

Tecmo Secret of the Stars FAQ/Walkthrough

by sarbaraj101

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Tecmo's Secret of the Stars Walkthrough v. 2.5
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----- Revision History: -----

0.1 - I started writing this FAQ (*)
0.2 - 0.8 - Completed the FAQ (*)
0.9 - Added the appendixes (*)
1.0 - 9th April, 2005 - First released FAQ
1.1 - 11th April, 2005 - Added the last appendix (B & C)
1.2 - 13th April, 2005 - Added some lines to the FAQ
1.3 - 15th April, 2005 - Added the address of www.neoseeker.com
to the sites' names and added my second E-mail :
(sarbaraj.bartaula@gmail.com)
1.4 - 26th April, 2005 - Birthday Update! Added David
Hart's sugesstion and gave him credits(*) 13 Today!!
1.5 - 6th May, 2005 - Added Ryan a.k.a Dark Evil's sugesstions
and gave him credits
1.6 - 23rd May, 2005 - Changed the birth date typo
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(Major update)
2.1 - June 21, 2005 -User level promoted! I'm very happy + drop list
2.2 - June 25, 2005 -Appendix H: Max money glitch for kusterera + Items
and thier descriptions + Appendix I: Magic and thier descriptions.
2.3 - August 8, 2005 - Added some more glitches
2.4 - August 10, 2005 - User level promoted
2.5 - August 18, 2005 - Corrected typos
2.6 - September 20, 2005 - User level promoted! I'm very happy + removed the
voting poll + added the "Appendix I : Unlockable kusteras"

(*) - stands for not released

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1. DISCLAIMER

If you'd like use this document on yours website, email me at the following address: Sarbaraj_bartaula@yahoo.com and likely I'll let you use it. I will only allow use of this walkthrough 100% not changed. Otherwise this walkthrough should only appear at the following sites: GameFAQs - www.gamefaqs.com (always the latest one) www.neoseeker.com

2. CONTACT INFO - PLEASE READ BEFORE E-MAILING

Please - don't email frequently asking for game tips - I'm including everything I'm capable of answering in this FAQ. If you wish to make corrections to the FAQ, or other comments, etc, feel free to email me at Sarbaraj.Bartaula@gmail.com. Include something like 'Secret of the Stars' in the subject so I can sort valid emails out from the junk mail. So, I welcome contributions and corrections to the walkthrough, but I may not even reply to requests for game tips. Most of the things I can help you with are already in this walkthrough. For voting in the poll, use Sarbaraj_bartaula@yahoo.com as the e-mail adress. Thanks. You can also mail me for other RPG tips

3. FAQs

Q. Where do I go on Heart Island?

A. See those hills on the upper right corner of the island? They're actually caves you can go in. The rest should be self-explanatory. (Also explained in the walkthrough.)

Q. How do I get into Decatas?

A. Go south from Decatas and east to find the town of Giant. In Giant, from the entrance, walk straight right around the edge of town, then straight up to find a hole. The digger there will dig you a hole into Decatas.

Q. Where is the ticket for the circus?

A. Go into the house next to the church and talk to the voting man twice. After you do, go into the house directly south and talk to the mayor and he'll give you the TICKET.

Q. Where do I get the key to the bridge?

A. The digger in Giant has it. Go around the outer edge of Giant to get back to his hole, and go in. On the right side of the hole is a secret passage - head down it and talk to the digger. He'll give you the key.

Q. How do I get out of the Lagoon illusion?

A. Enter the Lagoon two up and left from where you start to exit the illusion.

Q. Where do I get the GOLDNAIL?

A. Go back to the construction site west of Old Hill, the one where you got Bun the builder. Walk behind the one remaining X flag thing and you'll find it.

Q. Where are all the Star Shrines?

A. Looking for the Kustera dungeons? Trying to get Banalet or Aqutallion rank? Here are the four shrine locations: There's one slightly northeast of Beegees, on a little peninsula (sort of.) There's one on the northwest corner of that area of the continent where Kaja-House is, west of Victory Bridge. There's one if you follow the coast, heading west from Karappon. There's one on an icy island, northeast of Edon, as the crow flies its sort of north of Giant and Decatas.

Q. Where do I get the rocket fuel?

A. Well, there's more detail in the walkthrough, but the key lies in going to the island cities of Edon, Onsaka, and Moreeyes. All of these are in the sea around Giant.

Q. How do I get into Amaboss?

A. Go to the town northeast of the waterfall, Dengars. Talk to the woman at the top of the town and buy three BUNNYSUITS. Go back to Amaboss and equip them on Ray, Cody, and Dan. Now, head on into Amaboss. (What RPG would be complete without the obligatory cross-dressing scene?)

Q. How do I get into the lab in Donto?

A. Talk to everybody. Then, go back and talk to the guy in the upper left house who mentioned the siren. The siren will sound as you talk to him and you can go into the lab.

Q. How do I activate the machine in the shrine in Old Hill?

A. You need the items that the Kustera get from the Star Shrines. Have the Kustera transfer all of them to storage, and then have the Aqutallions take all five (the four the Kustera got and the one they got) to the machine and hit the panel.

Q. Where is the Red Fountain?

A. Go back to the Aris Shrine from the beginning of the game - it's in the room behind the shrine. If you've forgotten - the Aris Shrine is found by entering the hills on Heart Island.

