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- o Heal, Purify spells
- o Antdt, Antler, Charm, Mackrl, Trout, Panacea, M.Drop, Life2 items

CURSE

Effects:

- o Character's statistics are lowered

Cures:

- o Heal, Purify spells
- o Charm, Panacea, M.Drop, Life2 items

PARALYZE

Effects:

- o This effect immobilizes an ally for a few rounds
- o Ally cannot perform any command while paralyzed

Cures:

- o Heal, Purify spells
- o Charm, M.Drop, Panacea, Life2 items
- o Wait for the effect to wear off

ZOMBIE

Effects:

- o Character is transformed into a Zombie creature
- o Statistics are lowered sharply

Cures:

- o Heal, Purify spells
- o T.Drop, Charm, M.Drop, Panacea, Life2 items

STUN

Effects:

- o Occurs when an ally's HP drops to 0
- o Ally in Stun state is totally immobile until cured

Cures:

- o Life, Panacea, Life2 items

Other Battling Information

=====

- \* Battles occur randomly in any area where there is enemy activity, including the World Map and any other dungeons, forests, caves, etc.
- \* In battle your character and allies can strike with a Slam attack, doubling the damage done to the enemy. Also, your character/allies will, at times, strike back at an enemy with a counter attack (Cntr) after being hit. These attacks occur randomly in battle.
- \* In boss battles, though the boss may appear to be at 0 HP, they may flash and still stand for a few more hits
- \* When your entire party is in the Stun state (all allies are down to 0 HP), you are warped out of battle to the last Dragon Statue that you saved at.
- \* After every battle, the amount of experience points (EP) and gold (GP) you receive will be shown on the screen, followed by any items that the enemy dropped.

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/=====\  

<><>      c. Characters      <><>  

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R Y U

Description

Ryu is a descendant of the White Dragon Tribe and has the ability to turn into a dragon. The tribe has sealed its power after almost destroying the world in the Goddess War of several thousand years ago. However, it is allowed to use it when the world is in danger in order to save it, Ryu lost his parents when he was young and now lives with his sister, a shaman who can summon powerful magic. Ryu's hobby is fishing.

Starting Statistics

		HP	20/	20
		AP	0/	0
LEVEL 1		EXP	0/	10
STRENGTH	10	ATTACK		15
VIGOR	10	DEFENSE		19
AGILITY	8	ACTIVE		3
WISDOM	12	INTLGCE		12
LUCK	12	FATE		12
		MAG DEF		9

Starting Equipment

WPN	Dirk	SHD	WoodSH
ARM	Robe	HLM	StrawHT

Special Ability

Fishing - Ryu can fish in small ponds on the world map. There are different rods available in the game and you must use better rods to fish for better fish and items.

N I N A

Description

Nina is from the Fae tribe. She can turn into a gigantic bird and fly through the air with people on her back. The Fae tribe abhors fighting, and its people hid themselves in a remote mountain during the Goddess War.

Because of their seclusion, their ancient traditions remain intact. Nina learned the ancient ways when she was young, and now she is a master in the use of healing magic.

Starting Statistics

		HP	36/ 36
		AP	45/ 45
LEVEL 5		EXP	140/ 280
STRENGTH	10	ATTACK	15
VIGOR	24	DEFENSE	32
AGILITY	35	ACTIVE	9
WISDOM	38	INTLGCE	38
LUCK	30	FATE	30
		MAG DEF	30

Starting Equipment

WPN	ShortRP	SHD	None
ARM	Dress	HLM	None

Special Ability

Flight - Late in the game, Nina gains the ability to fly, allowing your party to reach areas previously out of reach. Flight can also get you to places much faster than walking.

B O

Description

The Hunting tribe lives in the forest and reveres nature. This tribe is so familiar with the forests that you will never get lost when Bo is leading the group. Bo is cool-headed, reliable and very good at hunting with the bow. In battles against the Black Dragon Tribe, Bo led his tribe to multiple victories. However, the Hunters ere soon outnumbered and had to retreat to their home in the southern forest.

Starting Statistics

		HP	69/ 69
		AP	21/ 21
LEVEL 9		EXP	1310/1700

STRENGTH	40	ATTACK	54
VIGOR	39	DEFENSE	50
AGILITY	40	ACTIVE	30
WISDOM	33	INTLGCE	33
LUCK	9	FATE	9
		MAG DEF	31

Starting Equipment

WPN	BronzeBW	SHD	N/A
ARM	ArmPad	HLM	SuedeHT

Special Ability

Hunting - Bo has the ability both to walk through trees on the world map and to hunt using his bow. To hunt, fire at any of the wild animals found randomly on the world map with his bow by pressing A.

K A R N

Description

As a tiny child, Karn was found in the Town of Darkness by the leader of a guild of thieves. He knows nothing about his parents or his hometown. Karn is not interested in his past, however, he is dedicated to acquiring the best thieving techniques. Karn is always practicing his craft. The guild leader wonders when he should tell Karn the truth about his beginnings.

Starting Statistics

		HP	116/ 116
		AP	53/ 53
LEVEL	12	EXP	5100/7300
STRENGTH	38	ATTACK	58
VIGOR	34	DEFENSE	50
AGILITY	69	ACTIVE	59
WISDOM	42	INTLGCE	42
LUCK	51	FATE	51
		MAG DEF	45

Starting Equipment

```
WPN  ThrowDR      SHD  None
ARM  SuedeGN      HLM  NiceHT
```

Special Ability

-----

Thievery - While Karn is in the front of your party, he can do various things such as pick locked doors and disarm traps on chests. If there is a trap hole in the floor, Karn will also prevent your party from falling in it. Karn also has the ability later on to fuse with other characters through certain spells, which causes him to change in form, appearance, and attributes. He also has different abilities based on his various forms.

Shin: Hunting with faster shooting arrows and the ability to walk through trees.

Debo: No special ability, but can only be used underwater.

Doof: Can also walk through trees as well as smash rocks and weak walls. He can also push very heavy objects.

Puka: Can open sealed stone walls to reveal caves.

G O B I

Description

-----

Gobi is from a tribe of traders who boast that they will one day control the world's commerce. Their trade area is any place that touches the sea. They are notorious for their greed, and Gobi is especially greedy - his own tribesmen shun him and he has been expelled by the tribal leader. Because of this, his ability to turn into a huge fish is sealed and his life of commerce is very limited. However, Gobi still hasn't learned his lesson.

Starting Statistics

-----

	HP	90/	90
	AP	48/	48
LEVEL 15	EXP	17500/	22500

STRENGTH	35	ATTACK	47
VIGOR	40	DEFENSE	75
AGILITY	32	ACTIVE	17
WISDOM	49	INTLGCE	49
LUCK	69	FATE	69
		MAG DEF	40

Starting Equipment

---

WPN	Pole	SHD	None
ARM	BronzAR	HLM	BronzHT

Special Ability

---

Swimming - Later on in the game, Gobi will gain the ability to turn into a large fish and travel speedily underwater.

O X

Description

---

Warriors of the Creation Tribe are immense and powerful. They trace their mastery at creating weapons and armor back to ancient times. They are also skilled at breaking apart walls and hard rock. Despite their size, they are capable of delicate and subtle work. Ox once made a beautiful golden hair ornament for his wife. They are best at crafting weapons, but since the oppose war, they rarely use this talent.

Starting Statistics

---

		HP	168/ 168
		AP	30/ 30
LEVEL	16	EXP	23000/29500
STRENGTH	73	ATTACK	103
VIGOR	71	DEFENSE	98
AGILITY	14	ACTIVE	0
WISDOM	40	INTLGCE	40
LUCK	21	FATE	21
		MAG DEF	30

Starting Equipment

---

WPN	Club	SHD	SuedeSH
ARM	BronzAR	HLM	None

Special Ability

-----  
Hammering - Ox has the ability to break down weak walls as well as break through rocks holding items or blocking your path.

B L E U

Description

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Bleu is the sorceress who was in a deep sleep at Wisdon. She is also the sorceress who imprisoned the goddess Tyr. She is a highly offensive spell-caster with many powerful spells right off the bat. Like all magic-based allies, she has low health points and terrible attack. She is a very useful ally, however, as she has an array of attacking spells.

Starting Statistics

-----  
HP 119/ 119  
AP 159/ 159  
LEVEL 19 EXP 31000/31500  
STRENGTH 28 ATTACK 33  
VIGOR 38 DEFENSE 58  
AGILITY 59 ACTIVE 56  
WISDOM 75 INTLGCE 75  
LUCK 41 FATE 41  
MAG DEF 69

Starting Equipment

-----  
WPN Stick SHD SuedeSH  
ARM Gown HLM None

Special Ability

-----  
None - Bleu does not have any special ability to use.

M O G U







building. View the destructed city and proceed to a small house to the lower left. Enter it and save at the Dragon Lord shrine. If you want, head left over to the shops and buy an herb and any equipment you wish, though none is really necessary right now. There is nothing more to do in this ruined town so head out to the world map.

=====  
WORLD MAP  
=====

Enemies: Slime, Flea, Bulla

Out here, walk around to get accustomed to the area and level up Ryu to around four or five if you have the patience. I would wait, however, as the first dungeon has monsters that give much better amounts of EP. The Slimes are plentiful out here and are very easy to kill. The Bullas are strong but aren't that tough to kill. Watch out for the Fleas, however, as they are fast and have a pretty high attack. In groups of two or three, these things can be deadly. Luckily, they give a fair amount of EP and GP. If you are running low on HP, head back to the large house in the center of Drogen and talk to the old woman who will heal you. Try and save up enough GP to buy a Sabre and any other equipment you want before proceeding onward on your quest.

From the town of Drogen, head west then north across a stone bridge. When you reach a corner, head east for a short ways and you should see the city of Camlon.

-----  
CAMLON  
-----

You will find that the city of Camlon is just as ruined as Drogen. Talk to the villagers to find out that the city has been recently invaded by the Dark Dragons and that the castle has been "occupied by putrid monsters." Before anything, head to the Dragon Shrine, the only open building in the entire place aside from the castle, located in the left-center of the city. Now talk to the royalty up north standing outside the castle and you will learn that they need a strong fighter to rid the castle of the evil monsters. Hey, maybe you should do it! Enter the castle.

.....

CAMLON CASTLE

Enemies: Beak, Creep, Gloom, P.Bug

Items: 70GP(x2), BronzSD, Herb(x5), SuedeCP, Visor, Antdt(x2), 150GP

The path in here is very linear as many rocks block other paths. Head up, left, and up again with the path and you should see a small blue pond. You can drink from it as many times as you want to replenish your HP. Continue right past the spring and head north to the upper wall. Go right from here and then south through an opening down to two chests each containing 70GP. Continue heading east past another recovery spring. From here, go down with the path and then head back up the other side of the wall. Keep heading north to a staircase and take it down.

In this area, press A at the purple doors you see to make them open and take the BronzSD and Herb from the chests. Head east from here to another set of purple doors and open them to get the Gauntlet and Herb from these two chests. Equip both the Gauntlet and the BronzSD on Ryu and proceed north and up the set of stairs. Back on the floor you started, head south all the way to another set



Enemies: Slime, Flea, Bulla

Back out in the World map, you will encounter the same enemies as before, though they should be much easier to defeat this time around. It's time to make your way to the kingdom of Nanai. From the city of Camlon, head left along the strip of land until you reach a small beach to the south. Head north from here and then right across the stone bridge. Continue heading east a short ways until you come to some stone steps. Take these steps north and head east again across another bridge. When you see an opening to the south, take it to a dirt clearing. Once you reach the sea, head east again to the kingdom of Nanai.

Do not enter the city during the daytime, however, as there are guards guarding the entrance and will not let you through, believing that you are an intruder. Wait until the sky darkens, at nighttime, to enter the city, when some of the guards are sleeping, allowing you to make your way through the city to its dungeon.

```
=====
NANAI
=====
```

Items: 150GP(x2)

When you enter the kingdom at nightfall, you will notice that the guard at the entrance is sound asleep, giving you a way into the city. You will also notice that some of the guards in the city are still awake. If they catch you in their sight, you will be kicked out of the city, so you will have to avoid these while you make your way around. Head north into the town, saving at the Dragon Shrine here. The Inn to the left is open, but there is no innkeeper so you cannot heal up. Instead, make your way west past the Inn and start heading north. Head east again as soon as you can (you will be behind the Inn) and make your way through the guards all the way to a pillar structure.

Now head north past a small house to a larger house at the top of the city and enter it. Grab the 150GP from each of the chests here and exit the house. Head east as far as you can, to the moat surrounding the castle, and south as far as you can from here, to the back of a small house. You should notice that a sleeping guard blocks the pub just to the east of the house. If you go all the way east and up north, the weapons and armor shop is open, if you want to upgrade anything, though it isn't really necessary. Anyways, from here head east one step from the moat and head north all the way to the castle. In here, open the blue doors ahead of you and take the steps down to the dungeon of Nanai, Gaia Temple.

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#### GAIA TEMPLE

Enemies: Beak, Creep, Gloom, P.Bug

Items: Antdt, 650GP, B.Stn, ArmPad, 70GP, F.Stn, Cure

Head down a couple more sets of stairs to reach the open, underground area surrounded by a strange orange aura. The path in this short dungeon isn't very linear though it is not ambiguous at all either. The enemies are the same as in Camlon castle so you should have too much difficulty in here. Your HP might get low, as you haven't healed in a while so use an Herb whenever necessary to restore your health. From the stairs, head south down a ramp then east across a bridge to a chest with an Antdt. Now head back west and then south a ways until you spot a ramp to the left and the right. Take the left one back up north to a chest with a nice 650GP. Head back south and, instead of taking the eastern







Head back up the ramp and continue on west. Pass one ramp heading up and take the one just past it down to a narrow strip of land. Head north on this strip to a chest with a B.Stn and make you way back south and up the ramp. Head up the ramp you passed before to a staircase. In this enclosed area, head north then west to chest with a C.Stn before going up the stairs to the right. From here, head straight down and out of the cave.

```
=====
WORLD MAP
=====
```

Just head directly west to the town of Romero.

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=====
ROMERO
=====
```

Items: Map, ProtnB

Save at the Dragon Shrine here just to the left of the Inn, then rest at the Inn to replenish your health and AP. Now head to the house just northeast of the Inn (the one with smoke coming out the chimney). Enter it and drop down the hole in the room. You should notice a configuration of jars to the left in this room blocking a hallway. They are configured in this order:

```
(3) (4)
(2)
(1)
```

To unblock the hallway, move jar 1 left, jar 4 up, and jar 3 to the left so that they look like this (though jar 3 will be blocked by the wall):

```
(4)
(3)
(2)
(1)
```

Now walk through to another jar and push it back once, then press A at it to receive a Map. Now head up the stairs at the bottom of the room and you will be back out on the World Map. Press Start out here to view the Map that you just found. Now head back into the city and enter the tall house in the upper-right corner of the city. Head up the stairs in here and take the ProtnB from the chest of drawers here. Now head out the west exit of the city.

```
=====
WORLD MAP
=====
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Head due west from here to enter the Ramui Woods, on your way to the Karma Tower.

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=====
RAMUI WOODS
=====
```

Enemies: Creep, P.Bug, Spider

Items: Bandage

In this open, grassy area filled with trees, start by heading west until you see an opening to the south. Head south and west through here, then south again







```

| randomly, but this may be connected to Petrify. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| With just Ryu, there is not much to say along the |
| lines of strategy. Just attack, attack some more, and |
| heal whenever necessary. If you are around level nine |
| you are plenty strong enough to beat Wizard. When you |
| get to around 15 HP feel free to use a Herb just to |
| be safe. He will fall quickly. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1000 EP and 700 GP acquired. |
O-----O

```

The Wizard explodes and disappears after you receive the Remedy from him. Nina comes up to you and thanks you just before she collapses into Ryu's arms. Back at the top of the tower, the soldier thanks you and gives you and Nina a lift back to Winlan, accompanied by a fleet of other birds. You land just outside the city and proceed after Nina to the castle to see the king.

```

=====
                WINLAN
=====

```

In Winlan Castle, head straight up past the woman and the guards and head right up the stairs. Here in the royal chambers, head down up and around to where the king lies in his bed with Nina at his side. Talk to her.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   Nina says that the remedy doesn't seem to be working,                   !
!   fearing that they are too late. Suddenly, the king feels                 !
!   better and jumps up and down in his bed. The king thanks                !
!   you and asks what you want in return. Ryu mentions the                  !
!   tunnel to the east. The king happily obliges and Nina                   !
!   announces that she would like to join you on your quest.                !
!   The king says that she would only slow Ryu down but Nina                !
!   insists to fight against Zog and the king gives her                    !
!   permission to join Ryu (umm, shouldn't that be your                    !
!   decision, not the king's?).                                             !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Nina joins your party and you are free to set off. Exit the castle and rest at the Inn before heading back to the castle to get to the tunnel. Back in the castle, head to the stairs in the northeast corner of the large area. Head down past one room on the right down to a hallway and take it right and up to a couple of guards. Talk to them and they will acknowledge your authorization to use the bridge. Head east across the bridge out to the World Map.

