

# Breath of Fire FAQ/Walkthrough

by kpboy777

Updated to vFinal on Feb 23, 2006

This walkthrough was originally written for Breath of Fire on the SNES, but the walkthrough is still applicable to the GBA version of the game.

\*\*\*\*\*

Breath of Fire  
FAQ/Walkthrough FAQ  
Version Final  
Albert Cho  
FAQ started: 9/24/02  
Last Update: 1/23/06  
E-Mail Address: kpboy777@yahoo.com

\*\*\*\*\*

\*\*\*\*\*

Table of Contents:

1. Introduction
2. Disclaimer
3. Version History
4. Sites that can use this guide
5. Info about the game
6. Characters
7. Walkthrough
8. Items
9. Weapons
10. Armor
11. Spells
12. My Review for this game
13. Credits
14. E-mail policy

\*\*\*\*\*

\*\*\*\*\*

\*\*\*1. Introduction\*\*\*

\*\*\*\*\*

Breath of Fire is one of my favorite games and I decided to make a walkthrough for it. This game may be old, but to any RPG gamer it's a must play. The battle system is a typical turn based system with a few twists that keep the game interesting. The only downfall of this game would be the plot can get a bit out of sync at times as there seems to be numerous sidequests that take away from the overall gaming experience, but in the end it's a solid RPG that delivers in terms of gameplay and overall experience.

\*\*\*\*\*

\*\*\*2. Disclaimer\*\*\*

\*\*\*\*\*

This FAQ is copyright 2002-2006 Albert Cho and can not be used on your site unless you have my permission. If you want to post this FAQ on your website then send me an e-mail telling me specific information. (URL etc.) I will probably say yes 99% of the time if asked. This FAQ shall not be changed in anyway. If you decide to post this on your site without my permission, honestly I'd be too lazy to do anything, but just give credit where credit is due and do not alter this guide in anyway.

\*\*\*\*\*

### \*\*\*3. Version History\*\*\*

\*\*\*\*\*

Version Final (Cleanup time) (1/23/06)- It's time to clean up this guide. I noticed many grammatical errors and some errors in the walkthrough that need to be fixed so I'm going to replay the game to fix everything and make everything more detailed. Up to the frog boss is now done and much more detailed.

Version Final (5/02/04)- Yea I know it's been forever since I even looked at this guide. Anyway in this update I revised the weapon section to make it less confusing and the armor section is now complete along with the weapons section so this is a huge update. I even took the time to finish the spell section and this guide is now officially complete and I might add in some more stuff later. I highly doubt it though.

Version 1.6 (6/7/03)- This guide is almost 1 years old. Anyway I finished up the items section and finished the weapon section. All that is left is the armor section and this guide is done.

Version 1.5 (2/27/03)- This guide is now complete. What is next to come you ask. I still need to put up the item, weapon, armor and many more sections. This overall guide is not even close to done. I am working on it so don't worry.

Version 1.4 (2/24/03)- The guide is now 90% done. The next update should be with the finishing of the guide.

Version 1.3 (2/21/03)- Haven't looked at this guide in a while, but today I worked on the walkthrough some more. Its almost 70% done now. I know I still have much work to do.

Version 1.2 (11/3/02)- I haven't updated in a while, but the walkthrough is developing nicely. I am almost done with it and it's very thorough and complete. Soon I will finish everything like I promised.

Version 1.1 (10/02/02)- Huge Update. I got more then halfway done with my walkthrough. I started a little on my character section, but this walkthrough is not even 40% done. It is almost ready for submission.

Version 1.0 (9/24/02)- Started the FAQ. Every single section is incomplete and I am now starting on the walkthrough. Bear with me people it's a long way before its done.

\*\*\*\*\*

### \*\*\*4. Sites that can use this guide\*\*\*

\*\*\*\*\*

These are the only sites that have my permission to post this guide on their site  
[www.gamefaqs.com](http://www.gamefaqs.com)

\*\*\*\*\*

### \*\*\*5. Info about the game\*\*\*

\*\*\*\*\*

Breath of Fire is similar to most RPG games, such as the concept of the turn based battle system that relies on you giving out commands and the characters carrying out your commands. The gameplay has an easy

learning curve and not too complicated to understand. This RPG game is not too hard to beat, because boss fights are relatively challenging but easy once a general strategy is obtained. Gaining levels is pretty hard, but you don't have to be too high of a level to beat the game. Anyway on to the main attraction.

\*\*\*\*\*

\*\*\*6. Characters\*\*\*

\*\*\*\*\*

These are the ratings for the characters. They will not be numerical, but will be in words. They are my own opinion. This section will cover how good or bad their attack, defense and all their stats are. It will also list their special abilities.

Ryu: Ryu is the hero of this game. He uses a sword most of the time, unless you are using the boomerang. He is the typical hero and is a very good character. He will be in your party about 90% of the time and is one of the best characters in the game. His Dragon skills are very good and you will soon realize the rating for him. He however levels up slowly later on, but to counter balance this he will get strong weapons and armor so this is not too much of a hindrance.

-----

HP: Good  
MP: Average  
Strength: Awesome  
Vigor: Good  
Agility: Good  
Wisdom: Average  
Luck: Good

-----

Special Abilities: Fishing/Dragon Skills

Ryu can fish where you can see little fishes jumping for gold, but you won't use this skill as much as you would in Breath of Fire 2. His second ability makes up for this mediocre skill. However, you will need the fishing ability to get his best equipment later on in the game.

Ryu can turn into different types of Dragons and this ability is awesome. He will fill his HP bar to full no matter what and his later Dragons are very, very powerful. Agne his ultimate Dragon does 999 damage per hit. This skill is very nice.

Overall: 9.5/10

Nina: Nina is the healer in this game. She will be the second character you get in the game. Almost 90% of her magic spells are oriented to curing or defensive magic. She is a necessity against bosses and a must for your party. She has a pitiful attack, but her defense isn't too bad. Her spells are a must to beat certain bosses. Like any healer in most RPG games she's fragile so make sure she's always healed up because she can't take much abuse in battle. But with her spells shouldn't be much of a problem at all.

-----

HP: Bad  
MP: Awesome  
Strength: Pathetic  
Vigor: Average  
Agility: Good  
Wisdom: Awesome  
Luck: Good

-----  
Special Abilities: Flying

Nina later on in the game can turn into a huge white bird that flies everywhere on the map. If you are flying you can not be attacked and you need it to get some special equipment. Although it is a pretty good ability, her Warp spell is faster to travel from town to town.

Overall: 8.5/10

Bo: Bo is a wolf that can shoot arrows. He is pretty good, but he will probably be fused with Karn so you won't use him much later on. During the beginning of the game Bo is a very good character. He has a good attack, but his defense sucks. He has high HP though and his Fry spell is very good against early bosses. Later on in the game, he becomes obsolete and pretty much just fused with Karn for most of the latter half of the game.

-----  
HP: Awesome  
MP: Bad  
Strength: Good  
Vigor: Awesome  
Agility: Good  
Wisdom: Bad  
Luck: Pathetic

-----  
Special Ability: Hunting

Bo can walk through trees as this is needed to get into some parts of the story. He can also shoot his bow while you are walking and get some antlers or meat. It can be amusing to see him shoot once in a while and can come in handy for some of the quests.

Overall: 6/10

Karn: Karn is the thief of your group. If you put him in front of your party then he will pick treasure chests and disarm the traps. He can also pick locks (duh he is a thief). He is not really strong attack wise, but once he learns his special abilities, man he is really good. Easily one of the best characters as his fusing ability allows you to make one "super" character that has an attack second to none.

-----  
HP: Average  
MP: Average  
Strength: Average  
Vigor: Good  
Agility: Awesome  
Wisdom: Average  
Luck: Awesome

-----  
Special Ability: Pick locks

Karn can disarm traps on the treasure chests so you can avoid the bad effects that come out from it.

Overall: 9.0/10

Gobi: Gobi is not a very good character in my opinion. He is slow and his defense is not even all that good. He is only good for fusing with Karn. His abilities are very good underwater and he is a key character

for traveling further on in this game. However, above water he is not too good. He can do business in a store in Prima, but the chance of getting something good is not too good, but I've heard otherwise.

-----  
HP: Good  
MP: Average  
Strength: Good  
Vigor: Average  
Agility: Average  
Wisdom: Average  
Luck: Average

-----  
Special Ability: Turn into a big fish

Gobi can turn into a huge fish underwater to travel. You can't be attacked by enemies in this state and it's the quickest and fastest way to travel underwater. It is a pretty useful ability.

Overall: 5.0/10

Ox: This huge guy will join your party and will be a pretty good addition. Personally I just use him to fuse with Karn, but he can be pretty good. He has a nice attack and defense, but his agility is something to laugh at. He is not a bad character overall. He just is not my favorite. Ox will usually get the last attack and can get down right irritating at times.

-----  
HP: Awesome  
MP: Average  
Strength: Awesome  
Defense: Good  
Vigor: Average  
Agility: Pathetic  
Wisdom: Average  
Luck: Average

-----  
Special Ability: Beat-down

This special ability lets you break down rocks and you need this ability to get some nice items.

Overall: 6.0/10

Bleu: She is the only offensive spell caster you will get in this game. Her spells are designed to take out groups of enemies quickly and efficiently. If you want to make this game a bit easier then I suggest taking Bleu, because she is one of the best characters you will ever get. Later on in the game her spells will devastate enemies, but she is a bit weakened against bosses, still useful nonetheless. Basically put she can mow down enemies with her devastating array of spells. Not to mention Bleu will level the fastest of any character once she hits the mid twenties.

-----  
HP: Bad  
MP: Awesome  
Strength: Pathetic  
Defense: Average  
Vigor: Average  
Agility: Awesome

Wisdom: Awesome

Luck: Good

-----  
Special Ability: None

Overall: 9.5/10

Mogu: This mole is a pretty decent member of your party. I always seem to never use him though. He gains levels pretty quickly, but will have low attack and defense. His HP is quite good for a little guy (no offense). The game also develops him quite a bit considering he isn't even a major character.

-----  
HP: Awesome

MP: N/A

Strength: Average

Defense: Average

Vigor: Average

Agility: Good

Wisdom: Average

Luck: Average

-----  
Special Ability: Dig

Mogu can dig at dragon head places for items or at sandy areas. Pretty useful, and he is needed to get some important items in this game.

Overall: 8.0/10

\*\*\*\*\*

\*\*\*7. Walkthrough\*\*\*

\*\*\*\*\*

\*\*\*\*\*

\*\*Drogen\*\*

\*\*\*\*\*

Items: V Potion, 300 GP

New Armor/Weapons: Yes

Level: 1

\*\*Monsters in the area outside of Drogen\*\* (This might not include everything but I'll try to make monster lists as accurate as possible. All HP counts are estimates as this game doesn't list the exact HP.)

-----

Name	HP	EXP1	EXP2	Gold1	Gold2	Difficulty?
Slime	10-14	1	1	3	4	Easy
Flea	15-19	3	4	5	6	Medium
Bulla	15-19	3	4	5	6	Medium

-----

You wake up in a burning building and an old lady is telling you to move. Search the huge chest for a V Potion and head out with her.

\*\*Note\*\*- Make sure to note the type of chest you got the V. Potion from because this type of chest has items in it.

When you head down talk to everyone to continue the story. Watch the rest of the intro and at the end you will get 300 GP as a gift. After you receive the gold head out of the building and go to your left.

**\*\*Note\*\***- The building that has the "Dragon" at the entrance and is a dome shape is where you can save your game. Just talk to the dragon inside and he will let you save your game. Just a heads up for people who didn't know; I also recommend you explore a lot =).

There will be a man selling equipment. Buy an armpad and leave the town. Train until you are level 3 before you go really far, because the monsters are pretty hard. The old lady heals you for free so go to her if you need healing. Once you are level 3 head north until you see a huge castle. Head in.

\*\*\*\*\*

**\*\*Camlon\*\***

\*\*\*\*\*

Items: None

New Armor/Weapons: No

Level: 3

Just head into the castle, because there really is not much to do in this town. Before you head in I suggest you buy a couple of herbs and antidotes.

\*\*\*\*\*

**\*\*Camlon Castle\*\***

\*\*\*\*\*

Items: 5 Herbs, 290GP, Bronze Sword, Gauntlet, Visor, 2 Antidotes

Level: 6

**\*\*Monsters in the castle inside Camlon\*\*** (This might not include everything but I'll try to make monster lists as accurate as possible. All HP counts are estimates as this game doesn't list the exact HP.)

```
-----  
|Name |  HP  | EXP1 | EXP2 | Gold1 | Gold2 | Difficulty? |  
|-----|-----|-----|-----|-----|-----|-----|  
|Beak | 12-15 | 10  | 12  | 10    | 12    | Easy        |  
|-----|-----|-----|-----|-----|-----|-----|  
|Gloom| 12-15 | 6   | 7   | 15    | 18    | Medium     |  
|-----|-----|-----|-----|-----|-----|-----|  
|P.Bug| 12-15 | 6   | 7   | 15    | 18    | Easy        |  
|-----|-----|-----|-----|-----|-----|-----|  
|Creep| 20-22 | 10  | 12  | 10    | 12    | Easy        |  
-----
```

This dungeon like place is not really a maze. You should explore every bit of it before going. I suggest staying near a healing spring and leveling up to at least 6 before heading out. You will thank me later.

The first time you enter this dungeon most of the pathways are blocked off except for the path that heads to the left and leads up to a spring. This is the healing spring I mentioned earlier. Stay around here and level up while healing yourself whenever Ryu's HP gets to be too low. The P. Bug's that loiter in this area has a 100% chance of poisoning you when they hit, so I definitely recommend picking up several antidotes in Drogen.

Once you are ready to move on head north then to the right and down to pick up 2 treasure chests containing 70 gold and 50 gold. Then to the right is another healing spring. Heading south leads to nothing but a

dead end so head north and down the stairs.