Q. Where's Gonta the blacksmith? (Very Important)

A. He's hiding at the back of the temple (the church like thingy). He sells you the ultimate armors at the end of the game (METLSHOES, METLHELM and METLARMR). You can buy the METLARMR only at his shop for the price of 9000G.

Q. How do I use Unity magic?

A. First, only certain spells can be united - most unity magic is useless anyway, but there are a few decent ones for certain situations, namely:

STORM 2 + FREEZE 2 - Ice Storm - decent right after you get the ship for sea monsters.

FIRESWRD + FIRE 1 - Burn Blade! I talk about this a lot in this FAQ, but for good reason - it's a decent attack against bosses.

ICESWRD + FREEZE 1 - Ice Slash - this is very useful against the final boss.

CURE-A 3 + CURE-B 3 - Cure all.

FIRE 3 + FREEZE 3 + STORM 3 + BOLT 3 - If you're desperate for experience and/or money near the end of the game, use this to kill those enemies in the last dungeon. That is almost a complete list of Unity magic, actually - there are a couple other spells but for the most part that is all you need. To use Unity magic, you must have the characters that are going to unite their magic at Banalet rank. Have them cast their magic and/or attack regularly with their weapon (for Burn Blade, etc.) Then, at the last screen before you confirm your attack, select COMBI, and the two (or four) characters whose attacks you want to unite. Only one unity attack can be done a turn, and Dan cannot use Unity magic. (Note - I didn't forget about the BOLTSWRD - I never ended up using it, simply because you have to cast BOLT 1 and Leona has better things to do.)

4.The Walkthrough

Heart Island

Start the game. You'll be asked to name your character. The default name, and what I'll be calling him for the rest of this walkthrough, is Ray. Talk to the woman there (Mrs. Sonya) and then walk out of your house and talk to the farmer over there. He'll give you Plum-Plums, the standard potion of this game. Take as many as the farmer gives, they're free. Then, just head to Likado.

Once in Likado, go to the upper right house. The second cat, on the upper right, is actually Cat Boo, some sort of wicked cat creature! You'll have to fight it. Assuming you have some Plum Plums, it can't possibly give you that much trouble. After killing Cat Boo, go to the lower right house and talk to David of Kustera. He'll inform you of your quest to stop the evil Homncruse and tell you to go get the Crest of Stars (Starcrest). Walk on out of Likado and walk into the mountains on the upper right corner of the island. Make your way through the short cave and into the shrine. Step on the crest. You'll be warped off into some sort of mist, where you'll meet your dad, who tells you of your destiny. You'll earn your first rank, the Pennon. Not much difference, but now you can cast magic. Cool! David comes out and decides to help you in your quest, becoming the first member of the Kustera party. (You can swap parties by opening the menu and selecting 'SWAP'.) Take both the Aqutallion party (Ray) and the Kustera party (David) out of the cave. You can head back to Likado if you wish (I'd recommend buying a SHRTSRWD for Ray.) At any time, you can rest in at Ray's house or any other bed. When you are ready, head to the other set of hills near the entrance to the Aris Shrine and head to the Jeep Volcano.

Jeep Volcano

ITEMS:

Aqutallion: ANTIDOTE, BREAD, and NOMALHAT

Kustera: 50 G and PLUM-PLUM

Any: RAT-TAIL

Send both parties through the cave and you'll arrive at Jeep Volcano. Switch to the Kustera party and head through the light green gates to grab 50 G on

one side and a PLUM-PLUM on the other. That's it for David (Also level him up till 3 or higher too) - the rest of Jeep Volcano is just for Ray. Swap to the Aquatallion party. Grab the RAT-TAIL out of the chest and head through the yellow gate and up the mountain. Once on top, head into the cave on the upper right and down into the volcano. Inside the volcano, you can grab a NOMALHAT from the chest. (Though if you go fight some BONES, you might get a better DERBY with a def. of 4-compared to that 2 defense of NOMALHAT.) You then should head around and into the lab. Inside the lab you'll meet Dr. Gari, the evil scientist guy (also a follower of Homncruse). Ooh, spooky. He wants to kill you. What a surprise, he's a boss. (You can rest in the bed before you fight which recovers HP but not MP.

BOSS 1: DR. GARI

Recommended Level: 6

Strong Against: None

Weak against: Physical attack

I can't imagine you could possibly have any trouble with this boss. If you're in level 7 +, he'll be dead even without healing! Just hit him with attacks and, if you think it necessary, use the HEAL magic or a BREAD or a PLUM-PLUM. He uses a simple attack that deals about 1-5 damage, blows gas for 2 to 5 damage and blows fire for 3 to 6 damage.

Exp: 116

Well, that clever doctor decides to flip the switch to make the volcano erupt, causing a big explosion. But, surprise, Bosen, some guy who flies a plane, saves you at the last instant. He drops you off at Old Hill.

Old Hill

It is just a big open field with some trees. Head into the shrine and heal up from your battle with Dr. Gari, then head out. Go up about two seconds and you'll reach a destroyed town: Winds.

