

Mystic Ark FAQ/Walkthrough

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Updated to v1.8 on Oct 30, 2007

MYSTIC ARK

(c) 1995/PRODUCE! MINT/H.YONEDA/A.YAMADA/ENIX

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GUIDE

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VERSION HISTORY

v1.0 (01/18/06) - Initial release.

v1.5 (08/15/07) - Some cheat codes and about the game.

***I added Cinderena and the Prince side quest in Fairytale World.

About the game

An RPG where you travel searching for the arks so that the heroes, who were kidnapped in the shrine and changed into figures by someone's hand, may return to their former world. Each world becomes a stage in the game in the seven worlds such as "Dark" and "Wind" where the arks exist.

Please use these cheat codes.

Infinite Gold	7EB120FF
	7EB121E0
	7EB122F5
	7EB12305
Infinite Silver Coin (P)	7EB124FF
	7EB125E0
	7EB126F5
	7EB12705
EXP After Battle	7E0551FF
	7E0552FF

I choose the female Feris who is a magical fighter as the heroine.

Shrine

After Feris gets the goddess tears, go downward, and go into the next room. In this room, "search" the fireplace. Now, choose "use an item" + "Feris" + "goddess tears" on the fireplace to turn the goddess tears into a crystal. After that, go thru the door at the bottom to the outside area, and go down the steps. There is a scene. Now, search the Goddess' statue that's nearby who will mention something about the fireplace. After that, go back into the shrine, and search the fireplace. Now, choose "thoroughly search it (#1)" to get some hints of where to go next. After that, go up the stairs to 2F. On 2F, go thru the door on the left into the room, and search the ship model. Now, choose "thoroughly search it (#1)" + "touch it (#2)" to warp into a small Hut that's in Sand World.

Sand World

Hut

Search one of the treasure chests on the right for a bronze blade. Make sure

to equip Feris with the bronze blade. Now, move the table upward, and search the treasure chest on the top left to get the rusty key. After that, search the door. Now, choose "use an item" + "Feris" + "rusty key" to open the door. After that, go thru that door, and go east to Blood Hook Ship.

Blood Hook Ship

There is a scene. After that, go into the ship. Make sure to save the game at the inn (the door on the right) to mark it on warp menu. Now, go to the left, and go thru the door on the left into the room that's nearby. In this room, speak to the cat on the left, and choose yes to get the onion. After that, leave the room, and speak to the cat on the right who is blocking the stairs. Now, go down that stairs to 1F. On 1F, go to the left, and speak to Bragg who is in the middle prison. After that, choose "use an item" + "Feris" + "onion" to give it Bragg. Now, go back up the stairs to 2F. On 2F, go to the right, and go thru the door into the weapon/armor/item shop room. In the shop room, speak to Six Pack who is nearby the door. Make sure to buy new equipment for Feris. After that, leave the ship. Now, go east, and then go northwest to the cave that is nearby Matoya's Grand Lighthouse. Recommend LV3 for Feris.

Cave

Now, go to the left, and walk downward on the moving sand into the next area. In this area, go to the right, and go thru the opening at the bottom into the Underground Blacksmith's Shop.

Underground Blacksmith's Shop

Now, speak to Pink Head who is nearby the fireplace, and choose yes to get the report. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blood Hook" to warp back to Blood Hook Ship.

Blood Hook Ship

Now, leave the inn, and go back to the weapon/armor/item shop room. In the shop room, speak to Six Pack to get the rank insignia. After, leave the ship, and go back to the Cave.

Cave

Now, go back to the Underground Blacksmith's Shop.

Underground Blacksmith's Shop

Now, speak to Pink Head who is nearby the fireplace. After that, go to the right, and go up the stairs into the next area. In this area, go to the left, and go up the stairs into Gumbos Ship.

Gumbos Ship

Now, go up the stairs that's nearby to 2F. On 2F, go to the lower left, and go thru the door into the barroom. In the barroom, speak to the cat (the one without a cap) to get some information about the items. Make sure to buy new equipment for Feris, and also save the game at the inn to mark it on the warp menu. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blood Hook" to warp back to Blood Hook Ship.

Blood Hook Ship

Now, leave the inn, and go back into the weapon/armor/item shop room to speak

to Six Pack. After that, leave the shop room, and speak to the cat at the bottom who is blocking the stairs going up. Choose yes to play the coin puzzle. There are nine coins (four coins with a human head and five coins with a flag). The four coins with human heads are in the position of west-north-east-south. Just remember the position of those four coins with human heads. Now, move the pointer on the coins with the human heads in the order of west-north-east-south to win. After that, go up the stairs to 3F. On 3F, go to the lower right, and go thru the middle door into your room. In your room, go upward, and search the cabinet on the right. Now, choose "thoroughly search it (#1)" + "open the drawer (#3)" + "take it (#3)" + "yes" to get the stone moon. After that, leave the ship, and go southeast to the Bridge.

Bridge

Now, go thru the door into the hut, and search the top left area of the table where the carving of a crescent moon is at. After that, choose "use an item (#2)" + "Feris" + "stone moon" into that carving. Now, leave the hut. After that, go thru the gate, and go downward to exit the Bridge. Now, go south to the Cave. Recommend LV6 for Feris.

Cave

Now, go all the way around to the far lower left, and search the young tree that's on the ground to get the recovery sapling. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Gumbos" to warp back to Gumbos Ship.

Gumbos Ship

Now, leave the inn, and speak to Buyer (the pink looking cat that's at the top of the table) to give him the recovery sapling. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blood Hook" to warp back to Blood Hook Ship.

Blood Hook Ship

Now, leave the inn, and go back into the weapon/armor/item shop room to speak to Six Pack. After that, leave the shop room, and go down two-flights of stairs into the Quarry.

Quarry

Now, go to the lower left where there are five rocks, and speak to the cat. Choose yes to get the portable hook. After that, push each rock upward into the top area against the wall starting from left to right, and make sure that all five rocks are side by side in a row. Now, speak to the cat again to get 100G & MP seed. After that, go to the lower right, and go thru the opening into the next area. In this area, go to the right, and go into the underground. Recommend LV8 for Feris. In the underground, go all the way around to the lower left, and go thru the opening at the bottom into the next area. In this area, go around to the lower right, and go all the way to the left across the moving sand. After that, go thru the cave on the left into the next area. In this area, go all the way around to the upper right, and go thru the opening into the next area. In this area, go downward across the sand, and speak to Sand Worm. Now, fight Sand Worm. In battle, use Feris' magic of speed (6MP) on her. After defeating Sand Worm, fall into the hole that's nearby into the next area. In this area, go to the right, and go into the cave. In the cave, search the rock that's nearby to get the iron. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate

(14MP)" + "Blood Hook" to warp back to BloodHook Ship.

Blood Hook Ship

Now, leave the inn, and go back into the weapon/armor/item shop room to speak to Six Pack. There is a scene. After that, speak to Six Pack again to get some information about Bullminch. Now, leave the inn, and go up the stairs to 3F. On 3F, go to the lower left, and go thru the door into the kitchen. In the kitchen, go upward, and search the heart to get Bullminch's heart. After that, leave the ship, and go west back to the Hut.

Hut

Now, search the jar on the right, and choose "thoroughly search it (#1)" + "get into it (#2)" to warp back to the Shrine.

Shrine

Now, go back to 1F, and search the table with a figure that's nearby on the left side of the dark blue carpet. After that, choose "use an item (#2)" + "Feris" + "Bullminch's heart" on that figure to make it disappear. Now, go back up the stairs to 2F. On 2F, go thru the door on the left into the room, and search the ship model. Now, choose "thoroughly search it (#1)" + "touch it (#2)" to warp back to the Hut - Sand World.

Sand World

Hut

Bullminch appears, and then leaves the hut. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Blood Hook" to warp back to Blood Hook Ship.

Blood Hook Ship

Now, leave the inn, and go back into the weapon/armor/item shop room to speak to Six Pack. Makes ure to buy a lot potion (40G). After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Gumbos" to warp back to Gumbos Ship.

Gumbos Ship

Now, leave the inn, and go down three-flights of stairs back into the Underground Blacksmith's Shop. Recommend LV9 for Feris.

Underground Blacksmith's Shop

Now, go to the left, and speak to King Mole. Now, fight King Mole. In battle, use Feris' magic of speed (6MP) on her, and potion to recover her HP. After defeating King Mole, go to the right, and go up the stairs into the next area. In this area, speak to one of the cats who are at the table. There is a scene. After that, go back down the stairs. Now, go to the left, and speak to one of the cats who are the front of the oven on the left. There is a scene. After that, go thru that oven into the next area. In this area, go all the way to the left, and go into the Fireplace Underground where there are cats & a statue.

Fireplace Underground

Make sure to save the warp location on the statue. Now, go to the left, and

go thru the opening at the bottom into the next area. In this area, go to the left, and go all the way around to the upper left, and go thru the opening at the bottom into the next area. In this area, go all the way downward. Then, go all the way to the right, and go into the cave where there are three cats. In this cave, go into the next cave that's nearby on the top right, and there is a scene. After that, speak to the cat in the middle who is blocking the way. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Gumbos" to warp back to Gumbos Ship.

Gumbos Ship

Now, leave the ship. After that, go east, and then go northwest to Matoya's Grand Lighthouse which is nearby the Cave. Recommend LV12 for Feris.

Matoya's Grand Lighthouse

Make sure to use the fountain to recover Feris' HP & MP, and also save the warp location on the statue. Now, go thru the door, and go up the stairs on the left or right to 2F. (There are two trap tiles on the floor nearby the stairs on the right that will send you back to 1F). On 2F, go around to the lower right by walking on the spike floor, and go up the stairs to 3F. On 3F, go up the stairs that's nearby to 4F. On 4F, push the rock down, and go up the stairs on the left or right to 5F. (The fountain on the left water has poison). On 5F, go upward, and go up the stairs to 6F. On 6F, go around to the lower right by walking on the spike floor, and go up the stairs to 7F. On 7F, go to the lower right by walking on the spike floor, and go up the stairs into Matoya's room. (There are six trap tiles on the floor that's in front of Matoya that will send you back to 1F). In Matoya's room, go around the trap tiles, and speak to Matoya. Choose yes. After that, go to the front of each of the three wrinkled clothes that are nearby on the floor. Now, search each of the three wrinkled clothes, and choose yes to them pick up. After that, go to the front of Matoya's clothes box on the left side that's nearby Matoya's bed, and search it. Now, choose "thoroughly search it (#1)" + "open it (#2)" + "use an item (#2)" + "Feris" + "wrinkled clothes" + "use an item (#2)" + "Feris" + "wrinkled clothes" + "use an item (#2)" + "Feris" + "wrinkled clothes." After that, speak to Matoya again. Now, go to the front of the tableware shelf that's nearby the table, and search it. Now, choose "thoroughly search it (#1)" + "open the drawer (#2)" to get Matoya's eyeglasses. After that, speak to Matoya who will request five items to make Matoya's medicine. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Gumbos" to warp back to Gumbos Ship.

Gumbos Ship

Now, leave the inn. After that, go to the left, and go thru the door into the barroom. In the barroom, go upward, and search the shelf on the right side that's behind the counter to get the firey scotch (1-5). After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blood Hook" to warp back to Blood Hook Ship.

Blood Hook Ship

Now, leave the inn, and go down the stairs to 1F. On 1F, speak to the cat (the one with a cap on) that's nearby the stairs to get the chessboard (2-5). After that, go to the left, and speak to Bragg to get the rat's tail (3-5). Now, go up the stairs to 3F. On 3F, go to the lower left, and go into the kitchen. In the kitchen, search the middle wooden box that's nearby the jars, and choose yes to get the onion (4-5). After that, leave the ship, and go southeast to the Bridge.

Bridge

Now, go downward to exit the Bridge, and go south to the Cave.

Cave

Now, go all the way around to the far lower left, and speak to the cat with the green cap that's on the left to get the recovery sapling (5-5). After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Matoya's Grand Lighthouse" to warp back to Matoya's Grand Lighthouse.

Matoya's Grand Lighthouse

Now, go back up the stairs to Matoya's room (8F), and speak to Matoya to give her the five items. There is a scene. After that, go back up the stairs again to Matoya's room (8F), and speak to Matoya to get Matoya's medicine. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Fireplace Underground" to warp back to the Fireplace Underground. Recommend LV13 for Feris. (Make sure to go back into the cave that's in the Quarry to get another piece of iron because you won't be able to get anymore iron after you defeat King Mole for the second time).