There are some purple doors that are directly left of the stairs and you can open them by pressing A. The chest to the left contains Bronze sword that should immediately upgrade your attack. Head further left and open another purple door leading to two more treasure chests. The left treasure chest contains a gauntlet and the right one contains an herb. Equip the gauntlet right away. Head up the stairs and south as the right is blocked by debris. Nothing else to do here but head back down the stairs.

Another purple door and the treasure chest to the left contain a Suede Cap and the one on the right contains an Herb. Further to the right is another purple door and the treasure chest to the left contains an Herb, while the one to the right is a Visor. Head down the stairs and after going through the only path you will see a treasure chest among some skeletons. This treasure chest will fully recover your HP/AP and give you a free antidote. The treasure chest to the left of this one contains Dark Mist that will make you lose AP but gives you an antidote. Your call if you want this one..

Now head up the stairs and prepare for a boss fight against a frog... I mean come on it looks a wimp. Make sure you stock up on herbs.

\*\*\*\*\*  
\*\*Frog\*\*  
\*\*\*\*\*

This is the first boss you have to fight. If you did like I said and leveled to 6 then you should be laughing at this boss fight. The Frog will attack first so watch for your HP in case it gets too low. Then all you have to do is continue to do regular attacks until it gets its second wind. Then after a couple of more hits the Frog should go down. He is one of the easier bosses. If you don't have any herbs, however, you will lose this fight.

EXP: 500  
Gold: 350  
Item: Fire Stone

After you finish pounding on this poor frog the evil in the castle is lifted and the monsters are now gone. Head to the right and get the two treasure chests that contain an Herb and 150 gold.

Head out of the castle and the King will talk about a quake control. After he finishes talking buy more herbs/antidotes if you need it and head north then east to another town. You will not be able to go in the town until it becomes night so hang outside the town until it becomes dark. I suggest you just fight monsters for a bit. When it turns to night head into the town.

\*\*\*\*\*  
\*\*Nanai\*\*  
\*\*\*\*\*

Items: 300 gold, S. Potion, 2 Herbs  
New Weapon/Armor: Yes  
Level: 8

You can not use into the inn or the item shop. However, head into the inn and search the chest for the S. Potion. If you get too close to the guards they will throw you out of town so be careful. You can go into the weapon shop but it is very expensive so you will probably not be able to afford it. Head into the huge building and get ready to go



through another dungeon like area.

\*\*\*\*\*

**\*\*Nanai Dungeon\*\***

\*\*\*\*\*

Items: 1 Antidote, 720 GP, B Stone, Armpad, F Stone, Cure

Just collect all the items especially the Stones, as it will come be very useful. After you are done head down the set of stairs. The second level of this dungeon is pretty similar to the first one. It is very much the same and just collect the items and continue. If you are level 8 like you supposed to be then this dungeon's monsters are easy and you shouldn't have any trouble whatsoever. Head down the stairs once more and you will be in a different room. Prepare for a decent boss fight. Heal your HP to full before you go in and prepare.

\*\*\*\*\*

**\*\*Knight\*\***

\*\*\*\*\*

Big step up in difficulty then the last boss. His T. Bolt spell does 20 damage to your character. His regular attacks only do 9-10 damage so do not worry about those. The advantage you have is that you are faster than he is. Save you B and F Stones for now until he gets to about half HP. Then let hell break loose and deal a combined attack of 120 damage by using the Stones. After he gets his second wind then continue to attack him and he should fall. If you are below level 8 then I feel sorry for you. Also if you are not stocked with at least 9 Herbs then I suggest you go back and get some, because you will lose without them. After his HP starts to get low he will start using Recover and that can become VERY annoying. Continue to attack him and heal when necessary is my only advice.

After you beat the Knight talk to the machine and take out the key. Then step on a blue circle and you will be transported out of the town and the town will be destroyed. You are back at Camlon and talk to King then head out and go back to Nanai. You will see that it is ruined. Head in a northeast direction to find another town.

\*\*\*\*\*

**\*\*Windia\*\***

\*\*\*\*\*

Items: V. Potion, Suede Shield, Suede Hat, 4 Herbs, 2 Antidote

New Weapons/Armor: Yes

Level: 9

You can find the V. Potion at the Red house. Nothing much else to do. You can buy a chain mail for Ryu if you want, but it is not necessary as you won't be playing with him for a while. Head to the castle and talk to the woman in the gown. She will tell Ryu that the King is not available right now and tells him to go to sleep. Now you are in control of Nina so walk around the castle getting the various items. After you are done head out of the castle and head for the weapon store. You can buy Nina a Bronze Rapier but it is not necessary. I suggest you get a Suede Gown and trade in the dress. After you are done shopping head out and go to the cave west of the town.

\*\*\*\*\*

**\*\*Aura Cave\*\***

\*\*\*\*\*

Items: Cure, Suede Gown, 220 GP, I. Ore, 2 Herb, B. Stone, C. Stone

Level: 7

When you enter 2 guards will say that they will escort you. Say yes and

they will join your party. They have a good attack and since Nina has a horrid attack it is a good thing. This cave is not very long. Just make sure you get every single treasure box. I. Ore is a necessary item to continue the game. Gain at least 2 levels for Nina here and it won't take too long. After you are done head out and you will see a town west of the cave. At least get Nina to level 6.. if 7 seems to hard for you.

\*\*\*\*\*

\*\*Romero\*\*

\*\*\*\*\*

Items: L. Potion, Protein B, Map

New Weapons/Armor: Yes

Level: 7

Go to the weapons section of the town and buy Nina a Silk Gown. It will come with a hefty price so be prepared to pay for it. It will be worth it as here defense will rise greatly. Go to the various houses looking for items. You will find the map in a house that has a hole in the middle. Push the bottles. You will understand what I'm saying once you see it. You will hear about a wizard kidnapping girls from the town... pervert... Anyway head out the town the east direction and go into the forest. The forest is exactly straight east from outside the town. If you have problems finding it...

\*\*\*\*\*

\*\*Karma Forest\*\*

\*\*\*\*\*

Items: Bandage, 2 Herbs, 150 GP

Level: 7

Get Nina to level 7 here at least. I prefer you level her to 8 because it will be easier. The monsters here are not hard. Just have Nina use the E-Key and it will do 30 damage to all enemies and then the soldiers will do mop-up. Easy place to level up and you should take full advantage of it. Anyway after you are done head east and out of the forest.

\*\*\*\*\*

\*\*Karma Tower\*\*

\*\*\*\*\*

Items: 2 M. Drop, 3 Herbs, 2 Charm, 2 Cure, Life2

Level: 8

Right when you enter if you head a bit to the right you will see a phantom like monster holding a huge reaper. Before you battle him drink from the fountain then talk to the Phantom to engage your 3rd boss fight.

\*\*\*\*\*

\*\*Morte\*\*

\*\*\*\*\*

Wow he is the easiest boss fight you will probably ever have. Just have Nina use the E. Key and have the soldiers attack. His attack will only do 10 damage and is pathetic. His second wind isn't that much difference and one more hit from the E. Key will finish him. Nina should level to 8 in this battle.

Continue and search everywhere for treasure chests. This tower is pretty long and you might get lost in some places. You will see another phantom holding a reaper and get ready for a pretty tough boss fight. This boss is a lot harder then the previous. Heal up and talk to it.

\*\*\*\*\*

**\*\*Mortea\*\***

\*\*\*\*\*

I suggest casting Fort immediately on Nina then on Soldier 2 then Soldier 1. During the time Nina cast Fort make Soldier 1 use E. Key and Soldier 2 attack. Then use Attack Up on both of the Soldiers. After that have Nina use E. Key and heal when necessary and attack regularly with the soldiers. Mortea should fall quickly after that.

After defeating her head up the stairs. Head right and go up the stairs. Save by the dragon and heal by the Spring. Then open up the purple door and step on the steps. The Wizard will use some gas and the birdpeople are helpless because of it. You will engage the Wizard in a battle, but you were supposed to lose it on purpose. The soldier will escape and go for help. This is where Ryu comes in. Join the rescue party outside and get ready to fight the Wizard.

\*\*\*\*\*

**\*\*Karma Tower (again)\*\***

\*\*\*\*\*

Items: Remedy, Rang

Level: 9

Head to where the Wizard was last time. Ryu isn't affected by the gas. Get the items and prepare to fight the Wizard.

\*\*\*\*\*

**\*\*Wizard\*\***

\*\*\*\*\*

The Wizard will use T. Bolt and Freeze. They do about 10-15 damage so you don't have to worry too much. He will get the first attack and just use the E. Key to deal 30 damage every turn. Keep your HP when it starts to fall and he shouldn't be that hard... If you keep continuing this order then the Wizard will fall pretty easily.

Ryu should level after this battle and he takes Nina out of this place and they get a ride back to the castle. The King gets revived by the Remedy and Nina joins your party. You can now head out the east side of the town. Go down the stairs from the King's chambers and in the northeast section of the lower floor is a stair leading down. From there go south then east then talk to the guards. Ignore the treasure chests as you can not get them yet. Head in a southeast direction and go into the first town.

\*\*\*\*\*

**\*\*Tantar\*\***

\*\*\*\*\*

Items: Charm, W Ptn.

Level: 9

New Weapons/Armor: Yes

You can buy some new weapons and armor for both Nina and Ryu. Now head south and go into the house that has smoke coming out of the roof. Head inside and give the man your I. Ore and he will make you a saw. There is nothing much else to do in this town so head out and go to the town east of this one.

\*\*\*\*\*

**\*\*Tuntar\*\***

\*\*\*\*\*

Items: Herb, Cure

Level: 9

New Weapons/Armor: No

Stock up on some herbs, acorns here and now we need to gain some major levels. Head out of the town. Go in a north west direction until you see a clump of trees and a little opening. Go near it and Ryu will use the saw but it breaks. You can now head in the forest. This place is great to level up. First have Nina use the E. Key and have Ryu use the Rang to hit multigroups of enemies. I suggest getting lots of levels here.

\*\*\*\*\*  
\*\*Forest of Despair\*\*  
\*\*\*\*\*

Items: Herb, 2 T. Drop, Life, Wrist  
Level: 11

Once Nina reaches level 11 head into the building. You should have been training in these woods. There really is not much else to do, but get lots of experience points.

\*\*\*\*\*  
\*\*Fortress\*\*  
\*\*\*\*\*

Items: 2 Life, 3 T. Drop, Long Sword, 5 Herb, Life2, Acorn, Wolf Hat,  
Level: 11

Heal up and get ready to start off with a semi-boss fight. The only thing you have to do to beat them is to attack with the Rang with Ryu and use the E. Key with Nina. They don't have a second wind and this battle should be really easy. There will be traps on the ground, so watch out where you are going. Soon you will see more guards. Use the same strategy as last time to beat them. (They are really easy). Continue through this dungeon and you will see 3 guards instead of 2. Fight them using the same strategy as before. The old man Chief will ask you to take their weapons, say yes and he will take you and set a trap for you. Here is a real boss fight.

\*\*\*\*\*  
\*\*Pog\*\*  
\*\*\*\*\*

Pog isn't hard, just first use Fort on Ryu then Nina. After that cast Attack up on Ryu and continue attacking Pog. Have Nina use the E. Key and soon Pog will die. He gives lots of exp and gold and is one of the easier bosses.

EXP: 1400  
Gold: 800

Soon an Archer will come and rescue you and the fake Chief is revealed as a General. Get ready for yet another boss fight.

\*\*\*\*\*  
\*\*General\*\*  
\*\*\*\*\*

The General hits pretty hard, but with Bo's Fry spell he should be very easy to beat. First have Nina cast fort on everyone. Have Bo use his Fry spell and have the Ryu use the E. Key. Then have Nina use the E. Key and after Bo runs out of AP have him attack and Ryu should attack as well. The General should die pretty fast.

EXP: 1500  
Gold: 1300

Head back to the 2 towns after you are done. I suggest you go to the Forest of Despair and start to level up Bo and have Nina at level 13. You will learn the reason why. Anyway Bo is only level 9, so get him to

at least level 11 or 12. Head to Tantur and talk to the chief. He will talk about going to Agua and this is how you get there. If you trained Nina to level 13 then use Warp and teleport to Romero, but if you don't have Bo in front of your party and follow the trail going in a northeast direction. Bo can walk through forest.

\*\*\*\*\*

\*\*Romero (again\*\*

\*\*\*\*\*

Items: Look in previous Romero section

New Weapons/Armor: No

Level: 13

If you come here at night then there will be Zombies running around. The town obviously has a big zombie problem. If you talk to chief in the top right corner then he will tell you to rid the zombies and he will tell you about Agua. Come back at night and talk to the old lady and her husband will open up a tomb and you can get a water jar in there. You will need it later. In order for him to open up the tomb you must talk to everyone who is not a zombie in this town. Head out of the town.

Head in a southeast direction until you see a cave. Head into the cave and prepare to get some Cleansing Water.

\*\*\*\*\*

\*\*Cleansing Water Cave\*\*

\*\*\*\*\*

Items: 2 Herb, Nice Hat, F. Stone, T. Drop, Bronze Hat, Apple

Level: 14

This dungeon is not at all hard to navigate through. The monsters are pretty easy and the dungeon is short. Just get every treasure chest, because some of them are really useful. At the bottom go to bottom of the stairs into the water and press A and the jar will fill up with water and you will teleport back to Romero.

\*\*\*\*\*

\*\*Chief's House\*\*

\*\*\*\*\*

Items: Antidote, 900 GP, Herb, Cure, Tablet

The Chief will talk about Agua and how you need the tablet in order to enter. Take all the treasure boxes especially the tablet. If you want you can go back to the cave and fill up the water jar, because it is an automatic healing item. It will heal full HP and MP. You can refill any time, but if you don't want to then head west of Romero into a huge floating tower. That is Agua. Make sure you buy Bo a chain mail in this town.