```

=====
                WORLD MAP
=====

```

Enemies: Bulla, Blurb, Creep, Gloom, Stool, WarHog, Zombie

Back out at a different part of the World Map, you will find that there are a couple new monsters out here, though you should still have no problem with them. The Zombies can be quite tough, especially in pairs, however. Head southeast along the dirt path here and you should notice a gap in the trees to the right. You can try to enter here but a message will tell you that a huge tree is blocking your path. So keep heading southeast along the dirt path and

down a ramp. From here, head southeast still to a town on the western bank of a dried up river.

-----  
TANTAR  
-----

Item: Saw

Heal up at the Inn at the northwest corner of the town and save at the Dragon Shrine just to the right of it. Stop at the Weapons Shop if you wish to upgrade any equipment. You can buy a Scythe for Ryu, though I favor the Foil that he already has as it attacks all enemies. Now, remember that I.Ore you got in Aura Cave a while back? Head to the southern area of the city where four houses are and enter the southeastern one, with the smoke coming out the chimney. Talk to him and he tells you that he will make a saw if you give him the I.Ore. Say yes and you will receive a saw. Now exit the city.

-----  
WORLD MAP  
-----

Head back northwest up the dirt path and to the gap in the forest that you saw on your way to Tantar. Try and enter the woods and you will clear the huge tree blocking the path with your new saw. The screen will go black for a moment and a message will tell you that you overworked the saw, causing it to break. Oh well, the tree is gone, and that's all that matters. Enter the forest.

-----  
LAMENT WOODS  
-----

Enemies: G.Knight, S.Rider, Stool, Zombie  
Items: Herb, T. Drop(x2), Life, Wrist

Some of the enemies in here, namely the S.Riders, can be pretty tough, as they have relatively high health and defense, but luckily, they give good rewards. Anyways, head north and west with the black path. When it forks shortly afterwards, take the lower path and follow it southwest, west and then north to another fork. Take the right path for a chest with an Herb. Now head back and take the other path upwards as far as you can go to another chest with a T.Drop. Now head back south and take the first path east that you come to. Follow it east and when it coincides with other paths, continue heading southeast down to a small alcove with two chests.

Grab the Life and T.Drop from these. Now take the lower-eastern path out of this alcove and follow it up north. When the path comes to a fork, continue on the northern one and take it up to a chest with a Wrist. Equip it to either Nina or Ryu and head out of this small alcove, taking a northwestern path. Follow it as it zigzags up and down, but head generally northwest, heading north when the path splits. Now follow this narrow path east to a stone building and enter it.

-----  
DARK D. FORT  
-----

Enemies: Bowman, Lancer, Midget, S.Rider, WarHog, Zard  
Items: LongSD, Life(x2), T.Drop(x3), Herb(x4), Acorn, Life2, WolfHT,





Back out here, you may want to stop by at Tantar again, just to the west across the river. Visit the weapon shop and buy some upgraded equipment for your new party member, Bo. Now from Tantar, head northwest and up a ramp and follow the dirt path here as it goes north and west up past the long bridge to Winlan and to a forest. Put Bo in the front of your party by pressing R or L and utilize one of his special abilities, being able to walk through forests. With Bo in front, head west through the trees past a cave to the town of Romero.

=====  
ROMERO  
=====

Items: WtrJr, Herb

Make sure to enter the city during the daytime at first so you can talk to the people about the zombies. Talk to the people here in the graveyard and they will talk of zombies and a WtrJr and something about the Cleansing Water that can save the soil. Now head up to the tall house at the northeastern corner of the city and talk to the old man in green there. He will tell you to get rid of the zombies in exchange for information about Agua. Well, they only appear at nighttime, so exit the city until it becomes dark and reenter it.

You should see an old woman to the left, a zombie to the left of her, and a zombie walking in a rectangular path just to the north. Talk to the woman here and she will tell you that it is the hour of the zombies. She will then ask you if you want the WtrJr to cleanse the soil. Her zombie husband will then push up a tombstone, revealing a hole. He then tells you that the Cleansing Water is in a cave to the west and to use the WtrJr under the tomb. Walk around and fall down the hole, grabbing the WtrJr and the Herb in the chests here. Now exit up the stairs to the south to get out of the town.

=====  
WORLD MAP  
=====

With Bo at the front of your party again, head around the city through the trees to the north and head west from Romero. Once you see the Karma towers head southwest through some more trees until you see a cave on an island. Now head south and around through the trees, and across a bridge north into the cave.

=====  
EASE CAVE  
=====

Enemies: Ameblob, Blurb, G.Knight, Mage  
Items: Herb(x3), NiceHT, F.Stn, BronzHT, Apple

The only new enemies in here are the Ameblobs and the Mages. The Mages aren't anything too special but the Ameblobs can be annoying as they have pretty high HP and often come in groups of two or three even. They don't even give good EP! Anyways, when you first walk up in this blue-walled cave, you will see three paths before you. Take the right path to an Herb in a chest and head back west, taking the left path at the fork. When the path heads north, stay to the right when the path forks for a chest with another Herb. Now head down and around, taking the left path up to a chest with a NiceHT. I'd equip it to Nina, since Ryu should have the Visor and Bo has his WolfHT. Head east from here and then southeast with the path until you come to a corner. Head north from here as far as you can, then east with the linear path until you come to some stairs. Before you take them down, however, take the southern path here east and south



## AGUA TOWER

Enemies: G.Knight, S.Rider, WarHog, Zombie

Items: Herb(x2), Life2, Apple, Acorn(x2), SunHT, IronSH, ThiefCL, HairBand, Bracelet

The enemies here are nothing that you haven't faced before and are generally some of the weaker enemies you have faced. You shouldn't have too much trouble with them, but they can wear you down with time. Make sure to stay healed using Herbs or Nina's spells. Upon entering the tower, head straight forward and up a staircase to a floor with an abundance of chests. The door ahead of you here is locked so head south onto a platform that will take your party across a large gap in the floor. You can't access the chests to the left yet so head west along the path, past a corridor north, to a chest with, what else, an Herb. Backtrack and take the northern pathway straight up to a chest with a Life2. Again, backtrack and take a path left and up to two more chests with an Apple and an Acorn. Now continue ahead on this path up and east to a staircase and take it up a level.

You should see another locked door to your left and a large gap south of you with a floating platform on it. Step on the platform and it will carry you across to an island with three more floating platforms beside it. First take the upper-left one across a short way to a smaller island. Take the SunHT here and equip the SunHT to Ryu if you wish, but it is quite heavy and detracts from your ACTIVE points. But anyways, take the floating platform at the upper-right corner of the small island back to a peninsula of the area you started on. Walk up and around to the platform that takes you to the main island and take the lower-right platform to some more land. Head down to a chest with an IronSH and equip it to Ryu before taking the floating platform above you to the top area. Take the platform to your left once again to the main island and take the lower-left platform this time. When you reach solid ground, head down and around to a chest with a ThiefCL. It's a very good piece of armor for Ryu so equip it to him for a nice boost in DEFENSE. Now have the platform north of you carry you up to the area where you started, but on the southern side of the locked door. Head west from there up a flight of stairs.

On this level, there is another locked door to your right (if you can't tell by now, they essentially will serve as shortcuts once opened) and a chest to the left with an Acorn. Take the item and take the platform to the right across to an island much like the one in the previous room, but this time, with only two connecting platforms. Take the left one first to an area with a HairBand in a chest. Equip the headwear to Nina then take the platform above it to a small island. Grab the Herb in the chest here then have the platform to the left carry you back to the main island. Now take the right platform and head down and around to a chest with a Bracelet and equip the shield to Nina. Now since the left platform here takes you to an area you've visited before, take the upper one. Once you reach land, head up and around to a staircase, which you should take.

The western path here leads to a locked door, so take the eastern path down to a platform and ride it across to a small platform with a glowing orb at the top of a pillar. Approach the pillar and heal up to prepare for a boss battle. Press A at the pillar and monster will appear, telling you that it guards the Key. It then asks you if you want to test your strength and enters battle with you.

```
o-----o
|   Boss Battle: WISP   |
o-----o-----o-----o-----o
|   This battle should be pretty easy if you're around   |
```







## LAKE CAVE

=====

Items: W.Ptn

The path is very linear in here. Head north as far as you can, up a couple of ramps and across a rope bridge to the upper wall. If you were here before the lake was drained, water was previously blocking the stairs here. Head down them and up the other side to the sole chest here containing a W.Ptn. Use it to increase someone's WISDOM then continue east, down some stairs, and follow the path out.

=====

## WORLD MAP

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Well there is basically only one place to go here. Enter the cave just northwest of where you came out.

=====

## LAKE SHRINE

=====

Enemies: Ameblob, Blurb, WarHog, Zard, Zombie

Items: Life, Life2, 2000GP, Herb, Acorn, SkySH, Ring

As in the previous dungeons, the enemies in this area are pretty much the same old beasts. The Ameblob is back, however, and they can be a pain in groups. The path is extremely linear so you should have no trouble in this short cave. Once you enter the cavern, head directly north to a locked door, which you can now open with the Key you recently procured. Walk past the blue teleport circle here and head down the stairs in between the pillars. Head down a couple more staircases in the next two small rooms and in the next room, follow the linear path east, south, and east again to a staircase and take it upstairs.

In this water-filled room, head down the stairs into the water and head west and south from there down a waterfall. Down in this area, head south through a couple islands down to another island and climb up the steps at the south end of it. Take the Life in the chest here, head back down the steps to the south, and go up the ones just to the east. Follow this strip of land northwest to another set of stairs. Head down these into the water and make your way north up some more steps. On this land, head further south from the stairs here and take the Life2 from the chest here before heading down the stairs.

Back in an enclosed area, follow the linear path west, north, and then west again to another staircase and take it up a floor. In the next two rooms, head up the staircases nearby until you come to another room with some water. Before heading down the steps to the right, head north to a chest with 2000GP. Take the money then head down the steps into the water, taking it north, then east at the fork. Head up the first stairs you come to and take the Herb in the chest at the west side of this small piece of land. Now head back down the stairs into the water and up the set just to the east.

Head straight south from here, pass one path heading left and take the second to a chest with an Acorn. Now head back north and take the first path west and south down some stairs. Make your way south through the water, east, and then south down another waterfall. Wade southeast and head north up some stairs here. Make your way up a couple ramps here to a chest with a SkySH. Grab it and hook Nina up with it before heading back down to the water. Now continue on east through the water and up a second set of steps to an area with a teleport







WORLD MAP

=====

Well there is nothing more you can do in this new area, so it's time to make your way through the trees. Switch Bo to the lead of your party and head southwest from the Dragon Shrine through the trees. Pass a little open hole in the woods for now and enter the cave down near the mountains.

=====

CAPE CAVE

=====

Enemies: Ameblob, Fly, Midget, Shadow

In this short, red-grounded cave, head south as far as you can then continue on the linear path as it heads west and south. Upon reaching a corner, again head west. You will soon come to a fork, where you should take the southern path instead of continuing west. Follow this path all the way out of the cave on the other side of the mountains.

=====

WORLD MAP

=====

Enemies: Bulla, Flea, Slime

Back out here, you will encounter the same enemies that you fought when you first started the game. That's pretty lame, but at least you can always run from battle successfully, unless of course you want to earn 1 EP and 4 GP from a Slime. But anyways, head south around a large rock to a city on the lake to the west and enter it.

=====

AURIA

=====

Items: PrsnCL, Cure(x3), G.Tiara, 2000GP(x2), L.Ptn, 20000GP, Acorn, SmartRG, Antdt, Life(x3), S.Ptn, W.Ant, V.Ptn, Mrbl1, 5000GP

When you first step up in this city, the two guards at the entrance will tell you to halt, calling you an intruder. They will place you under arrest and place you in jail. Once you're in jail, the guard tells you that no one steals their treasure and to think about it in while you're in jail. Well what is a good RPG without getting arrested and spending time in jail? Your cell is actually pretty nice. Head up to the sink in the upper right corner of the cell and examine it for a PrsnCL, a weaker armor that boosts the wearer's FATE by 20. I'd equip it to Bo, as he has the lowest FATE of all your party. Now head over and talk to the sleeping inmate in the bed. After a pause, he will wake up and asks who you are and how you got here. Say yes when he offers to help you and he'll run over and open the cell. Wow, that was a little too easy. Simply head around to the stairs and then south out the exit.

You need to avoid the guards here, or else they'll throw you in jail again and change the lock. That doesn't really matter as your fellow inmate will break you out as many times as you get thrown in. But anyways, you'll probably want to take a rest, save, and upgrade some of your equipment. Head through the door just to the left to get to the Weapon and Item Shops. I suggest buying a Rapier and Tiara for Nina, a LongBW for Bo, and a BroadSD for Ryu. Sell back some of your old equipment to regain some dough and then head over to the Item Shop and stock up on any items you want. Also, buy a Rod1 and some Worms for Ryu, and

then get the Vitamn and the Pouch, as you will soon need them. Now exit back out to the shiny city. Head south to a tree, then east to a wall. From here go north into the Inn and heal up. Once you've rested, head southwest into the Dragon Shrine and save your progress.

Now, head west out to the dock and talk to the man in front of the ship. He will tell you that Ross, the rich man, owns the ship. So head back east to the center of the city and go north up some stairs, staying as far west as you can to avoid detection by the guard. Head all the way north and into the large manor up here. Make your way through the statues and columns up to an area where a man is walking around. Talk to him and he will tell you that if you help him he will let you borrow his ship. He will tell you that his daughter is locked in a safe and he wants you to save her. Well that doesn't give you very much information but you don't really need the ship until later. Head up the stairs to the south and on this floor, head west into a bedroom and then north through a small hole in the wall. Grab the Cure and G.Tiara in the chests here then head back to where the stairs are. Now head north into a hallway and take it east to the northeastern room. Search the drawers here for a nice 2000GP, and then leave the building.

It's time to make some money. Head just southeast into the large building nearby. Head north past the stairs and examine the chest of drawers here for an L.Ptn. There is a chest to the left, but don't take it as you will be caught and thrown in jail again. Now head up the stairs and on this floor, head around to the left and take the Cure from the chest here. Return to the stairs and head southeast from them to a doorway that an old man is blocking. Switch to Nina and talk to the man. Have Nina fix his aching back and you'll receive a whopping 20000GP. Now exit this house and make your way west to the other large manor. Take the Acorn in the chest at the upper-right corner of the room and then examine the chest of drawers here for a SmartRG. I'd equip this ETC item to Nina, as it enhances here INTELLIGENCE and MAG DEF.

Now head upstairs and grab the Antdt in the chest to the left and the Life in the chest of drawers to the right. Now head on downstairs and speak with the woman at the table. She will tell you that her son left for the forest and hasn't returned. So leave now and head to the southwestern of the clump of four manors here. Take the Life and S.Ptn in the chest and drawers on the first floor then grab the W.Ant and Cure from the chest and drawers up here. Leave this house and head to the southeastern manor. Do the same routine as the previous house for a Life and a V.Ptn on the ground floor and a Mrb11 and 2000GP upstairs. Now leave this house and head back to the shops building just to the left of the prison. The G.Tiara is weak but hella pricey so sell it for a nice 10000G. Now head up the stairs to the right here to get to the pub area. Talk to the man at the table here and he will tell you that he has the hiccups and needs some Vitamins. Give him the Vitamn and he will thank you by giving you 5000GP. Finally, save again at the Dragon Shrine and you can exit the town...for now.

=====  
WORLD MAP  
=====

Well you should find the son of that old woman in the northwestern of the four manors. Head north and back through the Cape Cave to the area surrounded by trees. Place Bo at the head of your party and make your way northeast through the trees to that open grassy area that you passed earlier. Enter it.

=====  
FAIRY WOODS  
=====

Talk to one of the fairies here and tell it that you'll make the boy stop logging so that it will save him. The fairy will say that it will forgive that foolish human and ask you if you don't want to cut trees. Nina replies that of course you don't and the fairy tells you to go find the boy. Exit the area and head east-southeast to a small square of slightly different-shaded grass. Enter the middle of this square and once in these Fairy Woods, walk up and talk to either of the fairies beside the spinning boy. The fairy will tell the boy that he cut a tree that took hundreds of years to grow and to think twice before he does that again. The spell will be broken now, so talk to the boy and he will promise to protect nature. You can now leave.

=====  
WORLD MAP  
=====

Back out here, head southwest to the Cape Cave and again make your way through it to the other side of the mountains. From the exit, head around south and enter Auria once again. Or you can actually use Nina's Warp spell to return there. How convenient.

=====  
AURIA  
=====

Items: 20000GP

Either way you arrive, head north to the northwestern of the four manors at the upper part of the gold city. Talk to the woman at the table once again and she will thank you will a helpful reward of 20000GP. Now, hopefully, through your various battles and recent moneymaking exploits, you have at least 65000GP with you to buy the G.Bar from the Item Shop (I had over 75000GP at the time). If not, you should be very close, so either head back into the Cape Cave and fight some more battles or sell some more things to the Item Shop, but find a way to get a G.Bar. Once you've purchased one, exit the town.

=====  
WORLD MAP  
=====

From the city of Auria, head directly east to a cave at the edge of the mountains.

=====  
L & D CAVE  
=====

Enemies: Bully, Fly, Midget

Items: ShellHT, Cure

In here, proceed straight ahead to two men blocking your path. Talk to them to be informed about the thieves in Bleak. They will then step back, allowing you to continue on. Head northeast and down the stairs here. In this area, head east and north down a long hallway. When you come to a fork, continue north to the wall, then proceed along the linear pathway up and around until you come to another fork. The west/north path leads to a locked door so head east and south until you come to yet another fork. At this junction, take the western path to two chests with a ShellHT and a Cure. The ShellHT doesn't fit any of your party members so just return to the fork and continue south. Follow the path east to a split and head northwest to a staircase, which you should take upstairs.

Up here, follow the long corridor east to an intersection. Take the northern path first and follow this long, winding hallway, past a locked door and a damaged wall, to a ground switch, which lowers a gate, making a little shortcut to this area for later. Now make your way all the way back to the fork and continue on south to exit the cave.

=====  
WORLD MAP  
=====

Enemies: Fly, G.Knight, G.Slime, Mage

In this section east of the mountains, the G.Slime (an off-colored Slime) are much stronger than any regular enemy you have faced, but they also give nice rewards. Defeating three of these fiends result in over 3000 EP acquired from the battle. Try using Thunder attacks on them such as Bo's Fry spell and Ryu transforming into the ThrDr. Take some time here to level up your party. When you are in desperate need of some healing, head north from the cave and then east and south around the lake here. Enter the town near the southeastern side of the lake.

=====  
BLEAK  
=====

Items: 5000GP, Herb(x4), Icicle, Life, W.Ant

If you bought the Pouch from the Auria Item Shop as I suggested earlier, enter the Inn here and take a night's rest. The innkeeper will offer you free lodging, but while you sleep the innkeeper will try and steal your Pouch. He apologizes and gives you 5000GP for your troubles. Well, when the morning comes, you still won't be healed up, so talk to him again and he will give you a proper rest to heal up. Now leave the Inn and head to the Dragon Shrine to save your progress. Now take a visit to the Weapons and Items Shops north of the Inn and upgrade your equipment as well as restock your items. Grab a MetalSH for Ryu and a WoolRB for Nina and sell anything that you don't have any use for.

Now head north through the center of the city until you come to two large houses on either side of you. Head to the left one and go upstairs. On this floor head over to the right to a room with two chests, each with an Herb. Now exit and do the same in the house on the right for two more Herbs. Exit this house and continue north to a larger house and enter this. In this house, head northwest to an old man in an open room. Talk to him and he will tell you that someone named Karn could help you to enter the safe in Auria (remember Ross and his daughter locked in a safe?), but he's in Krypt at the moment. The old man then mentions that you will need the Icicle to travel in the desert and that he will trade one for a G.Bar. Give him yours and you will receive the Icicle. Now head upstairs and follow the same routine as the previous two houses. Head over to the right and grab the Life and W.Ant in the chests here. Now head back downstairs, exit the house, and continue south out of the town.

=====  
WORLD MAP  
=====

Out here, if you're not taking the time to level up, simply head east-southeast to a small cave encircled by mountains.



Upon defeat, the SandWorm will sink into the ground and Ryu will raise his sword in triumph. Back in the Mayor's tent, he will thank you and allow you to take the Fife as a gift of his gratitude. Head up to the chest and take the Fife, then exit the tent. Before leaving, heal at the resting tent and save at the Dragon Shrine there. Now exit the town back into the desert.

=====  
WORLD MAP  
=====

From outside the little town of Arad, head south a short ways and you should spot a large tomb structure. Step on the tile just south of it and press A to make a bridge appear, apparently because of the Fife that you recently obtained. Now head straight into the tomb.

=====  
KRYPT  
=====

Enemies: E.Chest, Fly, G.Slime, Mage, Midget, Scorp, WarHog  
Items: Herb(x3), Life(x2), DreamRG, Dagger, IronSH, Cure, IcyHT, Antdt, SkullHT(x2), HuntCL

The enemies in here aren't anything too special. The new E.Chests have high DEFENSE but they lack in ATTACK power. They also give generous rewards of over 1000 EP a piece. Anyways, in this area, follow the linear path all the way around the room to the other side of the statues to your left. Now head through the doorway and follow this hallway north and around to a large staircase, which you should take down to the next floor. Head down the steps to the south and you will find yourself in a very open room.

There are some chests in this area on raised platforms, but many traps block paths to get to them. To get the one to the southwest, head west past it and then south when you see a path. At the intersection you come to head right then up the stairs and grab the Herb in the chest. This is optional, however, as the chest triggers a Fire which does 50 damage to Ryu. It's kind of an even trade. From here head back down the steps then go all the way to the left. Head north up some stairs here to another chest with a Life. This chest poisons you so be sure to heal him with Nina or an Antdt. Now head back down the steps and west to the wall. Now proceed north past another set of platforms until you reach one with another chest on it. Head up there and grab the DreamRG at the expense of 50 points of damage to Ryu from Fire. I have no idea what this ring does so I don't know who to equip it on.

Now go down the stairs and head all the way east to the wall of the raised area where you first entered the room. Head south from here to another wall, then go east again. Once you reach a second platform to the north, head south and then up the first platform on the right. Grab the Dagger from the chest here at the cost of losing AP. Now head down and right to an intersection. Head north from here past one set of platforms to a second and enter the left one, taking the IronSH in the chest. Use Nina to heal Ryu of his curse from the chest and head down from the platform and just left to an intersection. Head north to the wall, then east past one intersection, and south at a second. Head up the platform to the right here and grab the Herb in the chest, healing your poison afterwards. Now proceed down the stairs and west to a wall. Head south past a couple platforms to the left and then head east and up a rather large platform. Make your way down the large staircase here.

In this next area, head east and down another set of large stairs. On this floor, head down and around the platform here and you will come to two more raised platforms. Head up the right one and open the chest for a HeadGear and equip it to Ryu. Due to a trap that triggers a Boom, Ryu will be reduced to 0 HP, so bring him back to life and heal him up. Head back down the stairs and proceed north through the platforms (the left one has nothing that you can access right now) until you see a floating monster ahead of you. Heal up before you approach it then walk up to it and its eyes from all around the room will converge on it. He will tell you that another intruder slipped past him but he will not let you.

