

Silver Saga II (Import) FAQ/Walkthrough

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SILVER SAGA II -The Legend of Light and Darkness-

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GUIDE

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Please use these cheat codes.

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About the game

The sequel to the Famicom version RPG where the mercenary system was popular. You search out the soldier of light who travels on a journey to defeat the Devil with the story of Minelavaton Field where light and darkness fight. There is a peculiar system where you can combine, and organize up to 12 mercenaries or deity statues.

Choose the hero's name.

Beta Village

Make sure to equip the hero with his equipment. Now, go to the lower right, and speak to Lloyd who is standing in front of his house. After that, go to the lower left, and go into the mercenary mediation place. In the mercenary mediation place, speak to the girl who is behind the counter, and choose "hire a mercenary (#1)" + "Lui" + "yes" + "Elmina" + "yes" + "Gaius" + "yes" + "Milti" + "yes." Now, try to leave the village, and there is a scene. Choose yes. After that, leave the village, and go northwest to the Defense Cave. In battle, move the pointer on "selection (the red left & right arrow)," and choose "mercenary (#2)" to make the four mercenaries do the battle against difficult enemies. You can also press the B button twice to cancel the "selection" for the mercenary (#2) or deity statue (#3).

Defense Cave

There is a scene. Now, fight Freyia. After defeating Freyia, go around to the upper right, and go down the stairs to B1. Make sure to search one of the treasure chests on 1F to fight the zool monster ghoul to get the deity statue of earth (1-12). On B1, go around to the upper left, and go up the stairs to 1F. On 1F, go to the left, and search the treasure chest for the golden needle. After that, leave the cave, and go back to Beta Village.

Beta Village

Now, go to the lower right, and speak to Lloyd to get the canoe. After that, leave the village, and go south across the river on the canoe to Adol Town.

Adol Town

Now, go to the upper right, and go into Miron's mansion. In Miron's mansion, go upward, and speak to Miron who nearby the table. After that, leave Miron's mansion. Now, go to the upper right side of the wall that's nearby Miron's

house, and speak to Mina. After that, go back into Miron's mansion. Now, go upward, and there is a scene. After that, Lisa becomes a friend. Now, go to the front of the castle, and speak to one of the guards. After that, go inside the castle during the day, go to the upper left into the throne room. In the throne room, speak to the King Adol to get the letter, and wizard Maureen becomes a friend. Make sure to buy new equipment for the trio & the four mercenaries. After that, leave the town, and go southwest to Memol Village. Recommend LV4 for the trio. Also, make sure to raise the LVs of the mercenaries & the deity statues.

Memol Village

Now, go to the left, and speak to Ruwan who is walking back & forth. After that, leave the village, and speak to Gizang who is nearby. Now, fight Gizang. After defeating Gizang, the hero gets the cave key. Now, go back into the village, and speak to Ruwan to get the door key. After that, leave the village, and go to Departure Cave which is nearby.

Departure Cave

Now, speak to the guard who is blocking the way. Make sure to search the treasure chest that's nearby the stairs on 1F to fight the zool monster Death Lady to get the deity statue of star (2-12). After that, go to the lower left, and go up the stairs to leave the cave. Now, go southwest to Arkasas Town.

Arkasas Town

There is a scene. Now, go upward, and go into the castle during the day. In the castle, go into the throne room, and there is a scene. After that, Lisa & Maureen leave the hero, and the wizard Frol & Shinto priest Senamol become a friend. Make sure to buy new equipment for the trio & mercenaries, and some prayer of wind (100G) at the item shop. Now, leave the town, and go east to Ratonia Barrier which is nearby.

Ratonia Barrier

Now, go downward, and there is a scene. After that, go downward, and speak to Yurato who blocking the gate. After that, Yurato becomes a friend. Now, leave thru the bottom gate, and go southeast to Ragon Castle.