\*\*\*\*\*

\*\*Agua\*\*

\*\*\*\*\*

Items: Life2, Acorn, Apple, 2 Herb, Sun Hat, Iron Shield, Thief CL, Acorn, Hairband, Bracelet,

Level: 14

Ryu will read the inscription on the tablet and a huge floating tower will come down. Enter it. You will not be able to get a lot of treasure in this tower so don't worry about it. You will have to come back later after you have required some more characters. In the second floor head down the platform on the first one. Then head to the one on the bottom right and get the iron shield. Repeat, but this time head for the bottom left. Then head down and go on the platform. Head up the stairs.

One the other floors just board the platforms etc, until you reach a room that has like a shining pillar in the middle. Get ready for a boss fight. Go up to it and touch it.

\*\*\*\*\*  
\*\*Wisp\*\*  
\*\*\*\*\*

The Wisp is a pretty hard boss. Start the fight off by casting Fort on everyone starting with Bo. Then have Bo use his Fry spell have Nina cast attack-up on Ryu and then have Ryu attack. After that is done Nina should use the E. Key, have Bo use Fry and have Ryu attack. Wisp has no second wind so he will fall after the first try.

EXP: 1200  
Gold: 300

After you are done start heading down the tower once more. It will be easier going down then going up. After you are done head back to the town of Tantar. From Tuntar follow the path heading north until you see a huge robot. Go in the robot.

\*\*\*\*\*  
\*\*Huge Robot\*\*  
\*\*\*\*\*

Items: Herb, Bronze Hat, Acorn, Life2, Marble1,  
Level: 15

Just head up the flight of stairs and get the treasure chests. Soon you will see a General and 2 Lancers. Talk to them to initiate a boss fight.

\*\*\*\*\*  
\*\*2 Lancers/General\*\*  
\*\*\*\*\*

This battle is not too hard. Just have Ryu use the Rang to hit all 3 of them. Have Nina use the E. Key and have Bo Fry one of the lancers then Fry the General from then on. They should fall in 3-4 turns max. This battle also gives a nice number of Exp and Gold.

EXP: 1873  
Gold: 650

Talk to the heart shaped object and the Giant will turn on. Head to the blue circle on the top left of the heart and step on it. Ignore the blue circle on top of it or else you will be taken back to the beginning. Follow the pattern of the blue circles and you will soon be taken to a control room. It will look like the block when you got the E. Key. Activate it and watch the little cinema scene.

\*\*\*\*\*  
\*\*Chief's House (Tantar)\*\*  
\*\*\*\*\*

Items: Herb, Key

Go to the chief's house in Tantar and talk to him. He will move his chari and tell you that the Ring is in a cave upstream and that the key is below. Get the key and head for the cave that is next to the Giant Robot.

\*\*\*\*\*  
\*\*Cave of the Ring\*\*  
\*\*\*\*\*

Items: W. Ptn, Life, Life2, 2000 GP, Herb, Acorn, Sky Shield, Ring  
Level: 15

The first cave/dungeon is a short cave and there are no monsters in it. Just get the W. Ptn and head out for the other cave. If you talk to the door it will open up with your key. Head down the flight of stairs. This cave has easy monsters, so don't worry about dying. It is like a maze, however, and you should be able to figure it out easily. After you get the ring I suggest you equip it on Ryu. It will upper his attack by 10. Step on the blue circle once you are done and you will go back to the gate. Return to Tantar.

Go in the Chief's House and the wedding ceremony will start. After they kiss and blah, blah, blah then leave the town. Someone stole the Robot during the wedding ceremony. It will destroy Tuntar, but it will refuse to destroy Tantar.

\*\*\*\*\*  
\*\*Giant Stone Robot (again)\*\*  
\*\*\*\*\*

Level: 15

The monsters in here are harder. The next boss fight will be on the hardest you will fight. Just navigate your way through like you did last time and get ready for a tough boss fight.

\*\*\*\*\*  
\*\*Gremlin\*\*  
\*\*\*\*\*

This boss is pretty hard. Start by casting Fort on everyone starting with Bo, then Nina, then Ryu. Have Bo use Fry during this process. The hero should use the E. Key. After Nina is done using Fort then have her cast Attack Up on Ryu. Then use Fry with Bo, attack with Hero, and have Nina either use the E. Key or heal. When Bo runs out of MP then use an acorn to bring it back up. If you use this process, you should be fine. Gremlin has a 1 hit attack and a all party hit attack. If you just can't seem to beat him then I suggest you level up to at least level 15 before you try to beat him. His second wind is very nasty. He hits all party members for major HP and he has a bunch of life. This battle is hard so remember if you just can't seem to beat him then level up.

EXP: 1400

Gold: 600

After that really tough battle you will see a scene where the Giant Robot kills himself. Head south to a small shrine right below the Volcano. Head in and get ready to get the first out of Ryu's Dragon powers.

\*\*\*\*\*  
\*\*#1 Dragon Shrine\*\*  
\*\*\*\*\*

Items: Melon

Level: 16

Only Ryu will be able to enter. First heal by the pool, then get the Melon. Then get ready to fight a 1 on 1 boss fight and if you win you will be able to use mighty dragon moves.

\*\*\*\*\*  
\*\*Talon\*\*  
\*\*\*\*\*

In this battle you should use the E. Key, because that will do more then Ryu can do regularly. Since the E. Key's damage doesn't matter where you are, position Ryu in the back row. This way he can take minimum damage while dealing decent damage. Start the battle and start

to use the E. Key. Heal with herbs if necessary and this battle should not be too hard. Talon has no second attack so once you beat him its over. You will get dragon powers after this battle.

EXP: 400

Gold: 190

After you are done head out of the shrine and continue south. With Bo head into the cave.

\*\*\*\*\*

\*\*Cave to Auria\*\*

\*\*\*\*\*

Items: None

Level: 16

This cave is short and soon it will be over. After you leave the cave, head into the town that is by the sea.

\*\*\*\*\*

\*\*Auria\*\*

\*\*\*\*\*

Items: Prison Cl, S. Ptn, Life2, Life, Cure, W. Ant, V. Ptn, Life, 4000 GP, Marble1, L. Ptn, Marble3, Cure, Smart RG, Acorn, Life, Antidote, Cure, G. Tiara,

Level: 16

New Weapons/Armor: Yes

Right when you enter the town you will be arrested for absolutely no reason. You will end up in a prison cell with a guy sleeping in a bed. If you talk to him he will open the door for you. Search the water bucket for a Prison Cl. Then leave the jail cell. Watch out for the guards, but make your way through the town avoiding the guards. Make sure you buy new weapons and armor at the weapon shop. Stock up on herbs if you need it. In one of the houses an old man will ask to talk to Nina. Switch the party so she is on top and talk to the old man. Say yes when he says fix his back and he will give u 20,000 free gold after your done. That's a lot of gold.

After you are done looting the houses, head to the dock and talk to the captain. He will tell you that Ross owns the ship. Head to top-most house and talk to him. Before you talk to him loot his treasure. (And we call ourselves heroes... so ironic;) Talk to Ross and he will tell you help him and he will lend you his ship. Ok before we continue with the story we need a Gold Bar. The Gold Bar is very, very expensive. It is 65,000 GP. In order to buy it at Auria you might have to do several things to amass such a huge amount of gold. First buy a vitamin from the item shop and go upstairs and give it to the hiccupping man. He will give u 5,000 GP. In one of the houses an old man will ask for a massage. This will give u another 20,000 GP. Then finally you can save a boy from the faeries for another 20,000 GP. First talk to the mother then go to the faerie area. (It is in the woods right below the Dragon Shrine). Talk to the boy running around in circles. Return to Auria and talk to the mother she will tell you save him. Then talk to the boy. Not too hard. Sell the G. Tiara in Ross's house for another 13,000 GP. You should be set by now. Now head east to another cave.

\*\*\*\*\*

\*\*Cave to Bleak\*\*

\*\*\*\*\*

Items: Cure, Shell Hat

Level: 16

Don't worry about getting the treasure and just try to get yourself



out. It is not too hard.

\*\*\*\*\*

**\*\*Bleak\*\***

\*\*\*\*\*

Items: 4 Herbs, Life, W. Ant

Level: 19

New Weapons/Armor: Yes

You can get the treasure and talk to the chief in the top house and he will give you an icicle. Don't sleep in the inn unless you have a pouch because the innkeeper will steal money from you. This is a great place to level up. Go outside and fight the Gold Slimes for major experience and gold. Get up to at least level 19 preferably 20.

Head to the cave south of the Bleak and enter it. This cave is so short and has no treasure in it so I am not going to make a section for it. Anyway head out and you will use the icicle to head out into a desert. Head into a town called Arad.

\*\*\*\*\*

**\*\*Arad\*\***

\*\*\*\*\*

Items: Fife

Level: 20

New Weapons/Armor: No

Just rest at the inn for free then save your game. Then head up to the chief and he will tell you to destroy the sandworm and in return you will get the Fife. Agree with his terms and the game will turn to night. Head out and get ready to fight the sandworm.

\*\*\*\*\*

**\*\*Sandworm\*\***

\*\*\*\*\*

Ok first turn. Have Bo use Fry spell and have Nina start casting Fort on herself then Bo then Ryu. If you are level 20 like I said you should be then this boss fight is a joke. Have Ryu turn into a Thunder Dragon. Second turn have Bo use Fry have Nina cast Fort and have Ryu attack. When Nina cast Fort on everyone have her use the E. Key or heal and use items. She should also cast Attack up on Bo. There is no need to cast this one Ryu, because it does not increase his attack. This boss fight should be over real quick.

EXP: 1200

Gold: 1200

Heal at the inn and head south to a weird looking pyramid. Use the fife on the square and head on in.

\*\*\*\*\*

**\*\*Krypt\*\***

\*\*\*\*\*

Items: 2 Skull Hats, 3 Herbs, Headgear, Cure, 2 Life, Icy Hat, Antidote, Dream RG, Iron Shield, Dagger, Hunt Cl, Book

Level: 20

If you come up on any treasure chests beat them, because they give real nice EXP. You can fall down many places so watch out. Make your way southeast using the corner so you don't fall down. Then head down the stairs. Don't pick up the chest because the person in front will die. There is a B. Rang in the Rock, but you can't break it yet. You will be able to later. Head up to the weird eye thing and talk to it to start another boss fight.

\*\*\*\*\*

**\*\*Eye Spy\*\***

\*\*\*\*\*

Start out like a usual boss fight. Use Thunder Dragon with Ryu and have Bo use Fry. Nina should cast Fort on herself then Bo then Ryu. Then have her use attack up on Bo and then either heal or use the E. Key. This boss fight is not very hard at all. Just use this strategy and it should be easy. You will notice that as the boss fight drags on the more you damage the Eye Spy the eyes start to disappear. Once his HP starts to get low he will use T. Bolt. That will hit all party members for 25 damage. If you are not at least level 20 then you will have a hard time.

EXP: 2800

Gold: 2800

Head out of the Krypt using Karn in front of your party to pick all the locks. Head out and go to Bleak. Upgrade your equipment if you have to and then head for Winlan.

\*\*\*\*\*

**\*\*Winlan (again)\*\***

\*\*\*\*\*

Head for the treasure chests in the lower part of the castle and using Karn get all the treasure. Equip your new goodies head out and go to Romero. You will soon learn why.

\*\*\*\*\*

**\*\*Agua\*\***

\*\*\*\*\*

Items: Life Armor, Icy DR, Flame Shield

Level: 22

The reason we are coming back is, because there are very, very powerful armor/weapon here and we want them. They will greatly assist in us in the future battles. I suggest going up and getting all the treasure. Have Karn in front and it should be very easy. Search the dragon statues to get the Life AR and other powerful items. With all these items Ryu will not easily now... Kind of unfair.

Ok this part is optional, but you are going to need another Gold Bar so lets go get one. Go to the Cave leading to Bleak and pick all the locks with Karn and get a Gold Bar. This way you won't have to get 65,000 gold all over again. Its optional, but hey I would do this. After we are done head to Bleak and rest up and get ready. Head for the tower that is west of Bleak and head in.

\*\*\*\*\*

**\*\*Tower of Darkness\*\***

\*\*\*\*\*

Items: B Stone, Life, Life2, Herb, Cure, Horn Hat, Turban, 4000 GP

Level: 22

Navigate your way through this tower and it shouldn't be too hard. Choppers might cause some problem, but they will target Ryu and if he has the Life Armor then it should not be a problem. Get all the items and head for the to and you will see a pillar. Talk to the Pillar to activate a boss fight.

\*\*\*\*\*

**\*\*Cloud\*\***

\*\*\*\*\*

Cloud is an all-spell enemy using boss. He will only use spells and his most damaging one is the 3.5 spell which is what the E. Key does, but a bit stronger. Have Nina cast Attack up on Karn and Bo, but don't do on Ryu. Then have her either heal or attack. Keep your HP up and you should be fine. Have Karn attack regularly, have Bo attack or use Fry. Ryu should turn into a Thunder Dragon and attack. Cloud has no second wind so that's a relief.

EXP: 4800

Gold: 1200

Search the pillar for a Dark Key and then head down. Talk to the old man and he will give you a mirror. Head out and go to Bleak and heal up. After this head to Auria and its time to help the girl. We had to do all that crap to save some girl... how ridiculous.

\*\*\*\*\*

\*\*Auria\*\*

\*\*\*\*\*

Items: Dart, 5 Herb, B Stone, Metal Shield, F Stone, Light Key

Level: 23

Head to Ross's House and go save her daughter. Have Karn pick all the locks and talk to her. You will use the mirror and his dead wife will show up and talk to him. Bad translation... peace omg... squaresoft can do better then this. Anyway go talk to the daughter again. She will ask you to help her so say yes. Head to the top and get the Light Key. Head for the harbor and talk to the stupid General for another boss fight.

\*\*\*\*\*

\*\*General\*\*

\*\*\*\*\*

Have Ryu turn into a Thunder Dragon. Then kill the Archer by using Bo's Fry spell and have Karn attack the Archer. Nina should be casting Fort on everyone then Attack up on Karn and Bo. After that she should just heal. Casting Fort on Ryu will have no effect so don't. Then just heal and attack and this battle should end pretty fast.