```

                o-----o
                |   Boss Battle: EYESPY   |
o-----o-----o-----o-----o-----o
| Overall, this battle is pretty easy. As in the battle |
| versus the SandWorm, you should have to heal very   |
| minimally, or not at all. While EyeSpy has eyes still |
| surrounding him, he will attack with a weak eye     |
| strike that does only about 10-15 damage. As it loses |
| HP, however, its eyes get destroyed. Once it has no  |
| eyes left, it will strike blindly with a powerful   |
| thunder attack that does around 25-30 damage to each |
| party member. This only happens when EyeSpy's HP is  |
| very low so you shouldn't have too much trouble with |
| it.                                                  |
|      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    |
| Your offensive strategy should be the same as your  |
| recent boss battles. In round one, have Ryu transform |
| into the ThrDr and continue to attack with his      |
| powerful thunder attacks each round. Nina should take |
| the first few rounds to cast spells such as Fort and  |
| Atk-Up on Ryu and Bo. Bo should cast Fry and other  |
| offensive spells until his AP runs out and then     |
| continue with normal attacks. You should have little |
| trouble with this fiend.                            |
|      .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'.    |
| 2800 EP and 2800 GP acquired.                       |
o-----o-----o-----o-----o-----o

```

After its defeat, EyeSpy says that you're only human and that you should not possess such power and then disappears. Now head down the large stairs up ahead to a final room with five red chests and a single blue chest arranged in this order:

[R] = red chest      [B] = blue chest

```

          [R] [R]
        [R] [B]  [R]
          [R]

```

The order is not really that important, but I just thought it was odd for some reason. Well grab the Cure, IcyHT, Antdt, and two SkullHT. Equip the IcyHT on Bo and a SkullHT on Nina, and then try and open the sole blue chest.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! Suddenly, two gargoyle mouths on the wall ahead of you      !
! will open up and water will pour firth from them. Nina     !
! panic, saying that she doesn't know how to swim. After a   !

```



the trap, you already have great skills. Karn gains confidence from this and he proceeds to jump up and down and proclaim that he is the greatest. Nina tells him to stuff it as your party must get back to Auria now. Now make your way all the way out of the Krypt to the desert with your new party member. The way out shouldn't be too hard to find.

=====  
WORLD MAP  
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Now, since you have Karn in your party, you can complete the first side-quest, which I entitled "Unlocking Doors," because it requires Karn to unlock some doors that you previously could not open. When and whether you choose to do it is up to you. But either way, have Nina use Warp to quickly get your party back to Bleak.

=====  
BLEAK  
=====

Save at the Dragon Statue here before you exit the Shrine, and once you do, you may want to head to the Inn just to the west. Now exit the city.

=====  
WORLD MAP  
=====

Remember that tall tower that you passed on your way around the lake when you first visited Bleak? Well, head back around the lake and enter the tower as you'll need to acquire some crucial items here before moving on.

=====  
L & D TOWER  
=====

Enemies: Bulla, Chopper, Flea, Fungus, Shadow, Slime  
Items: 2000GP(x2), B.Stn, Life, Life2, Turban, DkKey, Mirror

Wow, the enemies in this first room are ridiculous. They are they same, shitty creatures that you fought when you first explored the World Map. Don't worry, though, they get harder. But anyways, go straight ahead, with Karn at the front of your party, and unlock the door up ahead. Now head over to the right and grab the 2000GP in the chest before taking the stairs to the left. In this room, head south and then to the right and talk to the old man in white here. He will tell you that if you're the legendary hero, he will give you his treasure and to climb the tower and meet the ghosts to prove your worth. He then moves back, unblocking your path, but blocking off a chest (obviously his treasure). Simply head left and up to a staircase and take it up a floor.

In this room, you will notice a staircase on either side of you. Head up the left one and grab the B.Stn and Life in this enclosed area. Now head back downstairs and take the right staircase. Up here, head south down a hallway to a split in the path. There's nothing over to the left, so head up the stairs to the right. Now head straight up another staircase. In this area, take the Life2 in the chest and continue left down another staircase. Now in this enclosed room, take the Herb, Cure, and HornHT in the three chests here. The HornHT is quite a strong Helm and I would give it to Karn. Now head back up the stairs and down the ones to the right in the next room. Back in this area, head south past the stairs and then follow the path east and north to another staircase, which you should take.



=====

Enemies: Bully, Fly, Midget  
Items: G.Bar

In here, head all the way north, past a path left, to the northern wall. Proceed west from here and open the locked door you come across with Karn. Take the G.Bar from the chest and then continue on the path west. Follow it around to the south and hit the ground switch there to lower the gate. Now head all the way south out of the cave. From the exit, head east to Auria.

=====  
AURIA  
=====

Items: Herb(x5), Dart, B.Stn, MetalSH, F.Stn

Go ahead and save at the Dragon Shrine here and you probably will also want to stop at the Inn just to the northeast and take a rest to heal up. Be wary of the guard, however, as he still remembers you and will throw you in jail if you cross him. Now head all the way to the northern manor where Ross lives. Head north through the columns then west and south to some stairs leading down. Take these and then open the two locked doors of the safe in this room. Now talk to the girl here and she will tell you that if her mother was alive, she would've told Ross to do the right thing. Now go back upstairs and talk to Ross, who has stopped running around in circles on his carpet and is at the dining table at the northeast corner of the room.

```

_ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _
!                               C u t s c e n e                               !
_ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _
!   Ross will say that if he gives up the Key, the Dark                       !
!   Dragons will harm his daughter. After a pause the                         !
!   flickering image of a woman appears at the table as Karn                 !
!   raises the Mirror. This causes the ghost of Ross' wife,                 !
!   Alena, to appear. Ross consults her as to what to do.                     !
!   She asks him if he really thinks giving up the Key will                   !
!   help their daughter. Ross realizes that giving them the                   !
!   Key, things will only get worse. Alena approves of his                   !
!   decision, and then departs.                                               !
_ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _ ^ * _

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After the apparition leaves, talk to Ross again and he will tell you that he's come to his senses at last, and that he wants you to tell his daughter that he was wrong. So head back down to the basement and talk to his daughter again. She will recognize that her father has changed his mind and that the Dark Dragons are coming for the key. Agree to help them fight off the Dragons and she will tell you that the LtKey is at the top of this tower. Open the eight chests here for five Herbs, a Dart, B.Stn, and MetalSH. Equip the Dart to Karn then proceed up the stairs here. Head up a couple more sets of stairs until you are in a purple-floored room. Follow the path around to a staircase and take these up a floor. Grab the F.Stn in the chest here then proceed up the stairs to the left. Examine the pillar with the glowing orb and you will receive the LtKey, completing the pair. Now return to the main area of the house and exit it.

Now head south all the way out of the manor area and then head west over to the dock. Talk to the captain here and he will tell you that he'd like to sail with you, but the Dragons are blocking the way. So head west over to where the boat is and heal up to prepare for a battle. Approach the two soldiers here and they

will notice that you have the LtKey and he offers to take it off your hands.

```
o-----o
| Mini-Boss Battle: KNIGHT and ARCHER |
o-----o-----o-----o-----o
| This battle is so easy that it really shouldn't be |
| classified as a mini-boss battle, but the reward you |
| get from it says otherwise. These two attack with |
| regular attacks that do only about 10-15 damage, and |
| the knight has a pretty weak thunder attack that can |
| do 25-30 damage. It's nothing big at all. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| Have Ryu become the ThrDr and while everyone else |
| focuses all their attacks on the Knight. Have Bo use |
| Fry constantly while Nina uses Atk-Up on Karn, then |
| attacks as well. Once the Knight falls, simply pick |
| off the archer with ease. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 4370 EP and 2835 GP acquired. |
o-----o
```

That's a fairly nice reward for such an easy battle. Once they are defeated, the Knight will proclaim that Ross has betrayed them and that you will soon know the wrath of the Dark Dragons. The Archer then waves out to sea and the ship suddenly starts blowing up and sinking. The screen then flashes white and the ship is totally ruined. The Knight and Archer then vanish. Well that sucks... The Captain then comes over and marvels at the last blast that destroyed the ship. Some fish character, who you later find out is Gobi, then comes up and mentions moving a roc blocking the North Cave to surprise them. He then offers GnPwdr to blast the rock in exchange for a G.Bar. Talk to him again and agree to the trade, using the G.Bar you recently acquired from the L & D Cave. Now head back east and then exit the gold city to the south after resting at the Inn and saving at the Dragon Shrine.

```
=====
WORLD MAP
=====
```

Out here, make your way to the cave to the north, around the land mass, which you know is Cape Cave.

```
=====
CAPE CAVE
=====
```

Enemies: Ameblob, Fly, Midget, Shadow

Head north until you come to a fork in the path. Take the western path and follow it south to some rocks. Upon approaching it, you will set the explosives and step back as the rocks explode. Proceed south and west down this extended path to a grassy, forest area.

```
=====
SECRET BASE
=====
```

Enemies: SpearMan

Follow the path south-southwest among the trees until you come to a small house. Proceed west on the stone path here and some soldiers will approach you





```

| she has it by now, and heal when necessary. Karn |
| do what he can and attack. If your party is suffering |
| from the previous non-stop battles, use an M.Drop to |
| heal everyone during the first round. This battle is |
| too easy - you should breeze right through it. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 6000 EP and 1500 GP acquired. |
O-----O

```

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
! Once he is defeated, the General turned Octo will use !
! another Star Fox 64 line from Andross once you have !
! defeated him: "If I go down, I'm taking you with me!" He !
! explodes, igniting the gunpowder, and Gobi flees. The rest !
! of your party then leaves for the deck of the ship and !
! then jumps off the side. The ship blows up and the scene !
! cuts to your party and Gobi wading in the sea. Gobi !
! apologizes to Ryu, but Ryu doesn't know why. !
! .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. !
! The ship's explosion destroys the three Dark Dragon ships !
! as well and sends your party into a whirlpool. You land on !
! an island and Gobi says that you were lucky to survive the !
! explosion. He then mentions that Prima is at the bottom of !
! the sea, near this island, but you need the Gills in order !
! to breathe underwater. He tells you that he'll sell them !
! to you for 1000000GP, but you don't have that much, so !
! agree and he'll take what you have and loan you the rest. !
! He then goes off and you have control of Gobi. !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

```

=====
WORLD MAP
=====

```

Enemies: Bulla, Blurb, Creep, Gloom, Stool, WarHog, Zombie

From the center of the island, head directly south into the water.

```

=====
UNDERWATER
=====

```

Enemies: CactusX, CreonX, CrawlerX, Fishy

The town of Prima is not far away. You can take the western path here out to the city, but there are no guarantees you will make it without dying. The enemies here are strong and you will likely get killed in a battle or two before making it to the town. Don't worry if this happens, you will be transported to Prima's Dragon Shrine at the expense of only about 25% of your cash. Either way you get there is up to you.

```

=====
PRIMA
=====

```

Take some time to heal at the Inn just north here (it is cheaper than the one to the left), if you need to, and then head over to the right into the Dragon Shrine to save your game (unless you started there already). Now visit the

Weapons and Items Shops here - there are several as this is a merchant town. There are four Weapons and Items Shops visible outside, and if you enter the large building in the center with the yellow roof, you will find two more Weapon Shops and another Item Shop. Head to the Weapon Shop to the left as you enter the city and grab an IcySH and a HornHT. Now head to the upper-leftmost Weapon Shop, just north of the yellow-roofed building. Buy a Javelin and a SpineCL here and equip these items to Gobi. Now enter the tall building to the north with a picture of a fish on it. Talk to the guy over to the right and he will tell you that he doesn't have any Gills, but Gant does. Well, there is nothing else to do here, so leave the town.

-----  
UNDERWATER  
-----

Gant is back on land, so you'll need to find a beach back up to land. Now, even with your new equipment, the enemies will still be quite tough, so make haste south to a wall. Then head east from here until you spot the ramp of the beach, and head south up here to get back to the World Map.

-----  
WORLD MAP  
-----

Simply follow the linear path between the mountain ranges west and a south until it turns back north. Continue on the path north through some dead trees to a city surrounded by mountains and enter it.

-----  
GANT  
-----

Items: HrGlas, L.Ptn, Goods, A.Ptn

Save first at the Dragon Shrine just northeast of you when you enter. Now rest at the Inn to the left if you need to before trading in your Javelin for a HeroSP at the Weapon Shop just north of the Dragon Shrine. Now enter the lower left house in the city, to the left of the Inn with a flat roof, and take the HrGlas from the chest of drawers here. It is a nice little item that switches night and day quickly. Now head up a set of stairs north and enter the flat-roofed house to the right. Take the L.Ptn from the chest of drawers in this room. Now head up another set of stairs and enter the building up here.

In this large house, talk to the guy over to the right blocking the entrance to a room. He will ask if you are from Prima and then mention that the Dark Dragons attack and took their young men. He will then offer for you to take some goods to the Prima Guild Owner. Accept and then grab the Goods from the chest behind him. Now head up the stairs here and talk to the woman in pink. She will mention that the young men are being forced to build a secret weapon in a fortress on the western side of the mountain. Now examine the chest of drawers in this room for an A.Ptn, then exit the house and the city.

-----  
WORLD MAP  
-----

Follow the linear path through the trees back south and then around the mountains north and east. Enter the beach to the north to get back underwater and then make your way north and east back into Prima.

=====  
PRIMA  
=====

Back in Prima, head all the way north to the tall building with the fish face on the front after a stop at the Inn to rest and Dragon Shrine to save. Talk to the fish man over to the right once again and he will thank you for the Goods by giving you some Gills.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   The man then opens the Goods revealing a letter that says   !
!   that Gant has been attacked. You then hear a noise and a   !
!   messenger Fish will tell you that the Dark Dragons have   !
!   attacked a small boat, another messenger will enter and   !
!   tell the Guild Owner that the survivor of the ship needs   !
!   his help. They run off and Gobi is left to wonder what is   !
!   going on.                                                    !
!   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.          !
!   Gobi follows the party to the top floor of the Inn where   !
!   you find that a ghost has come to take the survivor away. !
!   Apparently the survivor, called Ox, has important          !
!   information to pass on. Gobi will announce that he knows a !
!   warrior who can get rid of the ghost, but it will cost    !
!   5000GP (Gobi, always looking for a way to earn some cash). !
!   Accept and the Guild Owner will tell you to get him       !
!   immediately.                                              !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Once you regain control of Gobi, head downstairs and out of the Inn, then proceed out of Prima. Once underwater, head north a little then east to the beach up to land.

=====  
WORLD MAP  
=====

Head north into the beach area where Ryu and his party are. Talk to Ryu and he will apologize for taking so long. The whole party will join up with you. Now with five party members, you can choose who is in the fighting team but changing whoever is in the left row. I kept Gobi in there for now but you can choose to put Bo back in if you so choose. Now, head south back into the water, placing on the Gills to allow the rest of the party to breathe down there as well. Head west out to Prima down here, taking some time to level Gobi up through some battles.

=====  
PRIMA  
=====

Once you enter, rest at one of the Inns and save at the Dragon Shrine. Check out the multiple Weapon Shops and upgrade all of your party's equipment. Get a PowerSD for Ryu, an IcySH for Karn and Bo, and a HornHT for Bo and Karn at the leftmost Weapon Shop. From one of the Weapon Shops inside the yellow-roofed building, procure a EvilRP for Nina. Now exit there and head all the way to the right and enter the Weapon Shop here. Grab a PoisonBW for Bo, a RangerVT for Bo and Ryu, and some PlateAR for Karn. Now head just northwest from there to another Weapon Shop and buy a Tri-DR for Karn. Now exit and head directly west to the final Weapon Shop. In here, obtain a LightSH and SuedeRB for Nina.



level or so before moving on. Head back into Prima to rest at the Inn and save at the Dragon Shrine. Now head northwest from Prima to another beach up to land.

=====  
WORLD MAP  
=====

Enemies: Chimera, M.Scorp, R.Slime

Out here, the enemy set has changed and some of the enemies are quite strong. The R.Slime here are pretty pathetic, compared to the G.Slime who reward you will a great amount of experience after beating them. You can take some time to level up here as well, but it's up to you. Once you're ready, take the southern path from the beach through a large field of dead trees. Continue along the path through the mountains until you come to a tomb that looks like the Krypt and enter it.

=====  
HIDDEN FORT  
=====

Enemies: Archer, LancerX, Sorcerer, SpearMan  
Items: GiantHR, EchoHT, Herb(x2), Life, MetalSH

Most of the enemies here are Dark Dragon henchmen who usually come in groups. They can give you a hard time but it's nothing you haven't faced before. Just remember to heal up after difficult battles to stay in good shape. Head down the stairs straight ahead of you and in this next room, head south to some rocks blocking your path. Switch Ox to the front of the party and press A to destroy one of the rocks. Now head left past some stairs and have Ox break down the weak wall here. Grab the GiantHR and EchoHT in the chests here and equip the two-handed hammer to Ox and the helm to Nina. Now make your way up the stairs just to the south.

In this room, you can either break the wall to the north then go west, or go around to the west first. Either way, fight the LancerX who approaches you over here and grab the Herb in the chest. Now head north and west through a hallway to another chest with an Herb. Defeat the LancerX guarding this post and then head east until you come to two breakable walls to the north. Bust open the west one with Ox and follow this hallway to a chest containing a Life. Now head back to where you broke the wall and head southeast down through a doorway. Follow the path east to a chest with a MetalSH and then proceed northwest, defeating the LancerX who approaches you here.

Now head directly north to a weak wall, which you should break down with Ox. Now take the southern path here, to the right, and continue down it until you reach a breakable wall to the north. Break it down and head north through it to a staircase. But before you go down the stairs, heal your party up for a boss battle. Now head downstairs and you will be confronted by a Knight. He will say that Ox has got guts for coming back, but it's not enough. You will then enter battle with him as he transforms into a Toad.

o-----o  
| Boss Battle: TOAD |  
o-----o-----o-----o-----o  
| Yet another frog boss to do battle with, this one can |  
| be tough and grueling. It has two main attacks just |  
| like the first Frog you battled: a tongue strike and |  
| a projectile attack, each damaging a single ally. The |

```

| tongue lash can hurt, doing about 60 damage while the |
| projectile does around 40 and even up to 70 or 80 |
| against your weaker party members. That's pretty much |
| all there is to Toad. He is strong, but Nina can |
| counter each round with her healing spells. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| I suggest using a party of Ryu, Nina, Ox, and Gobi |
| against Toad, but it is really up to you. You can |
| switch Karn or Bo in there for Ox or Gobi if you |
| wish, but always have Nina for her healing and |
| fortifying spells as well as Ryu for his powerful |
| attacks. As always, have Ryu use his ThrDr attacks |
| while Nina uses Fort and Atk-Up on your other allies, |
| healing whoever is below 60 HP. Keep up the attacks |
| with your remaining party members and eventually, |
| Toad will fall. |
| .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 6000 EP and 1500 GP acquired. |
o-----o

```

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   Once the battle is over and you have defeated the Knight   !
!   turn Toad, he will explode and the gate to the right will   !
!   lower. Ox will run into the cell, where other young men of !
!   Gant are being held. The rest of the party will follow and !
!   one of the Friends will marvel that Ox is alive. Ox humbly !
!   replies that he could not have rescued them without the     !
!   party's help. One of the prisoners tells Ryu that the Dark !
!   Dragons have taken the weapon and prisons to Nabal in the   !
!   north and that Ox's wife is among the captives. Another of !
!   the Friends tells Ryu that security at Nabal is tight but   !
!   that an old man near Gant, who used to be in the Dragon    !
!   army, could give some advice. Ox excitedly urges Ryu to go !
!   north to Nabal and you regain control of the party.         !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Now, with Ox leading your party, head over to the right and break down the weak wall here. Head north up the stairs and continue north out of the Hidden Fort.