Winds

Winds is your typical destroyed town - ashes, rubble, holes, burnt buildings. The people say that Badbad, some sort of bad guy, destroyed Winds. The left house in Winds contains an item shop - I'd recommend getting yourself a LETHSUIT now, if you didn't already in Likado. Go into the right house and down into the basement. You'll meet some kids. Tell them you'll help them and they'll go to Old Hill. Now, leave and head down then right again down towards Beegees.

Beegees

Well, in the town of Beegees, everyone is...a dog. They've all been given a dog pill! Go into the church.

MID-BOSS: 3x Badman (also a common enemy after sometime)

Recommended level: 7

Strong against: None

Weak against: All attacks

You'll see some gangster-like people. Talk to them and you'll get into a fight. Their attack does about 1-6 damage. They're pretty easy - three regular attacks should bring down one of the three Badmen.

Exp: 42

GP: 24

Now, the priest tells that they were Badbad's henchmen. Now, talk to the girl in the corner. She is Tina - the next Aqutallion. She becomes a Pennon and joins your party. If you'd like, you can go straight south to the cave where you'll find Badbad, but I'd head out the north entrance of the town and level up Tina to at least level 6. You can heal your HP and MP at the Star Shrine, if you had to heal during the battle with the Badmen. Once you're ready, head out the south exit of Beegees and down into the cave.

Cave

ITEMS:

Aqutallion: NOMALHAT, RAT-TAIL, ANTIDOTE, PLUM-PLUM, BREAD, TELEPO, PLUM-PLUM, MOON-DROP, RESTORE, BREAD, HARDSUIT, 100 G, ASPIRIN, ANTIDOTE, MAGBRANCH, DOG-PILL, MEATBALL and 200 G

(I'm not sure if the Kustera party can get some of these items - but the Aqutallion party should be the one to go in this cave.)

Head into the cave, grabbing all the items as you go. Its pretty straight - forward - shouldn't give you hardy adventurers any trouble. Try not encountering ghosts as they take only magic shots. After walking a bit, you'll end up out on a mountainside. Head up the mountain and you should reach Badbad house. Inside the house, you can sleep in any bed to recover your HP. (Not your MP though.) Head up the stairs near the entrance to get HARDSUIT - equip this on Ray and his LETHSUIT on Tina. Head a long way around the right passageway and down the stairs to find Badbad. (There's a bed next to him if you need to recover your HP)

BOSS 2: BADBAD

Recommended Level:

Ray: 10

Tina: 8

Strong against: None

Weak against: Physical Attacks

This boss isn't too hard either. Have both Ray and Tina whap him with regular attacks until one of them needs healing - when they do, have Tina use the HEAL magic Keep your HP over 25 or you'll be sorry. This thief is a cookie. He has a simple attack dealing about 10-25 damage and sometimes calls for help.

Exp: 542

Badbad will escape. Walk into the chair he was standing to find the treasure room - pick everything (including the DOG-PILL), equip the LETHSHOES on Ray and head out the stairs to your left. You'll be warped off outside. So, now go back to Beegees.

Beegees - revisited (1st time)

Walk into the church and talk to the only non-dog guy (the priest)- he'll *scat* the dog pill to make everyone back to normal. Then take the party to the upper right house and talk to Ryu, the next Kustera. He'll join the Kustera party. (Though you don't need to do anything with Kustera just yet.) Go to the shop and buy Ray a MIDSWRD and give his SHRTSWD to Tina. Go to the lower left house and talk to the man blocking the stairway. He's the mayor of this fine establishment and asks you to find the Ringo Brothers. Being the fun-loving trustworthy kids you are, head down the stairs and out to the world map. Now, swap to the Kustera Party. Since you haven't used Kustera in a while, and you just got a new party member, its time to raise some levels. Go south from Old Hill, then east to the Star Shrine.

Star Shrine (near Beegees)

ITEMS:

Kustera: MAGBRANCH, 500 G, 500 G, HOLYCANE, MOON-DROP, RAT-TAIL, ANTIDOTE, LONGSWRD and IRIDIUM (Key Item)

Note: THIS LEVEL IS OPTIONAL FOR NOW.

However, you will have to do it eventually, and it's a good time to raise some levels. (Do it later in the game, and the experience will be of no use.) So, head into the Star Shrine. Step on the right panel (the left panel heals the Kustera party) and you'll warp to the dungeon. Go down the left stair, then make your way through the dungeon. (It's fairly straightforward - shouldn't give you much trouble.) Get all the items along the way - finally you'll reach the treasure room containing a LONGSWRD (equip on David) and the IRIDIUM (you'll need this much later in the game). Once you have the Iridium, head out of the shrine. Level either up till 9 or higher and take them to the Ringo-house. Take Kustera to Beegees, and take Aqutallion in the inn at Beegees and through the lower-left house to reach the world map (Take the MOON-DROP in the pot near the 'L' shaped wood too). Take both parties to the Ringo-House.

Ringo-House

ITEMS:

Kustera: DERBY, CHAINMALE

Take the Kustera party first through the green gate straight ahead and grab the treasure. That's it for the Kustera party in this dungeon. Switch to the Aqutallion party and head through the yellow gate to the left. Head up many stairs, back and forth (not too hard to get lost) and you'll eventually find the room with the Ringo Brothers, Bingo and Leach.