Fireplace Underground

Now, go thru the opening at the bottom left into the next area. In this area, go to the left, and go all the way around to the upper left, and go thru the opening at the bottom into the next area. In this area, go all the way downward. Then, go all the way to the right, and go into the cave where there are seven cats. In this cave, speak to the cat on the left who is blocking way of the next cave that's nearby on the top right. After that, go into that cave, and there is a scene. Choose yes to give King Mole Matoya's medicine. There is a scene. Now, fight King Mole again. After defeating king Mole, the place will be flooded, and Feris will automatically go back to Blood Hook Ship.

Blood Hook Ship

There is a scene. Now, go thru the door at the bottom into the deck area, and speak to Bragg. Choose yes to go on the boat, and sail southeast into Chavez's Altar. Recommend LV14 for Feris.

Chavez's Altar

Now, go down the stairs that's nearby to B1. On B1, go around to the upper left, and go down the stairs to B2. On B2, go around to where the other stairs is at, and go down that stairs to B3. On B3, go around to the center area of the room, and go down the stairs to B4. On B4, go around to the upper left to where there are four treasure chests and a lithography. Now, go to front of the lithography, and read the information. (Please remember to step on 1 tile at a time since 1 tile represents 1 step). From the front of the lithography, walk in the order of 8 steps down, 7 steps to the left, 6 steps up, 5 steps to the right, 1 step down, 2 steps to the left, 3 steps up, 4 steps to the right, and then search the lithography to get the ark of strength (1-7). Make sure to search the treasure chest on the top left to get the black bastard. Make sure to equip Feris with the black bastard. After that, leave Chavez's Altar, and sail west of Blood Hook Ship back to the Hut.

Hut

Now, search the jar on the right, and choose "thoroughly search it (#1)" + "get into it (#2)" to warp back to the Shrine.

Shrine

Now, leave the shrine, and speak to the Goddess' statue who will mention something about the six figures in the shrine. After that, go back into the Shrine. In the shrine, go upward, and go thru the door at the top into the next room. In this room, go to the front of each of the six figures, and search them. Now, choose "thoroughly search it (#1)" + "take it (#3)" for each of the six figures. After collecting all six figures [Kamiwoo (ogre - male - age unknown), Lux (iron man - male - age unknown), Miriene (witch - female - 32 years old), Meisia (priestess - female - 17 years old), Tokio (ninja - male - 28 years old), Reeshine (grappler - female - 16 years old)], leave the Shrine, and go west of the Shrine to the Windmill.

Windmill

Now, search the blue machine, and choose "use the ark (#3)" + "strength." After that, search the blue machine again. Now, choose "thoroughly search it (#1)" + "push the switch (#2)" to pull the lever down. After that, leave the Windmill, and go back to the Shrine.

Shrine

Now, go thru the door on the top left into the kitchen. In the kitchen, go upward, and go thru the blue door into the food storage room. In the food storage room, search the green pumkin, and choose "thoroughly search it (#1)" + "peep into it (#3)" to warp into Watermelon Town that's in the Fruit World.

Fruit World

In battle, "fight (#1)" the monster to decrease its HP, use Feris' magic of sleep (3MP), and then use Feris' "figure (#3)" on that monster. Make sure to collect the monsters of Goblin (1 piece), Seiren (3 pieces), Killer Statue (2 pieces) and Neo Beetle (2 pieces) to add them to your monster figure list.

Watermelon Town

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength" + "Feris" + "Tokio" to make Tokio appear. Make sure to buy new equipment for the group, and save at the inn to mark it on the warp map. After that, go to the top area, and speak to the elder (the old man with the staff). Now, go to the bottom area, and speak to the guard who is blocking the way. Now, leave the town, and go east thru the valley to Loofah Bridge Town. Recommend LV15 for Feris and LV7 for Tokio.

Loofah Bridge Town

Now, go to the upper left, and search the leaf on the ground that's blocking the stairs. After that, choose "burn it (#3)" to remove the leaf, and then go down that stairs to B1. On B1, go upward, and go to the front of the door. Now, search the door, and choose "use the ark (#3)" + "strength" to open the door. After that, speak to the item shop seller (the old man with the red cap on) to get the fried bean curd. Now, go back up the stairs to 1F, and go to the right to where there is a fox statue. After that, go to the front of the fox statue, and search it. Now, choose "use an item (#2)" + "Feris" + "fried bean curd" on the fox statue. There is a scene. After that, go down the stairs that's nearby into B4. On B4, go to the left, and speak to the Fox (1-3). Now, fight Fox. After defeating Fox, go to the left, and speak to the

Fox (2-3). Now, fight Fox. After defeating Fox, go to the left, and speak to the Fox (3-3). Now, fight Fox. After defeating Fox, go upward, and speak to Metal Fox. Now, fight Metal Fox who is annoying. In battle, use Feris' magic of ice rock nail (6MP) Metal Fox. After defeating Metal Fox, go back up the stairs to 1F, and go to the item shop. At the item shop, speak to seller (the old man with the red cap on) who is behind the counter to get pineapple's heart & grape's heart. Make sure to buy new equipment for the group, and save at the inn to mark it on the warp map. After that, open the menu. Now, choose "tool" + "use it" + "Feris" + "crystal" + "Watermelon" to warp back to Watermelon Town.

Watermelon Town

Now, go to the lower left. After that, search the blue crystal, and choose "yes" to return back to the Shrine.

Shrine

In the food storage room, search the front of the white tray on the top left with brown seeds. After that, choose "use an item (#2)" + "Feris" + "pineapple's heart" to get the pineapple seed, and then search the front of the white tray on the bottom right with brown seeds. Now, choose "use an item (#2)" + "Feris" + "grape's heart" to get the grape seed. After that, search the green pumkin. Now, choose "thoroughly search it (#1)" + "peep into it (#3)" to warp back to Watermelon Town - Fruit World.

Fruit World

Watermelon Town

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength" + "Feris" + "Tokio" to make Tokio appear. After that, go to the top area, and speak to the elder (the old man with the staff). Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Loofah Bridge" to warp back to Loofah Bridge Town.

Loofah Bridge Town

Now, leave the town thru the exit at the top, and go west to the Riverside Soil (1) which is a small grey patch surrounded by grass.

Riverside Soil (1)

Now, choose yes to plant the pineapple seed. After that, go west to Riverside Soil (2) which is another small grey patch surrounded by grass.

Riverside Soil (2)

Now, choose yes to plant the grape seed. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Watermelon" to warp back to Watermelon Town.

Watermelon Town

Now, go to the top area, and speak to the elder who will mention something about a beetle. After that, leave the town, and go southwest to the Forest. Recommend LV16 for Feris and LV9 for Tokio.

Forest

Now, go around to the upper right, and go up the stairs to 2F. On 2F, go all the way to left to where the switch is at. After that, search the switch, and choose yes. Now, go all the way around to the upper left, and go up the stairs to 3F. On 3F, go all the way to the right to where the three switches are at. After that, search the middle switch, and choose yes to lower the lever. Now, search the switch on the right, and choose yes to push that switch. After that, go around to upper right to where there are two switches. Now, search the switch on the top, and choose yes to push that switch. After that, go around to the right to where there are two more switches. Now, search the switch on the left, and choose yes to lower the lever. After that, go to the right, and go thru the passage way. After that, go downward. Now, search the switch at the bottom, and choose yes to push that switch. After that, go upward. Now, search the switch at the top, and choose yes to push that switch. After that, go around to the lower right, and go up the stairs to 4F. On 4F, go down the stairs that's nearby to 3F. On 3F, go all the way up, and fall into the square hole to 2F. On 2F, fall into the square hole to 1F. On 1F, go upward, and speak to Koscara. Now, fight Koscara. In battle, use Feris' magic of speed (6MP) on her, and Feris' magic of ice rock nail (6MP) on Koscara. After defeating Koscara, Koscara will escape with the three treasure chests, and there is a scene. Now, open the menu. After that, choose "tool" + "use it" + "Feris" + "crystal" + "Watermelon" to warp back to Watermelon Town.

Watermelon Town

Now, go to the top area, and speak to the elder. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Loofah Bridge" to warp back to Loofah Bridge Town.

Loofah Bridge Town

Now, leave the town thru the exit at the top, and go west to the Riverside Soil (1) where you planted the pineapple seed to Pineapple Town.

Pineapple Town

Now, speak to the elder, and then go northwest to the Crow's Forest.

Crow's Forest

(Please remember the trees have hidden passages that you can go thru to get to the other side). Now, go to the right, and go thru the trees into the right side. On the right side, go to the right, and go thru the trees on the lower right into the right side. On the right side, go upward, and go thru the tree on the upper left into the left side. On the left side, go to the left, and go thru the trees into the left side. On the left side, go around to the upper right, and go thru the trees on the upper right into the right side. On the right side, go to the left, and then go upward into the trees into another area of the forest. In this area, go to the upper left, and speak to the crow. There is a scene. After that, go to the left, and search the big tree. Now, choose "thoroughly search it (#1)" + "shake the tree (#2)" to get the chick's heart from the crow's nest. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Watermelon" to warp back to Watermelon Town.

Watermelon Town

Now, go to the lower left. After that, search the blue crystal, and choose "yes" to return back to the Shrine.

Shrine

Now, leave the shrine. After that, go around to the back area of that shrine, and search the figure that's nearby the trees. Now, choose "use an item (#2)" + "Feris" + "chick's heart" to get the chick. After that, go back into the shrine to the food storage room. In the food storage room, search the green pumkin, and choose "thoroughly search it (#1)" + "peep into it (#3)" to warp to Watermelon Town - Fruit World.

Fruit World

Watermelon Town

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Loofah Bridge" to warp back to Loofah Bridge Town.

Loofah Bridge Town

Now, leave the town thru the exit at the top, and go northwest of Pineapple Town back to the Crow's Forest.

Crow's Forest

Now, go back to the area where the big tree with the crow's nest is at, and there is a scene. After that, search the big tree that's nearby, and choose "thoroughly search it (#1)" + "climb it (#3)" to get the grape seed from the crow's nest. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Loofah Bridge" to warp back to Loofah Bridge Town.

Loofah Bridge Town

Now, leave the town thru the exit at the top, and go west to Pineapple Town.

Pineapple Town

Now, go to the top area, and speak to the elder to give him the grape seed. After that, leave the town, and go all the way west to Riverhead Cave.

Riverhead Cave

Now, go upward, and go to the left while trying to avoid being hit by the rolling rocks. After that, go to the left, and go upward while trying to dodge the rolling rocks. Now, go to the left, and go downward while trying to avoid being hit by the rolling rocks. After that, go to the left into the next area. In this area, go all the way to the left, and go upward while trying to dodge the rolling rocks. After that, go to the left, and downward while trying to dodge the rolling rocks. Now, go to the left, and go into the next area. In this area, go upward, and go up the stairs 2F. On 2F, go to the upper left, and speak to the man who is nearby the water to get the jar. Now, go to the left side of that man, and go to the front of the water. After that, search the water, and choose "use an item (#2)" + "Feris" + "jar" to get the cold water. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Watermelon" to warp back to Watermelon Town.

Watermelon Town

Now, speak to the idler who is nearby, and choose yes to give him the cold water. After the idler becomes a friend, open the menu, and choose "tool" +

"use it" + "Feris" + "crystal" + "Loofah Bridge" to warp back to Loofah Bridge Town.

Loofah Bridge Town

Now, leave the town thru the exit at the top, and go all the way west back to Riverhead Cave.

Riverhead Cave

Now, go upward, and go to the left while trying to avoid being hit by the rolling rocks. After that, go to the left, and go upward while trying to dodge the rolling rocks. Now, go to the left, and go downward while trying to avoid being hit by the rolling rocks. After that, go to the left into the next area. In this area, go all the way to the left, and go upward while trying to dodge the rolling rocks. After that, go to the left, and downward while trying to dodge the rolling rocks. Now, go to the left, and go into the next area. In this area, go upward, and the idler will leave the duo to move the big rock that's on 2F. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Loofah Bridge" to warp back to Loofah Bridge Town.

Loofah Bridge Town

Now, leave the town thru the exit at the top, and go west to Pineapple Town.

Pineapple Town

Now, go to the top area, and speak to the elder. Make sure to save the game at the inn to mark it on warp menu, and buy new equipment for the group. After that, leave the town, and go west to Grape Town. Recommend LV17 for Feris and LV11 for Tokio.

Grape Town

Now, go upward, and speak to Beetle. After that, fight Beetle. After defeating Beetle, search the treasure chest that's nearby to get Beetle's key. Now, leave the town, and go back to Pineapple Town.

Pineapple Town

Now, go to the top area, and speak to the elder. After that, leave the town, and go northeast to the Big Tree.

