

Lufia Spoiler-Free Walkthrough

by THayes

Updated to v1.0 on Feb 12, 2005

```
=====
                               Spoiler-Free Walkthrough for
                               LUFIA AND THE FORTRESS OF DOOM
=====
```

GUIDE INFORMATION

Author: Tom Hayes
E-mail: guidewriter(at)gmail(dot)com
System: Super Nintendo Entertainment System
Updated: 12th February, 2005
Version: 1.0

CONTENTS

1. Walkthrough
2. Copyright Information

VERSION HISTORY

1.0: 12th Feb, 2005 (First version)

```
=====
1.                               Walkthrough
=====
```

1. The game starts in the Fortress of Doom. Climb up to the fourth floor of the fortress and battle Gades, Amon, Erim and Daos.
2. 99 years later in the town of Alekia, a rumour has been spread that monsters have attacked the Kingdom of Sheran. Exit Alekia.
3. Travel north past Chatam and enter the left cave. Climb up the steps at the top-left corner and enter Sheran.
4. The rumour that there were monsters in Sheran is true. Exit the town and travel back through the cave to return to Alekia.
5. Enter the inn at the bottom-right corner of town and go up the steps to talk to Lufia. Go down the steps and exit town.
6. Lufia will join the party. Travel north and enter the left cave. Talk to Danil to receive the key to Sheran castle. Exit the cave and enter Sheran.
7. Walk north up the path in the middle of town to enter Sheran castle.

8. Enter the throne room on the third floor and open the left door. Pull the switch and go through the top-left exit on the the third floor.
9. Go down the steps to the basement and open the left cell to rescue the King and Lilah. Exit the castle.
10. Walk south and lose the battle against Gades to return to Alekia.
11. Walk north to the castle and talk to Lilah in the top room on the second floor. Exit the castle and continue south to exit Alekia.
12. Travel north to enter Chatam and walk east to talk to Danil. Exit Chatam.
13. Exit Chatam and walk back through the cave. Travel south-west from Sheran to enter the town of Treck.
14. Walk south to the port and talk to the man at the bottom-right corner of the area. Exit the town and travel east to the East Cave.
15. East Cave: Go down the steps at the bottom-right corner and Ainea will open the door. Walk through the door and go up the steps to exit the cave.
16. Travel north-east to the house and walk north to talk to Guy. Exit the area and walk back through the cave to return to Treck.
17. Walk south to the port and talk to Aguro. Defeat the enemies and Aguro will join the party. Exit the town.
18. Travel north to the cave and follow the path through to the exit at the other side. Board the Maberia to sail back to Treck.
19. Enter the house at the top-left corner of town and talk to the captain on the second floor. Talk to the captain again to sail to Lorbenia.
20. Go up to the third floor of the shop in the middle of town. Talk to the woman in the middle of the shop and a boy will steal Lufia's money.
21. Enter the inn at the bottom-right corner of town and talk to the innkeeper. Exit the inn and Aguro will join the party. Exit the town.
22. Travel south-west from Lorbenia and enter the town of Grenoble.
23. Enter the top-left house and talk to the left man. Pay him and go down the steps. Exit the hall and go down the steps to the treasure shop.
24. Talk to the man behind the desk for the secret map task. Accept the task and exit the shop. Exit Grenoble.
25. Travel west from town and cross the bridge. Enter the Old Cave.
26. Old Cave 1F: Enter the elevator. Pull the switch to go to the 2nd level.
27. Old Cave 2F: Enter the top-right room and get the Fairy Kiss from the top-right chest. Exit the cave and return to Grenoble.
28. Enter the top-left house and talk to the left man. Pay him and go down the steps. Exit the hall and go down the steps to the treasure shop.
29. Talk to the man at the bottom-right corner of the shop to receive a letter.