Ragon Castle

Now, go down the stairs on the right to B1. On B1, go to the right, and then go upward to where the door is at. After that, search that door to open it, and then search the treasure chest that's nearby. Now, fight the zool monster Zudaruuto. After defeating Zudaruuto, the hero gets the red ball (1-3). Make sure to search one of the treasure chests on B1 to fight the zool monster Zudaruuto to get the deity statue of lake (3-12). Now, go around to the upper right, and speak to Erlaw who is locked up in a room to get the blue ball (2-3). After that, go up the stairs that's nearby to 1F. On 1F, go downward, and go down the stairs to B1. On B1, go all the way to the left, and go up the stairs to 1F. On 1F, go downward, and go down the stairs to B1. On B1, search the door that's nearby to open it, and then search the treasure chest. Now, fight the zool monster Zudaruuto. After defeating Zudaruuto, the hero gets the green ball (3-3). Now, go all the way to the right, and go up the stairs to 1F. Make sure to search the treasure chest that's on the right side of the door with three holes to get the steel sword for the hero. On 1F, search the door with three holes to insert the red ball, blue ball & green ball. After breaking the seal of that door, go upward, and there is scene.

Now, fight Gainal. After defeating Gainal, the wizard Frol leaves the group, and Erlaw becomes a friend. Now, leave the castle. After that, open the command menu, and choose "item" + "use it" + "prayer of wind" + "town & village" + "Akasas Town" to warp back to the front of Arkasas Town.

Arkasas Town

Now, go to the far upper right, and go into Mamu's house. In Mamu's house, speak to Mamu, and choose yes to get Mamu's medicine. After that, leave the town, and go west to Roland Village.

Roland Village

Make sure to buy new equipment for the group & mercenaries. Now, around to the lower left, and go into Mon's House which is on the left side of the mercenary mediation place. In Mon's house, speak to the old man Mon who lying down in bed to give him Mamu's medicine. After that, leave Mon's house. Now, go upward, and go into the church. In the church, speak to Elbill to get the password. After that, leave the village, and go southwest to Thor Shrine during the day. (If it is night, the guards won't let the group into the shrine).

Thor Shrine

Now, speak to the guard on the right who is blocking the gate. After that, go to the upper left, and go up the stairs to 2F. On 2F, go to the lower right, and go up the stairs to 3F. On 3F, go upward, and speak to Rimusen to get Altena's card. There is a scene. The Shinto priest Senamol leaves the hero, and the Shinto priest Mahato becomes a friend. After that, open the command menu, and choose "precious articles" + "Altena's card" to warp to the front of Altena Town.

Altena Town

Now, search the treasure chest that's nearby the front of the item shop to get Agora's key (1-3). After that, go to the lower right, and search the top right side of the bridge that's on the left side of the weapon shop to get Edda's key (2-3). Now, go to the upper right, and search the water well that's nearby on the right side of the Feudal Lord's house to get Alanus's key (3-3). Make sure to buy new equipment for the group & mercenaries. After that, leave the town, and go south to Agora's Cave.

Agora's Cave

Now, search the door that's nearby to open it. After that, go to the lower left, and go down the stairs to B2. On B2, go to the right, and speak to Agora. Now, fight Agora. After defeating Agora, the hero gets Agora's mustache (1-3). Now, leave the cave, and go west to Alanus' Cave.

Alanus' Cave

Now, go to the upper right, and search the door to open it. After that, go to the left, and go down the stairs to B2. On B2, go to the upper right, and speak to Alanus. Now, fight Alanus. After defeating Alanus, the hero gets Alanus' wings (2-3). Make sure to search the treasure chest that's nearby to fight the zool monsters Stalker x2 & Death Lady to get the deity statue of knowledge (4-12). After that, leave the cave, and go west to Edda's Cave.

Edda's Cave

Now, go downward, and go down the stairs to B2. On B2, go down the stairs that's nearby on the left to B3. On B3, search the door that's nearby to open it. After that, go to the upper right, and speak to Edda. Now, fight Edda. After defeating Edda, the hero gets Edda's fang (3-3). Now, leave the cave, and go back to Altena Town.