Big Tree

Now, search the double doors that's nearby, and choose "use an item (#2)" + "Feris" + "Beetle's key" to open the door. After that, go all the way to the upper right, and go up the stairs to 2F. On 2F, go all the way to the lower left, and go up the stairs to 3F. On 3F, go all the way to the far upper right, and climb up the vine to 4F. On 4F, go all the way to the far lower left, and climb up the vine to 5F. On 5F, go to the upper left, and climb up the vine to 6F. On 6F, go to the right, and go climb down the vine that's nearby to 5F. On 5F, go all the way to the right, and climb up the vine to 6F. On 6F, go all the way down, and climb down the vine to 5F. On 5F, go to the left, and go upward to where King Beetle & Koscara are at. Recommend LV18 for Feris and LV12 for Tokio. After that, speak to King Beetle. Now, fight King Beetle. After defeating King Beetle, there is a scene. Now, fight Koscara (Metal Fox). After defeating Koscara, search the treasure chest to get the ark of light (2-7). Now, open the menu, and choose "magic" + "use

it" + "Feris" + "warp gate (14MP)" + "Pineapple" to warp back to Pineapple Town.

Pineapple Town

Now, go to the top area, and speak to the idler to get the steel sword. Make sure to equip Feris with the steel sword. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Watermelon" to warp back to Watermelon Town.

Watermelon Town

Now, go to the lower left. After that, search the blue crystal, and choose "yes" to return back to the Shrine. Make sure that you have the monster figures of Goblin (1), Seiren (3), Killer Statue (2) and Neo Beetle (2) in your monster list.

Shrine

Now, leave the shrine, and go west to Beach cave which is nearby the Windmill.

Beach Cave

Now, go upward, and search the spring water. After that, choose "use the ark (#3)" + "light (#2)" to open the door on the left. Now, go thru that door on the left into the next area. In this area, go upward, and exit the cave. After that, go west, and search the sword that is stuck in the ground. Now, choose "use the ark (#3)" + "strength (#1)." After that, search the sword again, and choose "thoroughly search it (#1)" + "touch it (#1)" to enter the Arena.

Arena

Now, go upward, and go thru the door on the left into the next room. In this room, go upward, and speak to man who is standing nearby the top wall. Choose yes to exchange monsters figures for items, but you will have to pay for those items with the silver coins (P): Goblin (1) - Goblin Suit 4000P (Reeshine); Seiren (3) - Seiren Mirror 5000P (Feris, Tokio & Kamiwoo); Killer Statue (2) - Gargoyle Suit 5000P (Miriene & Meisia); and Neo Beetle (2) - Beetle Suit 6000P (Feris & Tokio). Make sure to equip those items on the group. After that, leave the Arena, and go back into Beach Cave.

Beach Cave

Now, leave the cave, and go back to the Windmill.

Windmill

Now, go thru the door that's nearby, and go up the stairs to 2F. On 2F, search the music box that's on the table, and choose "use the ark (#3)" + "light (#2)." After that, search the music box again, and choose "thoroughly search it (#1)" + "wind up the screw (#3)" + "thoroughly search it (#1)" + "touch it (#2)" to warp into Blind Alley Town that's in Child World.

Child World

In battle, "fight (#1)" the monster to decrease its HP, use Feris' magic of sleep (3MP), and then use Feris' "figure (#3)" on that monster. Make sure to collect the monsters of Troll (2 pieces), Gobus (3 pieces), Firefly (1

piece), Undeheart (10 pieces) to add them to your monster figure list.

Blind Alley Town

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "light (#2)" + "Feris" + "steel sword." Please remember this room because you will have to return here again after finding the four hidden books. Now, go thru the door that's nearby into the next room. In this room, go up the stairs that's nearby to 1F. On 1F, go down the stairs on the right to B1, and save the warp location on the statue. After that, go back up the stairs to 1F. On 1F, search the clock that's nearby, and choose yes to get the Clock Book (1-4). After that, go to the right. Now, search the plant that's nearby the stairs, and choose "take it (#2)" to get the Plant Book (2-4). After that, go thru the door at the bottom into the outside area. In this area, search the water well that's nearby, and choose yes to get the Depths of the Earth Book (3-4). After that, go to the right, and go thru the door into the house on the right. In this house, go up that stairs to 2F, and search the table. Choose yes to get the Moon Book (4-4). Now, leave that house, and go back into the house on the left. In this house, go back to B1 where the iron-barred door is at. On B1, search the bookshelf on the left, and choose "use an item (#2)" + "Moon Book" + "use an item (#2)" + "Clock Book." After that, search the bookshelf on the right, and choose "use an item (#2)" + "Plant Book" + "use an item (#2)" + "Depths of the Earth Book" to remove the iron-barred door. Now, go downward, and go up the stairs to 1F. On 1F, go thru the door at the bottom into the outside area, and go to the lower right to where the cedar trees are at. After that, speak to Cynthia (the girl with blonde pigtails) who is nearby the cedar trees, and choose yes. Now, search the cedar tree with Cynthia's hat, and choose "thoroughly search it (#1)" + "climb it (#3)" + "thoroughly search it (#1)" + "climb it (#3)" + "thoroughly search it (#1)" + "climb it (#3)" to get Cynthia's hat. After that, speak to Cynthia again, and choose yes to play the game of hide-and-seek. Now, go behind the cedar trees that's on the top left to find Apricot (1-6). After that, speak to Apricot, and choose yes. Now, go upward, and go thru the door on the left that's nearby into the library. In the library, search the narrow bookshelf that's in the middle row to find Katabanchi (2-6) & Ray (3-6). After that, speak to Ray (the boy on the right), and then leave the library. Now, search the big white jar that's nearby the library to find Vince (4-6), and choose yes. After that, go all the way to the left to the back area of the inn to find Cynthia (5-6), and then speak to her. Now, go inside the inn that's nearby, and go thru the door at the top into the bedroom to find Enna (6-6). After that, speak to Enna who is lying in bed, and then leave the inn. Now, go back to the cedar trees area where the six children are at, and speak to Cynthia. After that, go to the upper left, and go thru the door into the house on the left. In this house, go thru the door on the top left into the next room. In this room, go around to the lower left, and go thru the door at the bottom into the outside area. In this area, go downward to exit the town, and go southwest to Keesdom Mansion.

Keesdom Mansion

There is a scene. After that, go into the mansion, and go thru the door at the top into the next room. In this room, go all the way up, and go thru the door into the room with a long table & two doors. In this room, speak to Cecil. After that, go back thru the door at the bottom into the other room. In this room, go all the way down, and speak to Neen (the girl with blonde pigtails). After that, speak to Vince, and then speak to Ray. Now, speak to Neen twice, and then go thru the bottom door into the next room. In this room, go thru the door at the bottom into the outside area, and speak to

Apricot (the girl with the blue scarf). After that, go back into the dark mansion, and go up the stairs on the left to 2F. On 2F, go thru the middle door into the bedroom, and choose yes to rest. After that, leave the bedroom, and go back to 1F. On 1F, go thru the door at the bottom into the outside area, and speak to Apricot again. After that, go back into the mansion, and go up the stairs on the right to 2F. On 2F, go thru the door that's nearby the stairs into the dining room, and speak to Ben. Now, search the cupboard that's nearby to get an empty bottle. (If you already have an empty bottle in the tool menu, don't worry about getting the empty bottle in the cupboard. Please remember if you run out of empty bottles you can always get them here in the cupboard). After that, leave the dining room. Now, go to the right, and go thru the door into the library. (Make sure you don't have any MP seeds in the group's tool menu). In the library, search the wide bookshelf that's in the middle row for the Luck Book, and choose "Maximum MP increase (#3) 1020G" to get a MP seed. After using the MP seed on a member of the group, search the Luck Book again, and choose "Maximum MP increase (#3) 1020G" to get another MP seed. (This can be done repeatedly to raise the MP of one member of the group to the maximum). The Recovery Book which is beside the Save Book recovers the duo's HP & MP. Also, search the narrow bookshelf that's in the left corner on the top row for the Save Book, and choose yes to save that location on the warp menu. After that, leave the mansion, and go southeast to Candy Mountain.

Candy Mountain

In the forest area, go around to the upper right, and speak to Vince (the boy at the top who is standing nearby the trees) twice. There is a scene. After that, leave the mountain, and go back to Keesdom Mansion.

Keesdom Mansion

Now, go back into the mansion, and search the front of the green message board that's nearby to look at today's password. After that, leave the mansion, and go back to Candy Mountain. Recommend LV18 for Feris and LV12 for Tokio.

Candy Mountain

Now, go to the upper left. After that, speak to one of stone gate guards who are blocking the way, and choose "yes" + "pink (#3)" + "Stompas (#2)." Now, go thru the gate into the cave. Make sure to save the warp location on the statue. In the cave, go thru the opening at the top into the outside area of the mountain. In this area, go around to the left, and go into the puzzle cave. In this puzzle cave, there are five cakes. Now, push each of the cakes downward to the bottom area against the wall starting from left to right, and make sure that all five cakes are side by side in a row. Now, search one of the lithographs on the top wall, and choose "toy (#1)" to get the tinplate glove which is a rare weapon for Lux. Make sure to equip the tinplate glove on Lux. After that, search one of the lithographs on the top wall again, and go back into the outside area of the mountain. In this area, go around to the far upper right, and go thru the opening into another area. In this area, go to the right, and go thru the opening into another area. In this area, go around to the upper left, and go into the cave. In the cave, walk onto the slippery black tiles, and slide to the lower left. Now, go thru the opening into the outside area of the mountain. Make sure that you have an empty bottle in your tool menu. In this area, search the green cup on the left, and choose "use an item (#2)" + "Feris" + "empty bottle" to get a tea bottle. After that, search the green cup on the right, and choose "use an item (#2)" + "Feris" + "tea bottle" to get a milk-tea bottle. Now, go back into the cave on the right. In the cave, walk onto the slippery black tiles, and slide to

the right. After that, search the chocolate lithograph on the wall, and choose yes twice to give it the milk-tea. Now, go into the secret passage. After that, go upward, and go to the left. Now, walk onto the top slippery black tiles, and slide to the upper left. After that, go into the puzzle cave. In this puzzle cave, there are three cakes. Now, push each of the cakes downward to the bottom area against the wall starting from left to right, and make sure that all three cakes are side by side in a row. Now, search the lithograph on the top wall, and the duo will warp to lower left side of the main area of the secret passage. In this area, search the the lithograph on the wall nearby, and choose "2hrs and 5mins (#2)." Now, walk onto the slippery black tiles, and go to the right. After that, walk onto the top slippery black tiles, and slide to the upper right. After that, go into the puzzle cave. In this puzzle cave, there is one cake. Now, push the cake to the far lower right side of the bottom area against the wall. After that, search the lithograph on the top wall, and the duo will warp to lower right side of the main area of the secret passage. In this area, search the lithograph on the wall nearby, and choose "topaz (#3)." Now, walk onto the slippery black tiles, and go to the right. After that, go upward, and search the lithograph on the wall to open another passage. Make sure that you have an empty bottle in your tool menu. Now, go thru that passage into the next area. In this area, go all the way up, and go thru the passage into the toffee room. In the toffee room, there is a scene. Now, go upward, and search the lumps of toffee thirteen times to put 63 toffees into the toffee bottle. After that, speak to Katabanchi, and choose yes to warp back to the location of the warp statue. There is a scene, and the duo will automatically go back to Keesdom Mansion.

Keesdom Mansion

Now, go into the mansion, and go up the stairs on the left to 2F. On 2F, go into the bedroom, and speak to Enna (the girl with black pigtails). Choose yes to rest. After that, leave the bedroom, and go back to 1F. On 1F, go thru the door at the bottom into the outside area, and speak to Regina (the girl with blonde pigtails). Choose yes to exchange 5 toffees for the plaza heart. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blind Alley (#1)" to warp back to Blind Alley Town.

Blind Alley Town

Now, go up the stairs that's nearby to 1F, and then go down the stairs on the left to B1. On B1, go thru the door at the bottom into the next room. In this room, search the box that's between the bookshelf & the iron-bar, and choose yes to go back to the Windmill.

Windmill

Now, leave the Windmill, and go back to Beach cave.

Beach Cave

Now, go upward, and go thru that door on the left into the next area. In this area, go upward, and exit the cave. After that, go west, and search the sword that is stuck into the ground. Now, choose "thoroughly search it (#1)" + "touch it (#1)" to enter the Arena.