- Exit the shop. Exit Grenoble.
30. Travel north from Grenoble and cross the bridge on the left. Continue north and enter the Northwest Tower.
 31. Northwest Tower: Talk to the apprentice on the fourth floor to give him the letter. Defeat him to receive the speed potion. Exit the tower.
 32. Travel south-west from the Northwest Tower and cross the three bridges. Continue south and enter the town of Kirof.
 33. Enter the top room of the house at the top-right corner of town to see Mark and Reyna. Exit the town.
 34. Travel east from Kirof and enter the town of Medan.
 35. Walk north to Medan Castle and go down the steps outside the ruby room. Follow the path to see the princess. Exit the castle. Exit Medan.
 36. Travel west to return to Kirof, where Reyna has disappeared. Exit the town and travel north to enter the cave.
 37. Cave near Kirof: Go down the steps in the bottom-right room. Enter the next room on the right and go down the left steps.
 38. Cave near Kirof: Walk south and go down the middle set of steps. Walk over the invisible bridge to find Reyna. Defeat Phantasm to return to Kirof.
 39. Exit the town. Travel east from Kirof to return to the town of Medan.
 40. The princess will explain about the Hope Ruby to the people of the town. Exit the town.
 41. Travel north-east and enter the cave. Walk through to the other side of the cave and travel south to enter the town of Belgen.
 42. Enter the cave at the top-right corner of town and talk to the top woman in the second room. Select yes. Exit the town.
 43. Travel south-west and cross the bridge. Enter the Southwest cave.
 44. Southwest Cave: Go down the steps. Go through the top-left exit. Go down the steps. Follow the path and go down the steps at the top-right corner.
 45. Southwest Cave: Go through the bottom exit. Go north and talk to the man. Open the chest to get the Dais Key. Exit the cave.
 46. Cross the bridge and travel north to pass the mountain, and then travel west to enter the Dais cave.
 47. Cave to Dais: Unlock the red door and continue west through the cave. Go up the steps at the top-left corner to exit the cave.
 48. Travel west and cross the bridge. Walk north-west to arrive at the dais.
 49. Walk up either path at the side of the dais to see Jerin. Walk south and Follower will kidnap Jerin. Exit the dais area.
 50. Travel north from the dais area and enter the dais tower.

51. Dais Tower: Enter the top-right room and walk onto the warp pad. Climb up the steps to the top floor of the tower.
52. Dais Tower Top Floor: Walk onto the right warp pad, north warp pad and north warp pad. Defeat Follower and talk to Jerin to return to Belgen.
53. Exit Belgen and travel east to the desert. Go south-east and cross the bridge, and then walk west to the guide station.
54. Talk to the man in the station and select yes. Jerin will join the party. Exit the guide station and travel south-east to the big tree.
55. Lost Forest: Follow Jerin's instructions to pass through the forest.
56. Travel east to the building and go down the steps. Walk through to the other side of the hall and travel north to Jenoba.
57. Enter the house at the top-left corner and go down to the basement. Talk to the woman and buy her two ciders. Exit the town.
58. Travel south-east from Jenoba and enter the blue tower.
59. Blue Tower: Go up the right steps on the fourth floor. Enter the room and go down the hole twice. Open the chest for the green jade. Exit the tower.
60. Travel south-west from the blue tower and cross the bridge. Walk south-east to the mountains and continue east to the red tower.
61. Red Tower: Climb up to the top floor of the tower and defeat Dark Ghost. Open the bottom chest in the basement for the blue jade. Exit the tower.
62. Travel back to the town of Medan and walk north to enter the cave.
63. Medan Cave: Enter the room at the right side of the cave and talk to the man to get the red sapphire. Exit the cave and return to the blue tower.
65. Blue Tower: Go up the left steps on the fourth floor and continue up to the top floor. Put the blue jade on the pedestal. Exit the tower.
66. Travel south-west from the blue tower and cross the bridge. Walk south-east to the mountains and go north-east east to the green tower.
67. Green Tower: Climb to the top floor of the tower and put the green jade on the pedestal. Exit the tower.
68. Travel south-west from the blue tower and cross the bridge on the right. Walk north-east to the red tower.
69. Red Tower: Climb to the top floor of the tower and put the red sapphire on the pedestal to travel to an island. Walk east to enter Elfrea.
70. Enter the top house and go up the left steps. Artea will give the shrine key to the party.
71. Walk down the steps and go up the right steps. Use the shrine key to open the door and walk onto the warp pad to exit the town.
72. Exit the right shrine and enter the left shrine. Walk onto the warp pad and exit the shrine to return to the world map.

73. Travel south-east from the shrine see the town of Rangq. Walk south-west from Rangq to enter the mountain tunnel.
74. Mountain Tunnel: Walk north to the start of the room with the four rocks. The room can only be crossed in a certain way.
75. Mountain Tunnel: From the start of the room, go U1, R2, U1, R2, U4, L3, D1, L2, D1, L2, U2, R1, U1, R2. Go up the steps.
76. Travel south-west from the mountain tunnel to enter the town of Odel.
77. Enter the basement of the house at the top-left corner of the house and talk to the left man. Exit the house and walk north to the castle.
78. Talk to Piron the architect on the second floor of the castle. Select yes. Exit the castle and walk south to exit the town.
79. Travel south-east from Odel to enter the town of Lyden.
80. Enter the restaurant at the top-left corner of town and talk to the man at the top table. Exit the town.
81. Travel north-west from Lyden to Odel. Walk north to the castle and talk to Piron the architect on the second floor. Exit the castle.
82. Travel south-west from Odel and cross over the bridge. Enter the cave.
83. Cave near Odel: Climb down both ladders and walk north to see the bridge. Exit the cave and return to Odel.
84. Walk north to the castle and talk to Piron the architect on the second floor. Exit the castle.
85. Travel south-west from Odel and cross over the bridge. Enter the cave.
86. Cave near Odel: Climb down both ladders and walk north to talk to Piron. Exit the cave.
87. Cross the bridge and travel north-east. Cross west over the next bridge and enter the nearest cave.
88. Cave near Odel: Walk north and go down the first ladder on the left. Follow the path west to see Piron build the bridge. Exit the cave.
89. Cross the bridge and travel south-west. Cross north over the next bridge and enter the cave.
90. Cave near Odel: Cross the new bridge and go down the steps at the bottom-right corner. Continue through to the exit of the cave.
91. Travel north-west from the cave exit and enter the town of Arus.
92. Talk to the man in the top house. Exit the town and go south-west from Arus to enter the cave.
93. Walk through to the other side of the small cave and travel west to enter the Tower of Grief.
94. Tower of Grief: Climb to the sixth floor of the tower and talk to the man. Exit the tower and walk back through the cave.