Altena Town

Now, go into the Feudal Lord's house, and speak to the Feudal Lord to give him the three evidences. There is a scene. After that, Yurato leaves the group, and Rubanga becomes a friend. Then, the hero gets Endel's card & a sky view. After that, open the command menu, and choose "precious articles" + "Endel's card" to warp to the front of Port Town Endel.

Port Town Endel

Now, go to the far lower left, and go into Kalmon's mansion. In Kalmon's mansion, go upward, and speak to Kalmon. After that, leave Kalmon's mansion. Now, speak to the white priest with a red cloak (1-3) who is nearby on the right side of Kalmon's mansion, and choose yes. After that, go to the right. Now, speak to the white priest with a red cloak (2-3) who is nearby on the right side of the magic guild house, and choose yes twice. After that, go to the upper right, and speak to the white priest with a red cloak (3-3) who is nearby on the left side of a house, and choose yes to get Manus' blessing. Make sure to buy new equipment for the group & mercenaries. After that, leave the town, and go south to Manus Shrine.

Manus Shrine

Now, speak to the guard who is blocking the gate. After that, go upward, and go up the stairs to 2F. On 2F, go to the right, and speak to Modena to get the prayer key. After that, leave the shrine, and go northeast across the river on the canoe to Stone Cave.

Stone Cave

Now, search the door that's nearby to open it. After that, go to the lower right, and speak to Elmore. Choose yes. Then, Erlaw leaves the group, and Elmore becomes a friend. After that, the hero gets the ring of blessing. Now, leave the cave, and go back to Port Town Endel.

Port Town Endel

Now, go back to Kalmon's mansion, and speak to Kalmon. Choose yes, and there is a scene. After that, Mahato leaves the group, and Ena becomes a friend. Now, leave the town. After that, go north, and go into the cave called Illusion Valley (1) which is nearby.

Illusion Valley (1)

Now, speak to the guard who is blocking the way, and then go all the way around to the upper left to exit the cave. After that, go northeast to the Prayer Shrine.

Prayer Shrine

Now, go upward, and speak to Miifa to give her the ring of blessing. After that, go all the way around to the upper left, and then go to the right to where the monument is at. Now, search the monument. After that, go back to the room where Miifa is at, and speak to her. Choose yes to take her request.

Now, leave the shrine. After that, go south, and go into the second cave called Illusion Valley (2).

Illusion Valley (2)

After that, go around to the upper right, and speak to the Sand Devil who is blocking the way. Now, fight Sand Devil. After defeating Sand Devil, go to the right to exit the cave, and go to Zool Shrine which is nearby.

Zool Shrine

There is a scene, and choose "go forward as it is (#2)." After that, go downward. Now, go all the way to the right, and go up the stairs to 2F. On 2F, go to the right, and go up the stairs to 3F. On 3F, search the doors (4) continuously to open them as you go upward. After that, go all the way to the left, and go down the stairs to 2F. On 2F, go all the way to the lower left, and search the door. After that, go all the way to the right, and go down that top stairs to 1F. On 1F, go all the way to the right, and then go all the way up. After that, go all the way to the left, and go up the stairs to 2F. On 2F, go to the left, and go into the room with the shield that's nearby. In this room, search the shield to get the shield of light (1-3). After that, leave the shrine, and go northeast to Toran Town.

Toran Town

Now, go into the castle, and go into the throne room. There is a scene, and choose yes. After that, Rubanga leaves the group, and Ryukaon becomes a friend. Make sure to buy new equipment for the group & mercenaries. Now, leave the town, and go north to Fire Tower.

Fire Tower

Now, speak to guard who is blocking the way. After that, go to the lower left, and go up the stairs to 2F. On 2F, go to the right, and go up the stairs to 3F. On 3F, go around to the lower left, and search the treasure chest that's nearby the door to the room where Guld Dragon is at to fight the zool monster Id x3 to get the deity statue of flame (5-12). After defeating the Id x3, choose yes to send the deity statue of fire to the magic guild. After that, speak to Guld Dragon. Now, fight Guld Dragon. After defeating Guld Dragon, the hero gets the armor of light (2-3). Then, Ryukaon will automatically use a prayer of wind to teleport the group back to Toran Town.