Arena

Now, go upward, and go thru the door on the left into the next room. In this room, go upward, and speak to man who is standing nearby the top wall. Choose yes to exchange monsters figures for items, but you will have to pay for

those items with the silver coins (P): Troll (2) - troll suits 5000P (Feris & Tokio), Gobus (3) - gobus helmet 3000P (Feris, Tokio & Kamiwoo), Firefly (1) - cutter 4000P (Reeshine). Make sure to equip those items on the group. After that, leave the Arena. Now, go thru Beach Cave, and go back to the Shrine.

Shrine

Now, go back up the stairs to 2F, and go thru the door on the left back into the room with the model ship. In this room, search the shelf that's nearby the save statue, and choose "use an item (#2)" + "Feris" + "plaza heart" to get the plaza figure. After that, leave the shrine, and go back to the Windmill.

Windmill

Now, go thru the door, and go up the stairs to 2F. On 2F, search the music box, and choose "thoroughly search it (#1)" + "wind up the screw (#3)" + "thoroughly search it (#1)" + "touch it (#2)" to warp back to Blind Alley Town - Child World.

Child World

Blind Alley Town

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "light (#2)" + "Feris" + "steel sword." Now, leave the town, and go back to Keesdom Mansion.

Keesdom Mansion

After the plaza appears, go into the mansion, and go up the stairs on the right to 2F. On 2F, go into the library, and search the wide bookshelf that's in the right corner on the top row for the Stonemason Book, and choose yes to give it 4 toffees. After that, search the Stonemason Book again, and buy new armor for the group. Now, search the other wide bookshelf, that's on the left side of the wide bookshelf with the Stonemason Book, for the Blacksmith Book, and choose yes to give it 4 toffees. After that, search the Blacksmith Book again, and buy new weapon for the group. Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "light (#2)" + "Feris" + "red wing sword." (The Trader Jack Book, which is in the bottom row on the wide bookshelf on the right, sells items). After that, leave the library, and go back to 1F. On 1F, go back to the room with the long table & two doors, and speak to Cecil. There is a scene. After that, go downward, and go back into the other room. In the other room, go thru the door at the bottom into the outside area, and speak to Cynthia who will mention something about night. After that, go back into the dark mansion, and go up the stairs on the right to 2F. On 2F, go into the dining room, and speak to Ray (the boy at the top) twice. Now, leave the dining room, and go back down the stairs to 1F. On 1F, go up the stairs on the left to 2F, and go into bedroom. In the bedroom, choose yes to rest. After that, leave the bedroom, and go back down the stairs to 1F. On 1F, speak to Barnes (the boy with blonde hair), and then go thru the door at the bottom into the outside area. In the outside area, speak to Barnes again. After that, go back into the mansion, and go up the stairs on the left to 2F. There is a scene. Now, go back down the stairs to 1F, and go up the stairs on the right to 2F. On 2F, go into the library, and speak to Miria (the girl with the blue scarf on her head). After that, leave the library, and go back down the stairs to 1F. On 1F, go back up the stairs on the left to 2F, and go into the bedroom. In the bedroom, speak to Totetitote who is lying down

in top left bed twice. After that, leave the bedroom, and go thru the door that's nearby on the right into the toy room. In the toy room, speak to Cynthia (the girl with blonde pigtails). Now, search the top box that's in the upper right, and choose yes to get the Book of Scraps. After that, leave the mansion, and go all the way east to the Big Cedar Trees.

Big Cedar Trees

Now, go up, right, down, up, and then speak to the stone guard. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blind Alley (#1)" to warp back to Blind Alley Town.

Blind Alley Town

Now, leave that house, and go to the inn. At the inn, there is a scene, and choose yes. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keesdom Mansion (#2)" to warp back to Keesdom Mansion.

Keesdom Mansion

Now, leave the library, and go back to the room with a long table & two doors. In this room, search the fireplace to get the password. After that, leave the mansion, and go back to the Big Cedar Trees.

Big Cedar Trees

Now, go up, right, down, and up. After that, speak to the stone guard, and choose "pimento pilaf (#3)" + "yes" to go into Soda Hole. Recommend LV19 for Feris and LV14 for Tokio.

Soda Hole

Make sure to save the warp location on the statue. Now, go to the right, and go into the cave. (The power of the crystal is taken, and the radar map stops appearing). In the cave, go around to the upper right, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening on the right into the next area. In this area, go upward, and go thru the opening into the next area. (There an opening in the upper right that has a save statue). In this area, go around to the lower right, and go thru the opening into the next area. In this area, go around to the upper right, and go thru the opening into the next area. There is a scene. Now, fight Aqua Hydra. After defeating Aqua Hydra, choose yes to cut Aqua Hydra's body with the sword. There is a scene. After that, go upward, and go thru the opening to exit Soda Hole. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keesdom Mansion (#2)" to warp back to Keesdom Mansion.

Keesdom Mansion

Now, leave the library, and go into the dining room. In the dining room, speak to Miria (the girl with the blue scarf on her head) who will mention something about Neen. After that, leave the dining room, and go to the room with a long table & two doors. In this room, go thru the door on the right into Cecil's bedroom, and speak to Neen to get the brass key. After that, leave Cecil's bedroom, and go back to the entrance hall where the two stairs are at. Now, go up the stairs on the left to 2F, and go all the way to the left. After that, search the door, and choose "use an item (#2)" + "Feris" + "brass key" to go thru that door into the next room. In this room, go down the stairs that's nearby to 1F. On 1F, go thru the door that's nearby into the next area. In this area, go to the right, and go thru the middle door

into the room with the full course manners. In this room, there are two tableware shelves with knives & forks and two empty jars.

- The tableware shelf on the right has:
 - knife on the right end (#1)
 - second knife from the right (#2)
 - third knife from the right (#3)
 - knife on the left end (#4)
- The tableware shelf on the left has:
 - fork on the right end (#1)
 - second fork from the right (#2)
 - third fork from the right (#3)
 - fork on the left end (#4)

-Put into the top jar: silver knives

-Put into the bottom jar: silver forks

Now, follow the sequences below:

01. Search the tableware shelf on the right, and choose "knife on the right end (#1)" to get the silver knife.
02. Search the tableware shelf on the left, and choose "fork on the left end (#4)" to get the silver fork.
03. Search the top jar, and choose "use an item" + "Feris" + "silver knife."
04. Search the bottom jar, and choose "use an item" + "Feris" + "silver fork."
05. Search the tableware shelf on the right, and choose "second knife from the right (#2)" to get the silver knife.
06. Search the tableware shelf on the left, and choose "third fork from the right (#3)" to get the silver fork.
07. Search the top jar, and choose "use an item" + "Feris" + "silver knife."
08. Search the bottom jar, and choose "use an item" + "Feris" + "silver fork."
09. Search the tableware shelf on the right, and choose "third knife from the right (#3)" to get the silver knife.
10. Search the tableware shelf on the left, and choose "second fork from the right (#2)" to get the silver fork.
11. Search the top jar, and choose "use an item" + "Feris" + "silver knife."
12. Search the bottom jar, and choose "use an item" + "Feris" + "silver fork."
13. Search the tableware shelf on the right, and choose "knife on the left end (#4)" to get the silver knife.
14. Search the tableware shelf on the left, and choose "fork on the left end (#1)" to get the silver fork.
15. Search the top jar, and choose "use an item" + "Feris" + "silver knife."
16. Search the bottom jar, and choose "use an item" + "Feris" + "silver fork."

After doing this correctly, a stairs will appear. Now, go down that stairs to B1, and go thru the door at the bottom into a large room. In this room, go all the way around to the upper left, and go down the stairs to B2. (Please collect the monster figure of Andeheart which can be found in this large room). On B2, go thru the door at the top into the next room. In this room, search the bottom jar (1-7), the small table (2-7), the big table (3-7), the bookshelf (4-7), the tableware shelf on the right (5-7), the books on the floor (6-7), and the bottom door (7-7). Now, go thru top door into another room. In this room, go around to the right, and push the rock downward. After that, go thru the top door into next room. In this room, there are four doors. Now, go thru the third door (counting from left to right) into the next room. (There is a save statue nearby). Now, go all the way up, and go thru the door into a small room. In this room, DON'T MOVE, just search the floor to find a hidden switch, and choose yes to push the switch. After that, search the lithography on the right to warp to another small room with moving mimic treasure chests. In this room, search the left side of the tableware shelf that on the left, and choose yes to ring the glass bell. After that, search the lithography on the right to warp to room with eight stairs. In this room, go down the third stairs on the right (counting from top to bottom) into

another room. In this room, go thru the door at the bottom into the next room. (Make sure that you have collected 10 monster figures of Andeheart because Andeheart will disappear after you defeat Chimera). Recommend LV21 for Feris and LV16 for Tokio. In this room, go to the lower right to hear Cecil's conversation. After that, go thru the door that's nearby into the next room. In this room, there is a scene. Now, fight Minotaur. After defeating Minotaur, fight Minotaur x2. After defeating Minotaur x2, there is a scene. Now, fight Chimera who is annoying. After defeating Chimera, there is a scene. After that, go thru the door on the top left, and go up two-flights of stairs to 1F. On 1F, go thru the door at the bottom into the next area. In this area, go all the way to the left, and go thru the door at the end into a small room. In this room, go up the stairs that's nearby to 2F, and go thru the door at the bottom into the next area. In this area, go to the right, and go back down stairs to 1F. On 1F, go back to the room with the long table & two doors, and go thru the door on the left into Cecil's storage room. In Cecil's storage room, search the top treasure chest to get the ark of wisdom (3-7), and the treasure chest on the left to get the star pierce. Make sure to equip the star pierce on Feris. Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "wisdom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. After that, go to the library on 2F, and raise Kamiwoo's MP. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Blind Alley (#1)" to warp back to Blind Alley Town.

Blind Alley Town

Now, go back to the room with the bookshelf & the iron-bar. In this room, search the box, and choose yes to go back to the Windmill.

Windmill

Now, leave the Windmill, and go back to the Arena.

Arena

Now, exchange the monster figure of Undeheart (10 pieces) for the item of guard figure 8000P. After that, leave the Arena, and go back to the Shrine.

Shrine

Now, go up the stairs to 2F, and go thru the door on the right into the room. In this room, search the clock, and choose "use the ark (#3)" + "wisdom (#3)." After that, search the clock again, and choose "thoroughly search it (#1)" + "look at it (#1)" to warp to the Forest that's in Green World (B&W).

Green World (B&W)

In battle, "fight (#1)" the monster to decrease its HP, use Feris' magic of sleep (3MP), and then use Feris' "figure (#3)" on that monster. Make sure to collect the monsters of Bonehead (2 pieces), Zombie (2 pieces), Ork (color) (10 pieces), Metal Gate (2 pieces), Tetujin M004 (1 piece) to add them to your monster figure list.

Forest

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "wisdom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Make sure to use the guard figures to raise the trio's guard. After that, go downward into the next area. In this area, go downward to leave the forest, and go south to Keepensign Town.

Keepensign Town

Make sure to save the game at the inn to mark it on warp menu, and buy new equipment for the group. Also, speak to the item shop dealer from the left side to get the platinum brooch for Feris. Now, go to Edison's house which is nearby the item shop. In Edison's house, search the heart to get Edison's heart. After that, leave the town, and go back to the Forest.

Forest

Now, go upward, and go into the next area. In this area, search the machine, and choose yes to return back to the Shrine.

Shrine

Now, go back to 1F, and search the table with the figure that's nearby on the lower right side of the dark blue carpet. After that, choose "use an item (#2)" + "Feris" + "Edison's heart" on that figure to make it disappear. Now, go back to 2F, and go thru the door on the right into the room. In this room, search the clock, and choose "thoroughly search it (#1)" + "look at it (#1)" to warp back to the Forest - Green World (B&W).

Green World (B&W)

Forest

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the inn, and go back to Edison's house. After Edison appears in the house, speak to him. Now, leave the town, and go northwest to Capone's Fort.

Capone's Fort

Now, go into the fort, and speak to Capone in the middle who is blocking the door. Choose yes. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the inn, and go into the bar which is on the left side of the inn. In the bar, speak to the lady who is nearby the counter blocking the way, and choose yes to get a part-time job. After that, speak to man who is behind the counter to get the first assignment, and then go down the stairs that's nearby to B1. On B1, push the old tableware shelf to the lower right corner of the wall. After that, go back up the stairs to 1F, and speak to the man again to get the second assignment. Now, go back to B1, search the fourth liquor shelf (counting from left to right) that's in the top row, and choose "thoroughly search it (#1)" + "take it (#3)" to get the brandy. After that, go back to 1F, and speak to the man again to get the third assignment. Now, go back to B1, and search the first liquor shelf (counting from left to right) that's in the middle row, and choose "thoroughly search it (#1)" + "take it (#3)"

to get the firey scotch. After that, go back to 1F, and speak to the man. Now, go back to B1, and search the sixth liquor shelf (counting from left to right) that's in the bottom row, and choose "thoroughly search it (#1)" + "take it (#3)" to get the golden wine. After that, go back to 1F, and speak to the lady who is nearby the counter blocking the way. Now, leave the town, and go back to Capone's Fort.