BOSS 3: BINGO + LEACH

Recommended Level:

Ray: 13

Tina: 12

These bosses are a little bit more difficult than the previous ones (As they are a part of the Homncruse family). Have Ray keep using his regular attack, pausing to heal when needed. Have Tina use Freeze 2. Focus on Leach, the little *girl* first, and then focus on Bingo, the big guy when she's dead. The big guy deals around 15 to 25 damage as his normal attack. Leach

casts COMA 1 that puts a character to sleep (40% effective on one character), FIRE 1 dealing about 18 to 24 damage, HEAL 1 healing 30 to 40 damage and a simple attack dealing around 10 to 20 damage that also might poison your character.

Exp: 1774

The Ringo 'Brothers' dead and gone, the captured kids come out and give you their thanks. You'll be warped out of Ringo-House automatically. After watching a nice little small scene featuring evil villains (the 4 Great followers on Homncruse), you'll end up at the Old Hill.

Old Hill

The kids are now all wandering around Old Hill. Both them and Uncle Save tells you that they have decided to live there and to find builders and farmers so that you can build a town at the Old Hill. Head out of the Old Hill and to the left where the construction site is. Talk to the boss and you will hire Bun, the student builder to construct your town. You can now head further left. Head left and down until you reach Giant.

Giant

(Note: The monsters in the Decatas/Giant area are dangerous until you get better equipment from Decatas - don't be afraid to use FREEZE 2 by Tina and a normal attack by Ray.) Everyone in Giant talks about Golan, the giant who has captured Baz the farmer as is compelled to work for him. To save Baz, you need to defeat and destroy the giant. You can't do anything now, so go back to the entrance of the town. Walk around the edge of town (the lower right corner), being careful not to step out of the town. Walk all the way around right and up the town and you'll reach a hole. Step into the hole and talk to the digger two times. Pay him 100 G and he'll dig you a hole into the walled city Decatas.

Decatas

First - go buy Ray and Tina new weapons and armor. You'll need it very much. Then, head north from the hole into the poor section of Decatas. See that block of three houses? Walk into the right house and talk to the woman. She'll tell you about her husband, Ben. Go back to the lower right section of town and walk into the bar. (The top one) Talk to the priest at the bar and he'll join the Kustera party. Get the Aqutallion party into uncle Save's place and make the Aqutallion party check the drawers. Go into the lab in the north part of the lower left section and go to the second floor. Talk to Dynamite twice and he'll join you a Old Hill, as well as giving you the GRAVITON, the weapon you need to defeat Golan. With it, head back to Giant. Also, level up Ben till 9.

Giant - revisited (The 1st time)

ITEMS:

Aqutallion: RAT-TAIL, RESTORE, and 200 G

Save and go into the big house at the top of the town. Grab the items from the drawers in the giant house. Then, head on down to the basement and find Baz. Talk to him and

Golan will appear. You'll have to fight him.

BOSS 4: GOLAN

Recommended Level:

Ray: 14

Tina: 14

Strong against: Physical

Weak against: Magic (Somewhat weak) (You'll need FREEZE 1 for a good damage of 10-30 and FIRE 1 for a little beat more than normal damage)

This is a tough fight. First - have Tina use the GRAVITON. (Tina is slightly faster than Ray and you need to use the GRAVITON before Golan gets a chance to attack.) This will transform Golan into Golan Jr. Even now, regular attacks do pitiful damage to Golan, so use Ray's FIRE 1 and Tina's FREEZE 1. Keep your life above 45- Golan occasionally does a critical hit that will deal damage about 40-45 damage and a normal attack of about 20-30 damage. It'll take 8-12 rounds to beat him depending on your luck.

Keep healing

(use heal 2 magic by Ray as the FRREZE 1 does more damage than FIRE 1) and damaging Golan and in the end, he'll fall.

Exp: 1195

Baz will thank you and then join the people at Old Hill. Now you have a farmer and a builder. Yeah! So it's back to the quest for the Aquatallions. Head back to Decatas.

Decatas - revisited (the 1st time)

The circus is in town. It's located in the lower right section of town. You require a ticket, though. Go into the house located next to the church and talk to the voting guy twice. You'll automatically vote. Go into the house south of the voting booth and the mayor (The old one) will thank you for voting for him by giving you the TICKET. Go into the circus now.

Circus

ITEMS:

Aquatallion: LOINCLOTH, WOODSHOES, ANGLEHAT and 300 G

Head straight ahead into the back room. Walk over to the maze. The maze is pretty simple - a little bit of wandering should get you through. Follow these steps: U = up, D =down, L=left, R=right and A= press the "A" button. Okay, here's how it goes FROM THE 2nd hole: U, L, U, L, D, L, U, U, L, D, D, L, U, U, L, L, U, A. You'll get 300 G! R, R, U, U, U, U, R, R, U, R, D, D, D, R, U, U, U, U, R, D, D, R, U, U, R, R, D, D, L, A. You will find the LOINCLOTH, which is a good armor. U, U, R, R, D, D, D, D, R, R, D, D, R, D, D, R, U, U, U, U, R, R, R, D, R, U, U, U, U, L, L, L, L, U, U, U. Head up the stairs and across the roof beam over towards the other stairway. Head on in and you'll meet Cody, the next Aquatallion, who has been turned into a lion. The evil bad guy will appear and cause the circus to disappear. Go into the church and talk to the priest guy. He'll tell you to follow the circus to Bonzley. To get to Bonzley, however, you need the key to the bridge. Its time to return to Giant once more.