Toran Town

There is a scene. After that, Ena & Ryukaon leave the group, and Elshio & Piglio become a friend. Now, leave the town. After that, go east, and then go northeast to Altoga Fort.

Altoga Fort

Now, speak to the guard who is blocking the way. Make sure to buy new equipment for the group & mercenaries. After that, go into Arlaw's house which is on the right side of the weapon & armor shop to hear his story. Now, leave Arlaw's house. After that, go into the Blacksmith's house which is behind the inn, and speak to the Blacksmith. Now, leave the fort thru the exit on the right that's nearby Arlaw's house, and go to the cave called Fawn's High Ground which is nearby.

Fawn's High Ground (1)

Now, go to the right, and then go around to the upper right to exit the cave. After that, go to the village called Loss Mine which is nearby.

Loss Mine

Now, go to the lower right, and speak to Elban who is nearby the steps to get the ore. After that, use a prayer of wind or the hero's magic (LV21) of lamoon (15MP) to teleport back to Altoga Fort.

Altoga Fort

Now, go back to the Blacksmith's house, and speak to the Blacksmith to get the defeating evil mirror. After that, go back to Arlaw's house, and there is a scene. Choose yes. Then, Elmore leaves the group, and Arlaw becomes a friend. After that, use a prayer of wind or the hero's magic (LV21) of lamoon (15MP) to teleport back to Toran Town. Now, go east of Toran Town, and then go southeast to Wind Tower.

Wind Tower

There is a scene. Now, go upward, and then go up the stairs that's nearby, but a strong gust of wind will blow the group downward. Everytime the wind blows the group downward, continue to go upward until you reach that stairs. After that, go up that stairs to 2F. On 2F, go into the room on the right, and search the treasure chest to fight the zool monster Statue to get the deity statue of sky (6-12). After defeating Statue, choose yes to send the deity statue of sky to the magic guild. Now, go upward, and go up the stairs to 3F. On 3F, go into the room on the left, and speak to Breath Dragon. Now, fight Breath Dragon. After defeating Breath Dragon, the hero gets the sword of light (3-3). Now, leave the tower. After that, use a prayer of wind or the hero's magic (LV21) of lamoon (15MP) to teleport back to Loss Mine. Now, go east to the cave called Fawn's High Ground (2) which is nearby.

Fawn's High Ground (2)

Now, go all the way around to the upper left to exit the cave. Since I have played the game so far, I fought 200 times without escaping from battle, and I got the "deity statue of victory (7-12)" early. The deity statue of victory will be sent to the magic guild. After that, go north to Bundle Town.

Bundle Town

Make sure to buy new equipment for the group & mercenaries. Now, go to the front of the castle, and speak to one of the guards who is blocking the gate. After that, go into the castle. Now, go into the throne room, and speak to King Bundle. Now, go to the upper right, and go down the stairs to B1. On B1, go upward, and speak to the guard who is blocking the way. After that, go to the left. Now, walk into the door of light that's nearby the Shinto priest Ilgorl, and the group will automatically teleport to the Meditation Center.

Meditation Center

Now, go to the upper left, and go up the stairs to 2F. On 2F, choose yes to offer the sword of light to the god of strength, Gra. After that, go back down the stairs to 1F. On 1F, go to the right, and go up the stairs to 2F. On 2F, choose yes to offer the shield of light to the god of fate, Derit. After that, go back down the stairs to 1F. On 1F, go to the right, and go up the stairs to 2F. On 2F, choose yes to offer the armor of light to the god of wisdom, Manus. There is a scene, and then the hero becomes the warrior of light. Then, Endral will automatically send the group to another location.

After that, go west to Fanto Village.

Fanto Village

Now, leave the village. After that, go southwest, and then go northeast to Norland Village. While enroute to Nowland Village, just ignore the flying crystal of blue, red, green, yellow that's fly on the map for now. Press the Y button to make the world map appear to see the flying crystals.