EXP: 4370

Gold: 2835

After you defeat them they will destroy the ship. You should have a Gold Bar by now, so trade Gobi the Gold Bar for the Gun Powder. Now head for the cave that you came through to even get to Auria. There go to the section where there are rocks and blast it. Start walking down the path and you will fight some Spearmen and Archers but they are not too much trouble to beat. There will be a boss fight soon, just to let you know.

\*\*\*\*\*

\*\*Squid\*\*

\*\*\*\*\*

Start the boss fight like any other. Have Nina cast Fort on everyone but Ryu. Then have Ryu turn into a Thunder Dragon. Bo should use Fry and Karn should attack. Nina should then cast attack up on Bo and Karn and then heal or attack. This boss fight should not be too hard at all if you are a decent level.

EXP: 7804

Gold: 5463

Get all the treasure then head back to Auria and talk to the captain. Then set sail, but sure enough get ready for another boss fight. First however you will fight 2 archers and 1 lancer. Get rid of them quickly

and then you will have to fight the General.

\*\*\*\*\*

\*\*Octo\*\*

\*\*\*\*\*

Start this boss fight like the last time. Nina should cast Fort, and Ryu should turn into a Thunder Dragon. Bo should Fry and have Karn attack. Have Bo keep his AP up and have Nina heal after she casts Fort. It is another pretty easy boss fight.

EXP: 7218

Gold: 1804

You will end up on a little island and Gobi will tell you that you need gills. He says he will go down and get the gills himself after taking some money... that criminal.

\*\*\*\*\*

\*\*Prima\*\*

\*\*\*\*\*

Items: Tide Hat

Level: 23

New Weapons/Armor: Yes

Talk to the guild master in Prima and he will tell you that there are no gills in Prima and to go to Gant. Update Gobi's armor and weapons and head south and go up to land and head north to a town.

\*\*\*\*\*

\*\*Gant\*\*

\*\*\*\*\*

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

Level: 15 (Gobi)

New Weapons/Armor: Yes

Go up to the house in the way north and talk to the person in there to get Goods to deliver to Prima. Nothing much else to do, but maybe update your weapons and getting all the items. After you are done getting all the items and stuff, head outside and go back to Prima.

\*\*\*\*\*

\*\*Prima\*\*

\*\*\*\*\*

Give the goods to the Guild Master and he will give you the gills in return for his appreciation. Then you will hear explosions coming from above the town. Go upstairs and you will see the "Grim Reaper" standing over a Bull-like creature. Gobi will then say that he will get heroes that can defeat the creature. Head out and go to the island where the others are stuck. Then head back to Prima. Head into the inn and go upstairs if you want to start the boss fight. Before you engage the boss fight, you should upgrade your equipment and maybe get a few levels outside. Once you think you are ready go up and start the boss fight.

\*\*\*\*\*

\*\*Morteo\*\*

\*\*\*\*\*

I suggest having Ryu, Nina, Bo and Gobi. First cast Fort on everybody but Ryu. Then have Nina cast attack up on Bo and Gobi. Ryu should turn into the flame dragon, for the fact that Morteo is an undead boss and will be weaker against fire attacks. Have Ryu attack normally, Nina attack or heal when necessary. Bo should use Fry and attack when he runs out of AP. Gobi should use his magic and after his AP runs out, he

should attack. This boss fight isn't too hard at all.

EXP: 3850

Gold: 3300

Ox will wake up after you defeat Morteo and decide to join your party. He will explain his situation to your party and they decide to help him out. You can now reach several places that you were not able to go before. If you think back to some places where there were rocks then you should go back to and break the rocks with Ox and get the treasure. In the next update I will write all the things that you should get with Ox in your group.

Now is the time to level up. Head outside of Prima and defeat the enemies here to gain lots of experience. I suggest getting everybody to at least level 24 by now. The more levels you get, it will get much easier later on.

This is the required part of the game. You must head back to the Krypt where you found Karn before. There break the rock containing the B. Rang and then head back out and go to Prima. After you get the B. Rang head back to Prima and prepare to enter the fortress. You must head left from Prima and head south to a pretty big castle.

\*\*\*\*\*

\*\*Fortress\*\*

\*\*\*\*\*

Items: 2 Herb, Giant HR, Echo HaT, Metal Shield, Life

Level: 25

This place is not confusing. Have Ox in the front so he can break down walls or rocks to make your way easier. The monsters in here give pretty good experience and none are hard. Just keep heading the way you are going and soon you will have to face a boss fight.

\*\*\*\*\*

\*\*Toad\*\*

\*\*\*\*\*

Right when this battle starts, have Nina cast FortX if she is high enough level to get it, or else just cast Fort on everyone but Ryu. Have Ryu turn into a Thunder Dragon and regularly attack. Ox should just attack regularly and Nina after casting Attack up on Karn and Ox should heal or attack. The Toad is really fast so make sure that you heal when they lost about half of your party member's life. This battle is not too hard, just make sure to heal.

EXP: 6000

Gold: 1500

They will talk about how some prisoners were taken to some fortress. You have to talk to an old man living near there and he will give you some advice. Warp back to Gant and head along the shores to your right until you see a hut. Enter in and the old man will notice you have the B. Rang and there is a person in Gant who can fix it. Talk to the guy in the house way in the back and he will fix the B. Rang for you. Head back to the old man and he will give you advice. Make sure to equip the B. Rang on Ryu. The old man will talk about some Grim Fowl who is usually calm unless its eggs are taken. He tells you to use that strategy as a weapon. Anyway head back to the Fortress and head out and go straight north.

You will enter a group of trees and you will see birds everywhere. If you walk near the middle you will see a purple dotted egg. Once you

touch it a boss fight will occur so I suggest you heal before engaging the battle.

\*\*\*\*\*  
\*\*Grim Fowl\*\*  
\*\*\*\*\*

Use Fort on everyone or FortX if you are high enough level. Then have Nina cast attack up on Ox and Karn. Ryu should turn into a Snow Dragon, because the bird is weak against ice attacks. Have Karn and Ox attack regularly and same with Ryu. Nina should attack or heal when necessary. This battle can be a bit tough, but it is not the hardest boss fight in the game.

EXP: 5053  
Gold: 5775

You will then take the egg and the whole flock of Grim Fowls will follow you. Head north with the egg and make sure you don't move too fast or else the idiotic birds will not be able to keep up. You will throw the egg in the castle and that will allow you to enter it. You will see a whole lot of mayhem ;).

\*\*\*\*\*  
\*\*Nabal Castle\*\*  
\*\*\*\*\*

Items: Skull RG, Life2  
Level: 25

Make sure to get the items and just navigate yourself through this small castle. Head downstairs, then to the south west direction and you will need to break down the wall with Ox. Enter and the General will say something about how he doesn't have time to deal with us and sends his little helpers to try and stop us. Get ready for another boss fight and this fight is with the SlimeX.

\*\*\*\*\*  
\*\*SlimeX\*\*  
\*\*\*\*\*

God those things look like bobbing jellos. Anyway back to the point. Start this out like any other boss fight. Have Nina use FortX and Karn and Ox regularly attack. Then cast attack up on Karn and Ox and have her heal and attack. Ryu should turn into a Flame Dragon and after you defeat these slimes, they will enter their second wind. They will turn into a huge slime that hits harder than the previous 3. Just use the strategy above and the ugly slime should die pretty soon.

EXP: 6496  
Gold: 7218

After the battle, you will save the prisoners, but before they die the General's Helpers will inform you that Prima will be destroyed. The ship will sail off and you will be transported back to Prima. The Guild Owner will say that the party will need the wisdom of the Wisdom Sorceress (catchy phrase). You will then have to warp to Arad and enter the little town that keeps moving.

\*\*\*\*\*  
\*\*Wisdon\*\*  
\*\*\*\*\*

Items: 2 Herb, 2 Pro Shield, 2 Life, Life2, Old SP, Silver BR, Rage HR, Chain Mail, OldEgg  
Level: 26  
New Weapons/Armor: No

I would save before going underneath to where the sorceress lies, because there will be some pretty hard boss fights coming up. All the buildings will be closed off except the dragon shrine. Find your way through the dungeon getting all the items and when you reach a healing spring, recover your hit points and engage the spirits to start a boss fight. When you enter the room where you see a sleeping mermaid like woman talk to the spirits in front of her and 3 boss fights will occur.

\*\*\*\*\*

\*\*Wisp\*\*

\*\*\*\*\*

Remember this guy from way back. Well he is back and you have to fight him. He will be the same as the time when you fought him in Agua. You should easily dispose of him without using any magic or spells. Just regularly attack him and he will die really fast.

EXP: 1560

Gold: 990

\*\*\*\*\*

\*\*Cloud\*\*

\*\*\*\*\*

This boss is a bit harder then the previous one. I would turn Thunder Dragon here and cast attack up on Karn and Ox. Fort is not necessary, because Cloud will not use physical attacks. Get rid of this boss quickly or else he will use his devastating spells to destroy your party. You fought him before and the only difference is that he has more HP. This boss fight shouldn't be too hard at all.

EXP: 3239

Gold: 2306

\*\*\*\*\*

\*\*Myst\*\*

\*\*\*\*\*

Myst is a lot like Cloud. Myst will not use physical attacks so don't worry about casting fort. Instead first cast attack up on Karn and Ox then cast Shield on the whole party. Ryu should turn into the Thunder Dragon and Nina should heal after casting all her spells. This boss fight is the hardest of the three and you should be careful because this guy has some deadly spells at his disposal.

EXP: 4812

Gold: 4331

After Bleu wakes up the ghosts will go away and she will give you an oldegg and tells you to put the egg in a volcano so it will hatch. She will then scold you for being rude and waking her up. She will immediately go back to sleep after giving you the egg and you must continue on your way back to Prima and head north from Prima to a cave where the volcano lies.

\*\*\*\*\*

\*\*Volcano Ocean\*\*

\*\*\*\*\*

Items: Herb, M. Drop, Sharp Bow, 5000 GP, Power DR

Level: 27

Start to navigate your way through this little cave. It is very difficult to navigate. Just go in a northerly direction. Take the stairs north and soon you will reach the volcano. Go to the middle and down the ledge and press A. Ryu will drop the Egg into the volcano and it will hatch.

After you put in the egg, you will be instantly transported to Bleu and she will join your party for good. This is great, Bleu has great, great offensive magic. Immediately take out Ox and put her in the back row. She is awesome. She will be the only offensive magic sorceress in your whole party for the rest of the game. I highly suggest training her as from now the walkthrough will include her.

The Dark Dragons will make their move first and start to invade. You get on a huge fish and start to make your way to counter their attack. You will surface and be surrounded by ships, but Bleu will summon the huge bug from the egg and it will begin to destroy half of the ships. The enemy will retreat and you will go back into the water and get off the big fish. Head north and talk to the General to start another boss fight.

\*\*\*\*\*

\*\*Pincher\*\*

\*\*\*\*\*

This boss is pretty tough. First have Nina use FortX then cast Shield on everyone. She should then cast attack up on Karn and then heal if necessary. Bleu should use Fry and Ryu should turn into the Thunder Dragon and begin to attack. Using this strategy, this boss should fall pretty quickly.

EXP: 6243

Gold: 6243

The General will threaten to take everyone with him. He will then self-destruct and that will end the threat so far. After that battle, there will be a little cinema scene where Jade and Zog are discussing their plan. Jade will then send his four captains to destroy you. The guild owner of Prima will congratulate you. Head back into Prima and talk to him to receive the Sphere. This is required to continue the game. Outside, put Gobi in front of your party and press A. You will then turn into a big fish. Head northwest and go through the black space.

Ok its time to get some more Dragon spells for Ryu, but it's a complicated process. This is what you have to do. First with Gobi, swim near an island in the middle and enter it. Head into the castle and upgrade your weapons/armor if you need it. Go upstairs and try to get the treasure, but the statues will throw you down. (Try to get the treasure at the left) Once you are downstairs move the box near the bed and search the spot. You will get a Rod5. Exit out of the Tunlan and warp to Romero. From there have Shin/Bo in front of your party and head in a west direction until you see a well. Make sure you have some fishing bait. Equip the Rod5 and the fishing bait to Ryu and fish out the Dragon Sword.

From here you must go back to the Fortress. From the Fortress go left and not north from there. You will soon reach a Dragon Shrine. Get ready for another 1 on 1 boss fight and be ready for some brand new powerful Dragon Spells. Heal at the Spring and talk to the green dragon thingey and start the fight.

\*\*\*\*\*

\*\*Bain\*\*

\*\*\*\*\*

Start this fight by turning into a Thunder Dragon and then just beat the crap out of the blue bird. Its not hard at all if you are a decent level. You will learn 4 new spanking nice Dragon spells

EXP: 1020



Gold: 640

Warp back to Tunlan and head back into the ocean. Turn into the big fish and head north west until you see a beach then press A to revert back. You will need to head to Gust next and if you went to the northwest direction and came out, you should see a dragon sign. This means that you are on the right track. Head northeast to a town.

\*\*\*\*\*

\*\*Gust\*\*

\*\*\*\*\*

Items: Sash

Level: 27

New Weapons/Armor: Yes

Once you enter this town, you will see people start running around stupidly. Upgrade your equipment and in one of the houses you can fall down and get one of Karn's Transformation spells. Get ready for some tough battles up ahead, so level around the area if you have to, or after you are done head north. Debo is the transformation you will learn when you talk to the old man, but it's also his worst. It only works underwater and you will rarely now ever go back there. Anyways head north and go in the door.

\*\*\*\*\*

\*\*Fortress #2\*\*

\*\*\*\*\*

Items: 2 Herb, L. Potion, Cure2, Rod4, M. Cura

Level: 27

If you try to get the treasure chests, you have to fight a huge beast. If you are high levels (27+) then I suggest you just regularly attack. They give lots of experience and gold, but they deal pretty decent damage. If you are a pretty low level, then treat this battle like a boss fight. Other than that I would fight all of it. Once you head upstairs, a weird looking monk guy will come and try out his new "formula". Your whole party will turn miniature size and you have to find a hole somewhere in the wall to proceed.