Giant - revisited (The 2nd time)

Go around the edge of town to the digger's hole. Go in. On the right side of the hole, there is a secret passage. Head down it and talk to the digger to get the WIN-KEY. Leave Giant and head towards the Victory Bridge, which you can now lower. Now, however is a good time to switch to the Kustera party. Take the party to Decatas to get the best equipment, then head across Victory Bridge and west to the next Star Shrine.

Star Shrine (west of Victory Bridge)

ITEMS:

Kustera: PLUM-PLUM, ASPRIN, RESTORE, ANGLEHAT, POWERCANE, ASPRIN, BARRIER, 1000 G, ULTRIUM

Note: THIS IS LEVEL IS OPTIONAL FOR NOW.

You will have to do it in the end, and Kustera could use the experience... This dungeon isn't too hard to find your way through - be sure to grab all the items along the way. And, of course, in the last room, you'll find the ULTRIUM, which you'll need later in the game. Time to switch back to Aqutallion. Head southwest from the Victory Bridge, directly south of the Star Shrine to find Kaja-House.

Kaja-House

Jump in the hole. You'll meet a man who has managed to turn himself into gold. (And blocking a narrow passageway at the same time.) He needs the Mustache in order to cure himself. To get the mustache, you must defeat the monster in the forest to the south. So, intrepid adventurers, go to the forest to the south.

Sidon Forest

No enemies in this forest - just a big maze. You should be able to find your way through it fairly easily, keeping in mind a couple things: First, remember that the you can walk behind the top parts of the trees. And, also, the map of this level wraps - that is, walking off the top of the map brings you to the bottom, like a big circle. That said, head through the forest and talk to the monster in the center, named Sidon. (Yippee.)

BOSS 5: SIDON

Recommended Level:

Ray: 16

Tina: 15

Weak against: FREEZE magic

Strong against: FIRE magic, Physical attack

FIRE magic pretty much does nothing - and regular attacks do pretty less damage. So have Tina cast FREEZE 1 (not 2 - its not worth the MP expense.) over and over, having Ray heal when needed, and do regular attacks when not. Keep your HP above 45 - sometimes Sidon can deal some nasty attacks (FIRE 2 doing over 30-45 damage and sometimes even uses COMA 1 to make your character to sleep) His normal

attack deals around 20 to a staggering 40! (For Tina that is), rarely (2% of the time) does a critical hit doing about 40-98 damage, blows fire for around 9-18 damage and creates bolt dealing about 5-23 damage to both of them. You'll get the automatically get the MOUSTACHE for winning.

Exp: 1500

Use the Flee magic or RAT-TAIL out of the forest and head back to Kaja-House. The guy there will use the MOUSTACHE you got from Sidon and turn himself and his lab back to normal. Head through the passage, then southeast to Bonzley.

Bonzley

Snow, in the middle of the tropics! Buy the VULCANGUN and LNGBOOTS for Ray, ARMOR, LNGBOOTS and ANGLEHAT for Tina and stock up on CALM-HERB and ASPRIN for enemy's causing illness here. (You can rest in the uppermost house to recover both HP and MP!). Then, time to quickly switch to the Kustera party. Take them to the Alpin Shrine, just left, down then right of Bonzley. Also, buy SPEAR for David and Ryu, LNGBOOTS and LETHARMR for all and ANGLEHAT for one of them as you got one in the 2nd star shrine and you'll get a better hat at the alpine shrine.

Alpin Shrine

ITEMS:

Aqutallion: 300 G, COWBOYHAT, TELEPO, MOON-DROP, RAT-TAIL, and POWERCANE
Kustera: COWBOYHAT, 2000 G, MOON-DROP

Take Kustera in (if you've completed the Star Shrines, they should have no problem with the monsters inside) alpine shrine. Have them head through the green gate in the second room and grab the treasure. That's completed for Kustera. Switch back to Aqutallion. Take them into the shrine. Make your way through. Grab all the items and head on through the cave to find Garados.

BOSS 6: GARADOS

Recommended Level:

Ray: 18
Tina: 18

Strong Against: FREEZE magic, Physical attack
Weak Against: FIRE magic

Have Ray use FIRE 2 while Tina heals (when not healing use SLOW 2) around 6 times. Keep attacking by Ray (as he becomes weak by SLOW 2) and healing by Tina and you'll wear him down. Keep you HP above 60 because Garados causes snowstorm for 10-30 damage, simple attack for a 20-40 damage which as well as causes sleep sometimes, MUTE 2 for making one character's magic stopped that's where CALM-HERB is used, EVADE 3 for confusing a character (DAZED) just let it wear off and FREEZE 2 for around 30-50 damage to both of them.

Exp: 2339

Bonzley will melt at the death of Garados. Yippee. Head into the back

room to find Cody, who, in addition to being a lion, is now gold. Think, what turns stuff back from gold? Go back to Kaja-House and have him turn Cody back from gold. This won't cure his lion state though. He tells you to go to a man in the south. You don't have to - the man just tells you to go to Old Hill. So, go to Old Hill.