Nowland Village

Now, go to the lower left, and go into Imola's house which is behind the weapon & armor shop. In Imola's house, speak to Imola who is nearby the bed to get the hair ornament. After that, leave Imola's house, and speak to the old woman, with the green cloak on, Pomal who is standing nearby Imola's house to get the snow sled. Now, use a prayer of wind or the hero's magic of lamoon (15MP) to teleport back to Fanto Village. Now, go east, and then go northwest-northeast on the snow sled to the Snow Cave. Be careful since the enemies are very strong. Recommend LV30+ for the group & mercenaries.

Snow Cave

Now, search the two doors to open them. After that, go to the right, and go down the top stairs to B2. On B1, go upward, and search the treasure chest to fight the zool monster Kunbakaruna x2 to get the deity statue of withering blast (8-12). After defeating Kunbakaruna, choose yes to send the deity statue of withering blast to the magic guild. Now, go back up the stairs to B1. On B1, search the door that's nearby to open it, and go down the bottom stairs that's nearby to B2. On B2, go downward, and then go all the way to the upper right. After that, go up the stairs to B1. On B1, go down the bottom stairs that's nearby to B2. On B2, go to the right, and go down the stairs to B3. On B3, go to the left, and speak to Snow Devil. Now, fight Snow Devil. In battle, use Arlaw's fire magic of fabola (20MP) on Snow Devil. After defeating Snow Devil, search the door that's nearby to open it, and go into the room where the warrior Endral is at. There is a scene. Choose yes twice. Then Piglio leaves the group, and the hero gets the diving gear. After that, Endral becomes a friend. Now, leave the cave. After that, use a prayer of wind or the hero's magic of lamoon (15MP) to teleport back to Nowland's village.

Nowland's village

Now, go into the village mayor's house which is on the right side of the weapon & armor shop, and speak to the village mayor who is sitting at the table to get the talisman. After that, use a prayer of wind or the hero's magic of lamoon (15MP) to teleport back to Fanto Village. Now, go east to where the deep blue water is at. After that, sail northeast across the dark deep water on the ship to an island to where Dolun Village (a small windmill is nearby that village) is at. Press the Y button to make the world map appear to see the location.

Dolun Village

There is a scene, and choose yes. After that, leave the inn. Now, go into Murai's house which is on the right side of the weapon & armor shop, and speak to Murai to give him the hair ornament. After that, leave Murai's house, and go all the way to the right. Now, go into Hardy's mansion which has a water well at the front, and speak to Hardy. After that, use a prayer of wind or the hero's magic of lamoon (15MP) to teleport back to Nowland's village.

Nowland's village

Now, go into Imola's house which is behind the weapon & armor shop, and speak to her. There is a scene. Now, try to leave, and Imola will give the hero the deity statue of affection (9-12). After that, use a prayer of wind or the hero's magic of lamoon (15MP) to teleport back to Altena Town. Now, sail southwest of Altena Town to an island that is shaped like an horse-shoe with a whirlpool in the center of that island. After that, sail into that whirlpool to the undersea town Oltoria. Press the Y button to make the world map appear to see the location.

Oltoria

Now, go to the far upper left, and speak to the old woman. Choose yes to get the half a gale. (The half a gale increases the ship's speed so that you will be able to chase after the four flying crystals that fly on the map). After that, go into the room on the lower right, and speak to the medium Milfa. Then, Elshio leaves the group, and Milfa becomes a friend. Now, leave the undersea town. After that, sail northwest of Oltoria to an Island that is shaped like an horse-shoe with a monument in the center of that island.

Island

Now, search the dent of the monument to get deity statue of darkness (10-12), and choose yes to send the deity statue of darkness to the magic guild. After that, sail northeast of the Island to the small bay where Kraken is at. Now, fight Kraken. In battle, use Arlaw's fire magic of fabola (20MP) on Kraken. After defeating Kraken, the hero gets the powder of brightness. Now, go south to the Isolated Village Annan.