Capone's Fort

Now, go into the fort, and speak to Capone. Choose yes to give Capone the golden wine, and the trio will automatically fall into the Bottomless Cave.

Bottomless Cave

(There is a save statue in the opening on the right). Now, go around to the upper left, and go into the next area. In this area, go to the upper left, and go into the demon's right hand. In the demon's right hand, go to the right. After that, go upward thru the third finger (counting from left to right) to the top area, and go into god's left hand. In god's left hand, go to the right. After that, go thru the fifth finger (counting from left to right), and go into the next area. In this area, search the heart, and choose yes to get Graham's heart. After that, leave, and go back into go's left hand. In god's left hand, go upward thru the fourth finger, and go into the next area. Recommend LV22 for Feris, LV18 for Tokio, and LV16 for Kamiwoo. In this area, go upward, and speak to Metal Crab who is blocking the steps. Now, fight Metal Crab. After defeating Metal Crab, go all the way up, and go into Capone's Fort.

Capone's Fort

Now, go up the stairs that's nearby to 1F, and go thru the door at the bottom into the next room. There is a scene. After that, go up the stairs that's nearby to 2F, and go thru the door on the left into Capone's room. In Capone's room, speak to Capone, and choose yes. After that, go thru the door at the top into Rona's room. In Rona's room, search the heart to get Rona's heart. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the town, and go back to the Forest.

Forest

Now, go upward, and go into the next area. In this area, search the machine, and choose yes to return back to the Shrine.

Shrine

Now, go back to 1F, and search the table with the figure that's on the right side of the dark blue carpet. After that, choose "use an item (#2)" + "Feris" + "Rona's heart" on that figure to make it disappear. Now, search the table with the figure that's on the left side of the dark blue carpet, and choose "use an item (#2)" + "Feris" + "Graham's's heart" on that figure to make it disappear. Now, leave the shrine, and go back to the Arena.

Arena

Now, exchange the monster figure of Bonehead (2 pieces) for Skeleax 4000P (Miriene & Meisia), and Zombie (2 pieces) for Zombie Shield 4000P (Tokio &

Kamiwoo). After that, leave the Arena, and go back to the Shrine.

Shrine

Now, go back to 2F, and go thru the door on the right into the room. In this room, search the clock, and choose "thoroughly search it (#1)" + "look at it (#1)" to warp back to the Forest - Green World (B&W).

Green World (B&W)

Forest

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the inn, and go to the armor shop which is nearby the item shop. In the armor shop, Graham appears, and there is a scene. After that, leave the town, and go back to Capone's Fort.

Capone's Fort

After Rona appears, go into the fort, and go up the stairs to 2F. On 2F go into Capone's room, and speak to Capone. Choose yes. After that, leave Capone's room, and go down the top stairs back to 1F. On 1F, go thru the top door that's nearby, and go upward into Snow Gate Mountain.

Snow Gate Mountain

Now, go around to the upper right, and go into the next area. In this area, go around to the lower left, and go into the next area. In this area, go around to the upper right, and go into the next area. In this area, go around to the lower left, and go into the next area. In this area, go around to the far upper right, and go into the next area. In this area, the color returns. Now, go thru the opening on the right that's nearby into the next area. In this area, go all the way down. After that, go all the way to the right, and go into the next area. In this area, go all the way up, and go into the next area. In this area, go around to the upper left, and go thru the opening to exit the mountain. After that, go west to Duplo Town.

Duplo Town

Now, go upward, and go into the house that's on the right side of the weapon shop. In this house, speak to the woman, and choose yes twice to learn how to read sign language. After that, leave that house, and go thru the door into the armor shop which is nearby. There is a scene. In the armor shop, speak to the man who is behind the counter from the side for he will mention something about Pablo. Make sure to save the game at the inn to mark it on warp menu. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the inn, and go to the armor shop. In the armor shop, speak to Graham. After that, open the menu, and choose "tool" + "use it" + "Feris" +

"crystal" + "Duplo" to warp back to Duplo Town.

Duplo Town

Now, leave the town, and go southwest to Bell Forest.

Bell Forest

Now, go upward, and speak to Pablo. Choose yes to help him move the red & blue bells. After that, go to the left side of the red bell, and push it one step to the right. Now, go behind the red bell, and push it three steps downward. After that, push the red bell three steps to the left, and then speak to Pablo again. Now, go behind the blue bell, and push it one step down. After that, go to the left side of the blue bell, and push it five steps to right. Now, go to the front of the blue bell, and push it one step up to where the red bell was at. After that, go to the front of the red bell, and push it two steps up. Now, go to the right side of the red bell, and push it three steps to the left. After that, go to the front of the bell, and push it one step up to where the blue bell was at. Now, speak to Pablo again, and there is a scene. After that, jump thru the hole into the Underground Passage.

Underground Passage

Now, go thru the door at the bottom into the next room. In this room, go to the left, and go thru the door into the next room. In this room, go all the way to the left, and go up the stairs to 1F. Make sure to search the treasure chest for the sword called undead slayer for Feris, and also use the ark of light to dwell in the undead slayer. On 1F, go thru the door at the top to leave the underground, and go east to Ratwood Town. Make sure that you have the iron in the tool menu.

Ratwood Town

Make sure to save the game at the inn to mark it on warp menu, and buy new armor (platinum armor 4200G (Feris & Tokio), magic robe 2400G (Miriene & Meisia), tortoise shell 2200G (Feris & Tokio), bonesetting helmet 1600G (Tokio)) at the armor shop. Now, go to the upper right, and go into Einstein's house. In Einstein's house, speak to Einstein who is lying in bed, and choose yes to get the door number. After that, leave Einstein's house, and go to the laboratory which is on the left side of Einstein's house. Now, search the front door of the laboratory, and dial in "2689" + press the button to open the door. After that, go into the laboratory. In the laboratory, search the giant machine, and choose "thoroughly search it (#1)." After that, leave the laboratory, and go back to Einstein's house. In Einstein's house, speak to Einstein. After that, search the bookshelf on the right, and choose yes to get the letter. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the inn, and go back to Edison's house. In Edison's house, speak to Edison, and there is a scene. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Ratwood" to warp back to Ratwood Town.

Ratwood Town

Now, leave the inn, and go back into the laboratory. In the laboratory, speak to Edison. After that, open the menu, and choose "tool" + "use it" + "Feris"

+ "crystal" + "Duplo" to warp back to Duplo Town.

Duplo Town

Now, leave the town, and go northwest to Beech Forest. Make sure that you have an empty bottle.

Beech Forest

Now, go upward. After that, search one of the white jars, and choose yes to put the beech sap into the empty bottle. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Ratwood" to warp back to Ratwood Town.

Ratwood Town

Now, leave the inn, and go to the weapon shop. In the weapon shop, speak to Meister from the side, and choose yes to give him the iron & beech sap to make the warrior sword. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Duplo" to warp back to Duplo Town.

Duplo Town

Now, leave the town, and go back to Beech Forest. Make sure you have an empty bottle.

Beech Forest

Now, search one of the white jars, and choose yes to put the beech sap into the empty bottle. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Duplo" to warp back to Duplo Town.

Duplo Town

Now, leave the town, and go southwest to Bell Forest. Make sure you have an empty bottle.

Bell Forest

Now, go to the upper left. After that, search the red bell, and choose yes to put the bella light into the empty bottle. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Ratwood" to warp back to Ratwood Town.

Ratwood Town

Now, leave the inn, and go back to the laboratory. Make sure to buy three antidotes (15G) and four potions (40G) at the item shop. In the laboratory, speak to Edison. After that, leave the laboratory, and go back to Einstein's house. In Einstein's house, speak to Einstein, and there is a scene. Now, go back to the laboratory, and there is a scene. After that, search the giant machine, and choose "use the ark" + "light." Now, search the giant machine again, and choose "thoroughly search it (#1)." After that, dial in the password of "975 (top row)" + "312 (middle row)" + "468 (bottom row)" + press the button to open the door. There is a scene, and the trio goes down the elevator into the Underground Passage.

Underground Passage

After the trio gets poisoned, use the antidotes on them. Now, go thru the

door at the bottom. After that, go all the way around to the bottom area, and go thru the door into Metallimo Town.

Metallimo Town

Now, go to the right, and go thru the door on the left into a room with five people. In this room, speak the old man on the bottom left, and choose "use an item (#2)" + "Feris" + "potion." After that, speak to the boy on the top left, and choose "use an item (#2)" + "Feris" + "potion." Now, speak to the man on the bottom right, and choose "use an item (#2)" + "Feris" + "potion." After that, speak to the man on the top right, and choose "use an item (#2)" + "Feris" + "potion." Now, leave that room. Make sure to save your game on the blanket on the left in the same room that had the five people. After that, go all the way to the left, and go thru the door on the far left into a room. In this room, speak to Loosewrench, and choose yes to get the open card. Now, leave that room, and go to the lower right. After that, search the elevator, and choose "use an item (#2)" + "Feris" + "open card" to get into Metallimo Factory.

Metallimo Factory

Now, go to the right. After that, search the elevator, and choose "use an item (#2)" + "Feris" + "open card" to go into the Junkyard.

Junkyard

Now, go to the lower right. After that, search the machine panel type 12, and dial in "246" + press the button to release the lock. Now, go to the upper right, and go thru the door at the top into the next area. In the next area, go to the right, and search the machine panel type 19, and dial in "3457" + press the button to release the lock. After that, go downward. Now, search the machine panel type 16, and type in "2356" + press the button to release the lock. After that, go to the left. Now, search the machine panel type 13, and dial in "1246" + press the button to release the lock. After that, go around to the upper right. Now, search the machine panel type 12, and dial in "1245" + press the button to release the lock. After that, go upward. Now, search the machine panel type 14, and dial in "2345" + press the button to release the lock. After that, go to the left, and go around to the top. Now, search the elevator, and choose "use an item (#2)" + "Feris" + "open card" to get into the next area. (There is a save statue in a room on the lower left). In this area, go to the left. After that, search the machine panel type 13, and dial in "1345" + press the button to release the lock. Now, go to the right. After that, search the machine panel type 19, and dial in "1567" + press the button to release the lock. Now, go to the lower right. After that, search the machine panel type 16, and dial in "2347" + press the button to release the lock. Now, go around to the bottom. After that, search the elevator, and choose "use an item (#2)" + "Feris" + "open card" to get into the next area. (Make sure to search the treasure chest on the right to get the golden sword). In this area, go all the way around to the upper left. After that, search the elevator, and choose "use an item (#2)" + "Feris" + "open card" to get into the next area. In this area, go all the way around to the upper right, and go thru the door at the bottom into the next area. Recommend LV25 for Feris, LV21 for Tokio, and LV20 for Kamiwoo. In this area, go to the right, and go thru the door into a room. In this room, there is a scene. Now, fight Death Knight x3. In battle, use Feris' magic of death guard (6MP) on the trio. After defeating Death Knight x3, search the machine that's nearby on the top right, and choose yes to get the new open card. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Metallimo" to warp back to Metallimo Town.

Metallimo Town

Now, leave the inn, and go back into the room where Loosewrench is at. In this room, speak to Loosewrench to get the titanium armor for Lux. After that, leave the town thru the top door, and go all the way to the upper right. After that, search the machine panel type 19, and dial in "289" + press the button to unlock the door. Now, go thru that door into the next area. In this area, go all the way up. Now, search the machine panel, and choose "use an item (#2)" + "Feris" + "open card" to unlock the door. After that, go thru that door into Hydro Area.

Hydro Area

Now, go upward. After that, search the elevator, and choose "use an item (#2)" + "Feris" + "open card" + "down Hydro Cell (#2)" to go into Hydro Cell.

Hydro Cell

Now, go all the way down, and go down the stairs into the next area. In this area, go to the upper right, and go down the stairs into the sealed floor. On the sealed floor, go to the upper right, and go up the stairs into the blue floor room. In the blue floor room, go upward, and search the treasure chest to get the ark of light (4-7). Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Ratwood" to warp back to Ratwood Town.

Ratwood Town

Now, leave the inn, and go to the weapon shop. In the weapon shop, speak to Meister to get the warrior sword. Make sure to equip the warrior sword on Feris along with the ark of light. Also, make sure to buy new armor for Kamiwoo at the armor shop. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Keepensign" to warp back to Keepensign Town.