Old Hill

Place Cody upon the healing star inside the shrine in Old Hill. This will turn him back, gain him the rank of Pennon, and he'll join your party. Next, you'll step outside and be asked to name your town. There's no default name, I don't think, so, for the duration of the walkthrough, I'm going to still call it Old Hill. You can name it whatever you'd like though. Bosen, the airplane guy, will return and tell you to go to Decatas.

Decatas - revisited (3rd time)

Good ol' Decatas. Well, head up to the poor section of Decatas and go into the middle house. There'll be pseudo three evil-looking guys there - they'll challenge you to a fight. But, before the fight starts, Leona will come in and stop it. But, as Leona comes in, Dram, one of the four great followers' of Homncruse, will come in and take Leona. Talking to one of the pseudo-bad guys reveals that she's been taken to the rich section of Decatas. Head over a little bit and down the narrow path next to the water. Hidden behind the wall is a man who will sell you TIMEBOMB. Buy, and then use it on the middle section of the wall northeast of the guy who sells you the bomb. It will blow up. Be sure to check all bookshelves, drawers and pots to receive a wealth of money and some items (except the 2nd house and house where cooks are). Go into the house above the weapon shop and step into the bed. You'll find the next Aqutallion, Leona. She'll become Pennon and join you. Buy RIOTGUN and IRONARMR for Ray, HAND-AX and IRONARMR for Cody and YO-YO and QUICKROBE for Leona from the rich Decatas shops, (Don't buy a QUICKROBE for Tina because you'll get it in one of the houses) and then head back to Old Hill (or whatever you named it.)

Old Hill

Go way in the back of Old Hill to talk to Baz, the farmer you recruited before. As you talk to him, the screen will shake and the digger from Giant will come forth and tell you that he's dug a hole to the new continent. How convenient. Go through the tunnel, onto the new continent, then east to Box Town. (Optional: inside a house near the field talk to a girl to receive a sup-plum which restores one person's full HP. you can take only one at a time. if you have it with the Aqutallions, kusterera can't get it and vice-versa.)

Box Town

What a name for a town. This town is obsessed with boxing. So, go to the weapon shop and buy some GLOVES to equip on Ray also buy SPDSHOES for all 4 and COWBOYHAT for 3 (as you've got one in the alpine-shrine). Go into the tent and talk to Andy. Challenge him to a boxing match.

BOSS 7: ANDY

Strong against: FIRE (no damage at all!)

Weak against: Physical

Recommended Level: 18

This is an easy boss. Go to the item then Equip the VULCANGUN. Then, just keep hitting him with a load of regular attacks.

His attacks, assuming you have the best armor, should only do about 5 damage. Heal with HEAL 2 if you're in trouble. (Don't use fire because it does no damage to ANDY kustera.)

Exp: 2633

Ray will win. Yippee. Now, leave the town. Head down of the town a little bit and you'll reach Sleepers.

Sleepers (and Karappon)

Head directly to the lower right house (theres not much else to do in Sleepers) and talk to the guy in robes. He is Arthur, Andy's brother. You'll have to fight him.

BOSS 8: ARTHUR

Recommended level:

Ray: 18

Tina: 18

Cody: 12

Leona: 11

Strong against: STORM magic

Weak against: All except STORM and FREEZE (which does normal damage); highly weak against BOLT magic

Well, the boss music comes up, at least, though this isn't really a boss-class battle. Hit Arthur with your strongest attacks and he'll be defeated very quickly. He uses STORM 1 for around 10-20 damage, blows gas for 5-15 damage for everyone, FIRE 1 for around 10-20 damage and a normal attack for 1-5 damage.

Exp: 2989

Head out of Sleepers and south about two seconds to Karappon. Karappon, while technically is a town, is so puny, with around 2 citizens, it even doesn't deserve its own banner there. Go into the warehouse and talk to Arithree, the brother of Andy and Arthur. All the brothers will join you - Arithree will run the warehouse at Old Hill, and Andy and Arthur will join the Kustera party. They'll also remove the rocks blocking your way south. So, go south and you'll reach Codo.

Codo

Buy all the best equipment here for everybody. Codo doesn't actually have much to do with the plot - its just a stop on your way to Brasca. Buy 3 BRORDSWRDS (as you already have a POWERCANE, you don't need to buy one).

Lagoon

Well, theres not much to do in Lagoon. Talk to everybody in the town look at the useless shops, and then try to leave the town. A priest like dressed man will be there to stop you. He'll transform into Dram and say some stupid things. You'll end up in a sort of mirage world - with many, many different Lagoons - nearly all of them fake, only one real. The real Lagoon is two lagoons up and left of the start. Enter it and you'll exit the illusion. Head south to Brasca.

Brasca

Take two steps into Brasca. Upon doing that, Homncruse's planes will blow up Brasca. Walk into Brasca and go to the north edge and into the well.

Ancient Well

ITEMS:

Aqutallion: BREAD, BREAD, and TELEPO

Head through the yellow gate and jump into the lava. You'll take a little bit of damage walking through, but theres no way around it or use Cody's STEP magic to avoid to damage (thanks 2 david hart for this). Head through the lava. The way through the way is pretty straightforward - find the switch that will change the lava level, then hop into the lava and find the next ladder. Keep on until you reach the little house in the well. You'll meet Dan, the next Aqutallion, and his father, one of the former Aqutallions. But, just then, Dram comes in. Dan's father fights Dram, and, after he falls, you'll have to fight him.