Isolated Village Annan

Now, leave the village. After that, go northeast, and search the dent of the monument that's nearby to get the deity statue of soul (11-12). Choose yes to send the deity statue of soul to the magic guild. After that, use a prayer of wind or the hero's magic of lamoon (15MP) to teleport back to Dolun Village.

Dolun Village

Now, go all the way to the right, and go into Hardy's mansion. In Hardy's mansion, speak to Hardy to get the black key. Make sure to buy a lot of trot ball to avoid the enemies (400G) & power dust (600G) to raise the group's attack power at the item shop. Now, leave the village, and go into the ship. After that, sail south of Dolun Village to an island with the Black Tower.

Black Tower

Now, search the gate to open it. After that, go all the way up, and go up the stairs to 2F. On 2F, go up the stairs that's nearby on the right to 3F. On 3F, go up the stairs that's nearby to 4F. On 4F, go to the lower right, and go down the stairs to 3F. On 3F, go to the upper left, and go down the stairs to 2F. On 2F, go down the stairs that's nearby to 1F. On 1F, search the treasure chest that's nearby to fight the zool monster Garden to get the sword of crushing evil for the hero. After that, go back to 4F, and speak to Orthol. Now, fight Orthol. In battle, use the item of power dust on the group. After defeating Orthol, search the treasure chest that's nearby to get the red key. Now, leave the tower. [Optional: Recommend LV33-35 for the group. As you sail along the sea, open the command menu, and choose "item" + "use it" + "trot ball" to dodge the enemies. Press the Y button to make the

world map appear to see where the flying crystals are at. Now, continue to use the trot balls to avoid the enemies so that you can chase and catch each of the annoying flying crystals of blue, red, green, yellow one by one. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack, but don't use any magic on the flying crystals of blue, red, green, yellow. After defeating the last flying crystal, the hero will get the deity statue of sea breeze (12-12)]. Now, sail northeast of the Black Tower to an island with the Red Tower.

Red Tower

Now, search the gate to open it. (Make sure to search the treasure chests: on 4F to fight the zool monster Ulreri to get Gra's shield (1-3) for Endral; on 1F to fight the zool monster Ulreri to get Derit's shield (1-3) for Arlaw; on 2F to fight the zool monster Ulreri to get Manus' shield (1-3) for Milfa). After that, go to the far upper left on 1F, and go up the stairs on the left to 2F. On 2F, go up the stairs that's nearby to 3F. On 3F, go to the lower right, and go up the stairs to 4F. On 4F, go to the left, and speak to Galmon. Now, fight Galmon. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Galmon, go upward, and search the treasure chest that's nearby to get the white key. Now, leave the tower. After that, sail southeast of the Red Tower to an island with the White Tower.

White Tower

Now, search the gate to open it. (Make sure to search the treasure chests: on 3F to fight the zool monster Labanti to get Gra's armor (2-3) for Endral; on 3F to fight the zool monster Labanti to get Derit's armor (2-3) for Arlaw). After that, go the stairs that's nearby on the lower right on 1F to 2F. On 2F, go around the edges to the lower left, and go up the stairs to 3F. On 3F, go around the edges to the lower left, and speak to Dolgoal. Now, fight Dolgoal. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Dolgoal, search the treasure chest that's nearby to get the blue key. Now, leave the tower. After that, sail southwest of the White Tower to an island with the Blue Tower.

Blue Tower

Now, search the gate to open it. (Make sure to search the treasure chests: on 3F to fight the zool monster Shadow Devil to get Manus' armor (2-3) for Milfa; on 3F to fight the zool monster Shadow Devil to get Gra's sword (3-3) for Endral; on 4F to fight the zool monster Shadow Devil to get Manus' staff (3-3) for Milfa; on 4F to fight the zool monster Shadow Devil to get Derit's sword (3-3) for Arlaw). After that, go around to the upper right on 1F, and go up the stairs to 2F. On 2F, go to the left, and go up the stairs to 3F. On 3F, go to the right, and go up the stairs on the right to 4F. On 4F, go to the lower left, and speak to Aragon. Now, fight Aragon. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Aragon, there is a scene, and Milfa will automatically teleport the group to the front of the Large Door Cave. [Optional: you can warp back to Altoga Fort, and go to the magic guild to combine the deity statue. The