Once you continue on you will see a little colony of mice. You can rest at the "mice" inn if you want. Talk to all the mice and then talk to the one guarding the doorway and he will move. Get ready to fight a whole lot of roaches. Disgusting creatures. \*\*Shakes Head\*\* No offense to all you roach lovers out there ;).

\*\*\*\*\*

\*\*3 K. Roach\*\*

\*\*\*\*\*

This is a pretty easy boss fight. The roaches are very weak against physical attacks. If you got the Dragon Sword like you should by now, then just regularly attack, because you will do more damage that way. If Karn is morphed to Shin, then he will do major damage. Have Bleu use her strongest magic and have Nina first cast FortX then attack up on everyone. Then just heal and attack whenever necessary. This fight should be over quickly.

EXP: 1380

Gold: 600

Head back to the mice village and the Chief in return for his gratitude will give you the antidote to turn you back to normal size. (I wonder how he got it)... Anyway Ryu will go outside and use the potion to turn back. Hurry down the stairs into a room similar to that in Agua.

The monsters in here give tons of EXP. Great place to level up if you need it. Get ready for a really hard boss fight.

\*\*\*\*\*  
\*\*RugaX\*\*  
\*\*\*\*\*

Start this boss fight off with Nina casting FortX on everyone. Have Ryu turn into the Bolt Dragon and have Shin (aka Karn) attack. Have Bleu use her strongest magic. Nina should then cast attack up on Shin and then heal and attack as needed. Keep this strategy up and this boss should fall soon. She packs a decent punch so be very careful and heal quickly. Make sure you are a pretty high level so you will not have too much trouble. This monster has no second wind.

EXP: 4126  
Gold: 3121

Cort will inform you that his flowers will destroy everything. RugaX was really a human and she is in critical condition. Bleu says she can't heal her, unless she has some oil. Next quest is the quest for the oil. (Yea I know boring title). Bleu rudely pushes you out, I might add... (Rude woman)... Anyway head back into Gust heal at the inn and prepare for the weirdest boss fight you have encountered so far. You have to kill a giant fly. Head into the cave at northwest corner.

\*\*\*\*\*  
\*\*Giant Fly\*\*  
\*\*\*\*\*

This fly is a big trouble. It is very fast and will probably be the first to strike. Have Ryu turn into a Bolt Dragon. Shin should attack and so should Ox. Nina should cast FortX and attack up on Shin and Ox then after that just heal everyone when needed. This battle might be hard, but if you are a decent level then it is manageable.

EXP: 7284  
Gold: 8325

Pick up the Giant Fly and heal at the inn and head back into the water. Have Gobi in the front turn into a Big Fish and proceed in a south-east direction. You will see something like this then you know you are there.

```
-          -----  
-          -  
-          -  
-          -  
-          -  
-          -  
-          -  
-          -  
-          -
```

Yea, yea I know the drawing sucks, but it's the best I could do ;). Anyway get back on land and go into the frog cave. After you exchange the Giant Fly for the Oil, warp back to Gust and give the Oil to Bleu. Heal at the inn and get ready to fight some very nasty flowers. Head back north to where you saw the flowers last time. Make sure to transform Karn into Shin.

\*\*\*\*\*  
\*\*FlowerX\*\*  
\*\*\*\*\*

This boss is not very hard. Just have Nina cast FortX on everyone. Then have Ryu turn into the Bolt Dragon, Shin should attack and so should Ox. Nina should then cast attack up on Shin and Ox and then heal and

attack whenever she is necessary. This fight is easy enough, and if you are having trouble then I suggest leveling up a bit.

EXP: 3850

Gold: 3609

Head back to Gust and go into the house where Bleu was last time. Make sure to refuse into Shin before you engage RugaX for the second time. Once you enter, you will see RugaX running rampage around the house and so you must destroy it.

\*\*\*\*\*

\*\*RugaX\*\*

\*\*\*\*\*

Start this boss fight off with Nina casting FortX on everyone. Have Ryu turn into the Bolt Dragon and have Shin (aka Karn) attack. Have Bleu use her strongest magic. Nina should then cast attack up on Shin and then heal and attack as needed. Keep this strategy up and this boss should fall soon. She packs a decent punch so be very careful and heal quickly. Make sure you are a pretty high level so you will not have too much trouble. This monster has no second wind.

EXP: 4162

Gold: 3121

In return for his appreciation, your former enemy RugaX (aka Nicholie) will fix the bridge. You will be healed automatically. Make Karn into Shin again and then head to bridge. It is northwest of Gust and be prepared for the hardest boss fight you had a in a long time. That last hardest one was when you had to fight Gremlin.

\*\*\*\*\*

\*\*Horntoad\*\*

\*\*\*\*\*

Start this fight like any other boss fight. Ryu should turn into a Bolt Dragon, Shin should attack and Bleu should use her strongest magic. Have Nina cast FortX and attack up on Shin. Then have her heal for most of the battle, because you are going to need it. This boss is pretty easy the first wind, but at his second wind, he will start to hit the whole party, so watch out. If you are really getting beat up use the Water Jar that you have saved up and you should come out the winner of the battle. Make sure to always have a Water Jar full in case of emergencies like this fight.

EXP: 6800

Gold: 7000

After this relatively easy boss fight head west from the bridge until you see a mole sticking her head out of a hole and goes back in. Follow her in to a mole town.

\*\*\*\*\*

\*\*Gramor\*\*

\*\*\*\*\*

Items: Cowl

Level: 28

New weapons/armor: No

Nothing much to do in this town. Just head into one of the houses and talk to the mole standing next to a mole on a bed and answer yes to her question and you will receive a cowl. Its time to head back to Tunlan.

\*\*\*\*\*

\*\*Tunlan\*\*

\*\*\*\*\*

Go up to the castle to talk to the princess and you will find out that she wants to give a key to the Dark Dragons. You will need the Cowl and the Maestro to talk to her. (The Maestro is in Gust under an old man's bed.) Talk to the woman in green and she will tell you to talk to the princess in the room above. Go up the stairs and talk to the woman standing and she will tell you that she will not give you the Tm Key. Head back downstairs and talk to the old woman. The old lady says something about the marks on her back showing something. Follow her.

Ok now go talk to the old lady again in front of the statues. She will tell you the princess likes to swim at night. Head back up the stairs. Now go back outside and use Ryu's spell to turn the day into night. Head back into the castle. Go back to where the old lady. Talk to her and head back up the stairs. Now on the left side of the wall in this room there is a small crack in which you can squeeze through. Go left and up and head into the palm trees.

The princess will have marks on her back. The colors are in this order. Blue, red, and white from left to right. The guards will come and enjoy the little brawl. I thought it was comical. This ends when Bleu uses her spells... and the party ends up in bed. Go back up the stairs to retrieve the bolster. Now return to Gramor.

\*\*\*\*\*

\*\*Mogu's Dream World\*\*

\*\*\*\*\*

Talk to the sleeping mole to enter his dream using the bolster. You will end up in a peculiar town. You can't buy weapons, but the only thing you can do is rest at the inn and stock up on items. Once you feel your ready head out and head north to a tower. I suggest you level up at the tower, because the monsters there give great experience and it will help greatly. Find your way across this maze until you get to Mothro. You can not beat him so there is no point in fighting him. Just talk to him and then head back out. You will find out that someone found Mogu's courage. Head south west to a gas field. This is where Mogu's courage lies.

\*\*\*\*\*

\*\*Gas Field\*\*

\*\*\*\*\*

Items: Headgear, Life, Light Shield

Just work your way through this gas field. It should be self explanatory. Once you get in the cave you will find that Mogu's courage is there. Talk to him and then everyone will join with the courage to form one whole Mogu. Now you can beat Mothro. Head back to the inn to heal and then head up to the tower once more.

Work your way up each floor. It seems complicated but just use your logic to figure it out. There are 3 floors and once you get to the last one you should be able to find Mothro there. Once you see him get ready for a boss fight. Talk to him and then a boss fight will ensue.

\*\*\*\*\*

\*\*Mothro\*\*

\*\*\*\*\*

Mothro will have very little life to start. Do not let this confuse or fool you. He is still very hard and there is enough hit points left in him to give you trouble. Have Nina cast FortX and then have her heal.

Ryu should turn into a Bolt Dragon and have Shin attack normally. Have Bleu use her strongest magic. Mothro has very high evade so he will dodge most of your attacks. Just keep this up and he will fall.

Mogu will then wake up and then he decides to join your party. Mogu's special ability is to dig. This is not a bad way to get some pretty good items. The next section will cover what you can get.

Head to Camlon and head along the road until you see a dragon in a circle on the ground. This is a dig spot. Have Mogu dig and then you will fall in a room. Have Karn in your party out in front and he will learn his next transformation Doof. This will let you move dressers.

In one of the houses in Bleak there is a place where there is a dresser and 2 jars. Move the dresser and search the area to find a ClearCL. This is a great armor for Nina or Bleu. Head north of that dresser and move the dresser there and head down. There Karn will learn his last transformation Puka. This is the best one in my opinion.

Head to Auria and go north. When you see an emblem use Puka to move it and head in to claim the Dark Bracelet.

Go to Gust and head south and use Puka to move the emblem and get the love bracelet.

Now finally head to Gramor and when you see some strange trees have Mogu dig there and you will get a root. This is important later so keep it and don't forget to do that.

To the south of Gramor head into the cave and continue to the town of Spring.

\*\*\*\*\*  
\*\*Spring\*\*  
\*\*\*\*\*

Items: Herb/Clog  
Level: 30's

Nothing much to do here except to upgrade your armor and weapons and to stock up on items. Once you are done head out and head southwest to the Spyre tower. I suggest to get a few levels outside of Spring also. It will help very soon.

\*\*\*\*\*  
\*\*Spyre Tower\*\*  
\*\*\*\*\*

Items: Cure2, Flame Armor, Shell, World Armor, A. Potion  
Level: 30's

The beginning is like any dungeon. Just make your way upstairs and each step you go up has a different little setting. There are clouds, grass etc. Just make your way up and fight a few more battles to get your levels up and when you reach the last pillar get ready to go through another dream world.. Search the pillar and Mote will appear and hurl you into a dream world.

\*\*\*\*\*  
\*\*Second Dream World\*\*  
\*\*\*\*\*

Items: Cure, L. Potion, Jade Bow, Trident, Cursed Hat, Smoke, Facemask  
Level: 30's

Head north to a cave and make your way upstairs. It's not that complicating in the first few floors. Just get all the items, because they are worth it. Then keep going the right way and you will meet up with Mote's conscience. Up ahead of that is the hardest part of the game. Its not a boss fight, it's not a fight at all, it's the most confusing maze. This game has very easy dungeons, but this maze is very hard. I will give a step-be-step guide on how to pass it. This wills probably the only place where I will give such detailed information.

From the first switch, head to the left, and follow the path to the next switch. Now follow the path to the south, and you'll soon come to another switch. From this switch head to the north, and you should come upon the fourth switch.

Step on that switch, and after the room stops spinning follow the path to the east, and take the first south, and then continue to the east, and follow that path till it branches south again, and then head south and you'll come to yet another switch.

Step on that switch and make the room spin again, then head to the left. Keep going left and then you'll come to another switch. After the room is done spinning, head to the left again. Keep going left until you come to the second north. Keep going from here for the final teleport. Go left for the last teleport.

Take the middle staircase and in the lower right hand corner of the room is where you will find a pit fall. Head up the stairs. On the fourth floor there will be lots of purple tiles. Make sure that you revert Karn if he is transformation and have him lead the party so you can spot holes. Find the stairs and head up. Take the right and the stairs way to the south to initiate another boss fight.

\*\*\*\*\*  
\*\*Mote\*\*  
\*\*\*\*\*

Do not do use any spells or moves until Mote's Conscience shows up or else you will just be wasting your energy. Ok once his conscience shows up use FortX with Nina. Have Bleu cast her strongest magic. Puka should attack regularly. Ryu should use Bolt Dragon. Also use attack up on Puka. Ok Mote is different from other bosses. If you hit him with a physical attack then he will be resistant against physical and weak against magic. Magic will affect him the same way as the physical except he will gain a resistance to magic. So keep attacking and using magic to change his order. With this strategy you really can't lose.

EXP: 5400  
Gold: 6000

Ok after this boss fight ends you will end up in the Spyre Tower. Head back outside and go to Spring. It is now spring and not winter in the town so you can continue the journey behind the waterfall. I also suggest fishing for the dragon armor here as it will enable you to receive the next Dragon ability.

Head back into the waterfall and head into another cave. Don't worry its short. Just head out of the cave and south of it to enter the next town.

\*\*\*\*\*  
\*\*Carmen\*\*  
\*\*\*\*\*

Items: RubyBR, White Antler

Level: 30's

This town has another weird problem. It seems that everyone is frozen and turned into stone, but its not quite that bad. For everyone living in that town time has stopped. Now it is your job to free the town of their troubles.

Before we go into the next dungeon field, let's get some nice items for some of your characters. Head north of the Tock tower and dig with Mogu to pick up the Hero Bow. This is the strongest bow in the game for Bo. Next head to a Dragon Emblem to pick up the Wind Bracelet. This is not bad accessory at all.

\*\*\*\*\*

\*\*Tock Tower\*\*

\*\*\*\*\*

Items: Cure, Gold Tiara, Icy Armor, Life, Agile Hat, Wolfskin, Life2, Guard Shield, Evil CN

Level: 31+

This tower has some strange arrows on tiles. These are basically teleporting arrows. Each one will teleport you to a specific area. This area is not too difficult to figure out so I suggest you try and figure it out for yourself. I mean after all what is the point of playing a game if you can't figure out a few things for yourself. The fireheads in this cave gives lots of experience so feel free to level up.

Make your way up to the top of the tower. You will meet Cerl and then she will show you the power of the Time Key. You will step into the huge black circle and be headed to somewhere. You will end up with only the Hero and this can be dangerous because the enemies can overpower you. If you die you will just end up in Carmen. Anyway make your way to Carmen.