```

=====
                        WORLD MAP
=====

```

Well, now that you have Ox with his ability to break things, you can do another side-quest, which I appropriately labeled "Break Stuff." If and whenever you choose to do this is your choice, but any time now is opportune. Once you are all ready to continue the main adventure, warp your party to Arad to pick up something ahead of time. Save at the Dragon Statue in the Inn here and then take some time to rest up. Now exit the tent and continue out of the town to the southwest. Now head just southwest to where the Krypt is and step on tile in front of the entrance. Press A to use the Fife, making a bridge appear then head straight into the Krypt.

```

=====
                        KRYPT
=====

```

Enemies: E.Chest, Fly, G.Slime, Mage, Midget, Scorp, WarHog

Items: B.Rang

Revisiting this dungeon, head through the doorway to the northeast and then make your way down the large stairs here. In this large room, head south down from the platform and head southeast to another large platform and make your way down the large stairs on it. Head east down another stairway and head south down from the platform. Make your way around to the north until you come to two platforms. This time, head up the left one and use Ox to break the rock that was holding the B.Rang. Now take it and make your way back up the staircases and out of the Krypt. Once outside, have Nina Warp your party to Gant.

-----  
GANT  
-----

Save at the Dragon Statue then exit the Shrine and make your way north to the Weapon Shop. Gant has some pretty nice items to take some time to upgrade Ox's equipment. For a hefty price, grab a SpineHR for him, which is amazingly powerful and only one-handed, allowing him to hold a shield as well. Also, purchase some MetalAR and equip these items as well as the MetalSH you found in the Hidden Fort to Ox. Now sell back any unused items exit, making your way north, up three flights of stairs to the large building up here.

Talk to the man here and he will notice your B.Rang and offer to fix it for you while you rest. After a short pause, the man will have fixed it and you take it back from him. Now, equip it to Ryu and then head northeast into the room where you got the goods from the chest. Notice a hole in the wall behind some drawers to the right? Well push it to the left or right and enter the hole. Now walk straight ahead and use Ox to break one of the rocks here to get to the man behind them. Switch Karn to the front of your party and talk to the man. The man will see that you are Karn and teach you the Shin spell as Karn is a member of his family line. This spell fuses Karn, Bo, and Gobi together so use it right away to add a powerful member to your group. Now exit the house and leave the city.

-----  
WORLD MAP  
-----

Enemies: Bulla, Flea, Slime

Out here, you must find the person that one of the prisoners mentioned who has advice for you. Head south from Gant through the dead trees and follow the path through the mountains around to the north. Continue on east past a beach and northeast up to a peninsula with some sand and palm trees. Head to the eastern end of this area and enter the little hut here.

-----  
W-MAN HOME  
-----

Proceed straight ahead and talk to the old man standing with a goat outside a tent. He will notice your B.Rang and the fact that it is authentic and perfect. The man will then spin around multiple times and then tell you that the GrimFowl is a tame bird until you mess with its eggs, at which it becomes berserk. He then tells you that you could use this as a weapon. After he is done giving advice, exit the area.

-----  
WORLD MAP  
-----









be in the presence of the sorceress. One then attacks you.

```

      o-----o
      |   Mini-Boss Battle: WISP   |
o-----o-----o-----o-----o
| Remember this boss? It's the same Wisp you defeated |
| at Agua Tower very early on in your gaming adventure. |
| This first of three ghosts is a breeze. It either |
| attacks with a body slam thing that does only around |
| ten damage. He can also attack with a projectile ball |
| that is a little stronger, doing about 15-20 damage |
| to each party member. Still, this multi-hitting |
| attack is nothing to be scared about. Wisp is |
| extremely weak in its defenses as well. I recommend |
| just putting your party on AUTO, and the ghost should |
| be downed within a few rounds. |
|           .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 1560 EP and 390 GP acquired. |
o-----o-----o-----o-----o

```

After defeating Wisp, another ghost will congratulate you and then do battle with you without giving you any time to heal, though you shouldn't need it.

```

      o-----o
      |   Mini-Boss Battle: CLOUD   |
o-----o-----o-----o-----o
| This boss is the exact same thing as the Cloud you |
| fought at the L & D Tower. It has the same fire and |
| lightning elemental attacks that do around 40 damage |
| to one party member and the same Devistate attack |
| hits each ally for 45 damage. Your strategy should be |
| a bit different than the previous time you fought it |
| as you should be much stronger this time around. You |
| should just attack always as you did against Wisp. |
| Cloud is somewhat stronger so he won't go down as |
| easy. He can also take a toll on your health so have |
| Nina heal if ever necessary. Just keep up the attacks |
| and it will fall relatively quickly. |
|           .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| 5775 EP and 1443 GP acquired. |
o-----o-----o-----o-----o

```

After this slightly more challenging battle, the final ghost then gives you a nice "Well Done!" and then takes its turn against you.

```

      o-----o
      |   Boss Battle: MYST   |
o-----o-----o-----o-----o
| This green-colored apparition is a bit more |
| formidable than its washed-up counterparts. It |
| attacks in elemental spells, and a higher level of |
| them than you have encountered before. His T.Bolt and |
| Blizzard attacks hit all party members for 40 damage |
| while his Burn Out only hits one ally. Myst also uses |
| his Recover spell when his HP gets low to replenish |
| 100 HP. This isn't big because you entire party can |
| inflict more than 100 damage to it per round. |
|           .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-. |
| If your party's health is low, use an M.Drop to heal |
| the entire party or use Nina to heal. Continue to use |

```









only hear tunes, so they aren't much help. Simply head all the way to the north of the city and enter the large building up here.

In this area, head north to where some natives are, then head east from there to a bedroom with four beds. Take the path south from here and then back west to a staircase, which you should take up a level. On this floor, head west and down another staircase. In this area, head left to some statues and a locked door. There are two chests on either side of the locked area. Approach the left one and one of the statues will come alive and chase you down into a hole that appears. If you talk to the person standing in the middle of the room here, he will tell you that something under a box will help you make a big catch. Move the box to the southeast of the and then examine it to obtain a Rod5. Now move the southwestern box aside and fall down the hole here. Grab the Herb and Melon in the chests here, then continue south and up the stairs here to exit the city.

=====  
WORLD MAP  
=====

Now that you have the most powerful of the Rods in the game (Rod5) you can fish for some great new equipment. I suggest going for the DragonSD and DragonHT now as you can obtain it easily. Look under the "Dragon Sword" and "Dragon Helmet" side-quests for how to acquire them. You can also go for the Slab now, but it really isn't important. Once you're ready, warp to Gant and leave the city once there. Follow the path from here south through the dead trees and then up northeast between the mountains until you come to the beach. Take it down to the water.

=====  
UNDERWATER  
=====

Whether you use Gobi's transforming fish ability underwater is up to you. It is faster and you don't have to deal with enemies, but it can be a hassle if you keep him fused to Karn. Sometimes you need to be the big fish, but I'll let you know when that happens. No matter, head to the beach just northwest of Prima and take it up back to land.

=====  
WORLD MAP  
=====

Follow the southern path through some dead trees and continue on southwest to the Hidden Fort. Enter it and make the short trek through the area (if you don't remember, find the section above) and once out on the other side, follow the path through the mountains leading west. Continue on the path as it goes south and back east until you come to a group of four trees. Enter the small shrine encircled by the trees in search of your next set of dragon transformations.

=====  
DRAGON SHRINE  
=====

Head north into the actual shrine, and once inside, talk to the old man wearing white garments. Like the previous shrine, he will only allow Ryu to proceed. Heal at the spring to the left and then grab the Mrbl2 in the chest over to the right. Now head straight up the middle of the area, up some steps to the entity up here. It will tell you that you've completed this step if you survive this



To start off, head north in this town to the Dragon Shrine and Inn, which oddly are not at the front of the town, and save your game and rest up. The Weapons and Items Shops are over to the right, so take some time to stock up on items upgrade your equipment. Grab the MoonBW and WorldML for Bo and a FlameSH and WorldML for Ox, selling back your obsolete items, as the purchase of the WorldML should drain your funds. Now head into the house just south of the Inn. In this house, you should see a small crate to the right. Push it aside and drop down the hole it was covering. You should now be in front of a setup of urns in this fashion:

```
(4) (5) (6)
(2)  (3)
      (1)
```

To solve this simple puzzle and get to the room beyond, move urn 1 to the right or left, urn 3 to the right, urn 2 to the left, both urns 4 and 6 up, and urn 5 to either the right or left, so that they should be in this order (or slightly different depending on which way you moved urns 1 and 5):

```
(4)  (6)
      (5)
(2)      (3)
      (1)
```

This should leave a path directly down the center to a familiar looking man with candles on either side of him. Switch Karn[defused] to the lead of the party and talk to this man. Since you are a member of his family line, he will teach you the spell Debo, another fusion spell with that can only be used underwater. Now head south and up the staircase here to get out of the city. Reenter, however, and head all the way north and exit through the path here to end up north of the city.

```
=====
WORLD MAP
=====
```

Follow the dirt path north and you will come into another area labeled Gust, again.

```
=====
GUST
=====
```

Head north on this linear, grassy path up to an area with a big pink flower in the middle of some pink diamond things that are emitting some form of gas. Pass it up on the right and head up to a purple door. Press A to open it and then enter it.

```
=====
LAB.
=====
```

Enemies: Blaze, Buzzer, LancerX, Mimic, Rogue  
Items: Herb, Cure2, L.Ptn, Rod4

Yes, there is a period after the name of the area. I don't know why, it may be a typo; it may be intentional to convey a sense of abruptness, who knows? But I digress...the enemies in here shouldn't give you much trouble. You may see some rehashed Dark Dragon enemies, which aren't bad, but the Blaze here can deal the

damage with its Burn Out attack that hits your entire party for 30-40 damage a piece. Use Bleu's water spells to douse its flame easily. To the walkthrough - in this first room head over to the left where a chest is and a monster will appear. Defeat this Rogue with normal attacks easily for a nice experience bonus and then grab the Herb in the chest. All chests in this place are guarded by these weak demons so get used to fighting them. Do the same thing over to the right side of the room and grab the Cure2 in the chest there. Now head straight up the center of the room to numerous different paths ahead.

Of the three rooms up ahead, the two to the right contain chest while the one to the left does not, though I recommend going there just to fight the Rogue that appears. Fight the Rogues in the other two rooms and grab the L.Ptn and Rod4 in the chests. Now head back to the hallway and take it east to three more rooms. These rooms have no chests in them, but they have breakable walls to the north, allowing for a small shortcut. The middle room does not contain a Rogue so if you do not want a fight, head through this room, though, again, I recommend defeating the Rogues in the outer rooms for the experience. Either break down one of the walls or continue east and around north and west through the hallway as you continue on up the stairs at the end.

```

-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!                               C u t s c e n e                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-
!   As you come up the stairs, Cort, Jade's henchman, comes up !
!   to you and the screen cuts to a close-up of his evil, ugly !
!   face with the red patch over his right eye. He then       !
!   speculates how his new formula will affect you. Back to   !
!   the normal scene, he hits your party with the formula then !
!   disappears as the screen flashes pink shortly. The camera !
!   then zooms in on your party as they shrink and the room   !
!   around them becomes much bigger. You now regain control of !
!   your party.                                               !
-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-^*-

```

Well, you can't head down either staircase with your new shrunken-ness, so head to the little opening to the eastern side of the northern wall and enter it.

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=====
                MOUSE HOLE
=====

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Enemies: Roach  
Items: Herb, M.Cura

The Roaches in here aren't very strong, even in groups, so you'll have little difficulty in this area. Take your party north and east with the linear path until you come to some mice. One of them has a Mouse Inn service, which heals your party for free, so use it to get a fresh start. If you talk to the others here, you will find that "There's big trouble a brewin'." Now backtrack a little ways and head north up a path that a mouse was previously blocking and follow it to a fork in the path. To the west is just an area with some roach crap so make your way east to some more roach crap. Now head north from here to some cheese and three red bugs blocking the path. As you approach them, one will ask if you come to steal their food. It then goes on to exclaim that it hates humans because they always cause trouble, then enter battle with you.

```

o-----o
|   Mini-Boss Battle: K.ROACH (x3)   |
o-----o-----o-----o-----o
|   Though each of these foes has the traditional "extra |

```





After the battle, ending in your victory over the G.Fly, your party exclaims what a pain it was and that you should take it to the Frog. So grab the G.Fly from the cheese and, after this, leave the cave and take one more stop at the Inn to rest and the Dragon Shrine to save before leaving the city to the south.

=====  
WORLD MAP  
=====

Head southwest from the city and south down a dirt ramp and continue south from there across a stone bridge. From here go southwest past the grove of trees and follow the grass path west to a beach. Head down it underwater.

=====  
UNDERWATER  
=====

Once underwater, place Gobi at the front of your party and transform into the large fish. From the shore, swim directly south so that you pass by the Tunlan island to the left and come to a wall. Swim east from here and you should reach a narrow wall. Head just north of here and back south over the rocks into this small cove. Revert back to normal and head up the beach to the south.

=====  
WORLD MAP  
=====

In this small area, there is not much else to do save enter the cave to the south.

=====  
FROG CAVE  
=====

Items: Oil

This is an extremely tiny cave with no enemies whatsoever and a bunch of small, blue frogs around. Head directly north to the frog surrounded by the rocks and he will tell you that he wants a G.Fly, a really big one, because he is hungry. Trade him the G.Fly for the Oil and then exit the cave to the south. Back outside, use Nina to Warp your party back to Gust.

=====  
GUST  
=====

Items: Maestro

Exit out of the Dragon Shrine and head into the second house south of you (just to the right as you enter the city from the south). Head north to where Nicholie is lying in bed with Bleu and Tina on either side. Talk to Bleu, giving her the Oil, and she will sprinkle it on Nicholie. She will recover and as she wakes up, she will mention the Flower and that if it spreads its seeds, the whole world will go insane. Bleu tells you to dispose of the Flower while she continues to watch over Nicholie. Bleu then looks into a Crystal Ball, but it explodes in her face, which could be seen as a bad omen... Well exit the house and make your way out of the city through the northern entrance.

Once outside the city, continue north into the other part of Gust and proceed ahead to the pink flower you passed earlier when going to the Lab. Cort will be



Bleu. Once you are ready, exit the house and stop by the Dragon Shrine to the north to save your progress. Now continue north out of the city and into the mountain region of Gust. Make your way north past the entrance to the Lab. up to a bridge heading west. Approach the Nicholie lying on the bridge and Cort will appear once again (I'm sick of this guy). He will say that you broke the spell, but you won't break him. As he enters battle with you, he begins to transform.

```
o-----o
|   Boss Battle: HORNTOAD   |
o-----o-----o-----o
|   Ahh, yet another frog-type boss that you must defeat, |
|   though this one looks much scarier. The creators of   |
|   this game must really like frogs for some reason. No |
|   matter, HornToad's attacks are based on jumping up   |
|   and down. He will either jump on one party member,  |
|   doing 30-60 damage to your ally, or he will jump in  |
|   place, enacting some sort of Quake attack that does  |
|   anywhere from 40-70 damage to each party member.    |
|   HornToad can wear your team down in a few rounds, so |
|   be sure to cure constantly with Nina, even if your HP |
|   isn't really suffering. Stay healthy and he shouldn't |
|   give you too much of a problem.                       |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'. |
|   You strategy when attack the HornToad should start   |
|   off with heavy attack with Ryu, and Karn[Shin], and  |
|   spell-casting with Nina and Bleu. Ryu should attack  |
|   in his BltDgn form to do over 200 damage each round  |
|   while Karn[Shin] attacks normally. Bleu should use  |
|   her Blast spell each round while Nina casts FortX on |
|   the entire party, continuing with attacks or Cura    |
|   spells when necessary. With Nina keeping the team in  |
|   good shape, you shouldn't have very much trouble with |
|   HornToad.                                             |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'. |
|   6800 EP and 7000 EP acquired.                       |
o-----o-----o-----o
```

Once you have defeated Cort/HornToad, he will exclaim that he doesn't believe it, as he thought he was stronger, and then vanish once and for all. Nicholie will then tell you that the bridge is ready and that you can cross it to get to Scande. Before crossing it, however, you will want to head back into town to rest at the Inn and save at the Dragon Shrine. Now enter the house just south of the Inn and talk to the man by the table here. He will ask if you want to listen to his flute, telling you it is under that bed. So step into the bed and press A to take the Maestro. Now head back up north and cross the bridge to the west to get back out to the World Map.

```
=====
WORLD MAP
=====
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Enemies: Blaze, Buzzer, Chimera, Crab, D.Knight, Warlock, Zombie, Zoom

Well there is nothing you can do up north, so take the southern path between the water and the cliff and follow it west across a brown bridge to a dry, dirt area. Beware of the Zoom enemies here as they can cast a Blizzard spell doing 60 damage to each member of your party and Blast that does 110 damage to one ally. Once in the middle of the dirt area, head south a little ways and you should see a head poking out of a hole in the ground.

=====  
GRAMOR  
=====

Items: Cowl

As you enter the city, you will see the little boy who was peeking out of the hole in the doorway to a room. As you approach the doorway, the boy will flee again, so follow him into the room. In the room, head up and talk to the boy who will tell you that his brother Mogu was brave and fought hard, but Mote was too strong. Apparently, Mote's spell has trapped him in the World of Dreams, so you should help him. Now talk to the person beside the bed where Mogu is and she will ask you to retrieve an item from Tunlan in order to enter Mogu's dream. Accept and she will give you a Cowl. Now with the Cowl and the Maestro from Gust, you will be able to understand as well as communicate with the Tunlanians. Now exit the room and enter the one to the right. Save at the Dragon Statue here and then leave the underground establishment.

=====  
WORLD MAP  
=====

Back up to the overworld, simply have Nina or Bleu warp the party to Tunlan.