"Combine List of the Deity Statues" is below. At Altoga Fort, go to the upper right, and speak to the old man, Shinto priest, who is at the front of the house to give him the powder of brightness. Choose one of the four statues to use the powder of brightness on, and yes to get 20000EXP for that statue]. Now, go into the Large Door Cave. Recommend LV39-42 for the group.

Large Door Cave

(Make sure to search the treasure chests: on B3 to fight the zool monster Kunbakaruna & Hell Mail to get Harn's armor (1-3) for the hero). Now, go around to the top, and search the door to open it. After that, go down the stairs that's nearby to B2. On B2, go to the lower right, and go down the stairs to B3. On B3, go to the upper left, and go up the stairs to B2. On B2, go upward, and go up the stairs to B1. On B1, go to the left, and search the two doors to open them. After that, go around to the upper right, and go up the stairs to exit the cave. Now, go into Zolde's Castle which is nearby.

Zolde's Castle

(Make sure to search the treasure chests: on B1 to fight the zool monster Lord to get Harn's sword (2-3) for the hero). Now, go upward, and speak to Baz who is blocking the door. Now, fight Baz. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Baz, go to the far upper left, and go down the stairs to B1. On B1, search the door that's nearby to open it. Now, go around to the right, and speak to Wally. Now, fight Wally. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Wally, go up the stairs that's nearby to 1F. On 1F, go upward, and go up the stairs to 2F. On 2F, go to the lower left, and search the door to open it. (Make sure to search the treasure chests: on 2F to fight the zool monster Lord x2 to get Harn's shield (3-3) for the hero). Now, go to the right, and search the door to open it. After that, go upward, and speak to Hullman. Now, fight Hullman. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Hullman, go up the stairs that's nearby to 3F. On 3F, go around the edges to the upper right, and search the door to open it. Now, go around to the left, and speak to Zolde. Now, fight the final boss Zolde. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Zolde, fight Zolde Akuto2. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Zolde Akuto2, fight Zolde Akuto3 who is annoying. In battle, use the power dust on the group to raise each of their attacks & Arlaw's magic of metamahal (15MP) to protect everyone from the enemy's magic & Arlaw's magic of metapoan (8MP) to protect everyone from the enemy's attack. After defeating Zolde Akuto3, the group will automatically back to the Meditation Center.

Meditation Center

There is a scene. After that, choose "yes" to the question of "do you love Meria?"

THE END

Magic Guild

You can do the following

1. soul storage
 2. recovery
 3. combine deity statue
 4. replace deity statue
 5. stop
-

Combine List of the Deity Statues

- Gai: Star + Soul
Star + Withering Blast
star + Knowledge
- Deri: Flame + Soul
Flame + sky
Flame + Knowledge
- Doll: Knowledge + Soul
Knowledge + Darkness
knowledge + Sky
- Van: Earth + Withering Blast
Earth + Lake
Earth + Knowledge
- Fal: Earth + Flame
Earth + Sky
Earth + Star
- Yoid: Others + Others
- Rag: Withering Blast + Darkness
Withering Blast + Flame
Withering Blast + Sky
- Lawn: Lake + Soul
Lake + Withering Blast
Lake + Knowledge
- Roda: Lake + Flame
Lake + Sky
Lake + Star
-

The final combine forms of the deity statues

- Cari: Gai + Deri
 - Siva: Earth + Darkness
 - Totos: Doll + Fal
 - Hearn: Fal + Lawn
 - Janus: Rag + Roda
 - Yarn: Affection + Victory
Deri + Fal
-

Mercenary Mediation Place

You can do the following

1. hire a mercenary
2. return a mercenary
3. replace a mercenary
4. stop

+++++

Version 1.0

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