95. Travel back to Odel castle and go down the steps at the top-left corner of the courtyard to enter Shaia Lab 2.
96. Shaia Lab 2: Go down the steps at the bottom-right corner and walk onto the warp pad. Walk west at the junction and go up the steps. Enter Shaia Lab 1.
97. Shaia Lab 1: Go up the steps and talk to professor Raile. The party will board the ship. Sail west to Carbis and walk north to the lab.
98. Shaia Lab 3: Go down the steps and talk to Raile, who wants Cooper to be found. Exit the lab.
99. Board the ship and sail west to the town of Bakku.
100. Enter the church at the top-left corner of town and talk to the priest. Exit the town.
101. Board the ship and sail north-east to the next continent. Dock the ship at the top of the continent and travel to Grenoble.
102. Enter the top-left house and talk to the left man. Pay him and go down the steps. Exit the hall and go down the steps to the treasure shop.
103. Talk to the man behind the desk for the fifth level task. Exit the shop. Exit Grenoble.
104. Travel west from town and cross the bridge. Enter the Old Cave.
105. Old Cave 1F: Enter the elevator. Pull the switch to go to the 5th level.
106. Old Cave 5F: Enter the top-right room, bottom-right room and top-right room. Talk to Cooper to exit the cave and return to Carbis.
107. Shaia Lab 3: Go down the steps and talk to Raile, who wants seven pieces of Alumina to be found. Exit the lab.
108. Board the ship and sail west to the town of Bakku. Travel north from Bakku to enter the Tower of Light.
109. Tower of Light: Defeat the Guardian on the top floor. Get the light key from the chest and unlock the door on the first floor. Exit the tower.
110. Travel north from the tower and enter the town of Linze.
111. Enter the house at the top-right corner of town and go down both sets of steps. Walk down the green hall and go up the steps to exit the town.
112. Travel north-east from Linze to enter the gayas cave.
113. Gayas Cave: Go south to see two chests, and walk left to fall down a hole. Go up the steps and open the chest to collect the first Alumina piece.
114. Gayas Cave: Enter the middle door near the top-right corner of the floor and pull the switch down.
115. Gayas Cave: Walk onto the warp pad in the left room and continue through the cave to talk to Clack about all topics. Exit the cave.
116. Enter the tunnel on the left and walk back to the town of Linze. Go

through the tower of light and walk south to return to the ship.

117. Sail north-east to Marse at the top of the continent, and then sail north-east to Loire island. Enter the cave.
118. Loire Cave: Open the chest in the room at the top-right corner of the first floor to collect the second Alumina piece.
119. Loire Cave: Go down the steps at the left side of the bridge. Enter the first room on the right and walk along the hall.
120. Loire Cave: Walk south toward the only cave in the area to fall down to a new area. Talk to Brant at the top-left corner to exit the cave.
121. Talk to Brant outside the cave to receive the third Alumina piece. Board the ship and sail north-west to Elba island. Enter the cave.
122. Elba Cave: Walk onto the warp pad near the entrance.
123. Ullup Cave: Pull the switch down at the bottom of the room. Return to the warp pad at the top of the floor.
124. Elba Cave: Climb up the long ladder at the bottom-right corner of the floor and go through the door. Walk onto the warp pad.
125. Ullup Cave: Cross both bridges and open the top-right bridge to collect the fourth Alumina piece. Walk onto the warp pad.
126. Elba Cave: Exit the room and go down the long ladder. Enter the right room and pull the switch down. Go up the ladder and return to the warp pad.
127. Ullup Cave: Go through the newly opened door and open the chest to collect the fifth Alumina piece. Exit the room and walk onto the warp pad.
128. Elba Cave: Exit the room and climb down the long ladder. Go up the left ladder and enter the middle door.
129. Elba Cave: Pull the switch down. Exit the room and enter the left door. Go through the newly opened door and walk onto the warp pad.
130. Elba Cave: Open the chest to collect the sixth Alumina piece. Walk onto the warp pad and exit the room. Exit the cave.
131. Sail south-west from Elba cave to see a river leading south. Sail past the river and dock the ship at the top-left corner of the continent.
132. Travel south and cross the bridge. Travel north-east and cross the next bridge. Walk through the forest and enter the cave.
133. Cave: Pull the switch down in the top-right room. Walk onto the warp pad in the bottom-left room and open the chest for the newt. Exit the cave.
134. Return to the ship and sail east from the cave to see a river leading south. Sail down the river and enter the town of Herat.
135. Walk north to enter the castle and talk to the king in the throne room on the top floor. Exit the castle. Exit Herat.
136. Return to the ship and sail up to the top of the river. Sail south-west to the bottom-right corner of the next continent. Enter the town of Lyden.