BOSS 9: DRAM

Recommended Level:

Ray: 20
Tina: 20
Cody: 17
Leona: 16

Strong against: Physical + STORM magic

Weak against: Magic (mainly BOLT which takes off 35-55 damage)

Start out having Ray act as a healer while Tina uses SLOW 2 on Dram. While Tina is weakening Dram, have Cody use STORM and Leona use BOLT magic. Once Tina has cast SLOW 2 6 times, have Ray attack, Tina heal, Cody use POWER 4 times, then attack, and Leona use BOLT until she runs out of magic, then attack. Dram's only attack is his rapid attack - hits twice and takes off 25-45 damage, (if you have the finest armor.) - so keep your life above that.

Exp: 4627

Dram, with his last strength, blows up the well, But Dan gets up and teleports you out of well. But good ol' Homncruse decides to send his planes to blow up Old Hill. But first, you could go to Codo and Box Town and Decatas first to get better equipment for Dan. Also, level him up till 13.

Old Hill (or whats left of it)

Go into Uncle Save's house and talk to Dynamite. See those ships sitting right outside of Old Hill? They're yours - if you can get the GOLDNAIL. Of course, he gives you no clue as to where to get a GOLDNAIL, but, then again, this game never does. Dynamite also tells you about your next quest - to get to the upper continent where Dr. Ash is. But, first you need them ships. Go to the construction site where you got Bun, the builder. Walk behind the big flag thing with the X on it and you'll find the GOLDNAIL you need. Go back to Dynamite and the ships will be functional.

There's a lot you can do now, now that you have a ship - but, first, head off to the little house east of Bonzley. There, talk to Shark, the next Kustera. Now that you have Dan, he'll join you. Leave and head way north (for those of you who need a reference point, its slightly northwest of Giant) to the island of Jabon. Go into the north town, Edon.

Edon

Japanese-esque towns. Well, buy 2 BATTLE-AX for Ray and Cody (don't buy any other armors as they have a large price) Go into the castle and go to the third floor. Talk to the king or leader or emperor or whatever. He'll ask you to defeat Jubei, the samurai that Onsaka has hired. Head south to Onsaka.

Onsaka

You can buy equipment here too. Go into the palace or whatever and talk to Jubei. You'll, of course, have to fight him. Yay.

BOSS 10: JUBEI

Recommended level:

Ray: 21

Tina: 21

Cody: 19

Leona: 18

Dan: 14

Strong against: Physical

Weak against: Magic

Jubei isn't terribly difficult. His attack does about forty-seventy damage to one guy, easily counteracted by having Tina cast HEAL 2 every turn. Have everyone use his or her strongest spells. (Ray - FIRE 2, Leona - BOLT 1, Dan - BOMB 1) Cody's STORM pretty much sucks - you're better off having him use POWER 2 twice then do regular attacks. You'll wear him down in around 6-8 rounds.

Now that Jubei is defeated, you can go back to Edon to get the RED-ORB from the leader, if you'd like. (You'll have to get it eventually.) Jubei will join the Kustera. (And he has to be the strongest Kustera attacker. He starts equipped with a MIDSWRD at level 8 - and even then he does more damage than David. So - with Shark and Jubei at your disposal - its Kustera time. Switch to the Kustera party (who should be at Old Hill) and go into the Kustera house at the lower left corner of town. Take Arthur out (hes worthless) and Andy out (he's okay, but I prefer Jubei and Shark). Put Jubei and Shark in. So, your party should be: David (decent attacker)

Ryu (decent attacker, heal magic) Ben (normal attack, has HEAL and CURE) Jubei (awesome attack) and Shark (decent attack). You're free to take whomever you want, but this is my choice. FLY-BY to Box Town, Onsaka and Codo to get the best equipment you can afford, then FLY-BY to Codo or Karappon. Head southwest along the north coast to find the next Star Shrine. (Remember where it is - the Aqutallions need to come here too.)

Star Shrine (southwest of Karappon)

ITEMS:

Kustera: RAT-TAIL, CROWN, 2000 G, MOON-DROP, FIRECANE, BARRIER, ASPRIN, and ELEDIUM

Note: THIS IS LEVEL IS OPTIONAL FOR NOW.

Head into the stairs straight ahead; grab all the items, and you'll come out the north stairs. Go into the west stairs and grab the ASPRIN. Go into the east stairs, and follow the path to find the ELEDIUM. Once you've got the ELEDIUM your mission is accomplished.

The enemies in here aren't too hard, but the experience should bring Shark and Jubei up three or four levels, hopefully enough to let them survive the seas. So, time to head to the next Star Shrine, on a icy island northeast of Edon.

Star Shrine (island northeast of Edon)

ITEMS:

Kustera: CROWN, BRKNMOON, RAT-TAIL, CALMCANE, BREAD, 5000 G, BOLTCANE, MIRROR, IDOLDRESS and ORGANIUM

Note: THIS IS LEVEL IS OPTIONAL FOR NOW.