=====  
TUNLAN  
=====

Items: Melon(x2), M.Drop, Bolster

Once in the city, exit the Dragon Shrine and make use of your newfound ability to speak with the natives. Talk to some of the people around here and you will learn of the Bolster, the treasure of Tunlan, which allows you to enter people's dreams. Speak with the lady near the steps up to the castle and she will tell you of the TmKey, another royal treasure, one of the goddess keys that controls time. Now head up the stairs and enter the large building up here. Head directly north here to a woman wearing bright green garments. Speak with her and she will tell you that if you can solve her problem, then she will let you have the Bolster. Agree and the woman will tell you that the princess wants Zog to have the TmKey because she is in love with him. If you change the princess's mind, the Bolster is yours to borrow.

Once she is done speaking, the woman will move aside, unblocking the staircase, which you should take up to the next level. In this room, you will be surrounded by guards on three sides, not allowing you to see the princess, who is in her pool. Well, switch Nina or Bleu to the front of the party and the guards will be more polite, telling you that the princess is swimming so come back tomorrow. Head down the stairs and exit the castle to the south. Now head south down three sets of stairs and enter the doorway to the right of the last, large staircase (the Inn). Rest here so that it is the next day, then head north and enter the castle again. Head directly north up the stairs once again to the princess's chambers and talk to her up ahead.

When you ask her for the TmKey, she will tell you that that is ridiculous. The princess will go on to say that she and Zog will be forever when Tyr gives them eternal youth. Well that was successful - head back downstairs and talk to the woman in green who is again blocking your path. She is persistent in getting the key even though the princess refuses to give it up. The woman mentions that the marks on the princess's back show how to open the safe, and then she leaves





Enemies: Blaze, Chopper, D.Knight, Warlock, Zoom

The monsters in this dungeon are nothing you haven't face before, so you know how to defeat them. Keep your team healthy, however, as they can wear you down with time. This tower has a little twist to it. There are red and blue switches on the ground throughout the area. Stepping on the blue switches results in the walls becoming invisible, while the red switches make them appear once again. As you enter the tower, step north onto the blue switch, and then head east from there to a red switch. Continue on this path east, following it as it goes north, east, and then north again. When you come to a blue switch and a path heading west, head that way to a split in the path. Head south from here and follow this path west and a blue switch, making the walls disappear.

From the switch, walk nineteen(19) steps to the left and then head north on a path that should be there. Now from that first step north on the new path, walk up four(4) more steps, and then head east on another path that you can't really see. Now take your party east as far as you can, and then north over a red switch near a staircase with a little boy standing at the bottom. Talk to him and he will say that as long as Mogu's senses are scattered, you won't have a chance against him. When he challenges you, say no (you could say yes and fight Mothro, which the boy transforms into, but you cannot damage him right now so your attempt would be futile). The boy will laugh at you, but ignore him and use Bleu's Exit spell to quickly get out of there.

=====  
DREAM WORLD  
=====

Make your way east, south, and then back west to the Dream Town, where a girl is standing, not allowing you to enter the city. The girl, named Anne, tells you that she has found where Courage, Mogu's last "sense," is. She tells you to follow her as she goes into the town, so enter it.

=====  
DREAM TOWN  
=====

Enter the house in the center of the town, where you first came into the Dream World and talk to the men there. One will tell you that one of Mogu's attributes is being held in South Cave, while the other lets you know that a man fixed the bridge to the South. Well rest at the Inn in the northwestern house and save at the Dragon Shrine to the right of there, then leave the town.

=====  
DREAM WORLD  
=====

Back out here, take the path west and follow it south across a rope bridge. Continue on as it turns east and north through some dark blue rocks.

=====  
WILDERNESS  
=====

Enemies: Buzzer, WarHogX, Wraith, WraithX, Zoom  
Items: LightSH, Life, HeadGear

The enemies that you encounter in here aren't too difficult. The WarHogX are strong but it doesn't take too much to take them down. They give good

experience, however. The rest of the enemies you know how to deal with. In this desolate area, try to always stay on the path (the uncracked land). If you step to the sides, steam comes out of the cracks, which takes 2 HP from your lead party member (no big deal). Follow the linear path as it winds north, going east and west on the way up. Eventually, as you are heading west, you will come to a fork in the path. Here is nothing to the west so make your way north a couple steps to another split. Follow the path east first and take it around to a chest containing a LightSH.

Now go back and continue on the path going west. Follow it as it heads generally up north, though on another curvy path. Eventually, you will come to an open area. If you try to go immediately north, steam will prevent you, so head east for now. Here are more hidden "steam walls" in this area, so be cautious as you make your way east and then back southwest. Follow this linear path down to a chest with a Life, and continue on to another chest containing some HeadGear. Now carefully make your way back up to the open area and weave your way up north past the "steam wall" and then make your way west to another open area. Carefully, weave your way north through more invisible "steam walls" up to the exit.

=====  
DREAM WORLD  
=====

Simply take one step into the cave ahead of you.

=====  
SOUTH CAVE  
=====

Head directly north in this place and talk to the person sitting in the chair surrounded by a bunch of cheese in baskets.

! C u t s c e n e !  
! Mogu's fifth emotion, Courage, who will tell you that you !  
! will not find Courage here. He goes on to say that what !  
! you see is only substance...not form (good psychology). !  
! After he says this, Anne and a Wise man (probably the one !  
! who built the bridge) will tell you that Courage is !  
! depressed. When the two try to encourage Courage, he will !  
! still be depressed. Anne and the Wise man eventually give !  
! up and leave as Reason comes in and joins his body with !  
! Courage. He is followed by Humor, Sorrow, Fear, and Anger, !  
! who also join with Courage to form the complete Mogu. He !  
! then regains his courage, saying that he will do his best, !  
! joining your party as he does. !

Well, keep your party the same (Ryu, Karn[Shin], Nina, and Bleu is an optimal setup) but upgrade Mogu's equipment with whatever you have. Now exit the cave to the south.

=====  
DREAM WORLD  
=====

Head south back into the Wilderness and tediously make your way back through this short area. Once outside again, make your way west, north across the





Equip the armor on Nina and then head back up the stairs to the south. Back upstairs, push the jar in front of you south and then head up to the southwestern part of the house, where another large crate is. As Karn[Doof], push it aside, causing your party to fall into the hole it was covering. Revert Karn back to normal and talk to the man here, who will successfully teach you the Puka transformation spell, as Karn is of his family line. This final spell for Karn fuses him with Bo, Ox, and Gobi and gives him an assload of HP. Now that you have this powerful spell, use it, and then exit the city up the stairs to the south.

=====  
WORLD MAP  
=====

Try out this strong new transformation that gives Karn over 800HP, even though it looks like a little flying Gonzo (from the Muppets). Anyways, you can exploit its special ability to open those stone walls that you have seen on the side of cliffs. You can access the first two right now to get some bracelets, so look for where they are in the "Open Sesame" side-quest. Once you're finished, have Nina or Bleu Warp the party back to Gramor and then exit up the stairs and out of the underground area. Make your way south from the hole in the dry earth and enter the cave down here.

=====  
WINTER CAVE  
=====

Enemies: Buzzer, D.Flea, M.Flea, Nautulis

Well now that you have all of Karn's fusion spells, you should keep him in his Puka form, as it is the strongest by far. A good party to use is Ryu, Karn[Puka], Nina, and Bleu. Once you're done with your party setup, walk straight ahead and down the stairs in this cave. You'll see some new enemies here, but they aren't very strong at all. In this next area, make your way along the area east, south, east again, and south again, all the way under an overpass to the exit.

=====  
WORLD MAP  
=====

You'll notice a scenery change in this new area - everything seems to be cold and snowy. Well that's about all that is new, as the enemies are much of the same as you've seen before. For now, just head west from the cave exit into the town there.

-----  
SPRING  
-----

Items: Herb

First off, head east to the Inn and heal your entire party there, then visit the Dragon Shrine to the right and save your progress. Now head northwest of there to the Weapons Shop and upgrade your party's equipment. Grab an IronCW as well as some QuartzAR for Mogu, as well as a QuartzAR for Karn, and then sell back your obsolete equipment. Now visit the Items Shop if you need any supplies, and then head to the long house south of the two shops. Talk to the residents here and they will tell you that the tower Spyre controls the climate

and has made the place very cold. Now open the chest of drawers near the middle of the north wall for an Herb if you wish, and then exit the house, continuing east out of the town.

=====  
WORLD MAP  
=====

From outside the town, head south along the frozen riverbank and follow it west and around up north to a large tower. Briefly put Mogu at the front of the party and stand on the familiar dirt patch with the dragon symbol on it. Press A to dig down beneath the ground into the tower.

=====  
SPYRE  
=====

Enemies: Ameblob, Blurb, Buzzer, Cactus, Creep, BlazeX, Buzzer, D.Flea, Flea, Flower, D.Knight, M.Flea, Phoenix, Prickle, SandClod, Scorp, Slime, Warlock, Wraith, WraithX, Zard, Zombie, Zoom,  
Items: Cure2, Shell, A.Ptn, FlameAR, WorldAR

Well that was an odd way to enter a tower. Anyways, reconfigure your party to make it optimal for battle (take Mogu out, or leave him in if you like him). The enemies in this first part of the tower can be tough, especially the Blaze, who is difficult to bring down and has a Blast spell that damages your entire party. It only gives a little over 1000 experience points too! The D.Flea in here can appear in groups of up to five, which can be somewhat overwhelming. Be sure to utilize Bleu's spells to make quick work of them. Back to the walkthrough - to start off in this tower, make your way directly north through a long hallway and down the staircase at the end.

In this purple room filled with water, make your way south first, down a few steps and head west at the fork here, Follow this path all the way north and back east to a chest with a Cure2. Now head west, south, and east back to the fork and continue east on the path until you come to another path heading north. Follow this lighter-colored path up to a T and continue east here. Keep with this path as it turns south down some more steps and comes to some natural ground. Head here down a ramp and grab the Shell and A.Ptn in the two chests here. Make your way back up the ramp and take the bridge across west to an area with many pillars. Before heading up the steps in the middle, continue on west across another bridge to a small butte with a couple chests. Grab the FlameAR and WorldAR in the chests and then head back to the pillar area. Give the FlameAR to Mogu and the WorldAR to OX, and then make your way up the stairs in the middle of the area. Now, take the party up the stairs to the left in the next area to reach a large, yellow-green room.

In this massive area you will encounter some enemies that you first fought at the start of the game. Well just brush them off and head east to a raised platform and take the stairs on it to reach a similar large room, though black and rainy this time. Again you will encounter some older enemies, such as the Ameblob, Blurb, and Zard, but ignore them and seek out the stairs to the southwest. Once you find them, take them up to a sandy room (if you haven't noticed, these rooms resemble different climates. Make your way through the enemies of the desert to the staircase to the southwest and take it up to another large room of snow. Fight through the more recent enemies here and head north from the staircase to another staircase, which you should take up another floor. The ground in this room is kinda cool with the moving clouds and all. You'll fight a new enemy here, Phoenix, a fiery bird that looks cool but is not very hard to defeat. Head to the southwest corner of the room and up another



Now, back in the first part of the tower, make your way west to a fork in the path, and head north and down the stairs at the end of the hallway. Again, follow the path west, north, and around to the east, this time passing the path heading south to the chests. Continue on, taking the stairs at the end of the pathway. On this following floor, grab the Smoke, CursedHT, and FaceMask from the three chests to your right and equip the CursedHT to either Nina or Bleu. Now head north from there and follow the path as it goes west to a split. Take the northern route up to a little person know as Mote's Conscience. He will break down the wall to the cave ahead of you and then move aside, allowing you to pass through. If you talk to him again, he will implore you to fight Mote while he still has energy. Well pass through the new entrance and head up the stairs in the room beyond.

In the following small room, there are two springs, one on either side of the room, which you can drink from to heal your entire party. The urn in the center of the room on the raised platform serves as a Dragon Shrine, so once you're healed up, save your game, and then head through the doorway to the north. This next area is kind of strange. It is completely black except for a transparent path before you. Also, the path is littered with spinning tiles that twist the path multiple times and tries to screw you up. You can keep a good eye on how the path is spinning so that you don't get turned around, or you can simply just follow my simple walkthrough. Head directly north until you hit a spinning tile, and then continue west once the path stops spinning. Upon hitting the next spinning tile, make your way south, west, and north on the path to the next spinning tile. Now once you stop rotating, continue on way north up to another spinning tile and from here, head east a short ways.

When you come to a path leading south, take it and follow it as it goes east to a fork. Now take the southern path to yet another spinning tile. When you stop spinning around, make your way west, past a southbound path, until you come to another spinning tile. Continue on west after you stop and pass one path heading north, taking the next one you come to up, left and back down to a final spinning tile. Once it stops, continue on west and north a ways to a different-looking tile that will transport your party to a different area with a bunch of rats on top of the walls. Anyways, head north up to a fork in the path, with the left path leading to a yellow tile with a staircase behind it and the right one leading to a purple tile with a staircase. Take the right path, heading up the stairs at the end. Passing over the purple tile makes the screen flicker slightly as if you are taking damage but it doesn't appear to do anything.

In this room, take one step to the west and then make your way south, over the yellow tiles until you are one step from the southern wall. Now make your way east until you fall into a trap near the eastern wall. Back in the room below, though in another section, simply head north up the set of stairs and head left up the next set of stairs on the following floor. In this good-sized room with many pillars and purple tiles, simply make your way to the southwest corner of the room and up the staircase there. This small room has five sets of stairs in it, four of which lead back to the first room after the black room with the spinning tiles. Make your way up the southeastern set of stairs to get to the next area, and once there, take a few steps north and to come across Mote. He will call you foolish outsiders and say how dare you come to his world to fight him. He transforms as he enters battle with you.