Keepensign Town

Now, leave the town, and go back to Capone's Fort.

Capone's Fort

Now, go to the upper right, and go thru the door into a room. In this room, search the treasure on the top right to get the ivory cameo. After that, leave the fort, and go back to the Forest.

Forest

Now, go upward, and go into the next area. In this area, search the machine, and choose yes to return back to the Shrine.

Shrine

Now, leave the shrine, and go back to the Arena.

Arena

Now, exchange the monster figure of Ork (color) (10 pieces) for speed figure 8000P, Metal Gate (2 pieces) for light shield 3000P (Miriene & Meisia), and Iron Man M004 (1 piece) for iron gauntlet 2000P (Reeshine). Use the speed figure x10 on Feris. After that, leave the Arena, and go north of the Shrine to the Hut.

Hut

Now, search the lamp that's nearby the front door, and choose "use the ark (#3)" + "fire (#4)" to light the lamp. After that, go into the hut. Now, search the bookshelf, and choose "use the ark (#3)" + "widsom (#3)." After that, search the bookshelf again, and choose "thoroughly search it (#1)" to go into next area. In this area, search the flask that's on the table, and choose "thoroughly search it (#1)" + "touch it (#2)" to warp into Nanaka Village that's in Wind World.

Wind World

In battle, "fight (#1)" the monster to decrease its HP, use Feris' magic of sleep (3MP), and then use Feris' "figure (#3)" on that monster. Make sure to collect the monster of Stone Demon (10 pieces) to add it to your monster figure list.

Nanaka Village

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. Use the ark of fire to dwell in Tokio's weapon. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, speak to the elder (the old man in the middle), and speak to the man on the right who will mention something about the boy named Remul. After that, leave the elder's house, and go to the right. Now, speak to Remul, and choose yes to make him become a friend. Make sure to buy new equipment for the group, and save the game at the inn to mark it on warp menu. After that, speak to the guard who is nearby the gate. Now, leave the village, and go east to Wind Cave.

Wind Cave

Now, go to the right, and go into the cave. In the cave, there is a scene. After that, go to the left. Now, try to avoid the blast of wind as you go all the way upward, and then go thru the door at the top into the next area. In this area, try to avoid the blast of wind by hiding behind blocks as you go upward to the top area. At the top area, search the stone monument while trying to avoid the blast of wind, and choose "use the ark (#3)" + "widsom (#3)." Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Nanaka" to warp back to Nanaka Village.

Nanaka Village

Now, leave the inn, and go back to the elder's house. In the elder's house, speak to the elder, and there is a scene. After that, leave the village, and go west to Shirara Mountain.

Shirara Mountain

Now, go to the left, and go up the moving quicksand on the left. After that, go to the right, and go down the moving quicksand. Now, go to the right, and go up the moving quicksand. After that, go up the first moving quicksand (counting from left to right). Now, go to the left, and go up the third moving quicksand (counting from left to right). After that, go to the right, and then go around to the upper left into the next area. In this area, go to the left, and go up the first moving quicksand (counting from left to right). Now, go to the right, and go down the moving quicksand. After that, go to the right, and go up the moving quicksand on the left. Now, go upward, and go up

the moving quicksand. After that, go to the left, and go up the moving quicksand, and go upward into the top of the mountain. At the top of the mountain, go upward, and there is a scene.

Qum Village

Now, go down the stairs to 1F, and there is a scene. After that, leave that house. Make sure to buy new weapons for the group, and save the game at the inn (which is on the right side of Cyrtis' house) to mark it on warp menu. Now, leave the village, and go northwest to the Tower of Ruins.

Tower of Ruins

Now, go upward, and walk onto the moving tile on the right. Now, go upward, and speak to Cyrtis. Now, fight Rodem. After defeating Rodem, go down the stairs that's nearby to B1. On B1, go all the way around to the far upper left, and go down the stairs to B2. On B2, go around to the lower left, and search the two treasure chests to get the Blue Book (on the left) & the Black Book (on the right). Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Qum" to warp back to Qum Village.

Qum Village

Now, leave the inn, and go into Cyrtis' house which is nearby the entrance. In Cyrtis' house, speak to Cyrtis. After that, leave the village, and go southwest to hole called the Quicksand Cave.

Quicksand Cave

Now, search one of the two treasure chests that's nearby to fight Mimic x2. After defeating Mimic x2, walk onto the moving in the order of left, up, right, up, up, up, left, up, up, right, right, and go thru the opening into the next area. In this area, search the statue on the right to fight Stone Dragon. After defeating Stone Dragon, go upward, and search the middle statue to fight the Stone Dragon. After defeating Stone Dragon, go to the upper left, and go down the stairs to B2. On B2, go to the right, and search the statue on the right to fight Stone Dragon. After defeating Stone Dragon, go to the right, and search the statue on the left to fight Stone Dragon. After defeating Stone Dragon, go to the right, and go down the stairs to B3. On B3, go upward, and search the middle statue to fight Stone Dragon. After defeating Stone Dragon, go up, and then push the rock upward. Now, go upward, and search the treasure chest to get the ancient mirror. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Qum" to warp back to Qum Village.

Qum Village

Now, leave the inn, and go back to Cyrtis' house. In Cyrtis' house, speak to Cyrtis. After that, leave the village, and go northwest to Coln which is nearby the Tower of Ruins. Recommend LV28 for Feris, LV25 for Tokio, and LV25 for Kamiwoo.

Coln

Now, go upward. After that, climb up the ladder, and speak to Clone who is blocking the door. Now, fight Clone. After defeating Clone, go thru that door into the next area. In this area, go upward, and go down the stairs to 1F. On 1F, go downward, and go down the stairs to B1. On B1, go to the right, and walk onto the moving tile. After that, go down the stairs that's nearby to B2. On B2, go around to the lower right, and go down the stairs to B3. On B3,

go to the upper left, and go down the stairs to B4. On B4, go downward. Now, search the machine, and choose "yes" to push the switch. After that, go all the way back to B1. On B1, go to the left, and walk onto the moving tile. After that, go downward, and go down the stairs to B2. On B2, go to the upper left, and go down the stairs to B3. On B3, go to the lower left, and go down the stairs to B4. On B4, go to the right. Now, search the machine, and choose "yes" to push the switch. After that, go all the way back to B1. On B1, go to the left, and walk onto the moving tile. After that, go downward, and go down the stairs to B2. On B2, go to the lower left, and go down the stairs to B3. On B3, go to the upper right, and go down the stairs to B4. On B4, go downward. Now, search the machine, and choose "yes" to push the switch. After that, go all the way back to B1. On B1, go to the right. After that, go upward, and go down the stairs to B2. Make sure to search the treasure chest for Ragnarok (Tokio) on B2. On B2, go around to the upper right, and go down the stairs to B3. On B3, go to the upper left, and go down the stairs to B4. On B4, go all the way down. Now, search the machine, and choose "use the ark (#3)" + "widsom (#3)" to turn the off the main switch. There is a scene, and Cyrtis will comeby to give you the Black Book. After that, leave, and go back to the Tower of Ruins.

Tower of Ruins

Now, go upward, and walk onto the middle moving tile. After that, go to the upper left, and choose "yes" to use the Black Book to remove the invisible power. Now, go up the stairs to 2F. On 2F, go downward, and walk onto the moving tile. After that, go to the lower right, and walk onto the moving tile. After that, go to the left, and go up the stairs to 3F. On 3F, go upward, and walk onto the moving tile. After that, walk onto the moving tile that's nearby. After that, walk onto the moving tile on the right. Make sure to search the treasure chest for a silver helmet (Feris). After that, go to the left, and walk onto the moving tile. After that, go up the stairs to 4F. (The moving tile on the bottom left will take you to a treasure chest with an anklet of intellect on 5F). On 4F, walk onto the moving tile on the bottom right. After that, go up the stairs to 5F. On 5F, go to the upper left, and go up the stairs to 6F. On 6F, go to the left, and go up the stairs to 7F. On 7F, go to the right, and go up the stairs to 8F. On 8F, go to the lower left, and go up the stairs to 8F. On 8F, go upward. After that, search the machine, and choose "use the ark (#3)" + "widsom (#3)." Now, search the machine again, and choose "use the ark (#3)" + "strength (#1)." There is a scene. After that, go east to the island of the Ruins. Recommend LV30 for Feris, LV26 for Tokio, and LV26 for Kamiwoo.

Ruins

Now, go upward, and go down the stairs to B1. On B1, go downward, and go down the stairs to B2. On B2, go upward, and go down the stairs to B3. On B3, go to the lower right, and go down the stairs to B4. On B4, go around to the left, and there is a scene. Now, fight Clone. After defeating Clone, go to the left, and there is a scene. Now, fight Clone. After defeating Clone, go around to the right, and there is a scene. Now, fight Clone. After defeating Clone, go around to the left, and there is a scene. Now, fight Clone. After defeating Clone, go to the left, and there is a scene. Now, fight Clone. After defeating Clone, go around to the right, and there is a scene. Now, fight Clone. After defeating Clone, go around to the left, and there is a scene. Now, fight Clone. After defeating Clone, go to the left, and there is a scene. Now, fight Clone. After defeating Clone, go down the stairs that's nearby to B5. On B5, go up, and there is a scene. Now, fight Clone. After defeating Clone, go up, and there is a scene. Now, fight Clone. After defeating Clone, go up, and there is a scene. Now, fight Clone. After defeating Clone, go up, and there is a scene. Now, fight Clone. After

defeating Clone, go upward, and there is a scene. Now, fight Clone. After defeating Clone, go down the stairs that's nearby to B6. On B6, go upward, and speak to Kuuga who is nearby the machine. Now, fight the Ancient who is annoying. In battle, use Tokio's fighting spirit to raise the trio's power. After defeating the Ancient, search the machine. Now, choose "use the ark (#3)" + "widsom (#3)." After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Nanaka" to warp back to Nanaka Village.

Nanaka Village

There is a scene. After that, go back into the elder's house, and speak to the elder. Now, search the treasure chest that's nearby to get the ark of wood (5-7). After that, search the statue on the left or right that's nearby the treasure chest, and choose yes to return back to Hut.

Hut

Now, leave the hut, and go back to the Arena.

Arena

Now, exchange the monster figure of Stone Demon (10 pieces) for HP figure 8000P. Use the HP figure x10 on Feris. After that, leave the Arena, and go back to the Shrine.

Shrine

Now, go up the stairs to 2F, and go thru the door on the right into the room with the clock. In this room, search the pencil that's on the table, and choose "use the ark (#3)" + "wood (#5)" to make the pencil disappear. After that, go back to 1F. On 1F, go to the left, and search the white canvas on the wall that's nearby the kitchen door. Now, choose "thoroughly search it (#1)" + "touch it (#2)" to warp to the Dark World. Recommend LV30 for Feris. Please remember that when Feris enters the Dark World, she cannot leave until she get the ark of water.