You will meet Alan. He will talk about Cerl and blah blah. Head back up the tower. I hope you know your way. Cerl will then kick you out once more. A fight will occur but you can't beat her so don't bother trying. Head back to Carmen by warping with Nina. Alan will talk about how its all his fault and a fruit might help her remember. Have Ox hit the fruit tree where you ended up the first time to receive the fruit. Head to the south castle where you will confront Cerl once again.

Cerl will tell you to take the key and leave. That is when Goda appears. You will then be transported to the Tock Tower once more. There Nina will try to put in the key but something will go wrong like always. Nina will then be pulled into the black hole. Your going to miss her magic for a while.

You will end up outside of Tunlan. Have Ox punch the tree for a C. Nut as you will need it later. Now head into Tunlan. Go into one of the houses where you will see Nina in a different color outfit. Talk to her and she won't know who you are. Talk to the old lady in the room and she will talk about some famous doctor who can help her. Now head outside and warp to Carmen. (Hint: Use Bleu)

\*\*\*\*\*

\*\*Carmen\*\*

\*\*\*\*\*

Meet the new Carmen with the time restored. First head into the weapons shop and buy the best equipment available as they will be the best you will have for a while. Now head into the north east house and talk to the doctor. He will tell you the ingredients you need. You should have

the C. Nut, Root and a W. Ant already. The rest are easier to get. Just head south of the South Castle where Cerl and Alan was and you will reach a broken bridge. Fish here for the poisoned fish. Make sure you have some bait and a rod. If you need bait head to Auria to buy some.

After you are done getting those items, head back to the doctor and he will make the tonic for you. After you receive the tonic head back to Tunlan and give it to Nina. She has some new abilities and she is a bit older. She can now fly. To use it just have her in front of your party and press A.

Now is the time to do some final things before we fight the boss. Hope your characters have high enough levels to take on the bad dark dragons.

First warp to Arad then have Nina fly way south of Arad to a place where you can fish. Then you can get the Dragon helmet. It's to the southwest and in a broken well. You shouldn't have too much trouble finding it.

The next item to get is the Dragon Shield. First warp to Gramor. Then in a well in between some mountains fish to receive the shield. Now you are ready to get one of the powerful dragon fusions. As you can see these Dragon items are very powerful. Now head to Gust and go to the castle in the middle of the lake. Now get ready to fight 1 on 1 with the hero.

\*\*\*\*\*

\*\*Avion\*\*

\*\*\*\*\*

Just turn into a Bolt Dragon and pummel him. Heal if you have to, but by now you should be powerful enough to just finish him off. This is not a real hard boss fight so don't take it too seriously. After you beat this you get the all powerful Rudra Fusion.

EXP: 1400

Gold: 1600

Head to Romero to obtain the ultimate Fusion. Head to the Cleansing Cave. Now head all the way to where you filled the jar last time. You will find a room below the place where you could fill the jar if you have all the dragon equipment. You will then meet the dragon and obtain the ultimate spell Agni. It will basically fuse all your characters into 1 super dragon and no matter what it will do 999 damage to all your opponents. This should help you a lot in the future boss fights.

Warp back to Romero and head a little north to see a demented looking castle. Search the back of it to receive the Tri-Rang. It's the best weapon available so far for Ryu. First go to Carmen and in the northeast of the village there is a cloaked man. Talk to him and he search where he was to receive the Pass. It's a key item so don't forget to get it. Ok now head for Scande. It's south of Carmen.

\*\*\*\*\*

\*\*Scande\*\*

\*\*\*\*\*

Items: Power Hat, Icy CN, Marble 1, Glove, Cure

Level: 31+

From here you really can't do much except find the items. Just head back out and go to Spring to get some needed climbing gear. In one of the houses in Spring talk to one of the guys to get the broken parts to climb the tower. Now head for Gant and have the guy in the north house



fix it for you. Now its time to head back to Scande to climb the tower and face some of the elite bosses this game has to offer. (If the guy in Spring doesn't give you the parts go back to Scande and talk to everyone.)

Ok now put the parts into the elevator and you can start going up. When you reach the top you will meet the cloaked character again. He will talk about the Dragon Heart. Now in order to get this powerful item we must head to Tunlan. (This item will make any dragon's hp turn into 1. I suggest not using it on Zog, but save it for Sara.)

In a house in Tunlan a lady will play the Dragon Heart and Ryu will feel disturbed. If you look at his hit points you will find out that its 1. Save this for future bosses. Anyway leave Tunlan and head back to Scande to face Zog. I suggest refilling your Water Jar also. You might need it. Now when you head up the tower that cloaked figure will be gone.

Make your way through until you get to Zog. It may be complicating, but hey you must have done this at least 12 times before. This should be easy enough.

\*\*\*\*\*  
\*\*Zog\*\*  
\*\*\*\*\*

You have 2 options here. You can either use the Dragon Heart or save it for the next boss that's much better. If you chose option 2 then you have to have the Hero turn into Rudra, have Puka attack and have Nina cast her magic and Bleu use BoltX or you can just turn into Agni and pound him. Your choice, and overall it's an easy fight.

EXP: 7000  
Gold: 7000

You will meet Sara when you hit the floor. Remember her..., well don't feel too happy, because she is a traitor and you will have to fight her. Ryu will then give her the remaining Dragon Keys (idiot) and she will laugh and run off. They leave for Agua and you are stuck in that dungeon. However, the mole people help you out and you are safe for the time being..

You will end up back in Scande. Rest up and stock up on the items you need and then head to Romero and then to Agua. Now on Agua remember where you got the Life Armor and all the good stuff earlier in the game, well head back up there. That is where you will find the people who stole our keys. Good luck navigating yourself through the tower.

\*\*\*\*\*  
\*\*Pagoda\*\*  
\*\*\*\*\*

Items: Power Armor, Domino, Stone Hat, Trap Guard, Agile Armor, Flame DR  
Level: 35+

This tower is very hard to navigate through. Just do the best you can until you reach Sara. Then you will have an easy or hard boss fight considering whether you saved the Dragon Heart until now.

\*\*\*\*\*  
\*\*Sara\*\*  
\*\*\*\*\*

Just use the Dragon Heart and then hit her to kill her or else if you

didn't save it just have the Hero turn into Agni with the rest of them and outlast her. Save when needed otherwise just keep it on automatic. This is not a really hard boss fight if you saved the Dragon Heart though.

EXP: 9999

Gold: 9999

After you defeat Sara continue on your way and don't fall for the trap hole. Now the next place will have those buttons where the background disappears and reappears etc. Just head south from the entrance and continue your way. You should be getting of experience points from this area. After you get to the platform just continue to head south from it. Don't worry this will soon end. Ignore the second platform and continue up the stairs. You will continue somewhere soon. Get ready to go to the Obelisk.

Before you head for the Obelisk you need to retrieve some very important items. You are almost done with the game congratulations. Warp to Auria and head to house to the north that is disconnected from the regular area. Talk to the old lady dressed in red there and she will tell you that she is a weapon's collector. Now head to Gant and head for the guy that gave you the B. Rang and enter his house to get the list.

Take the list and now head back to her house. Go back to the old lady and you will pick up the Wizit or something like that. Now head back to the old man. He doesn't think it's a weapon and he wants to study it. Now head back and forth until they give you the I. Claw. Now head for Gramor and talk to the leader to figure out how to use it.

Mogu will learn how to use it. The Obelisk is near Scande so head there. It's a huge flying fortress. Fly in there and enter the room with Mogu in front. He will dig a hole straight down. Just navigate your way through until you reach another boss fight. When you see a big guy heal up and get ready for a boss fight.

\*\*\*\*\*

\*\*Goda\*\*

\*\*\*\*\*

Just use Agni with the combined party and pummel him until its time to heal then do so. Just keep doing this over again until he dies. It should last around 15 rounds so make sure you can heal. This is not too big of a boss fight.

EXP: 6000

Gold: 6000

Now head down the stairs and you will see 4 platforms. It doesn't matter which one you choose as each will lead you to the same area. Now in this area just work your way around until you meet Jade. He is tough and the second to last boss you will face.

\*\*\*\*\*

\*\*Jade\*\*

\*\*\*\*\*

Jade is quite easy to beat because you have to just outlast him. Just use Agni and like above start attacking then heal when necessary. Once you get Agni the game gets quite a bit easy.

EXP: 8000

Gold: 8000

Now take the platform to where the Tyr is. When she asks if you came for a wish say yes and she will heal you. Now talk to her again and say no and then you will have to fight her. Just pummel her as she won't attack you. You will get kicked out of battle and she will ask if they would like to be friends. Say yes and Sara will come and warn you. Now when you fight her use Agni. She will freak out and you get kicked out of battle again. Now is the real fight.

\*\*\*\*\*  
\*\*Goddess Tyr\*\*  
\*\*\*\*\*

Use the same strategy as the one you used for Jade. She has a little more experience. If you don't use Agni to kill her then you will get the bad ending. It's easier to beat her with Agni anyway. Just keep attacking and then when you need to heal revert and fuse once more. This fight can last quite a while, but don't worry with Agni you will win. Once you are done then you won.

CONGRATULATIONS YOU HAVE BEATEN BREATH OF FIRE. ENJOY THE ENDING.

\*\*\*\*\*  
\*\*\*8. Items\*\*\*  
\*\*\*\*\*

Items play a big role in this game as it can mean the difference between victory and defeat. This section will list all the items available in the game and give stats of what the items will do.

Name of Item	What it does
Apple	Heals 60 Hit Points
Antdt	Heals Poison status
Antler	Heals Poison status
Acorn	Recover 20 AP to one character
A Ptn	Permanently raises agility
B Stn	Cast Fry one turn
C Nut	Heal 20 Hit Points
Charm	Heals Curse status
Cure	Heals all Hit Points on one character
Cure2	Heals all Hit Points for entire party
C Stn	Cast Frost one turn
D Hrt	Makes all dragons drop their hit points to 1
DkKiss	Cast Rub for one turn
F Stn	Cast Flare one turn
Herb	Heals 50 Hit Points
HrGlas	Can turn night into day or day into night
L Ptn	Permanently raises luck
Life	Raises fallen character to 1 Hit Point
Life2	Raises fallen character to all Hit Points
Mackrl	Heals Poison status
Melon	Heals all Hit Points on one character
M Drop	Heals all Hit Points and heals any status effects
Mrb1	Character hits for a slam one turn
Mrb2	Same as above but works with Dragon attacks
Mrb3	Avoid monsters for a short period of time
Meat	Heals 70 Hit Points on all party members
ProtnA	Increases attack during battle
ProtnB	Greatly increases attack during battle
P Fish	Poisoned fish used to make the tonic
Srdine	Heals 50 Hit Points
Sole	Heals 100 Hit Points

Smoke	100% chance to run from battle
S Ptn	Permanently raises strength
Trout	Heals 150 Hit Points and Poison status
T Drop	Heals Zombie status
Vitamin	Heals status effects
V Ptn	Permanently raises vigor
W Ptn	Permanently raises wisdom
W Ant	Recover 100 AP to one character
WMeat	Heals all Hit Points to party

#### Important Items

Name	What it does
E Key	Use in battle for 3.5 spell
I Ore	Needed to make the saw
Wtr Jr	Heals party for complete recovery during battle Also used to get rid of the zombies in the town
Remedy	One time use to heal the King in Windia
Saw	Use this to enter the forest of despair
Icicle	Used to cross the desert
Key	Opens up the door in the Cave ring
Knng Key	Used to operate the Giant stone robot
Lt Key	Turn night into day
Dk Key	Turn day into night
Fife	Used to enter the Krypt
Book	Karn uses to learn how to be a great thief
GnPowder	Used to blow up rocks
Gills	Enables breathing underwater
OldEgg	Hatches a typhoon bug
Sphere	Enables Gobi to transform into a fish underwater
M Cura	Used to counter the tiny effect
Oil	Heals Nicholie
Cowl	Used to talk to the people of Tunlan
Maestro	Used to understand the people of Tunlan
Bolster	Enter people's dreams
SkyKey	Used to control weather
TmKey	Used to control time
Tonic	Used to cure Nina of her amnesia
Pass	Get past the guards in Scande
B Parts	Broken parts of the Scande elevator
I Claw	Mogu can dig through ground