137. Enter the restaurant at the bottom of town and go down to the basement. Talk to the wizard to receive the magic flavor. Exit the town.
138. Board the ship and sail north-east to the top of the next continent. Sail down the river and return to the town of Herat.
139. Walk north to enter the castle and talk to the chef in the top-right room on the second floor. Talk to the king on the top floor.
140. The king will open the jewel collection. Go down to the basement and open the top-right chest for the seventh piece of Alumina. Exit Herat.
141. Return to the ship and sail up to the top of the river. Sail east to pass Marse and go south-east to return to Carbis.
142. Shaia Lab 3: Enter the building to hear that Raile went to Aisen Island. Exit the lab.
143. Board the ship and sail north-west to Marse, and then continue north-west to the island with the pirate ship. Enter the tower.
144. Aisen Tower: Walk up to the button room on the fourth floor.
145. Aisen Tower: Walk on the top-left, bottom-right, bottom-left and top-right buttons. Walk on the top button and go through the door.
146. Aisen Tower: Go up the steps and defeat Bosun and the pirates to rescue Lou. Open the left chest to collect the pirate key.
147. Aisen Tower: Unlock the left cell on the third floor to rescue Raile. The party will exit the tower.
148. Board the ship and sail south-east to return to Carbis.
149. Shaia Lab 3: Enter the lab and talk to Raile to board the Falcon.
150. Sail north-east to ring island and enter the right whirlpool. Go through the cave on the left and enter the next whirlpool. Enter the fortress.
151. Fortress of Doom: Climb up to the third floor of the fortress and get the Dual Blade. The party will go to the town of Soshette.
152. Exit the town and board the ship. Sail south to return to Carbis.
153. Shaia Lab 3: Enter the lab and talk to Raile. Exit the lab.
154. Board the ship and sail south to Frederia island, and south-west to the bottom of the next continent. Enter the town of Epro.
155. Talk to the man in the item shop at the top-right corner of town to hear about Hedge. Exit the town.
156. Travel north and cross the bridge. Go north-east and talk to Hedge to receive the oil key.
157. Return to the ship and sail east around the outside of the continent. Sail into the whirlpool near Hedge.
158. Sail into the whirlpool at the top-left corner of the underwater cave. Go

west to exit the cave and continue west to enter the oil cave.

159. Oil Cave: Unlock the door and defeat the Oil Dragon at the bottom of the cave. Open the right chest to get the power oil. Exit the cave.
160. Return to the ship and sail back through the underwater cave. Sail east to the island and enter the town of Frederia.
161. Shaia Lab 4: Talk to Raile in the basement of the lab at the top-right corner of town. The party will exit the town.
162. Board the ship and fly west to Arubus, and then north-west to Glasdar tower. Land the ship north of the tower and enter the cave.
163. North Arubus Cave: Pull the switch in the basement of the cave. Walk onto the warp pad and open the middle chest for the Glasdar key. Exit the cave.
164. Board the ship and fly south-west to the next cave. Enter the cave.
165. West Arubus Cave: Walk through the door and go up the steps. Enter the top-left door and unlock the door. Walk onto the warp pad.
166. Travel north from the exit of the cave to enter Glasdar tower.
167. Glasdar Tower: Walk on the middle button on the fifth floor to warp to the sixth floor. Defeat Nazeby on the top floor. Exit the tower.
168. Walk back through the cave and board the ship. Fly north-west to the Tower of Grief on the next continent, and fly north to doom island.
169. Land the airship on the island and travel north through the shrine. Continue north to enter the fortress.
170. Fortress of Doom: Climb up to the fourth floor of the fortress and defeat Gades, Amon, Daos and Guard Daos to complete the game.

=====

2. Copyright Information

=====

This document is Copyright 2005 Tom Hayes. It is not to be distributed in any form without the permission of the author. The author of this document is not affiliated with the creators of this game in any way. The latest version of this document can be found at www.gamefaqs.com.