Dark World

Now, go thru the door at the bottom into the next room. You can search the bed to recover Feris' HP & MP. In this room, go thru the door at the bottom into the next area. In this area, go to the left, and go thru the door at the bottom into the next room. In this room, search the diary that's on the desk, and choose "thoroughly search it (#1)" + "open it (#2)" + "read it (#1)." After that, leave that room. Now, go around to the left where the two pictures are at. Now, search the top picture, and choose "thoroughly search it (#1)" + "shake it (#3)" + "shake it (#3)" + "shake it (#3)." After that, search the bottom picture, and choose "thoroughly search it (#1)" + "shake it (#3)" + "shake it (#3)." Now, go thru the bottom door into the next area. In this area, go to the upper left. After that, search the broken clock that's nearby the fireplace, and choose "thoroughly search it (#1)" + "hit it (#3)" + "look at it good (#1)" to get the dial plate 4. Now, search the fireplace that's nearby, and choose "use an item (#2)" + "Feris" + "dial plate 4" to throw it into the fire. After that, go to the lower right, and go thru the bottom door on the left into the next room. In this room, go to the left. After that, search the box that's on the round table, and choose "thoroughly search it (#1)" + "open it (#3)." Now, go back into the other area, and go thru the door on the bottom right into the next room. In this room, search the box that's on the square table, and choose "thoroughly search it (#1)" + "open it (#3)." Now, go back into the other area to the upper left side where the fireplace is at. After that, search the box that's on the

rectangle table, and choose "thoroughly search it (#1)" + "open it (#3)."
Now, search the box again, and choose "thoroughly search it (#1)" + "shake it (#2)" to get the wooden box key. Now, go back to the room with the round tables. In this room, go to the left, and go thru the door into the next area. In this area, go to the left, and go thru the door into the next room. In this room, go upward. After that, search the box that's on the table, and choose "use an item (#2)" + "Feris" + "wooden box key" + "open it (#1)" to unlock the seal on the door to the basement. Now, go back to the area where the fireplace & clock are at. After that, go thru the top door on the left, and go down the stairs into the basement. In the basement, go downward, and go thru the door at the bottom into the next room. In this room, go to the left. Now, search the cobweb, and choose "thoroughly search it (#1)" + "take a breath (#2)" + "take a breath (#2)" + "take a breath (#2)." After that, leave that room, and go thru the top door into the next room. In this room, search the fireplace, and choose "thoroughly search it (#1)" + "burn it (#3)." After that, search the egg on the table, and choose "thoroughly search it (#1)" + "look at it (#1)" + "look at it (#1)" + "thoroughly search it (#1)" + "touch it (#2)" + "look at it (#1)" to get the lizard's tail. Now, go to the right, and go thru the bottom door on the right into the next area. In this area, go thru the door on the bottom left into the next room. In this room, search one of the jars that's in the lower right corner, and choose "thoroughly search it (#1)" + "shake it (#2)" + "shake it (#2)" + "turn it over (#3)" to get cabinet key. After that, search the cabinet that's nearby, and choose "use an item (#2)" + "Feris" + "cabinet key" + "open it (#1)" + "look at it (#2)." Now, leave that room. After that, go to the right, and go thru the top door on the right into the next room. In this room, go downward. After that, search the strange machine, and choose "yes" to push the red button. Now, leave that room. After that, go to the upper right, and go thru the door into the next room. In this room, go to the upper left. After that, search the nest with the bird that's nearby the box, and choose yes to give the bird the lizard's tail. Now, leave that room. After that, go back to the lower right, and go thru the door on the bottom right into the next room. In this room, speak to Savage Beast. Now, fight Savage Beast. In battle, use Feris' magic of full health (15MP) to recover her HP. After defeating Savage Beast, leave that room. Now, go upward to where the three doors are at, and go thru the middle door into the next room. In this room, search the two treasure chests to get a crystal shield (Feris) and a rosebush robe. Now, leave that room, and thru thru the door on the right that's nearby into the next room. In this room, search the treasure chest on the left to get the magic buckle (Feris). Now, leave that room. After that, go to the left, and go thru the door on the left into the next room. In this room, search the strange machine, and choose "left (#3)" to push that button to make the entire Dark World bright. Now, leave that room. After that, go to the left, and go up two-flights of stairs to 2F. On 2F, go to the lower left, and go thru the bottom door on the left into the next room. In this room, search the cabinet, and choose "thoroughly search it (#1)" + "approach it (#3)" + "examine it (#2)" + "yes" to get the wineglass. Now, leave that room. After that, go to the right, and go thru the bottom door on the right into the next room. In this room, search the cabinet, and choose "thoroughly search it (#1)" + "approach it (#3)" + "examine it (#2)" + "yes" to get the white wine. After that, search the round table that's nearby, and choose "thoroughly search it (#1)" + "put down the glass (#3)" + "put down the wine (#4)" + "pour the wine (#2)" + "drink the wine (#1)." Now, leave that room, and go thru the top door that's nearby on the right into the next room. In this room, search the golden bell on the table, and choose "yes" to ring it. Now, go upward. After that, search the broken clock, and choose "thoroughly search it (#1)" + "hit it (#3)" + "look at it good (#1)" to get the clock screw. Now, go thru the door on the lower right into the next area. In this area, go thru the door at the bottom into the next room. In this room, search the golden jar that's on the table, and choose "use an item (#2)" + "Feris" +

"clock screw" + "shake it (#3)." Now, leave that room. After that, go thru the door on the top right into the next room. In this room, go thru the door on the lower right into the next room. In this room, search the white jar on the lower left to get the amethyst. Now, go back to the other room with the five statues. In this room, search each of the five statues, and choose "use an item (#2)" + "Feris" + "amethyst" to close their eyes. After closing the eyes on the five statues, go back to the room that has the golden bell & broken clock. In this room, search each of the two statues, and choose "use an item (#2)" + "Feris" + "amethyst" to close their eyes. After all seven statues' eyes are closed, go back to the room with the five statues. In this room, go upward, and go thru the door at the top right into the next area. In this area, go to the right, and go thru the door at the bottom into the next room. In this room, search the candle that's on the round table on the right, and choose "thoroughly search it (#1)" + "light it (#2)" to get red fire. After that, search the candle that's on the round table on the left, and choose "thoroughly search it (#1)" + "light it (#2)" to get blue fire. Now, search the candle that's on the top round table, and choose "thoroughly search it (#1)" + "light it (#2)" to get yellow fire. After that, search the candle that's on the bottom round table, and choose "thoroughly search it (#1)" + "light it (#2)" to get green fire. Now, go thru the door at the bottom into the final room. In this room, search the treasure chest to get the ark of water (6-7), and automatically warp back to the Shrine.

Shrine

Now, go thru the door that's nearby into the kitchen. In the kitchen, search the bottle that's nearby, and choose "use the ark (#3)" + "water (#6)." After that, search the bottle again, and choose "thoroughly search it (#1)" + "take it (#4)" to get the bottle containing water. Now, leave the kitchen, and go back into the other room where the fireplace is at. In this room, search the fireplace, and choose "use an item (#2)" + "Feris" + "bottle containing water" to put out the fire. Now, go thru the fireplace into the next area. In this area, go all the way to the lower right, and go thru the door at the bottom onto an island. After that, go into the oval-shaped Hut that's nearby.

Hut

Now, go upward. After that, search the bluebook that's on the table, and choose "use the ark (#3)" + "widsom (#3)." Now, search the bluebook again, and choose "thoroughly search it (#1)" + "open it (#2)" + "thoroughly search it (#1)" + "read it (#2)" to warp to Tinkle Kingdom that's in Fairytale World.

Fairytale World

In battle, "fight (#1)" the monster to decrease its HP, use Feris' magic of sleep (3MP), and then use Feris' "figure (#3)" on that monster. Make sure to collect the monster of Cursed Warrior (10 pieces) to add it to your monster figure list. The Cursed Warrior which can be exchanged for a power figure (8000P) at the Arena.

Tinkle Kingdom

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, search the bulletin board that's nearby, and there is a scene. After that, go into the castle, and speak to one of guards who is blocking the door. Now, go thru that door into the next room. In this room, go upward, and go thru the door into the next room. In

this room, go up the stairs to 2F. On 2F, go upward. After that, speak to the King who is sitting on the throne, and choose yes to undertake the wolf extermination. Now, leave the castle, and go to the front of the inn. After that, search the white tree on the left, and choose "use the ark (#3)" + "wood (#5)" to get the sandwich. After that, speak to the girl with blonde pigtailed who is nearby for she will mention something about Red Riding Hood & her Grandma. Make sure to buy new equipment for the group, and save the game at the inn to mark it on warp menu. Use the ark of light to dwell in Feris' weapon & the ark of fire to dwell in Tokio's weapon. Now, go to the lower left, and go thru the path into Gum Forest. Recommend LV31 for Feris, LV27 for Tokio, and LV27 for Kamiwoo.

Gum Forest

Now, go to the left. After that, speak to Grandpa Gepeck who is blocking the way, and choose yes to give him the sandwich. Now, climb up the tree vine that's nearby. After that, go to the left, and climb down the tree vine. Now, go to the left, and climb up the tree vine. After that, go to the left, and climb down the tree vine. Now, go to the left, and go into the cave. In the cave, go around to the lower left, and go to the opening at the bottom into another area. In this area, go to the left, and then go around the lower left. After that, climb up the tree vine. Now, go to the left, and climb down the tree vine. After that, go into the cave that's nearby. In the cave, go all the way up, and go into the next area. In this area, speak to Wolf that's nearby. Now, fight Wolf. In battle, use the trio's magic attack (Feris' ice chain [10MP], Tokio's bolt earth [20MP], Kamiwoo's blizzard Hole [14MP]) on Wolf. After defeating Wolf, there is a scene. Now, search the treasure chest for a flame bow (Tokio). Use the ark of fire to dwell in Tokio's weapon. After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Tinkle" to warp back to Tinkle Kingdom.

Tinkle Kingdom

Now, leave the inn, and go back to the castle. In the castle, go back to 2F. On 2F, speak to the King to get the royal family armor (Feris). There is a scene. After that, leave the castle. Now, go to the lower right, and go thru the path into Kull Forest.

Kull Forest

(Please remember the trees have hidden passages that you can go thru to get to the other side). Now, go to the right, and go thru the trees into the right side. On the right side, go to the right, and go thru the trees on the top right. Now, go downward thru those trees, and then go to the right into the right side. On the right side, go to the right, and search the treasure chest that's nearby to get the wizard axe (Kamiwoo). After that, go to the left back into those trees, and then go upward. After that, go thru the trees to the right into the right side. On the right side, go to the right, and go thru the trees on the top right into the right side. On the right side, go to the right, and go thru the trees into the next area. In this area, go to the right, and go thru the trees into the right side. On the right side, go to the right, and search the treasure chest for the assassinator (Miriene). After that, go to the left back into those trees, and then go downward thru those trees into the bottom side. On the bottom side, go to the right. There is a scene, and choose yes. (Please remember this area because you will have to return here back again). After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Tinkle" to warp back to Tinkle Kingdom.

Tinkle Kingdom

Now, leave the inn, and go back to the castle. In the castle, go back to 2F. On 2F, speak to the King to get the letter of introduction. After that, leave the castle. Now, go to the upper left, and go thru the path into River Forest.

River Forest

Now, go to the left into the river, and the trio will automatically go into the boat. After that, sail the boat left, down, left, left onto the land to get off the boat. Now, go to the left thru the trees that are nearby into the next area. In this area, go to the left into the river, and the trio will automatically go into the boat. Now, sail the boat all the way to the left, up, right, down, down, left onto the land to get off the boat. After that, go into Waz's Tower.

Waz's Tower

Make sure to get the items of magic mirror (3F) and thunder bow [Reeshine] (4F). Now, go all the way up the stairs to 5F. On 5F, go thru the door at the bottom left onto the balcony. On the balcony, go to the right, and go thru the door into another area with spiral stairs. Make sure to get the item of magic mirror (6F). In this area, go all the way up the stairs to 10F. On 10F, go thru the door at the top right into a room. In this room, go upward, and speak to Waz to get Waz's staff (Meisia). After that, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Tinkle" to warp back to Tinkle Kingdom.

Tinkle Kingdom

Now, speak to Gretel (the girl with blonde pigtails) who is nearby three times. After that, leave the inn, and go back to the castle. In the castle, go back to 2F, and speak to the King. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Tinkle" to warp back to the inn. At the inn, go up the stairs that's nearby to 2F. On 2F, go upward, and speak to Mr. Tailor. Now, leave the inn. After that, go into Mr. Ant's house that's on the left side of the castle, and speak to Mr. Ant. Now, leave Mr. Ant's house, and speak to Mr. Grasshopper who's on the right side of that house. After that, go downward, and go into the Three Little Pigs' house that's nearby the destroyed houses. In this house, speak to Chii (the green shirt pig), and then speak to Ii (the pink pig) to hear his story. Now, leave the Three Little Pigs' house. After that, go to the lower right, and go into Cinderena's house. In Cinderena's house, speak to the Stepmother (the woman with the ponytail on 1F). Now, leave Cinderena's house. After that, go to the front of the inn, and speak to the girl with blonde pigtails. Now, go into the inn, and go up the stairs to 2F. On 2F, speak to the Tailor. There is a scene. After that, leave the inn. Now, go back to the castle to the throne room, and speak to the King. After that, go back down the stairs to 1F. On 1F, go thru the door at the bottom into the other room. In this room, go thru the door on the left into the next room. In this room, go thru the door on the left into Mr. Tailor's room. In Mr. Tailor's room, speak to Mr. Tailor, and choose yes to get the white dress. Now, leave the castle, and go back to Cinderena's house. In Cinderena's house, go up the stairs that's nearby to 2F, and speak to Cinderena to give her the white dress. Now, leave Cinderena's house. After that, go into Grandpa Gepeck's house which is on the left side of Cinderena's house, and speak to Grandpa Gepeck. Now, go back to where the bulletin board is at. After that, search the jar that's nearby the bulletin board, and choose yes to return back to the Hut.

Hut

Now, leave that hut, and go back into the Shrine.

Shrine

Now, leave the Shrine, and go back into the Hut with the flask.

Hut

Now, go into the hut. After that, search the bookshelf, and choose "thoroughly search it (#1)" to go into next area. In this area, search the flask that's on the table, and choose "thoroughly search it (#1)" + "touch it (#2)" to warp back to Nanaka Village - Wind World.