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o-----o
|   Boss Battle: MOTE   |
o-----o-----o-----o-----o
|   Defeating Mote can take a while, especially if you   |
|   don't know how to beat him effectively. To start off |
|   with his arsenal of attacks, it is not great, but it |
```





house and, if you choose, enter the Inn to the south. Head to the northern part in here and check the chest of drawers for a RubyRG. Well, that's all for now, so simply exit the town.

=====  
WORLD MAP  
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Now that you're here, you can now find the third and final of the sealed stone doors and the fourth dirt patch. For more specific details as to their locations, check out the "Open Sesame" and "Digging for Treasure" side-quests, respectively. Once you're finished, take the party south from Carmen, and then east around another small forest. Upon reaching a dead tree along the path, continue on northeast and then north up a ramp that you come to. Now head back west and take the southern path at the fork. When you reach another ramp, take it up north and then switch either Bo, Karn[Shin], or Karn[Doof] to the front of the party and head northeast through the trees and into the large tower here.

-----  
TOCK  
-----

Enemies: Buzzer, DogFishX, D.Rider, FireHead, Widow, Wraith, WraithX  
Items: Life, EvilCN, IcyAR, Cure, G.Tiara, GuardSH, Life2, AgileHT, WolfSkin

The enemies that you will find in here are mostly ones that you have encountered before, save the FireHead's, which aren't much of a threat to you even in groups. Anyways, once inside the tower, you will have a choice of three paths before you. Take the one directly ahead under the overpass. You will come to a circle of tiles with arrows on them. Upon stepping on one of these tiles, your party will be transported two spaces in the direction of the arrow on the tile. There is nothing to do with this formation, so just head north past it and drink from the clean water ahead to fully heal your party. Now make your way west from there and south down to a teleportation tile. Step on it to get past the wall to the west and then head north from there along the linear path up to a chest with a Life. Now continue on east and north again to another chest containing an EvilCN. After equipping the weapon to Bleu, head all the way back southwest and hit the teleportation tile here to get west through another wall.

Now follow the path up north past a teleportation tile, through some columns and under an overpass to another chest. Grab the IcyAR here and equip it to Bo. Once you're done with that, hit the teleportation tile to the right to get east past the wall, and then take your team up north to another tile to get back west. In this area, simply step on the tile here to be teleported further west past another wall, and then head up the stairs here. In this area, head to the northwest and grab the Cure in the chest in the little room here. Now head to the northeast and onto the tile here to be teleported east into a narrow hallway. Now head south onto another tile that takes you east into another open room. Head east in this empty space over to another tile, bringing you east outside the room. Make your way north over another tile and then follow this linear hallway all the way around the area, going west to the wall, south to the wall, back east to another wall, and then north to a teleportation tile. In the room that the tile transports you to, head north up the stairs here.

On this next floor of the tower, grab the G.Tiara in the chest nearby and then step on the teleportation tile to the southwest to get down from the raised platform. Now head all the way west past some steps and then north up to a teleportation tile, which brings you up to another raised platform to the left.



=====
WORLD MAP
=====

Though this area may be unfamiliar to you, you are not very far from Carmen and Tock. Simply head northeast from the large tree here and north up the ramp. Now head back west and north around the small forest you come to. Continue up north to another forest where Carmen is. Enter the town.

-----
CARMEN
-----

! C u t s c e n e !
! Upon entering the town, Nina will be astonished that !
! you're alive and she will tell you that everyone is here. !
! You will then be teleported into Alan's house where Bo !
! tells you that apparently Alan and Cerl know each other. !
! Alan tells you that Cerl is a friend, and that he knows !
! that she'll never help the Dark Dragons. Bleu mentions !
! that people do change and Alan says that he is going to !
! Tock to find out what has happened, and he leaves. Bo says !
! that it is not safe and tells Alan that the party is !
! coming with him, and your party is transported outside the !
! city. !

=====
WORLD MAP
=====

First off, switch out Bo for Karn and refuse him with the Puka transformation spell. Now take the party south from Carmen, and then east around another small forest. Upon reaching a dead tree along the path, continue on northeast and then north up a ramp that you come to. Now head back west and take the southern path at the fork. When you reach another ramp, take it up north and then switch either Bo, Karn[Shin], or Karn[Doof] to the front of the party and head northeast through the trees and back into Tock.

-----
TOCK
-----

Enemies: Buzzer, DogFishX, D.Rider, FireHead, Widow, Wraith, WraithX

To quickly get back up to where Cerl is, head directly north, around the teleportation tiles and heal at the clean water here. Now head west and south onto a teleporter. Head north northeast from here up a narrow hallway, past a couple opened chests, to another teleportation tile, taking you west. Take the path here north, west, and then south to another westbound teleportation tile, and head up the stairs in the next area. Head northeast to a teleporter, south to another teleporter, and then further east to another teleportation tile. Follow the long path around the room north to the wall, west to the wall, south to the wall, back east to the wall, and north up to a teleportation tile. In this area, head north up the staircase. Here, head southwest onto the teleporter, and then west and north up to the stairs.

On this floor, head west to the wall, north to the wall, ten steps east, two







C.Nut, and W.Ant. Well you should already have the W.Ant when you found it in this town earlier, so we must find the other three for the doctor. Exit the town for now.

=====  
WORLD MAP  
=====

Items: P.Fish, C.Nut, Root

Lead the party south and east around the small bunch of trees you come to. Take the first ramp heading south that you come to, and then follow the dirt path it leads you to east and south. When it ends, continue south and east through the mountains to where the South Castle used to be. Enter the area and you will watch a flashback of when Cerl was younger, telling another boy that she will marry Alan when she grows up. Once they run off, continue north out of the area and then follow the path between the mountains as it turns south. When you reach a dirt path, follow it west and then south down to a broken bridge. Step on the edge of the bridge and equip Ryu with the Rod5 and some bait. Fish there and you should catch a P.Fish. Once you've gotten it, equip Ryu with the ETC items he originally had on, and then have Bleu Warp the party to Tunlan.

Once there, exit the city and switch Ox to the front of the group. Punch any of the palm trees here by pressing A while facing them and a C.Nut will pop out. Pick it up once it comes out and then use Bleu Warp spell to quickly get to Gramor. Exit the Dragon Shrine and continue up the stairs to the left to get out of the underground establishment, and once outside, make your way southwest and you should find a weird plant with curvy leaves...or petals. Stand on the dirt patch in front of it and switch Mogu to the front of the party. Press A to dig down in the earth and you should find a Root. Once you have all three of these items (and the W.Ant you already have), Warp the party back to Carmen, courtesy of Bleu.

=====  
CARMEN  
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Items: Tonic, Pass

Enter the house with the windmill just north of the Weapons Shop once again and talk to the old doctor in green. Give him all of the ingredients and he will give you the Tonic after a short fading of the screen. Well leave the house and head just northeast, near a water container, and you should see the same mysterious figure that you saw at Tunlan. Talk to him again and he will tell you to search where he is standing. Once he leaves, step to where he was and press A to find a Pass, which you will need later. Now leave the town.

=====  
WORLD MAP  
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Have Bleu use her Warp spell to transport the party back to Tunlan.

=====  
TUNLAN  
=====

Exit the Dragon Shrine and head north up the wide steps, continuing up the right set of steps on the next level. Enter the doorway straight ahead and your party will rush up, giving Nina the Tonic. She will regain her memory and ask



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Quickly transport to Carmen courtesy of a Warp spell from either Nina or Bleu. Once there, exit the town and then transform into the large bird with Nina at the front of the party. Now fly east just past Tock (so you can still see it in your screen) and then turn directly south. Fly over some water and you will come to the poisonous water with the broken bridge that you fished from for the P.Fish. Now continue flying south a little ways and you will come to a large tower surrounded by mountains and a wall. Land to the west and then enter the area.

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SCANDE

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Items: Herb

Walk up to one of the three guards here and talk to him. Upon seeing the pass, the middle of the guards will move back, allowing you to enter the area. Walk to the center of the area and you will see an elevator, but try to activate it with the switch to the left and you will find that the Parts are not in the right place (it doesn't work). Now head down the steps below you and enter the door on your right. Rest at the Inn here and grab the Herb in the chest of drawers if you wish. Now exit and head over and into the room to the left of the steps. Save at the Dragon Statue here and then exit, heading back up the stairs. You can enter the rooms below and talk to the people but it's really not important. Basically you learn that Zog is in the tower above and that he forced people to work for him, but some mole people (like Mogu) dug a hole and got away so now the Dark Dragons can't excavate the Obelisk now. Nothing big unless you're really into the storyline, so just exit the area to the west.

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WORLD MAP

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Once outside, have Nina or Bleu Warp the party back to Spring.

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SPRING

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Exit the Dragon Shrine and then enter the house just southwest of the Shrine (south of the Inn) with the smoke coming out the chimney. Talk to the man in the bed and he will tell you that he climbed the Scande tower and brought the Parts home, and he will give them to you, though they are broken. Once you receive the B.Part from the man, exit the house and continue east out of the town.

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WORLD MAP

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Have either Nina or Bleu use the Warp spell to teleport to Gant quickly.

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GANT

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The craftsmen...er oxen of Gant will surely be able to repair the broken parts for you. Exit the Dragon Shrine and then make your way all the way north, up

three flights of stairs and into the large building up here. Once inside, take the stairs to the right up a floor and then head over to the left and talk to the old woman in pink. She will wake up the mayor, who will pop out of bed abruptly with a yawn. Talk to him and you will give him the B.Part. After a short pause, he will have the Parts for you, completely fixed. Now leave the house and exit the town to the south.

=====  
WORLD MAP  
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Now you can either fly southwest back to Scande from Gant, if you know your World Map well, or you can have Nina or Bleu Warp the party to Carmen and then fly back down south to Scande. Whichever way you choose, just get back into Scande.

=====  
SCANDE  
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Once here, talk to one of the guards again, showing them the Pass to allow you to enter. Now head over to the elevator in the center of the area again and try the switch this time. The Parts will fit perfectly, so step on the elevator and it will take you up quite a ways to another elevator shaft. Ride this one up as well another long distance and you will arrive at some intricately designed double doors. Press A to open them and then enter the tower.

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SCANDE TOWER

In here, walk directly ahead and talk to the strange figure that you have encountered a couple times before. He will ask if you are wondering why he is here. He will then say that you can get to Zog if you wish, but he will tell you of a weapon in Tunlan, called D.Hrt, which can destroy any dragon. You might need this against Zog, so exit the tower and head back down the elevators, continuing west out of the area.

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=====  
WORLD MAP  
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Simply have Nina or Bleu use the Warp spell to quickly transport the party to Tunlan.

=====  
TUNLAN  
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Once here, exit the Dragon Shrine and then head up the broad stairs to the right, continuing directly north into the doorway just ahead. Talk to the woman in this household and she will say that she doesn't know of any legendary weapon but she does know a Dragon song. After singing it, the screen flashes and Ryu becomes disturbed. Evidently, the song is called the D.Hrt and she gives it to you in a bottle. Well, since Ryu is a member of the Dragon clan, he is hurt badly by the song, so rest at the Inn to the south, and then leave the city.

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WORLD MAP
=====

Now, again you can Warp back to Carmen and head south from there, or you could simply use Nina and fly south and a little west to where Scande is. Land on the island surrounded by mountains and enter the tower area.

=====
SCANDE
=====

Show the guards your Pass one more time and then continue east and down the stairs here. Enter the door just to the left of the foot of the stairs and save at the Dragon Statue here. Then head back up the stairs and continue north into the elevator, riding it up to another elevator, which you should also take up to the doors into the tower. Enter them.

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SCANDE TOWER
Enemies: BowManX, Claw, Entity, LancerX, Soldier
Items: IcyCN, Mrbl1, Glove, PowerHT, Cure

The mysterious figure will be gone now, so you can pass on. Hey, guess what? There are no random enemies in this tower. Thank God you get a break from that. Anyways, head up to a split in the path and take the eastern path. Soon afterward, you will encounter another fork, where you should continue on east, following the path as it goes north up to a clean water spring and some switches to the right. If you need a healing, take a sip from the spring and then head up the stairs to the right. Ha, I was just kidding about the no enemies thing. It turns out that there are enemies on this floor, and the new ones have a lot of HP. Despite being hard to bring down, they aren't very tough in general, so you shouldn't have too hard of a time. There are also some Dark Dragon enemies here but they were never very hard, even in groups. Anyhow, make your way west in this area and you will come to an open room to the north. Enter it and take the IcyCN and Mrbl1 from the two chests and then make your way back east and down the stairs you came up.

Now head back south as far as you can and then make your way west from there as far as you can go. Make your way north from here, under an overpass to a large raised platform. There is nothing on it, however, so head over to the left and continue on north and up the stairs you come to. Head south to an area with many columns and then back up through the opening to the right. Continue northeast from there into a little cove with two chests and grab the Glove and PowerHT in them. Now head back southwest to the opening into the large room with the columns and head all the way south, past a red table, and up the stairs at the end. Here, head north down a long hallway and up the stairs at the end, and in the next room, head south, west and around to the north down some more stairs. Grab the Cure from the chest in this area and then continue up the stairs to the northeast. Head south to some more stairs and you will come to a floor with a clean water spring. Get a good recovery from it and then make your way all the way north, through many columns, to a large doorway. Enter into Zog's lair, preparing for battle, and head north to encounter Zog himself. He will be surprised to see you here and then go on about how it is good to have power before entering battle with you, transforming as he does.

o-----o
| Boss Battle: ZOG |
o-----o-----o





to the west and in this cosmic room, head up north to encounter Jade.

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!                               C u t s c e n e                               !
! Jade will tell you that you are too late as "She" (the goddess Tyr) has been released. Just then, the green ball arises from the stand and the screen begins to shake. The scene then shift to a couple towers on an island that a lightning bolt strikes, causing them to rise taller from the ground. Back to Jade in Agua, she announces that she shall now meet Tyr and she departs via the teleportation circle to her right. You now regain control of the party.
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Well, step on the teleporter as well to get transported to the risen towers.

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=====
PAGODA
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Enemies: Buzzer, Entity, Ghoul, ICU, Nautulis, PincherX, Widow, Zombie  
Items: Domino, PowerAR, AgileAR, TrapGrd, FlameDR, StoneHT

The enemies in this new area are some of the same you have seen before with some really weak Zombies thrown in there. The new ICU (clever name) and PincherX are pretty hard to bring down but aren't hard in general, while the Ghouls have a tendency to turn you into zombie's as well, so you will be using Nina's Heal spell often. Once here, take stairs to your left and on the next floor, head west and then south around the hole in the ground to a chest with a Domino. Give this helmet to Nina and then head back north and east down the stairs you came from. Back in the first room, head directly west to a wall of a raised platform and then north up to a switch. Step on it to make some steps appear in front of you and walk up them to the raised platform here. Continue southwest and up the stairs here. In this area, make your way north, west, and then south around the large gap in the floor to the chest and open it for some PowerAR.

Give this armor to Bleu and then make your way back around, stepping on the switch near the stairs to make the gate south of you lower. Now head down through where the gate used to be and head down the stairs to the right to get back to the original room. Now head over to the right and then up to another switch, which you should step on to make more steps appear. Take them up to the raised platform and then make your way back down south to a staircase. The two holes in the floor here just lead back to the floor below, so ignore them and make your way directly east across a long bridge to a room in the opposite tower. On this new tiling, follow the path to a fork, and take the northern path as it turns back west to a chest. Grab the AgileAR inside and equip it to Bleu, then make your way back to the fork and continue on the southern path. Follow it east and then around back to the west to some stairs, which you should take down to the next room.

In this area, hit the leftmost switch of the two to make a couple gates ahead of you lower and one to the northwest rise. Of the two paths north of you, take the eastern one and follow it as it turns back south to the southeastern corner of the area. Now head east a little to the wall and then make you way all the way north, over a switch lowering a gate in front of you, to a chest containing a TrapGrd. Now head back south, over the left switch to make the gates as they need to be and then make your way west to the southwestern corner of the area. Of the two paths that lie parallel in front of you, head up the right one and





=====  
EASE CAVE  
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Enemies: Ameblob, Blurb, G.Knight, Mage

Once inside, you may want to rearrange your party to your liking as Gobi and Bo have been put in your front four. Afterward, head north past one path split and then east at the next one you come to shortly afterward. Follow it as it turns northbound and then back west to a staircase, which you should take down a level. Now make your way north from the stairs and continue upward at the fork you come to. Keep with the path as it goes east and around south, going down the staircase at the end. Of the two paths to the left in the following area, take the southern one to some more stairs downward. In the next water-filled room, head directly south down some stairs and you will end up underwater.

=====  
DRAGON TEMPLE  
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Head down a couple more flights of stairs and then into the doorway at the bottom of the temple to enter the inner shrine. Head north and up some stairs onto a raised platform. Talk to the entity between the columns there and it will tell you that you've learned Agni, but you need assistance in order to use it. The picture of an awesome looking dragon (which kinda looks like a bird) and then the spirit will disappear and Ryu will raise his sword in triumph as lightning strikes him. Now leave the shrine via an Exit spell from Bleu.

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WORLD MAP  
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Now put Nina back in front of the party and press A to transform into the large bird. Fly south from the cave and a little east until you reach Camlon. Now fly east to an island in the ocean with a single small house and many rocks blocking access to the house from the beach. Land just east of the house and then enter it.

=====  
I-WOMAN HOME  
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Go directly ahead and talk to the old woman standing outside the house. She will tell you that collecting weapons is a hobby of hers and that she would like to share her hobby, inquiring if you know any other weapon buffs. Now exit the area and take flight with Nina again, flying directly south until you come to another small house in the middle of some palm trees. Land there and enter the house.

=====  
W-MAN HOME  
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Items: List

Head up and talk to the old man standing beside the goat outside the tent and he will find that someone else who loves weapons like him is intriguing. He asks you to take a List from his collection to her and then enters his tent. Follow him inside and then push the furthest urn to the left backwards and take the List from the chest to the right. Now exit the area and fly back north to

visit the old woman again.

=====  
I-WOMAN HOME  
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Items: Wtzit

Talk to her outside her abode and your leader will hand her the List. He will be surprised and tell you to come and get her weapon to bring to the old man. Follow her inside and then head over to the right of the room and then back left through the bed so that you are between the bed and the table. Push the urn straight ahead of you upward and then push the urn on you left to the left. Now grab the Wtzit from the chest and then exit the house and the area. Now fly back south to the old man's place.

=====  
W-MAN HOME  
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Items: Note1

Talk to the old man by the entrance to his tent and you will hand him the Wtzit. He will shortly depart into his tent to check out the mysterious weapon and then come back outside to tell you that he doesn't think it is a weapon, and that he must study it. He then gives you a letter with all the details to bring back to the old woman. So exit the area and fly back up north and reenter her living area.

=====  
I-WOMAN HOME  
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Items: Note2

Talk to the woman once again standing outside her house and your lead party member will hand her the letter. She will reveal from the letter that it isn't a weapon, but a tool for the mole people. She will tell you that she doesn't want it if it isn't a weapon and she gives you a letter to bring back to the old man. So exit the area and fly back down to visit the old man one more time.

=====  
W-MAN HOME  
=====

Items: I.Claw

Talk to him once again and he will give you good news: the weapon is actually a tool for the mole people called the I.Claw. You then hand him the letter from the old woman and he gives you the I.Claw shortly afterward. Now talk to the goat just for kicks and then leave the area.

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WORLD MAP  
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Now that you have the I.Claw, you need to learn how to use it, so have Nina or Bleu Warp the party to the mole establishment at Gramor.

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## GRAMOR

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It seems that all of the mole people that escaped from Scande have found refuge here. Exit the Dragon Shrine room and then head up and enter the room north of it. Switch Mogu to the front of the party and then talk to the mole person (the Great Digger) here. He will praise you for finding the I.Claw and he will show Mogu how to use it. After spinning around rapidly (reminds me of Taz the Tasmanian devil, you know, from Looney Tunes), Mogu will try it. With the Great Digger's approbation, Mogu will learn how to learn the I.Claw, but he reminds you that it is old and can only be used once. Now exit the room and proceed south and west and up the stairs to get back above ground.

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## WORLD MAP

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Now, I recommend finishing up any side-quests that you did not complete before making for the final dungeon in the game. When you're ready, have Nina transform into the large bird and fly directly south from Gramor quite a long ways until you reach the large poisonous lake. You should notice a floating fortress in the middle of the lake where the tower Scande once stood. Fly into the area.

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## OBELISK

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Enemies: BlazeX, Claw, D.Knight, Gargoyle, Golem, ICU, PincherX, Ruga, Warlock  
Items: FlameHR, EmporSD, StarHR

Nina will fly up here to a closed doorway and then land. If you try to open them with Nina, she will just take flight again and leave the area, so just switch Mogu to the from of the team and press A to open the doors. Enter them and, in the following room, proceed directly ahead and stand on the cracked area. With Mogu still at the lead of the party, press A to drill a hole down into the actual Obelisk. Now, make your party as you wish once again for this new area. The enemies here are much of what you've seen before. Be extra careful of the BlazeX and ICU enemies, however, as they can cast attack spells that do much damage to all allies. They don't even give good EP when you beat them. Anyways, always stay healthy here and if you need more supplies or whatnot, use the teleportation circle that you landed on to get out quickly. Now on to the walkthrough...

Of the two paths that lie before you upon entering this area, head east to a split, where you should head down the southern path and follow it as it comes up north to a floating platform. Ride it across a large, empty, gap to another path, and take this one north to a fork. Both paths lead to the same route so take either one west to another floating platform, which you should ride further west to an island ledge. Head down the stairs here, and in the following area, head north up to another floating platform. Ride this up to more ledges, and once there, head east and north to a path split with four paths before you. For now, take the northern path and keep on it as it goes northeast to a platform. Ride this east and then continue on east and south to another platform, which will take you south. You will see Goda to your left here, but you can't reach him from here, so just head south and a little west to a chest.

Grab the FlameHR and then continue on west, riding another platform across that direction. Head back west to the stairs you came down earlier and continue on



Up here, head north and a little east, riding the platform here further east. Make your way west and south on this ledge and down some stairs. Head up another flight just to the southeast to another large grey heart area and ride the floating platform here to the south. Head down the stairs to the south on this third grey heart platform and make your way west and north up some more stairs to a raised area. Take the party south up here and then east, riding the floating platform across to another raised area. Proceed east and north, and then south down a flight of stairs. On lower ground again, make your way up the stairs to the southwest to another heart area, and head east and north from there to a staircase heading down, which you should take. In the next room, ride the floating platform west of you further to the west and then head down the stairs on this island to get to Jade's lair.

Before proceeding, revert Karn back to normal if you fused him again, and heal up you party to prepare for battle. Now proceed straight ahead and present yourself before the evil emperor. He will congratulate you for keeping up with him in spite of the odds and then he will offer you to join him. Say "No" and she will battle you, but you may want to check the Secrets section under the "Tips & Tricks" chapter for a way to battle some enemies including one that will give you 9999 EP and 9999 GP (though you don't really need money now) before fighting Jade. Whichever way you choose, you inevitably must enter battle with him as he transforms.

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o-----o
|   Boss Battle: JADE   |
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|   Wow, Jade is one ugly bug, but luckily, it isn't very |
|   tough, though it can take down Agni in one hit.      |
|   Jade's normal attacks consist of it launching a white |
|   orb at a single party member doing around 70-100    |
|   damage. It also can launch some small spores into the |
|   air that lands on your party doing around 30-50     |
|   damage to each party member. Keep in mind, however,  |
|   when in Agni form, these attacks only doing around  |
|   15-35 damage. Occasionally, however, Jade will use a |
|   strong T.Bolt strike that does a significant amount  |
|   of damage, and a weaker Blizzard attack. What you   |
|   must beware of is the Shock attack, which is an     |
|   instant kill to one party member, but has only about |
|   a 50% chance of hitting. Jade will only use this    |
|   once or twice during the battle and it is used, pray |
|   that it doesn't take Agni down, because you can't   |
|   afford to cast it again.                              |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'. |
|   To effectively defeat Jade, you're going to have to  |
|   use Ryu's Agni transformation. Hopefully you still   |
|   have some Acorns or other AP recovery items because  |
|   you're going to need it once more and there is      |
|   nowhere else to heal. But back to the strategy, just |
|   attack each round, hitting Jade for 999 damage, as   |
|   that is all you really can do. Once your HP gets down |
|   to around 200, use a Cure or any other healing item  |
|   to keep you in the fight. After Jade starts to grin  |
|   fearlessly, it doesn't have very much health left, so |
|   continue to pound it with the strong attacks for a   |
|   few more rounds and you should have the victory.     |
|   .-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.-'-.'. |
|   8000 EP and 8000 GP acquired.                        |
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WINLAN
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Items: FlameRP, Turban, BrokenSD, Life, Life2, Cure

Exit the Dragon Shrine here and head all the way north up various flights of stairs and enter the castle. Head to the northeast corner of the area and go down the stairs here. Now head left out of the little room with the staircase and head south to a wall, not into the doorway. Head east from there into the small hallway that leads to the bridge. But instead of going further east to the bridge, unlock the gates just to the right of the guards with Karn. In the six chests here, grab the FlameRP, Turban, BrokenSD, Life, life2, and Cure. Give the FlameRP to Nina and the BrokenSD to Ryu. Now head back up the stairs to the northwest, exit the castle, and leave the kingdom after saving at the Dragon Shrine.

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WORLD MAP
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Your next stop on this short side-quest is Aqua, the floating tower. Use Nina to Warp to Romero. Exit the Dragon Shrine here and then exit the town. Switch Bo to the head of your party and make your way around the city and northwest through the forest and enter the bridge leading to the tower.

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AGUA
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Enemies: G.Knight, S.Rider, WarHog, Zombie
Items: LavaSH, LifeAR, IcyDR

Walk to the end of the stone bridge here and read the inscription on the Tablet to make the tower lower to you. Once it does, enter it and switch back to Karn as the leader of the team. In this first room, go straight ahead and up the stairs here. Use Karn to unlock the door ahead and proceed up the stairs just behind it. Now unlock the door to your left and continue left and up the staircase. Do the opposite in this room: unlock the door to the right and continue on to the staircase. Now in this room, head west and south to another locked door and open it with Karn. Ride the floating platform just behind it to another ledge, and then head south from here out to a green ledge just outside the tower.

Follow it around to another doorway inside and take the LavaSH in the chest here. It is a great shield that adds greatly to your defense so equip it to either Ryu or Karn. Now head over to the left of the chest and up the staircase here. In this water-filled room, walk up until you see a statue of a dragon on either side of you. Stand in front of each statue and examine them for some LifeAR and an IcyDR. You obviously were not supposed to get these two items so early in the game as they are some of the best items in the game. Equip the armor to Ryu and the dagger to Karn and then head back down the stairs. Now ride the platform here across to the original ledge that you were on and make your way down the stairs. Continue on down the nearby stairs until you are out of the tower.

Once you have Ox in your party, you can complete this small side-quest by making use of his ability to break down weak walls and destroy rocks. Like the first side-quest, this is an optional adventure to gain some new items that were previously unattainable from dungeons that you had visited.

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WORLD MAP
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From the world map, use Nina to Warp your team to Romero. Exit the town and place Bo at the lead of your party. Now head northwest through the woods and enter the floating structure that is Agua.

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AGUA
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Enemies: G.Knight, S.Rider, WarHog, Zombie
Items: Life, 3000GP, Life2, SilverBR

Head west along the stone bridge and read the inscription on the Tablet to make the floating tower come down to you. Head north into the tower, and once inside, head directly ahead up a staircase. In this room, ride the floating platform to the south over the gap here. Now head east and north up a hallway to a breakable wall, which you should take down with Ox. Now grab the Life, 3000GP, Life2, and SilverBR from the four chests in this little area. Now head back south and ride the platform back across the gap, taking the stairs down. Now make your way south out of the tower and then head back east across the stone bridge back out to the World Map.

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WORLD MAP
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Simply use Nina's Warp spell to transport to Auria. Head out of the Dragon Shrine here and southwest out of the city. Now head east and into the L & D Cave here.

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L & D CAVE
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Enemies: Bully, Fly, Midget
Items: L.Ptn, A.Ptn

In here, head north and east down the stairs here. Now make your way south through a doorway and follow the path around to the north and up a stairway. Now head east from here until the path splits, and take the northern way. Follow this linear path around to the east, past a doorway to a breakable wall. Use Ox to destroy it and take the L.Ptn and the A.Ptn from the chests behind it. Now continue on the path heading west and follow it around to a ground switch. Step on it to make the gate lower, then head all the way south out of the cave.

/=====\  
<><> c. The Slab <><>  
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As soon as you acquire the Rod5 from Tunlan (you must have acquired the Sphere

for Gobi to become a big fish), you can go and fish for the first of some great equipment. To start off, if you haven't fished in the game before (I don't blame you, it's pretty worthless), then, from the World Map, use Nina or Bleu to warp you to Auria.

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AURIA
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Once in the city, exit the Dragon Shrine and head over to the second door to the left, where the Weapons and Items Shops are. Purchase about 9 or so Worms, and then exit the city. Back out on the World Map, Warp the party to Tantar. Now exit that town.

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WORLD MAP
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Items: Slab

From outside Tantar, head north a step to a bank of the river, then make your way directly west from there until you are near the ocean. Now head north through a little strip of land between the water and a cliff. Follow this little path northwest to a stone well. Equip the Rod5 and the Worms in Ryu's two ETC slots and then press A to fish in the well and catch the Slab. If you do not get it on your first try, keep fishing - it shouldn't take you long to catch it. Once you retrieve it, look it up in your Vital (VITL) items area. It says that ultimate power sleeps where mystic water lies. This isn't really important in your quest but it is referring to Agni, the ultimate dragon transformation. Well this side-quest is finished.

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<><>      d. Dragon Sword      <><>  
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Time to go fishing again. Hopefully you still have some bait, but if you don't, just head back to Auria for some more. Once you're ready, have Nina or Bleu Warp your party to Romero and exit the town.

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WORLD MAP
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Items: DragonSD

From the town, place Bo or Karn[Shin] at the lead of your party and head directly west through the trees to a small strip of mountain. Now take your party north, west, and south around the mountains and once you reach a solitary tree, make your way west a short ways to an old stone well. Switch Ryu to the front of the party and equip the Rod5 and Worms in his two ETC slots. Now face the well and press A to fish to catch the DragonSD. If you do not get it on your first try, keep fishing - it shouldn't take you long to catch it. Once you have it, equip it for a hefty boost in ATTACK and reequip whatever else you had in the ETC slots. This simple side-quest is now complete!

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/=====\  
<><>      e. Dragon Helmet      <><>  
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Ready for some more fishing for powerful equipment? Well grab your fishing pole

(Rod5) and use Nina's Warp spell to quickly transport your party to Arad. Now exit the small camp to get out into the desert.

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                        WORLD MAP
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Items: DragonHT

As soon as you are outside, take about ten steps to the west and then proceed south to some mountains. Now continue with your party west, following the mountain range to the ocean. Once there, you should notice a little opening to the south between the mountains and the water. Head down into this little alcove and you will find another old, stone well here. Do the routine with equipping the Rod5 and Worms on Ryu and fish in the well for the DragonHT. Once you obtain it, equip this strong helm on Ryu and this small side-quest is done.

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/=====\
<><>    f. Digging for Treasure    <><>
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```

Well, once you receive your eight and final party member, Mogu, you can use his special ability to Dig to secret chambers where treasures lie. Remember those dirt patches with those funny symbols on the ground? Well if you don't, you will when you see one again. They represent where hidden treasures lie. To find the first, use Nina or Bleu to Warp the party to Camlon and exit the city once you get there.

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                        WORLD MAP
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From the large city, follow the path northwest and then back east across a stone bridge. Make your way up the ramp here and then go east across another stone bridge. When you reach the mountains, head north a little to the first dirt patch (remember now?) and put Mogu at the lead of the team. Press A to dig down into a Hidden Room.

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                        HIDDEN ROOM
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In this area, head all the way to the left and north up the platform where a man is standing. Place Karn at the front of the party and talk to the man. He will notice you and teach you a new transformation spell, Doof, as you a member of his family line. Now that you have this spell, which fuses Karn with Bo and Ox to make a huge pig-like creature, leave the area on the transportation circle to the northeast back out to the World Map.

