info about the special use of the Fatal Pick. See Ancient Cave Appendix for more details.

Relnqshd:

He found a gigantic amount of information from the actual ROM. Many thanks for all your help! Here's a list of the thing he has done so far. Including, but not limited to:

- All of the 'Hard' type enemies
- some enemies that are weak to 'Light' element that I missed.
- All of the other Elemental / Ailment Properties of all enemies.
- All reactions (Defends, etc.) of certain enemies that I missed.
- DMG / 10 property for the Cores.
- Success rate percentage of the Instant Attacks and Spells.
- All magic attacks that enemies can use.
- All weapons that are effective against 'Hard'.
- All equipment that can protect your status against ailments.

(I didn't even know about these abilities)

- Corrections about the elemental types of some of the weapons.
- Finding out that there are no Monsters weak to 'Sea' in this game, leaving the Sea Ring rather useless. The ring works, but the enemies don't!
- Finding the "Enemy Scripting Glitch" that explains why some enemies never use the 'Mirror' spell.
- Lucky Blade can be used by Tia only when it is uncursed.
- Many Enemy Script Errors.
- New Strategy to beat the Sinistrals even faster.  
(See last chapter in Walkthrough)
- Several useful comments on improving the chart tables
- Pointing out the glitch that lead to the alternative Egg Dragon Strategy.
- Finding out why 'DMG / 10' protection makes the Cores weak against magic.
- Clear descriptions of all Capsule Monster Attacks.
- Cleared up the description of the Witch ring.
- Pointing out some sentences in the walkthrough that needed to be rephrased.
- Additional information on the Casino's: Blackjack game.
- Found out that SuhrCustom11 is an actual guitar.
- Holy Staff cures paralysis on attack.
- Imps try to Silence himself.
- Some translation errors like the 'Received Egg Rings' and so on.
- And LOADS more useful information.

Laura Strange:

Corrected my on a part that was missing in Appendix A. I forgot to add all monsters that drop fruit. Also contributed a trick that allows you to feed CMs more effectively.

Corbon440:

For finding the Bolt Fish Glitch, this glitch can cause the game to crash if you absorb all his MP. Check the Glitches section for more info.

Matt Yanak:

He told me about the glitch in Alunze Basement that screws up the sprites of the enemies turning some of them into Erim.

Zidanax:

Found out that the Henonman and Lethal Sword also appear in the English European ROM, so these changes apply to the Australian and Brittan cartridges (both are PAL opposed to the US NTSC system).

Tq:

Mentioned that the worth of adding the trick that it is possible to raise HP & MP above 999.

Orion:

A PAR code for selecting a basement level in the Ancient Cave.

Drachen Kiraa:

Supplied some additional PAR codes that can be used for this game, and also for several fixes in the chart tables and extra comments on Gades / Eggdragon boss battles.

=====  
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=====

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Nothing out of this walkthrough may be copied for use on own websites, or own

profit. The following links are the only websites on which my FAQ/walkthrough are available, if you wish to upload the FAQ to your own website please notify me before doing so. Then I will send you my latest version.

-----  
Website locations  
-----

<http://www.gamefaqs.com>  
<http://jasper.krom.openhuis.com>

----  
Also  
----

<http://www.boundkingdom.com>  
The people of this website have used some of my chart tables for their website.

<http://www.geocities.com/bernardalgain/Lufia2.html>  
Relnqshd's Site with many fixxxer patches and lots of info obtained directly from the ROM. Has some articles on the actual programming of the Lufia battle script and also has some funny stuff on Lufia too!

[https://www.youtube.com/watch?v=\\_gNIb-3zqV8](https://www.youtube.com/watch?v=_gNIb-3zqV8)  
Defeat the Master Jelly in two rounds without the suicide method nor Dekar

-----  
Total GameFAQ productions  
-----

Donkey Kong Country	Speed Guide
Donkey Kong Country: 2 Diddy's Kong Quest	Speed Guide
Dungeon Keeper	FAQ/Walkthrough
Golden Sun	FAQ/Walkthrough
Golden Sun: the Lost Age	FAQ/Walkthrough
Jet Force Gemini	In-depth; Capacity Crates
Lufia 2: Rise of the Sinistrals	FAQ/Walkthrough
Lufia 2: Rise of the Sinistrals	World Map
Monkey Island 3: Curse of Monkey Island	FAQ/Walkthrough
Paper Mario	FAQ/Walkthrough
Perfect Dark	FAQ/Walkthrough
Secret of Evermore	FAQ/Walkthrough
Terranigma	FAQ/Walkthrough

=====  
E-mail, Questions and Contributions  
=====

If you want to ask / contribute / correct anything about the "Lufia II: Rise of the Sinistrals" FAQ, mail to [knuckle\\_iron\(at\)hotmail\(dot\)com](mailto:knuckle_iron(at)hotmail(dot)com) . Only send mail that has to do with this game. ALL OTHER MAIL WILL BE IGNORED. I don't mean to be rude, but this is only about Lufia 2. Of course, don't submit anything that has been done already in this walkthrough. In the section below this you can see a list with examples of things that are incomplete.

=====  
Unfinished business  
=====

Things to add:

- Any corrections or mistakes that need to be fixed.
- Does anybody have any knowledge about guitars, since I don't know what the '11' stands for in the 'SuhrCustom11' Guitar weapon.

=====  
Spelling, grammar and typing errors  
=====

I am trying to fix all these mistakes, and I will correct as many as I can. However most (if not all) errors left are not corrected by Word, thus making it harder for me to detect them. On top of that this walkthrough is nearly 200 pages 'A4' format long.

-  
--  
- ----- -  
- ===== | END | ===== -  
- ----- -