\*\*\*\*\*  
 \*\*\*9. Weapons\*\*\*  
 \*\*\*\*\*

Boomerang  
 Shortened name: B. Rang  
 Attack Value: 60  
 Equip: Ryu

Bone Cane  
 Shortened name: BoneCN  
 Attack Value: 14  
 Equip: Bleu

Broad Sword  
 Shortened name: BroadSD  
 Attack Value: 34  
 Equip: Ryu

Broken Sword

Shortened name: BrokenSD

Attack Value: 42

Equip: Ryu

Bronze Rapier

Shortened name: BronzRP

Attack Value: 7

Equip: Nina

Cane

Shortened name: N/A

Attack Value: 8

Equip: Bleu

Club

Shortened name: N/A

Attack Value: 30

Equip: Ox

Dagger

Shortened name: N/A

Attack Value: 32

Equip: Karn

Dig Claw

Shortened name: DigCW

Attack Value: 42

Equip: Mogu

Dirk

Shortened name: N/A

Attack Value: 5

Equip: Ryu

Dragon Sword

Shortened name: DragonSD

Attack Value: 110

Equip: Ryu

Dwarf Bow

Shortened name: DwarfBW

Attack Value: 150

Equip: Bo

Emperor Sword

Shortened name: Emp

Attack Value: 255

Equip: Ryu

Evil Cane

Shortened name: EvilCN

Attack Value: 20

Equip: Bleu

Evil Rapier

Shortened name: EvilRP

Attack Value: 55

Equip: Nina

Flame Dagger  
Shortened name: FlameDR  
Attack Value: 74  
Equip: Karn

Flame Sword  
Shortened name: FlameSD  
Attack Value: 122  
Equip: Ryu

Giant Hammer  
Shortened name: GiantHR  
Attack Value: 60  
Equip: Ox

Glow Cane  
Shortened name: GlowCN  
Attack Value: 100  
Equip: Bleu

Hero Bow  
Shortened name: HeroBW  
Attack Value: 220  
Equip: Bo

Hero Spear  
Shortened name: HeroSP  
Attack Value: 56  
Equip: Gobi

Icy Cane  
Shortened name: IcyCN  
Attack Value: 30  
Equip: Bleu

Icy Claw  
Shortened name: IcyCW  
Attack Value: 88  
Equip: Mogu

Iron Claw  
Shortened name: IronCW  
Attack Value: 74  
Equip: Mogu

Iron Hammer  
Shortened name: IronHR  
Attack Value: 45  
Equip: Ox

Iron Rapier  
Shortened name: IronRP  
Attack Value: 14  
Equip: Nina

Jade Bow  
Shortened name: JadeBW  
Attack Value: 80  
Equip: Bo

Javelin

Shortened name: N/A

Attack Value: 34

Equip: Gobi

Light Rapier

Shortened name: LightRP

Attack Value: 10

Equip: Nina

Long Bow

Shortened name: LongBW

Attack Value: 28

Equip: Bo

Long Sword

Shortened name: LongSD

Attack Value: 26

Equip: Ryu

Loyal Rapier

Shortened name: LoyalRP

Attack Value: 64

Equip: Nina

Mallet

Shortened name: N/A

Attack Value: 255

Equip: Ox

Moon Bow

Shortened name: Moon Bow

Attack Value: 66

Equip: Bo

Mystical Claw

Shortened name: MystCW

Attack Value: 120

Equip: Mogu

Mystical Sword

Shortened name: MystSD

Attack Value: 100

Equip: Ryu

Old Spear

Shortened name: OldSP

Attack Value: 100

Equip: Gobi

Pike

Shortened name: N/A

Attack Value: 24

Equip: Gobi

Poison Bow

Shortened name: PoisonBW

Attack Value: 42

Equip: Bo

Poison Rapier  
Shortened name: PoisonRP  
Attack Value: 20  
Equip: Nina

Pole  
Shortened name: N/A  
Attack Value: 12  
Equip: Gobi

Power Dagger  
Shortened name: PowerDR  
Attack Value: 66  
Equip: Karn

Power Rapier  
Shortened name: PowerRP  
Attack Value: 82  
Equip: Nina\

Power Sword  
Shortened name: PowerSD  
Attack Value: 62  
Equip: Ryu

Rage Hammer  
Shortened name: RageHR  
Attack Value: 75  
Equip: Ox

Rang  
Shortened name: N/A  
Attack Value: 18  
Equip: Ryu

Rapier  
Shortened name: N/A  
Attack Value: 10  
Equip: Nina

Rust Claw  
Shortened name: RustCW  
Attack Value: 60  
Equip: Mogu

Sabre  
Shortened name: N/A  
Attack Value: 8  
Equip: Ryu

Scythe  
Shortened name: N/A  
Attack Value: 20  
Equip: Ryu

Sharp Bow  
Shortened name: SharpBW  
Attack Value: 54  
Equip: Bo



Short Bow

Shortened name: ShortBW

Attack Value: 20

Equip: Bo

Short Rapier

Shortened name: ShortRP

Attack Value: 5

Equip: Nina

Sickle

Shortened name: N/A

Attack Value: 50

Equip: Ryu

Silver Dagger

Shortened name: SilverDR

Attack Value: 10

Equip: Karn

Sleeper

Shortened name: N/A

Attack Value: 100

Equip: Gobi

Spine Hammer

Shortened name: SpineHR

Attack Value: 120

Equip: Ox

Star Hammer

Shortened name: StarHR

Attack Value: 210

Equip: Ox

Steel Bow

Shortened name: Steel Bow

Attack Value: 35

Equip: Bo

Stick

Shortened name: N/A

Attack Value: 5

Equip: Bleu

Throwing Dagger

Shortened name: ThrowDR

Attack Value: 20

Equip: Karn

Tri Bow

Shortened name: Tri-BW

Attack Value: 96

Equip: Bo

Tri Dagger

Shortened name: Tri-DR

Attack Value: 54

Equip: Karn

Tri Rang  
Shortened name: Tri-Rang  
Attack Value: 150  
Equip: Ryu

Trident  
Shortened name: N/A  
Attack Value: 74  
Equip: Gobi

Wing Rapier  
Shortened name: WingRP  
Attack Value: 34  
Equip: Nina

Wing Sword  
Shortened name: WingSD  
Attack Value: 96  
Equip: Ryu

\*\*\*\*\*  
\*\*\*10. Armor\*\*\*  
\*\*\*\*\*

\*\*\*\*\*  
\*Shields\*  
\*\*\*\*\*

Bandage  
Shortened name: N/A  
Defense Value: 5  
Equip: All

Bracelet  
Shortened name: N/A  
Defense Value: 12  
Equip: Bleu, Nina

Bronze Shield  
Shortened name: BronzSH  
Defense Value: 8  
Equip: Bo, Gobi, Karn, Mogu, Nina, Ox, Ryu

Dragon Shield  
Shortened name: DragonSH  
Defense Value: 128  
Equip: Ryu

Domino  
Shortened name: N/A  
Defense Value: 42  
Equip: Bleu, Nina

Gauntlet  
Shortened name: N/A  
Defense Value: 8  
Equip: All

Guard Shield  
Shortened name: GuardSh  
Defense Value: 32

Equip: Bo, Gobi, Karn, Mogu, Nina, Ox, Ryu

Glove

Shortened name: N/A

Defense Value: 20

Equip: Bo

Hunt Glove

Shortened name: HuntGL

Defense Value: 30

Equip: Bo

Icy Shield

Shortened name: IcySH

Defense Value: 30

Equip: All

Iron Shield

Shortened name: IronSH

Defense Value: 12

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Iron Scale

Shortened name: IronSL

Defense Value: 22

Equip: Gobi

Light Shield

Shortened name: LightSH

Defense Value: 36

Equip: Bleu, Nina

Mask Shield

Shortened name: MaskSH

Defense Value: 65

Equip: All

Metal Shield

Shortened name: MetalSH

Defense Value: 16

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Mystical Shield

Shortened name: MystSH

Defense Value: 48

Equip: Bo, Mogu, Ox, Ryu

Pro Shield

Shortened name: ProSH

Defense Value: 32

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Sky Shield

Shortened name: SkySH

Defense Value: 15

Equip: Nina

Star Shield

Shortened name: StarSH

Defense Value: 70

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Suede Shield

Shortened name: SuedeSH

Defense Value: 2

Equip: All

Trap Guard

Shortened name: TrapGRD

Defense Value: 40

Equip: Karn

Wooden Shield

Shortened name: WoodSH

Defense Value: 5

Equip: Bo, Karn, Ryu

Wrist

Shortened name: N/A

Defense Value: 10

Equip: All

\*\*\*\*\*

\*Armor\*

\*\*\*\*\*

Angle Armor

Shortened name; AngleAR

Defense Value: 76

Equip: Bleu, Nina

Agile Armor

Shortened name: AgileAR

Defense Value: 92

Equip: Bleu, Nina

Armpad

Shortened name: N/A

Defense Value: 8

Equip: Bo, Gobi, Ryu

Bronze Armor

Shortened name: BronzAR

Defense Value: 25

Equip: Bleu, Bo, Gobi, Karn, Mogu, Nina, Ox, Ryu

Chain Mail

Shortened name: ChainML

Defense Value: 20

Equip: Bo, Ox, Ryu

Clear Cloak

Shortened name: ClearCL

Defense Value: 100

Equip: Bleu, Nina

Cloth

Shortened name: N/A

Defense Value: 1

Equip: All

Dragon Armor

Shortened name: DragonAR

Defense Value: 110

Equip: Ryu

Dress

Shortened name: N/A

Defense Value: 8

Equip: Bleu, Nina

Flame Armor

Shortened name: FlameAR

Defense Value: 82

Equip: Mogu, Ryu

Gown

Shortened name: N/A

Defense Value: 18

Equip: Bleu, Nina

Guru's Coat

Shortened name: GuruCT

Defense Value: 70

Equip: Bleu

Hunt Cloak

Shortened name: HuntCL

Defense Value: 16

Equip: Bo, Karn, Ryu

Icy Armor

Shortened name: IcyAR

Defense Value: 80

Equip: Bo, Ox, Ryu

Iron Mask

Shortened name: N/A

Defense Value: 30

Equip: Ox

Iron Mail

Shortened name: IronML

Defense Value: 27

Equip: Bo, Ox, Ryu

Life Armor

Shortened name: LifeAR

Defense Value: 115

Equip: Ryu

Light Cloak

Shortened name: LightCL

Defense Value: 68

Equip: Bleu

Metal Armor

Shortened name: MetalAR

Defense Value: 39

Equip: Bo, Ox, Ryu

Mystical Robe

Shortened name: MysterB

Defense Value: 60

Equip: Bleu, Nina, Ryu

Plate Armor

Shortened name: PlateAR

Defense Value: 24

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Power Armor

Shortened name: PowerAR

Defense Value: 84

Equip: Bleu, Nina

Quartz Armor

Shortened name: QuartzAR

Defense Value: 50

Equip: All

Ranger Vest

Shortened name: RangerVT

Defense Value: 40

Equip: Bo, Gobi, Ryu

Robe

Shortened name: N/A

Defense Value: 2

Equip: Bleu, Ryu

Sage Mail

Shortened name: SageML

Defense Value: 25

Equip: Bo, Gobi, Karn, Ox, Ryu

Suede Armor

Shortened name: SuedeAR

Defense Value: 14

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Suede Cape

Shortened name: SuedeCP

Defense Value: 5

Equip: Bleu, Ryu

Suede Gown

Shortened name: SuedeGN

Defense Value: 10

Equip: All

Suede Robe

Shortened name: SuedeRB

Defense Value: 35

Equip: Bleu, Nina

Silk Gown

Shortened name: SilkGN

Defense Value: 15

Equip: Bleu, Nina

Spine Cloak  
Shortened name: SpineCL  
Defense Value: 60  
Equip: Gobi

Thief Cloak  
Shortened name: ThiefCL  
Defense Value: 30  
Equip: Karn, Ryu

Wolfskin  
Shortened name: N/A  
Defense Value: 80  
Equip: Bo

Wool Robe  
Shortened name: WoolRB  
Defense Value: 25  
Equip: Bo

World Armor  
Shortened name: WorldAR  
Defense Value: 80  
Equip: Mogu, Ox

World Mail  
Shortened name: WorldML  
Defense Value: 75  
Equip: Bo, Mogu, Ox, Ryu

\*\*\*\*\*

\*Headgear\*

\*\*\*\*\*

Agile Helmet  
Shortened name: AgileHT  
Defense Value: 42  
Equip: All

Bandana  
Shortened name: N/A  
Defense Value: 5  
Equip: All

Bronze Helmet  
Shortened name: BronzHT  
Defense Value: 10  
Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Chain Helmet  
Shortened name: ChainHT  
Defense Value: 25  
Equip: All

Cursed Helmet  
Shortened name: CursedHT  
Defense Value: 62  
Equip: All

Diving Helmet  
Shortened name: DivingHT

Defense Value: 32

Equip: Gobi

Dragon Helmet

Shortened name: DragonHT

Defense Value: 80

Equip: Ryu

Echo Helmet

Shortened name: EchoHT

Defense Value: 28

Equip: Bo, Gobi, Karn, Nina, Ox, Ryu

Face Mask

Shortened name: N/A

Defense Value: 35

Equip: Karn, Mogu, Ryu

Gold Tiara

Shortened name: G-Tiara

Defense Value: 2

Equip: Bleu, Nina

Gaia Mask

Shortened name: N/A

Defense Value: 36

Equip: Bo, Mogu, Ox, Ryu

Gold Helmet

Shortened name: GoldHT

Defense Value: 14

Equip: All

Hairband

Shortened name: N/A

Defense Value: 8

Equip: Bleu, Nina

Horn Helmet

Shortened name: HornHT

Defense Value: 37

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Icy Helmet

Shortened name: IcyHT

Defense Value: 16

Equip: Bo, Ryu

Iron Helmet

Shortened name: IronHT

Defense Value: 32

Equip: Bo, Gobi, Karn, Ox, Ryu

Love Helmet

Shortened name: LoveHT

Defense Value: 64

Equip: Nina

Nice Helmet

Shortened name: NiceHT



Defense Value: 6

Equip: All

Power Helmet

Shortened name: PowerHT

Defense Value: 44

Equip: Gobi, Karn

Shell Helmet

Shortened name: ShellHT

Defense Value: 25

Equip: Gobi

Skull Helmet

Shortened name: SkullHT

Defense Value: 25

Equip: All

Stone Helmet

Shortened name: StoneHT

Defense Value: 48

Equip: Mogu

Straw Helmet

Shortened name: StrawHT

Defense Value: 2

Equip: All

Suede Helmet

Shortened name: SuedeHT

Defense Value: 3

Equip: All

Sun Helmet

Shortened name: SunHT

Defense Value: 12

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Tiara

Shortened name: Tiara

Defense Value: 10

Equip: Bleu, Nina

Tide Helmet

Shortened name: TideHT

Defense Value: 20

Equip: All

Turban

Shortened name: N/A

Defense Value: 11

Equip: All

Visor

Shortened name: N/A

Defense Value: 6

Equip: Bo, Gobi, Karn, Mogu, Ox, Ryu

Wolf Helmet

Shortened name: WolfHT

Defense Value: 12

Equip: Bo

\*\*\*\*\*

\*\*\*11. Spells\*\*\*

\*\*\*\*\*

Spells in this game are an essential part of being able to beat the game. Not all the characters learn any magic and they each specialize in their own arts. For example Nina would be your healer and defensive magic specialist while Bleu would be your offensive magic specialist. Gobi is a special case as his spells only work underwater and Karn doesn't really learn any spells, but rather he learns how to fuse with other characters to create a super character. This section will list all the spells and what they do.