Wind World

Nanaka Village

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Qum" to warp back to Qum Village.

Qum Village

Now, leave the inn. After that, go into the windmill tower which is on the left side of Cyrtis' house. In the windmill tower, please remember that each of the floors is like a invisible maze. The stairs in the upper right of 1F is a fake. On 1F, go around to the center of the floor where the invisible stairs is at, and go up to 2F. The two stairs on 2F are fakes. On 2F, go a little below the center of the floor where the invisible stairs is at, and go up to 3F. The two stairs on 3F are fakes. On 3F, go around to the lower right where the invisible stairs is at, and go up to 4F. The stairs on 4F is a fake. On 4F, go around to where the cogwheel is at. After that, search the front of the cogwheel, and choose "use the ark (#3)" + "water (#6)" to get the glass gem. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Nanaka" to warp back to Nanaka Village.

Nanaka Village

Now, search the statue on the left or right that's nearby the treasure chest, and choose yes to return back to Hut.

Hut

Now, leave the hut, and go back to the Shrine.

Shrine

Now, go thru the fireplace, and go back on the island with the oval-shaped Hut.

Hut

Now, go upward. After that, search the bluebook, and choose "thoroughly search it (#1)" + "read it (#2)" to warp back to Tinkle Kingdom - Fairytale World.

Fairytale World

Tinkle Kingdom

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, go to the lower right, and go thru the path back into Kull Forest.

Kull Forest

(Please remember the trees have hidden passages that you can go thru to get to the other side). Now, go to the right, and go thru the trees into the right side. On the right side, go to the right, and go thru the trees on the top right into the right side. On the right side, go to the right, and go thru the trees on the top right into the right side. On the right side, go to the right, and go thru the trees into the next area. In this area, go to the right into the trees, and then go downward thru those trees into the bottom side. On the bottom side, go to the right to the area where you met the lion. After that, search the front of the big tree, and choose "use an item (#2)" + "Feris" + "glass gem" + "19 foot (#2)" to get the glass shoes 19. Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Tinkle" to warp back to Tinkle Kingdom.

Tinkle Kingdom

Now, leave the inn, and go back to Cinderena's house. In Cinderena's house, go up the stairs that's nearby to 2F, and speak to Cinderena to give her the glass shoes 19. There is a scene in the castle on 2F. After that, speak to the Prince who is nearby to get Cinderena's heart (1-4). Now, search the heart on the throne to get the King's heart (2-4). After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Tinkle" to warp back to the inn. Now, leave the inn. After that, go to the lower left, and go into Red Riding Hood's house. In Red Riding Hood's house, search the heart to get Red Riding Hood's heart (3-4). Now, leave Red Riding Hood's house. After that, go to the upper right, and go into the house with the big stump. In this house, search the heart to get Goose's heart (4-4). Now, leave that house. After that, search the stump that's nearby, and choose "use the ark (#3)" + "wood (#5)" + "climb it (#2)." Now, search the figure that's nearby, and choose "use an item (#2)" + "Feris" + "Goose's heart" to get the figure of Goose (1-4). After that, go down the vine, and Goose appears. Now, go back to where the bulletin board is at. After that, search the jar that's nearby the bulletin board, and choose yes to return back to the Hut.

Hut

Now, leave that hut, and go back into the Shrine.

Shrine

Now, search the table with a figure that's nearby on the right side of the dark blue carpet. After that, choose "use an item (#2)" + "Feris" + "King's heart" to get the figure of the King (2-4). Now, search the table with a figure that's nearby on the lower right side of the dark blue carpet. After that, choose "use an item (#2)" + "Feris" + "Red Riding Hood's heart" to get the figure of Red Riding Hood (3-4). Now, search the table with a figure that's on the lower left side of the dark blue carpet. After that, choose "use an item (#2)" + "Feris" + "Cinderena's heart" to get the figure of Cinderena (4-4). Now, go thru the fireplace again, and go back on the island with the oval-shaped Hut.

Hut

Now, go upward. After that, search the bluebook, and choose "thoroughly search it (#1)" + "read it (#2)" to warp back to Tinkle Kingdom - Fairytale World.

Fairytale World

Tinkle Kingdom

Red Riding Hood, the King, and Cinderena appear. Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, go into the castle, and go back to 2F. On 2F, go to the upper left, and go thru the door into the King's bedroom. In the King's bedroom, speak to the King who will mention something about Waz's Tower. After that, leave the castle. Now, go to the upper left, and go thru the path back into River Forest.

River Forest

Now, go to the left into the river, and the trio will automatically go into the boat. After that, sail the boat left, down, left, left onto the land to get off the boat. Now, go to the left thru the trees that are nearby into the next area. In this area, go to the left into the river, and the trio will automatically go into the boat. Now, sail the boat all the way to the left, up, right, down, down, left onto the land to get off the boat. After that, go into Waz's Tower.

Waz's Tower

Now, go all the way up the stairs to 10F, and go thru the door at the top right into Waz's room. In Waz's room, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Tinkle" to warp back to Tinkle Kingdom.

Tinkle Kingdom

Now, leave the inn, and go back to the castle. In the castle, go into the Tailor's room on 1F, and search the treasure chest to get the invisible cloth. After that, open the menu, and choose "tool" + "use it" + "Feris" + "crystal" + "Tinkle" to warp back to the inn. Now, leave the inn. (You can recover the trio's HP & MP at Grandpa Gepeck's house by speaking to Hinokio). After that, go downward, and go thru the gate into the Forest.

Forest

Now, go all the way to the right until you see an old man who is blocking the way. After that, open the menu, and choose "tool (#2)" + "equipment (#2)" + "Feris" + "invisible cloth" to make her wear it. Now, walk thru the old man, and go upward into Crow Kobez Waterfall. After that, remove the invisible cloth from Feris.

Crow Kobez Waterfall

Now, go all the way up, and go into the cave. In the cave, go to the right, and go thru the opening into another area. In this area, go all the way to the right, and go under the waterfall to the right side. After that, climb up

the vine that's nearby. Now, go to the left, and go into the cave. In the cave, go to the left, and go thru the opening into another area. In this area, go to the right, and search the treasure chest for Muramasa (Tokio). Use the ark of fire to dwell in Tokio's weapon. After that, go back into the cave. In the cave, go to the right, and go up the stairs into the next area. In this area, go to the left, and go thru the opening into another area. In this area, go to the right. Now, climb up the vine, and go into the cave. In the cave, search the treasure chest, and choose "peep into it (#3)" + "yes" to push the switch on. Now, leave that cave, and go all the way back to the entrance area. At the entrance area, go to the left, and go under the two waterfalls to the left side. (There is a save statue on the left side of the cave). After that, go into the cave. In the cave, go around to the upper right, and go up the stairs into the next area. In the next area, go thru the opening at the bottom into another area. In this area, go to the right. (The second cave (counting from left to right) will take you to an area that has a treasure chest with a devilish bottle which recovers all HP & MP for one person). Now, go under the waterfalls, and go into the third cave (counting from left to right). In this cave, search the treasure chest for the death bringer (Feris). After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "light (#2)" + "Feris" + "death bringer." Now, leave the third cave. After that, go under the waterfalls to the right side. Now, climb up the vine. After that, go upward, and go into the cave. In the cave, go all the way to the left, and go thru the opening that's at the bottom left into another area. In this area, go under the waterfalls to the right side, and climb up the vine. Recommend LV33 for Feris, LV30 for Tokio, and LV30 for Kamiwoo. After that, go under the waterfalls to the right side, and there is a scene. Now, fight Koscara. After defeating Koscara, go into the cave that's nearby. In the cave, go upward, and go up two-flights of stairs into the next area. In this area, go to the right, and go up the stairs into another area. In this area, go under the waterfalls all the way to the left side, and go into the third cave (counting from right to left). In the third cave, go upward, and go upward the stairs into the next area. In this area, go thru the opening at the bottom into another area. In this area, go under the waterfalls all the way to the right side, and go into the cave. In this cave, go to the upper left, and go up the stairs into the next area. In this area, go thru the opening at the bottom into another area. In this area, go under the waterfalls to the left side, and climb up the vine. After that, go under the waterfall, and there is a scene. Now, fight Water Dragon. In battle, use Tokio's fight (#1) - fighting spirit (#2) to raise the trio's power. After defeating Water Dragon, go up the vine that's nearby on the right side of that waterfall. Now, go under the waterfall to the left side, and go into the cave. In the cave, go down four-flights of stairs into the next area. In this area, go around to the upper left, and speak to Darkness. Now, fight Darkness. In battle, use Feris' magic of death guard (6MP) on the trio. After defeating Darkness, Feris gets the ark of darkness (7-7). Now, open the menu, and choose "magic" + "use it" + "Feris" + "warp gate (14MP)" + "Tinkle" to warp back to Tinkle Kingdom.

Tinkle Kingdom

***[Cinderena and the Prince side quest. Go to the castle to the throne room on 2F. In the throne room, go upward, and speak to the Prince. After that, go thru the door on the left that's nearby into the King's bedroom. In the King's bedroom, speak to the King who is lying down in bed. Now, go back to the throne room, and speak to the Prince again. Choose "yes" to make the Prince accompany the group. After that, leave the castle. Now, go to the lower left, and go into the empty house that's on the right side of Red Riding Hood's house to find Cinderena. After that, leave the empty house, and go back to the castle to the throne room on 2F. In the throne room, go upward, and go thru the door on the left into the King's bedroom. In the

King's bedroom, speak to the King again. After that, go back into the throne room, and go thru the door on the right into the Prince's bedroom. In the Prince's bedroom, speak to the Prince again. Now, leave the castle, and go to the inn. At the inn, speak to Gretel who is nearby the door. After that, warp back to Fruit World. See how to get to Fruit World. In Fruit World, go northwest to the Crow's Forest. See how to get to the Crow's nest that's in the Crow's Forest. In the Crow's Forest, search the Crow's nest, and choose "thoroughly search it (#1)" + "climb it (#3)" to get the "Waking Powder (Mezame no Kona)." See how to get to Fairytale World. After that, warp back to Fairytale World, go back to the castle to the Prince's bedroom, speak to the Prince to give him the Waking Powder. When Cinderena wakes up, it ends there. There is no reward nor an event scene. As a reminder, this side quest is optional]. Now, leave the inn. After that, go back to where the bulletin board is at. After that, search the jar that's nearby the bulletin board, and choose yes to return back to the Hut.

Hut

Now, leave that hut, and go back into the Shrine.

Shrine

Now, go thru the door on the top right into the room where the seven figures were originally at. In this room, go upward. After that, search the giant crystal that's between the large silver & gold statues, and choose "use the ark (#3)" + "darkness (#7)" to make an opening at the bottom of the crystal. Now, go thru that opening into the Last World. Recommend LV34 for Feris, LV31 for Tokio, and LV30 for Kamiwoo.

The Last World

Now, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "strength (#1)" + "Feris" + "Tokio" to make Tokio appear. After that, open the menu, and choose "ark (#6)" + "dwell in it (#2)" + "widsom (#3)" + "Feris" + "Kamiwoo" to make Kamiwoo appear. Now, go around to the upper right, and speak to Iron Claw who is blocking the way. Fight Iron Claw. In battle, use Tokio's fight (#1) - fighting spirit (#2) to raise the trio's power. After defeating Iron Claw, go into the cave that's nearby. In the cave, go thru the third opening (counting from left to right) into the next area. In this area, go around to the upper left, and go thru the first opening (counting from left to right) into the next area. In this area, go to the left, and go thru the opening at the bottom into the next area. In this area, go to the left. Now, search the brown panel on the wall that's on the left side of the cave, and choose yes to push the switch to open a shortcut to the Shrine. After that, go into the cave. In the cave, go all the way up to the top area, and go into the dark cave. In the dark cave, go all the way up into the next area. In this area, go upward, and speak to Nagarasha who is blocking the way. Now, fight Nagarasha. In battle, use Tokio's fight (#1) - fighting spirit (#2) to raise the trio's power. After defeating Nagarasha, go upward, and go thru the opening into the next area. Make sure that the trio has a two magic mirrors in their tools because they will need it to nullify with 10 turns some of Wicked Heart's magic attack turns. In this area, go upward, and there is a scene. Now, fight the final boss Wicked Heart. In battle, use each of the magic mirror on the trio. Also, use Tokio's fight (#1) - fighting spirit (#2) to raise the trio's power, and Tokio's fight (#1) - one's justice (#3) on Wicked Heart. The final battle will be long.

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THE END
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Version 1.8

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