```
=====
                        WORLD MAP
=====
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For the second dirt patch, have Nina or Bleu Warp the party to Tantar, exiting the city once you arrive. From outside the city, head north and then east across the stone bridge you come to. Continue north up the dirt ramp and then follow the dirt path northeast until come to a large ramp. Do not head up it, however. Instead, head to the right of the cliff and then make your way north to another dirt patch. Switch Mogu to the lead if the party and press A to Dig open a hole to another Hidden Room.

=====
HIDDEN ROOM
=====

Items: L.Ptn, Clog, V.Ptn, A.Ptn

There are four chests in this room, one in each of the four corners of the room. Grab the L.Ptn, Clog (this chest causes your lead party member to collapse), V.Ptn (this chest completely recovers your lead party member's HP and AP), and A.Ptn. Deal the enhancements out as you like and then exit using the blue teleportation circle in the center of the room.

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WORLD MAP
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Now Warp the party to Carmen, courtesy of Nina or Bleu and then exit the town once you arrive. Make your way south from the town and then east around the trees here. When you reach a dead tree near a ramp heading south, continue on northeast past a couple more dead trees, and after the second, continue east past a couple ramps heading north and south. Now take your party north to a dirt area. Just northwest of here is another dirt patch. Switch Mogu to the front of the party and press A while standing over the dirt patch to dig down into a Hidden Room.

=====
HIDDEN ROOM
=====

Items: HeroBW

In here, head up the raised platform to the left and open the chest to obtain the HeroBW. Equip this weapon to Bo and then heal whoever was poisoned by the Toxin trap on the chest. Now make your way up the raised platform to the right and step on the blue circle there to be transported back up to the surface.

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WORLD MAP
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Now, once Nina has gotten the ability to transform into a bird and fly around the World Map, you can find the fourth dirt patch. Have either Nina or Bleu Warp the party to Winlan, and once there, exit the city. Switch Nina to the front of the party and press A to become a large bird. Now, from outside Winlan, fly north a little ways until you reach the island with a dirt patch on it. Land there and switch Mogu to the front of the party, pressing A while standing on the dirt patch to dig underground.

=====
HIDDEN ROOM
=====

Items: V.Ptn, S.Ptn, Sash

In here, take the V.Ptn from the chest in front of you, and then switch Ox to the front of the party to knock down the two weak walls on either side of the room. Grab the S.Ptn and Sash from the two chests in the rooms that lay beyond the broken walls and then heal from the chest traps at the clean water in the center of the room, unless you removed them with Karn. Reconfigure your party

as you wish and deal out the enhancements as you see fit, and then step on the blue circle to get teleported out of the room.

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WORLD MAP  
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To access the final dirt patch, have Nina or Bleu Warp the party quickly back to Carmen. Exit the town once there and, with Nina leading the party, press A to become the large bird. Fly directly east, past Tock, until you reach some water. Once you do, fly directly south for some time and you will see the final dirt patch. Land on this peninsula and switch Mogu to the front of the party, pressing A while standing on the dirt patch to dig down underneath.

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HIDDEN ROOM  
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Items: LoveHT, StarSH, MystCW, S.Ptn, A.Ptn, L.Ptn, Life2, AgileHT

Well, there are eight items in here, and all are good. Starting from the bottom center and working around clockwise, grab the LoveHT, StarSH, MystCW, S.Ptn, A.Ptn, L.Ptn, Life2, and AgileHT. Give Nina the AgileHT or the LoveHT, Karn the StarSH, Mogu the MystCW (which allows him to hold a shield now), and then dole out the enhancing potions as you see fit. Once you are ready, step on the teleportation circle in the center of the room to get back to the surface, and this long side-quest is finally finished.

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<><> g. Open Sesame <><>  
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As soon as you get the final transformation spell for Karn, Puka, you can use its special ability to open the stone doors in the sides of cliffs that have the weird emblem on them. To access the first one, use either Bleu or Nina to Warp the party to Auria, and once there, exit the city.

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WORLD MAP  
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Make your way directly north of the city and you will come to the first of these stone walls. With Karn[Puka] at the lead of your party, press A while facing the wall and it will slide over, revealing a cave entrance, which you should enter.

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HIDDEN ROOM  
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Items: DarkBR

In this room, make your way north to a solitary chest on a raised platform. Grab the DarkBR, equip this ETC item on Karn, and then exit the hidden cave.

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WORLD MAP  
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Now Warp the party to Gust, courtesy of Nina or Bleu. Once there, exit the town

to the south and then make your way southwest down a dirt ramp. Continue south across the stone bridge to the left, and from there, head west all the way to the beach where another sealed stone wall is. With Karn[Puka] at the lead of the party, press A in front of the stone door to make it slide over. Enter the entrance it reveals.

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HIDDEN ROOM
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Items: LoveBR

Again, make your way directly ahead to a chest containing a LoveBR. Give it to either Nina or Bleu, giving them HP regeneration (regain 1 HP with each step taken), and then exit back outside.

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WORLD MAP
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Now, from wherever you are, have Nina or Bleu use the Warp spell to transport your party to Carmen, and once there, exit the city. Make your way south from the town and then east around the trees here. When you reach a dead tree near a ramp heading south, continue on northeast past a couple more dead trees, and just after the second, take the ramp heading down south. Now make your way just northeast to where the final sealed stone door is. With Karn[Puka] at the lead of your group, press A to reveal an opening and enter it.

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HIDDEN ROOM
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Items: WindBR

Simply make your way directly forward to a chest, and open it to obtain the WindBR. Give the bracelet to either Nina or Bleu and this side-quest is over.

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/=====\  
<><>      h. Dragon Armor      <><>  
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You can obtain this third piece of Dragon equipment after defeating Mote in the Mare Tower and using the SkyKey in Spyre to warm up the climate of the area. Wherever you are on the World Map, have Nina or Bleu use the Warp spell to quickly get to Spring.

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SPRING  
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Items: DragonAR

In the town, cross the bridge to the west and then head northwest up to near the Items Shop. Head down the steps to the left of the shop to get down into the river, and make your way just north from there to some more steps to the left. Go up these and continue west onto a dock in a small pond with three ducks swimming back and forth. Approach the edge of the dock and equip Ryu with the Rod5 and some bait, pressing A to fish after you do. Once you catch the DragonAR, it is up to you whether you want to equip it to Ryu. The LifeAR from the "Unlocking Doors" side-quest has a higher armor rating by 5 points but it



N/A	FirDgn	27	Ryu transforms into a large fire dragon the first round and can attack with a strong fire attack.
N/A	BltDgn	30	Ryu transforms into a large thunder dragon the first round and can attack with a strong thunder attack.
N/A	GldDgn	40	Ryu transforms into a large gold dragon the first round and can attack with a strong angel attack.

Learned at the Dragon Temple upon defeating Avian:

LEVEL	SPELL	AP	DESCRIPTION
N/A	Rudra	50	Ryu transforms into the Rudra dragon the first round and can attack with a strong attack.

Learned at the underwater Dragon Temple at Ease Cave:

LEVEL	SPELL	AP	DESCRIPTION
N/A	Agni	60	Ryu fuses with all characters to become the ultimate Agni dragon the first round and can attack all enemies for 999 damage. All allies must be in good condition and Karn cannot be fused to use the spell.

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 <><>      b. Nina      <><>  
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LEVEL	SPELL	AP	DESCRIPTION
N/A	Cura1	3	Recovers HP of one ally by 50 points.
N/A	Fort	6	Briefly ups defense power of one ally.
N/A	Heal	5	Cures any abnormal status of one ally.
6	Lk-Up	6	Briefly ups luck of one ally.
7	Atk-Up	15	Briefly ups attack power of one ally.
9	Cura2	6	Recovers HP of one ally by 100 points.
11	Hold	8	Hold enemy's move for one round.
12	Ag-Up	8	Briefly ups the agility of one ally.
13	Warp	2	Warps the party to any town that you have visited.
14	Zom1	5	A level 1 angel attack to be used on an undead enemy.
15	Cura3	15	Recovers HP of one ally by 250 points.

17	Renew	10	Cures an ally in the "Stun" state with 1HP.
19	Idle	5	Slows one enemy down.
21	Shield	8	Lessens the damage done by a magic attack.
23	Cura4	20	Recovers HP of one ally fully.
24	Zom2	15	A level 2 angel attack to be used on an undead enemy.
26	FortX	14	Briefly ups the defense power of the party.
28	Hush	6	Briefly seal the enemy's magic.
30	Dispel	20	Void an enemy's magic for one round.
34	RenewX	30	Cures an ally in the "Stun" state with full HP.

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<><>      c. Bo      <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Flare	3	A level 1 fire attack on a single enemy.
N/A	Spark	4	A level 1 thunder attack on a single enemy.
N/A	Cold	5	A level 1 ice attack on a single enemy.
N/A	Fry	10	A level 2 thunder attack on a single enemy.
N/A	Flame	6	A level 2 fire attack on a single enemy.
N/A	Frost	9	A level 2 ice attack on a single enemy.
N/A	Cura1	3	Recovers HP of one ally by 50 points.

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<><>      d. Karn      <><>  

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LEVEL	SPELL	AP	DESCRIPTION
N/A	Shin	10	Karn fuses with Bo and Gobi. Learned from man in Gant.
N/A	Debo	15	Karn fuses with Ox and Gobi. Learned from man in Gust. Can only be used underwater.
N/A	Doof	25	Karn fuses with Bo and Ox. Learned from man under the dirt patch to the north of Camlon.
N/A	Puka	40	Karn fuses with Bo, Ox, and Gobi. Learned from man in

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| | | Bleak. |
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<><> e. Gobi <><>  
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All of Gobi's spells can only be used underwater.

LEVEL	SPELL	AP	DESCRIPTION
N/A	Ebb	3	A group of fish attack multiple enemies.
N/A	EbbX	5	A larger group of fish attack multiple enemies.
N/A	Eco	8	A group of big fish attack multiple enemies.
N/A	EcoX	10	A larger group of big fish attack multiple enemies.

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<><> f. Ox <><>  
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LEVEL	SPELL	AP	DESCRIPTION
N/A	Cura3	15	Recovers HP of one ally by 250 points.
N/A	Heal	5	Cures any abnormal status of one ally.

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<><> g. Bleu <><>  
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LEVEL	SPELL	AP	DESCRIPTION
N/A	Exit	20	Escapes from a dungeon.
N/A	Flare	3	A level 1 fire attack on a single enemy.
N/A	Spark	4	A level 1 thunder attack on a single enemy.
N/A	Cold	5	A level 1 ice attack on a single enemy.
N/A	3.5	3	A level 1 quake attack on multiple enemies.
N/A	Para	10	Stops enemy movement for a short time.
N/A	Bomb	5	A level 1 explosion attack on a single enemy.
N/A	Sap	1	Absorbs some HP of a single enemy.
N/A	Warp	2	Warps the party to any town that you have visited.





Creon	100	220	120
CreonX	120	600	400
D.Flea	200	280	90
D.Rider	44	50	30
D.Knight	180	780	300
DogFish	140	560	160
DogFishX	300	560	180
E.Chest	45	860	360
Entity	700	1680	800
FireHead	240	1400	1000
Fishy	65	360	300
Flea	15	3	4
Flower	700	1800	600
Fly	45	40	20
Frog	180	500	350
Fungus	80	240	120
G.Knight	50	100	200
G.Slime	120	800	300
Gargoyle	2200	1200	400
Ghoul	280	700	300
Gloom	12	5	12
Golem	3000	1290	540
ICU	2500	1290	540
Knight	390	700	240
Lancer	100	120	100
LancerX	300	500	340
M.Scorp	65	640	240
M.Slime	2000	5400	6000
M.Flea	100	1680	400
Mage	85	140	70

Midget	55	80	40
Mimic	300	800	3000
Nautulis	200	700	300
P.Bug	8	5	12
Peril	2800	460	200
Phoenix	240	720	360
Pincher	1000	4800	4800
PincherX	1700	1800	600
Prickle	90	40	20
R.Slime	66	240	160
Roach	180	460	200
Rogue	2000	6520	1200
Ruga	3500	2520	1200
S.Rider	45	120	90
SandClod	100	340	120
Scorp	70	120	60
Shadow	100	120	60
Slime	12	1	3
SlimeX	2000	9999	9999
Soldier	600	1320	720
Sorcerer	200	600	200
SpearMan	150	500	340
Spider	40	20	40
Stool	25	40	20
Tentacle	60	240	150
Tronk	40	140	72
WarHog	50	160	80
WarHogX	280	1360	480
Warlock	250	1020	360
Widow	300	1400	450

Wraith	220	600	300
WraithX	320	480	240
Zard	35	60	45
Zombie	25	70	36
Zoom	300	800	200

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<><>   b. Bosses   <><>  

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This is a chart of the boss and mini-boss enemies in alphabetical order that you find throughout the game. The strategies for these bosses are found throughout the walkthrough. Again, thanks to Scott Clemmons for letting me use the information in his FAQ. Be sure to check it out for more information.