#### Nina's Spells

Cura

AP Cost: 3

What it does: Heals 50 HP

Number of Targets: 1

Level learned: Start out with the spell

Cura2

AP Cost: 6

What it does: Heals 100 HP

Number of Targets: 1

Level learned: 9

Cura3

AP Cost: 15

What it does: Heals 250 HP

Number of Targets: 1

Level learned: 15

Cura4

AP Cost: 20

What it does: HP fully healed

Number of Targets: 1

Level learned: 23

CuraX

AP Cost: 20

What it does: Heals 250 HP

Number of Targets: Whole Party

Level learned: 37

Heal

AP Cost: 5

What it does: Cures status ailments

Number of Targets: 1

Level learned: Start out with the spell

ATK-UP

AP Cost: 15

What it does: Temporarily raises attack

Number of Targets: 1

Level learned: 7

LK-UP

AP Cost: 6

What it does: Temporarily raises luck

Number of Targets: 1

Level learned: 6

AG-UP

AP Cost: 8

What it does: Temporarily raises agility

Number of Targets: 1

Level learned: 12

Zom1

AP Cost: 5

What it does: Damages undead monsters

Number of Targets: 1

Damage: 120

Level learned: 14

Zom2

AP Cost: 15

What it does: Damages undead monsters

Number of Targets: 1

Damage: 180

Level learned: 24

ZomX

AP Cost: 35

What it does: Damages undead monsters

Number of Targets: All enemies

Damage: 300

Level learned: 46

Fort

AP Cost: 6

What it does: Temporarily raises defense

Number of Targets: 1

Level learned: Start out with this spell

FortX

AP Cost: 14

What it does: Temporarily raises defense

Number of Targets: Whole Party

Level learned: 26

Renew

AP Cost: 10

What it does: Raises someone from death status

Number of Targets: 1

Level learned: 17

RenewX

AP Cost: 30

What it does: Raises someone from death status (FULL HP)

Number of Targets: 1

Level learned: 34

Wall

AP Cost: 15

What it does: Immune to spells

Number of Targets: 1  
Level learned: 41

Hold  
AP Cost: 8  
What it does: Paralyzes enemy  
Number of Targets: 1  
Level learned: 11

Idle  
AP Cost: 5  
What it does: Slows enemy  
Number of Targets: 1  
Level learned: 19

Dispel  
AP Cost: 14  
What it does: Reflects magic back to enemy caster  
Number of Targets: 1  
Level learned: 30

Warp  
AP Cost: 2  
What it does: Teleport to a town already visited  
Number of Targets: Whole Party  
Level learned: 13

Shield  
AP Cost: 8  
What it does: Reduces damage done by spells  
Number of Targets: 1  
Level learned: 21

Hush  
AP Cost: 8  
What it does: Makes enemy unable to cast spells  
Number of Targets: 1  
Level learned: 28

\*\*\*\*\*  
\*Bleu's Spells\*  
\*\*\*\*\*

Exit  
AP Cost: 20  
What it does: Leave dungeon  
Number of Targets: Whole Party  
Level learned: Start out with this spell

Flare  
AP Cost: 3  
What it does: Weak fire damage  
Damage: 20 Weak: 30  
Number of Targets: 1  
Level learned: Start out with this spell

Spark  
AP Cost: 4  
What it does: Weak lightning damage  
Damage: 25 Weak: 40  
Number of Targets: 1

Level learned: Start out with this spell

Cold

AP Cost: 5

What it does: Weak cold damage

Damage: 30 Weak: 45

Number of Targets: 1

Level learned: Start out with this spell

3.5

AP Cost: 3

What it does: Weak earth spell

Damage: 30 Weak: 45

Number of Targets: All enemies

Level learned: Start out with this spell

Para

AP Cost: 10

What it does: Paralyzes enemy

Number of Targets: 1

Level learned: Start out with this spell

Bomb

AP Cost: 5

What it does: Weak exploding attack

Damage: 35

Number of Targets: 1

Level learned: Start out with this spell

Sap

AP Cost: 1

What it does: Steals HP from the enemy

Damage: Random

Number of Targets: 1

Level learned: Start out with this spell

Warp

AP Cost: 2

What it does: Return to a town already visited

Number of Targets: Whole Party

Level learned: Start out with this spell

Rub

AP Cost: 20

What it does: One hit kill if it works

Damage: Instant death

Number of Targets: 1

Level learned: Start out with this spell

Flame

AP Cost: 6

What it does: Medium fire attack

Damage: 40 Weak: 60

Number of Targets: 1

Level learned: Start out with this spell

Fry

AP Cost: 10

What it does: Medium lightning attack

Damage: 80 Weak: 120

Number of Targets: 1  
Level learned: Start out with this spell

Frost  
AP Cost: 9  
What it does: Medium cold attack  
Damage: 60 Weak: 90  
Number of Targets: 1  
Level learned: Start out with this spell

5.5  
AP Cost: 8  
What it does: Medium earth attack  
Damage: 50 Weak: 75  
Number of Targets: All enemies  
Level learned: Start out with this spell

Boom  
AP Cost: 11  
What it does: Medium explosion attack  
Damage: 70  
Number of Targets: 1  
Level learned: Start out with this spell

Fire Ball  
AP Cost: 9  
What it does: Strong fire attack  
Damage: 90 Weak: 135  
Number of Targets: 1  
Level learned: 20

Lightning Storm  
AP Cost: 11  
What it does: Strong lightning attack  
Damage: 95 Weak: 140  
Number of Targets: 1  
Level learned: 21

Chill  
AP Cost: 12  
What it does: Strong ice attack  
Damage: 100 Weak: 150  
Number of Targets: 1  
Level learned: 22

Flee  
AP Cost: 20  
What it does: Run from a battle  
Number of Targets: Whole Party  
Level learned: 23

9.5  
AP Cost: 15  
What it does: Strong earth attack  
Damage: 80 Weak: 120  
Number of Targets: All enemies  
Level learned: 24

Blast  
AP Cost: 20

What it does: Strong explosion attack

Damage: 110

Number of Targets: 1

Level learned: 25

Gale

AP Cost: 24

What it does: Powerful lightning attack

Damage: 130 Weak: 195

Number of Targets: All enemies

Level learned: 26

Ice

AP Cost: 30

What it does: Powerful ice attack

Damage: 150 Weak: 225

Number of Targets: All enemies

Level learned: 28

Char

AP Cost: 36

What it does: Powerful fire attack

Damage: 180 Weak: 270

Number of Targets: All enemies

Level learned: 29

Nova

AP Cost: 40

What it does: Powerful explosion attack

Damage: 200 Weak: 300

Number of Targets: All enemies

Level learned: 30

IceX

AP Cost: 48

What it does: Ultimate ice attack

Damage: 250 Weak: 375

Number of Targets: 1

Level learned: 31

FireX

AP Cost: 30

What it does: Ultimate fire attack

Damage: 350 Weak: 525

Number of Targets: 1

Level learned: 32

Drain

AP Cost: 2

What it does: Take MP from enemy

Number of Targets: 1

Level learned: 33

BoltX

AP Cost: 30

What it does: Ultimate lightning attack

Damage: 400 Weak: 600

Number of Targets: 1

Level learned: 35

NovaX

AP Cost: 54

What it does: Ultimate explosion attack

Damage: 300

Number of Targets: All enemies

Level learned: 37

Comet

AP Cost: 75

What it does: Ultimate magic spell

Damage: 400

Number of Targets: All enemies

Level learned: 40

\*\*\*\*\*

\*Gobi's Spells\*

\*\*\*\*\*

Ebb

AP Cost: 3

What it does: Small fishes attack

Damage: 30

Number of Targets: All enemies

Level learned: Start out with this spell

EbbX

AP Cost: 5

What it does: Large fishes attack

Damage: 50

Number of Targets: All enemies

Level learned: Start out with this spell

Eco

AP Cost: 8

What it does: Small dolphin attack

Damage: 70

Number of Targets: All enemies

Level learned: 16

EcoX

AP Cost: 10

What it does: Big dolphin attack

Damage: 100

Number of Targets: All enemies

Level learned: 17

\*\*\*\*\*

\*Ryu's Spells\*

\*\*\*\*\*

Snow Dragon

AP Cost: 7

What it does: Weak ice attack

Damage: 100 Slam: 200

Damage if weak to this element: 150 Slam: 300

Number of Targets: 1

Flame Dragon

AP Cost: 10

What it does: Weak fire attack

Damage: 115 Slam: 230

Damage if weak to this element: 170 Slam: 340



Number of Targets: 1

Thunder Dragon

AP Cost: 12

What it does: Weak lightning attack

Damage: 130 Slam: 260

Damage if weak to this element: 190 Slam: 380

Number of Targets: All enemies

Ice Dragon

AP Cost: 20

What it does: Strong ice attack

Damage: 190 Slam: 380

Damage if weak to this element: 285 Slam: 570

Number of Targets: All enemies

Fire Dragon

AP Cost: 27

What it does: Strong fire attack

Damage: 210 Slam: 420

Damage if weak to this element: 315 Slam: 630

Number of Targets: All enemies

Bolt Dragon

AP Cost: 30

What it does: Strong lightning attack

Damage: 230 Slam: 460

Damage if weak to this element: 345 Slam: 690

Number of Targets: All enemies

Gold Dragon

AP Cost: 40

What it does: Damages undead only

Damage: 375 Slam: 750

Number of Targets: All enemies

Rudra

AP Cost: 50

What it does: Non-elemental dragon that deals powerful damage

Damage: 320 Slam: 640

Number of Targets: All enemies

Agni

AP Cost: 60

What it does: Ultimate dragon always deals 999 damage

Damage: 999

Number of Targets: All enemies

\*\*\*\*\*

\*Karn's Spells\*

\*\*\*\*\*

Shin

AP Cost: 10

What it does: Transforms into a better hunter than Bo. Uses a bow and can hunt better than Bo

Fuse members: Bo, Gobi

Debo

AP Cost: 15

What it does: Powerful fighter underwater.

Fuse members: Gobi, Ox

Doof

AP Cost: 25

What it does: Transforms into a strong character that can move boulders.

Fuse members: Bo, Ox

Puke

AP Cost: 40

What it does: Best transformation turns into something like a little dragon?

Fuse members: Bo, Gobi, Ox

\*\*\*\*\*

\*\*\*12. Review\*\*\*

\*\*\*\*\*

Breath of Fire was made by Capcom and the translations were done by Squaresoft. This game is the first addition to the Breath of Fire series. This game starts the series out great. It is also Capcom's first attempt at an Rpg and its not shabby. It does have its fault and this review will cover that. Some background info about this game is that it was released in Japan in 1993 and it was released in the United States. Breath of Fire is still continuing as games came out for the Playstation console and Playstation 2 console. Each series has similar characters, but they are significantly different. This series is different from Final Fantasy so do not expect them to be the same. Now on with the review.

Gameplay- This game has fantastic gameplay. I really enjoyed the enemies have their hp bars. You can also choose to just have everyone attack with one button instead of doing it all manually. The wide range of characters are refreshing also. Each character has their special attributes and are special. This game has a wide range of weapons and a whole lot of armor. It is very entertaining trying to find the best of the best. Monsters are different in each area and can be hard in some areas but easy in some areas. This game is relatively easy however compared to some other rpgs. That is one fault of this game. It is a bit too easy in some parts. There is not a lot of level ups in this game. By the end boss your characters should be in their forties and this is not a lot compared to other games. Level ups are basic and your character will become stronger. The spells are unique and there are a whole lot of them in this game. Capcom did a great job of spell range. I rate the gameplay for this game relatively high because I find it fun and this game has easy controls.

9/10

Story/Plot- This game has a basic plot. There are not too many twists, but it will keep you guessing until the end. I personally enjoyed the plot as it was different from other traditional rpgs. This story starts out with a bang as your village is attacked by Dark Dragons and from there your whole adventure will emerge. The only part of the story I didn't like was the ending and some parts of the story were a bit vague and they could have done more character development, but overall it was a nice story.

8/10

Graphics- The graphics for this game are decent. It did come out in 1993 and when compared to Final Fantasy 6 or Chrono Trigger you can clearly see the difference. However graphics don't make the game and the graphics for this game are above average. If I had to find a range

for it, it would have to be in between Final Fantasy 6 and Final Fantasy 2. The spells have a nice animation to it and the characters move while they attack. Each character is unique and the background is refreshing. The colors are bright and it definitely helps the story overall.

8/10

Sound- This game has mediocre at best music. I really didn't enjoy the music for this game. Capcom could have definitely improved this section.

4/10

Play Time- This game is not a very long game sadly. I would have to say that it would take an average person about 25 hours to beat this game. However, if you want to do every single sidequest and get everyone's best equipment then it might take on the lines of 30-35 hours. Its not too short or too long.

8/10

Replayability- Hmmm. This section is a bit hard to discuss about. I would have to say that most people will play this game about 2-3 times and probably never look at it again. Once you beat the game you know the story so it is kind of pointless to keep playing. I did play this game over twice and each time was enjoyable so the replayability is quite good.

6/10

Rent/Buy?- Buy this game. It is a bit old however so you might have to get it at a used game store. You can always buy it off of E-bay. I don't think any place has this game for rent. I highly recommend buying this game as it is a gem for any rpg lover.

\*\*\*\*\*

\*\*\*13. Credits\*\*\*

\*\*\*\*\*

1. I credit myself for making this guide.
2. I credit Capcom for making such a great game.
3. I credit gamefaqs for hosting this guide

\*\*\*\*\*

\*\*\*14. E-mail Policy\*\*\*

\*\*\*\*\*

If you want to e-mail me and give me feedback or a tip about my site then please free to go ahead. People that are rude while criticizing me will have their e-mail address blocked. If you have questions about the game then feel free to go ahead and e-mail as long as this guide doesn't cover it.

E-mail Address- [kpboy777@yahoo.com](mailto:kpboy777@yahoo.com)

Copyright 2002-2006 Albert Cho