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| HP = health points of the enemy           |  

| EP = experience points gained after defeating the enemy |  

| GP = gold gained after defeating the enemy |  

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ENEMY	HP	EP	GP
Avian	3000	1400	1800
Bain	1800	1020	360
Cerl	3500	8000	9000
Cloud	1400	4800	1200
EyeSpy	1600	2800	2800
FlowerX	2900	3200	3000
Frog	180	500	350
General	250	1120	300
G.Fly	1000	5600	6400
Goda	11000	6000	6000
Goddess	16000	10	12
Gremlin	1200	1400	800
GrimFowl	2000	4200	4800
HornToad	4000	6800	7000



BrokenSD	42	14	One	Ryu
BronzBW	14	2	Two	Bo
BronzRP	7	2	One	Nina
BronzSD	12	3	One	Ryu
Cane	8	2	One	Bleu
Club	30	6	Two	Ox
Dagger	32	2	One	Karn
DarkDR	140	1	One	Ryu, Karn
Dart	46	2	One	Karn
DigCW	42	2	One	Mogu
Dirk	5	1	One	Ryu
DragonSD	110	20	One	Ryu
DwarfBW	150	1	Two	Bo
EmporSD	255	1	One	Ryu
EvilCN	20	6	One	Bleu
EvilRP	55	7	One	Nina
FlameDR	74	7	One	Karn
FlameHR	120	8	Two	Ox
FlameRP	28	5	One	Nina
FlameSD	122	10	One	Ryu
Foil*	18	2	One	Ryu
GiantHR	60	12	Two	Ox
GlowCN	100	8	One	Bleu
HeroBW	220	8	Two	Bo
HeroSP	56	4	One	Gobi
IcyCN	30	10	One	Bleu
IcyCW	88	3	Two	Mogu
IcyDR	75	9	One	Karn
IronCW	74	3	One	Mogu
IronHR	45	8	One	Ox

IronRP	14	5	One	Nina
JadeBW	80	8	Two	Bo
Javelin	34	3	One	Gobi
LightRP	10	2	One	Nina
LongBW	28	5	Two	Bo
LongSD	26	4	One	Ryu
LoyalRP	64	6	One	Nina
Mallet	255	1	One	Ox
MoonBW	66	1	Two	Bo
MystCW	120	1	One	Mogu
MystSD	100	3	One	Ryu
OldSP	42	5	One	Gobi
Pike	24	4	One	Gobi
PoisonBW	42	6	Two	Bo
PoisonRP	20	5	One	Ryu, Nina
Pole	12	2	One	Gobi
PowerDR	66	7	One	Karn
PowerRP	82	0	One	Ryu, Nina
PowerSD	62	8	One	Ryu
RageHR	75	8	One	Ox
Rapier	10	4	One	Nina
RustCW	60	4	One	Mogu
Sabre	8	2	One	Ryu
Scythe	20	3	One	Ryu
SharpBW	54	7	Two	Bo
ShortBW	20	4	Two	Bo
ShortRP	5	1	One	Nina
Sickle	50	6	One	Ryu
SilverDR	10	6	One	Karn
Sleeper	100	8	One	Gobi

SpineHR	120	15	One	Ox
StarHR	210	8	One	Ox
SteelBW	35	5	Two	Bo
Stick	5	1	One	Bleu
ThrowDR	20	1	One	Karn
ThundrRP	46	6	One	Nina
Trident	74	6	One	Gobi
Tri-BW	96	12	Two	Bo
Tri-DR	54	6	One	Karn
Tri-Rang*	150	2	One	Ryu
WingRP	34	2	One	Nina
WingSD	96	8	One	Ryu

\* attacks all enemies

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<><>    b. Shields    <><>  
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SHIELD	DEFENSE	WEIGHT	EQUIP TO:
ArmPad	8	2	Ryu, Bo, Gobi
Bandage	5	1	All
Bracelet	12	3	Nina, Bleu
BronzSH	8	3	Ryu, Bo, Karn, Gobi, Ox, Mogu
ColdSH	50	15	Ryu, Bo, Ox
DragonSH	128	5	Ryu
FlameSH	52	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
Gauntlet	8	1	All
Glove	20	6	Bo
GuardSH	32	10	Ryu, Nina, Bo, Karn, Gobi, Ox, Mogu
HuntGL	30	8	Bo
IcySH	30	5	All
IronSH	12	4	Ryu, Bo, Karn, Gobi, Ox, Mogu

IronSL	22	5	Gobi
LightSH	36	10	Nina, Bleu
MaskSH	65	8	All
MetalSH	16	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
MetalSL	25	5	Gobi
MystSH	48	5	Ryu, Bo, Ox, Mogu
ProSH	32	5	Ryu, Bo, Karn, Gobi, Ox, Mogu
SkySH	15	1	Nina
StarSH	70	2	Ryu, Bo, Karn, Gobi, Ox, Mogu
SuedeSH	2	1	All
TrapGrd	40	4	Karn
WoodSH	5	2	Ryu, Karn
Wrist	10	2	All

| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |

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<><>      c. Armor      <><>  

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ARMOR	DEFENSE	WEIGHT	EQUIP TO:
AgileAR	92	0	Nina, Bleu
AngelAR	76	3	Nina, Bleu
BronzAR	25	9	Ryu, Ox, Karn, Gobi, Ox, Bleu, Mogu
ChainML	20	2	Ryu, Bo, Ox
ClearCL	100	0	Nina, Bleu
Cloth	1	1	All
DragonAR	110	0	Ryu
Dress	25	8	Nina, Bleu
EarthRB	88	8	Ryu, Bo, Go, Ox, Bleu, Mogu
EvilRB	90	1	Nina, Bleu
FlameAR	82	10	Ryu, Mogu
Gown	18	1	Nina, Bleu

GuruCT	70	0	Bleu
HuntCL	16	4	Ryu, Bo, Karn
IcyAR	80	10	Ryu, Bo, Ox
IronML	27	9	Ryu, Bo, Ox
LifeAR	115	8	Ryu
LightCL	68	1	Nina, Bleu
MetalAR	39	10	Ryu, Bo, Ox, Mogu
MystRB	60	8	Ryu, Nina, Bleu
PlateAR	24	4	Ryu, Bo, Karn, Gobi, Ox, Mogu
PowerAR	84	4	Nina, Bleu
PrisnCL	10	2	All
QuartzAR	50	9	All
RangerVT	40	8	Ryu, Bo, Gobi
Robe	2	1	Ryu, Bleu
SageML	25	14	Ryu, Bo, Karn, Gobi, Ox, Mogu
SilkGN	15	4	Nina, Bleu
SpineCL	60	10	Gobi
SuedeAR	14	7	Ryu, Bo, Karn, Gobi, Ox, Mogu
SuedeGN	10	6	All
SuedeRB	35	2	Nina, Bleu
ThiefCL	30	4	Ryu, Karn
WolfSkin	80	11	Bo
WoolRB	25	2	Bo, Bleu
WorldAR	80	9	Ox, Mogu
WorldML	75	11	Ryu, Bo, Ox, Mogu

| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |

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<><>    d. Helms    <><>  

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HELM	DEFENSE	WEIGHT	EQUIP TO:
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AgileHT	42	1	All
Bandana	5	1	All
BronzHT	10	4	Ryu, Bo, Karn, Gobi, Ox, Mogu
ChainHT	25	8	All
CursedHT	62	25	All
DivingHT	32	6	Gobi
Domino	42	7	Nina, Bleu
DragonHT	80	1	Ryu
EchoHT	28	3	All
FaceMask	35	6	Ryu, Karn, Mogu
G.Tiara	5	2	Nina, Bleu
GaiaMask	36	4	Ryu, Ox, Mogu
GoldHT	14	6	All
HairBand	8	2	Nina, Bleu
HeadGear	16	5	All
HornHT	37	6	Ryu, Bo, Karn, Gobi, Ox, Mogu
IcyHT	16	6	Ryu, Bo, Ox
IronHT	32	6	Ryu, Bo, Karn, Gobi, Ox, Mogu
IronMask	30	7	Ox
LoveHT	64	10	Nina
NiceHT	6	3	All
PowerHT	44	3	Karn, Gobi
ShellHT	25	1	Gobi
SkullHT	25	10	All
StoneHT	48	16	Mogu
StrawHT	2	1	All
SuedeHT	6	3	All
SunHT	12	8	Ryu, Bo, Karn, Gobi, Ox, Mogu
Tiara	10	2	Nina, Bleu
TideHT	0	0	All

Turban	11	1	All
Visor	6	2	Ryu, Bo, Karn, Gobi, Ox, Mogu
WolfHT	12	4	Bo
All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu			

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<><>   e. Items   <><>  

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      ETC. ITEMS  

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ITEM	EFFECT(S)	EQUIP TO:
Clog	Increases ACTIVE by 10 points. Increases MAG DEF by 2 points.	All
DarkBR	Increases ACTIVE points. Increases FATE by 20 points. Increases MAG DEF by 5 points.	Karn
DreamRG	Does nothing.	All
LoveBR	Recover HP gradually.	Nina, Bleu
MystSF	Does nothing.	Nina, Bleu
Ring	Increases ATTACK by 10 points.	Ryu
Rod1-5	Equip to Ryu to go fishing.	Ryu
RubyRG	Does nothing.	Nina, Bleu
Sash	Increases ATTACK by 10 points.	All
Shell	Use as fishing bait.	Ryu
Shrimp	Use as fishing bait.	Ryu
SilverBR	Does nothing.	All
SkullRG	Increases DEFENSE by 10 points.	All
Urchin	Use as fishing bait.	Ryu
WindBR	Increases ACTIVE by 20 points. Increases MAG DEF by 5 points.	Nina, Bleu
Worm	Use as fishing bait.	Ryu
Worm2	Use as fishing bait.	Ryu

| All = Ryu, Nina, Bo, Karn, Gobi, Ox, Bleu, Mogu |

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USABLE ITEMS

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ITEM	EFFECT
A.Ptn	Permanently increases agility by 1 point.
Acorn	Recovers some AP.
Antdt	Cures Poison status.
Antler	Cures Poison status.
Apple	Recovers some HP.
B.Stn	Use thunder attack in battle.
C.Fsh	One party member becomes fully healthy.
C.Stn	Use an ice attack in battle.
Charm	Status returns to normal.
Cure	Recovers some HP.
Cure2	Recovers all HP of entire party.
F.Stn	Use a fire attack in battle.
Herb	Recovers some HP.
L.Ptn	Permanently increases luck by 1 point.
Life	Cures Stun state with 1 HP recovered.
Life2	Cures Stun state with all HP recovered.
M.Drop	Entire party becomes fully healthy.
Mackrl	Cures Poison status.
Meat	Recovers some HP of entire party.
Melon	Recovers some HP.
Mrbl1	Produces one fatal attack in battle.
Mrbl2	Produces one fatal attack in battle.
Mrbl3	Travel without encountering enemies for a limited time.
S.Ptn	Permanently increases strength by 1 point.
Snapr	One party member becomes fully healthy.
Sole	Recovers some HP.

Srdine	Recovers some HP.
T.Drop	Cures Zombie status.
Trout	Cures Poison status and recovers some HP.
Tuna	One party member becomes fully healthy.
V.Ptn	Permanently increases vigor by 1 point.
W.Ant	Recovers some AP.
W.Ptn	Permanently increases wisdom by 1 point.
Wmeat	Recovers all HP of entire party.

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WEAPONS AND ARMOR	ITEMS
Dirk	Mrbl3
Sabre	Herb
Cloth	Antdt
SuedeCP	T.Drop
ArmPad	Apple
WoodSH	Life
HairBand	Cure
SilkGN	

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ITEMS
Mrbl3
Herb
Antdt
T.Drop
Acorn
Apple
Life
Cure

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<><>      c. Nanai      <><>  

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| WEAPONS AND ARMOR |
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| IronRP           1800G |
| LongSD           2250G |
| Cloth            9G |
| SuedeSH          135G |
| SuedeCP          216G |
| WoodSH           270G |
| HairBand         900G |
| SilkGN           2520G |
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<><>      d. Winlan      <><>  

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| WEAPONS AND ARMOR | | ITEMS |
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| Sabre             400G | | Mrbl3         10G |
| BronzSD           700G | | Herb           10G |
| BronzRP           800G | | Antdt          15G |
| SuedeHT           200G | | T.Drop         20G |
| WoodSH            300G | | Acorn          30G |
| SuedeGN           500G | | Charm          150G |
| Visor             800G | | Life           500G |
| ChainML           2000G | | Cure           2000G |
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<><>      e. Romero      <><>  

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| WEAPONS AND ARMOR | | ITEMS |
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| Sabre             400G | | Mrbl3         10G |
| ShortRP           400G | | Herb           10G |
| BronzRP           800G | | Antdt          15G |
| BronzSH           500G | | Acorn          30G |
| BronzHT           1200G | | Life           500G |
| Gown              2000G | | Cure           2000G |
| ChainML           2000G | |
| SilkGN            2800G |
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<><>      f. Tantar      <><>  

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| WEAPONS AND ARMOR |
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| Sabre             400G |
| BronzRP           800G |

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ShortBW	1000G	
Scythe	1200G	
Bandana	400G	
BronzSH	500G	
SuedeAR	750G	
Visor	800G	

g. Tuntar

ITEMS		
Mrbl3	10G	
Herb	10G	
Antdt	15G	
Acorn	30G	
Cure	2000G	
Life	500G	
T.Drop	20G	

h. Auria

WEAPONS AND ARMOR		ITEMS	
Rapier	1650G	Herb	13G
Dagger	2200G	Worm	65G
LongSD	2750G	Life	650G
LongBW	2860G	Vitamn	650G
BroadSD	5500G	Mrbl1	1300G
Tiara	1650G	Pouch	1300G
SunHT	2750G	Rod1	1300G
SageML	3300G	G.Bar	65000G

i. Bleak

WEAPONS AND ARMOR		ITEMS	
Dagger	2000G	Mrbl3	12G
LongBW	2600G	Herb	12G
BroadSD	5000G	Antdt	18G
MetalSH	1400G	T.Drop	24G
HuntCL	1500G	Acorn	36G
IronSL	2000G	Charm	180G
BronzAR	3600G	Life	600G
WoolRB	5000G	Cure	2400G

j. Prima

WEAPONS AND ARMOR	ITEMS
Club 3250G	Mrbl3 9G
IronHR 4550G	Herb 9G
PowerSD 10400G	Antdt 13G
Glove 3900G	Charm 135G
IcySH 5200G	Life 450G
HornHT 6500G	Cure 1800G
FaceMask 7800G	
GoldHT 26000G	

WEAPONS AND ARMOR	ITEMS
Dart 3000G	Mrbl3 10G
SteelBW 4000G	Herb 10G
BroadSD 5000G	Antdt 15G
Sickle 6500G	T.Drop 20G
EvilRP 20000G	Acorn 30G
Bandana 400G	Charm 150G
NiceHT 600G	Mrbl1 1000G
WoolRB 5000G	Cure 2000G

WEAPONS AND ARMOR	ITEMS
LongBW 2280G	Worm 50G
SteelBW 4400G	Srdine 50G
PoisonBW 5500G	Worm2 100G
ChainHT 2750G	Mackrl 100G
PlateAR 3740G	Sole 250G
IronMask 4400G	Trout 500G
RangerVT 5500G	Rod1 1000G
G.Tiara 22000G	Rod2 2000G

WEAPONS AND ARMOR	ITEMS
Dart 3300G	Mrbl3 11G
PoisonRP 3300G	B.Stn 22G
Tri-DR 4400G	F.Stn 22G
Cane 6600G	Acorn 33G
Visor 880G	C.Stn 44G
MetalSL 3300G	Life 550G
BronzAR 3930G	
IronML 5500G	

WEAPONS AND ARMOR	ITEMS
Pike 2750G	Mrbl3 13G
Javelin 4400G	Life 650G
RustCW 7700G	Vitamn 650G

IronCW	11000G		Mrbl1	1300G	
DivingHT	4400G		Pouch	1300G	
LightSH	4400G		G.Bar	65000G	
SuedeRB	6600G		=====		
SpineCL	8800G				

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 <><> k. Gant <><>  
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WEAPONS AND ARMOR			ITEMS		
IronHR	3150G		Mrbl3	8G	
GiantHR	4050G		Herb	8G	
HeroSP	6750G		Antdt	12G	
SpineHR	27000G		F.Stn	16G	
IronSL	1800G		B.Stn	16G	
MetalSL	2700G		C.Stn	32G	
IronHT	6300G		Charm	120G	
MetalAR	8100G		Cure	1600G	

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 <><> l. Tunlan <><>  
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WEAPONS AND ARMOR			ITEMS		
BoneCN	2412G		Mrbl3	13G	
PoisonRP	2700G		Herb	13G	
Cane	5400G		Antdt	19G	
EvilRP	18000G		T.Drop	26G	
Dress	900G		Acorn	39G	
Gown	1800G		Charm	195G	
MystRB	5400G		Mrbl1	1300G	
GuruCT	18000G		Cure	2600G	

WEAPONS AND ARMOR			ITEMS		
Dagger	2200G		Mrbl3	10G	
LongBW	2860G		Herb	10G	
PoisonRP	3300G		Antdt	15G	
Tri-DR	4400G		T.Drop	20G	
Gauntlet	880G		Acorn	30G	
HuntCL	1650G		Charm	150G	
ThiefCL	2750G		Mrbl1	1000G	
RangerVT	5500G		Cure	2000G	

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 <><> m. Gust <><>  
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WEAPONS AND ARMOR			ITEMS		
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Tri-DR	4000G	Mrbl3	10G
OldSP	6000G	Herb	10G
WingRP	7000G	Antdt	15G
MoonBW	8000G	T.Drop	20G
WindSD	10000G	Acorn	30G
GaiaMask	8000G	Charm	150G
FlameSH	12000G	Mrbl1	1000G
WorldML	22000G	Cure	2000G

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<><>    n. Dream Town    <><>  

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ITEMS	
Mrbl3	10G
Herb	10G
Antdt	15G
Acorn	30G
Life	500G

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<><>    o. Spring    <><>  

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WEAPONS AND ARMOR	ITEMS	
PowerDR	Mrbl3	10G
RustCW	Herb	10G
IronCW	Antdt	15G
WingSD	T.Drop	20G
IronML	Acorn	30G
SpineCL	Charm	150G
GaiaMask	Cure	2000G
QuartzAR		

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<><>    p. Mare Town    <><>  

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ITEMS	
Mrbl3	10G
Herb	10G
Antdt	15G
Acorn	30G
Life	500G

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<><>    q. Carmen    <><>  

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Capcom

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The creators of this game deserve most of the credit for creating an amazing RPG experience for the dragon-lover inside us all.

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Nintendo

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These guys deserve much credit as well for creating both the GameBoy Advance as well as the earlier Super Nintendo gaming systems. Heck, without these, how would we play this awesome game?

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The Game Manual

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Some of the information in this FAQ came directly from the game manual, so I have to give it, and its creators, much credit for the information. It helped greatly.

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Myself

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Lastly, I guess I can give credit to myself as I put a lot of time and effort into making this FAQ for the benefit of others. I hope some people find this Walkthrough useful.

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Scott Clemmons

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Thanks for allowing me to use the information from your Monster List FAQ in my composite guide. It was a ton of help.

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Mick

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Thanks for informing me on what the controls are for the Super Nintendo version so that I can place this walkthrough on the SNES page as well.

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