The path, again, through the Star Shrine isn't too difficult - and the enemies shouldn't give you any trouble whatsoever. Head on in, nab the ORGANIUM, and head on out.

Thats the last of the Star Shrines - you now have all the materials necessary for an objective later in the game. But - you aren't through with the Star Shrines yet. Time to switch to the Aqutallion party. Make sure that Ray, Tina, Cody, and Leona have the best equipment possible - they're each going to be fighting their own bosses. Since Kustera has no use for the CROWNS or the IDOLDRESS have them give the items to Arithree in Old Hill, then have the Aqutallion party take them. Equip them on Tina and Leona. I'd also have the Aqutallions take the FIRECANE and BOLTCANE. Take the Aqutallion party to each of the Star Shrines. I think this is really technically optional for now, but the later bosses become much easier with Unity magic, so, get going. Step on the left star in each shrine and fight the boss.

Star Shrine (near Beegees)

BOSS 11: FIRE

Recommended level:

Ray: 21

Strong against: Physical, FIRE magic

Weak against: BOLT magic

Ray must fight this alone. This is probably the easiest one, though. Just have Ray use the BOLTCANE, using HEAL 2 when necessary. Eventually, you'll beat him. No FIRE magic, mind you, for obvious reasons. It has around 300 HP.

Exp: 3654

Star Shrine (west of Victory Bridge)

BOSS 12: MERMAID

Recommended level:

Tina: 21

Strong against: Physical, FREEZE magic

Weak against: BOLT magic, FIRE magic

Tina must fight this alone. However - assuming you've been following the walk-through, you have a nice advantage - the BOLTCANE. Use it, as an item and it'll cast BOLT. This is ever so double stronger than Tina's regular attack - even more so after Mermaid starts using FAST on herself. And of course, HEAL 2 when needed. Not too hard a battle. It has around 300 HP.

Exp: 3927

Star Shrine (southeast of Karappon)

BOSS 13: COLD WIND + HOT WIND

Recommended level:

Cody: 19

Strong against: Physical, FIRE magic

Weak against: BOLT magic

Cody has one distinct disadvantage over Ray and Tina - no healing magic. Use the BOLTCANE as an item. It'll finish one of the two in 5 rounds. You don't even have to heal! Both have around 150 HP.

Exp: 4116

Star Shrine (island northeast of Edon)

BOSS 14: CLAY

Recommended level:

Leona: 18

Strong against: BOLT magic

Weak against: Physical

Leona has pretty much no useful magic to use. It's good ol' regular attacks.

No need to heal! It has around 300 HP.

Exp: 4208

Once all four guys/gals have become Banalet, all of them will become Aqutallion rank, which is pretty much meaningless. But at least everybody has Unity magic, which makes for some awesome attacks. Time to get back to the plot. Dynamite detailed your mission previously - to reach Dr. Ash. If you remember, back in the lab where you first got Dynamite, there was a guy who had a rocket. But the rocket needs fuel. And the fuel is the monster in the cove near Bonzley. And the guy in the house by the cove where you got Shark says you need two stones to wake him. Well - guess what that RED-ORB is? Now you need its counterpart. Where to find it? Well, far south of Giant, slightly southwest of Bonzley, a little SW of the house where you got Shark is the town of Moreeyes.

Moreeyes

There is very little to do in Moreeyes. So, without further ado, go in the temple straight ahead and talk to Murray. He'll ask you to get the Gold-Moai, some sort of island treasure thingy. Well, head a little northeast of Moreeyes and you'll find the Ghost Cave. Also, buy 5 GASMASKS.

Ghost Cave

ITEMS:

Either/Aqutallion: RAT-TAIL, PLUM-PLUM, ANTISTOP, MOON-DROP, ASPRIN, RESTORE, BREAD and GOLD-MOAI

Kustera: ANTIDOTE, 1000 G, and PLUM-PLUM, CALM-HERB

The enemies in the Ghost Cave are either totally wimpy (you fight lots of Bones and Ghosts) or sorta hard (Warriors with decent attack - Summoners with decent magic and instant-death attack). But you should make it through fine. At the end, before you get into the little recess with the final treasure chest, a boss will attack you.

BOSS 15: UNDEAD

Recommended Level:

Ray: 23

Tina: 22

Cody: 21

Leona: 21

Dan: 14

Strong against: Physical, STORM Magic

Weak against: Magic (minus STORM)

This boss might give you some trouble (but not much.) He can use MUTE and EVADE so be ready with some CALM-HERB. (I usually just let EVADE wear off.) He can use his rapid attack that does about 60 damage. And he can cast STORM 2 for 40 damage to everybody. Have Ray use FIRE 2, have Tina use SLOW 2, except when in dire need of healing, in which case

have her switch. Have Cody use POWER 2 a couple times, and then attack. Have Leona use BOLTCANE. And have Dan heal, or cast BOMB 1 when everybody's fine. The difficulty of this boss really depends on your levels, your luck, and the amount of damage the enemies in this cave did. It's not hard.

Exp: 5855

Grab the GOLD-MOAI, head back to Moreeyes, and give it to Murray. He'll give you the BLUE-ORB and join Kustera. Well, now you have the RED-ORB and the BLUE-ORB, go to the cove near Bonzley, by the house where you got Shark. Pilot the ship into green patch and you'll get into a battle with Clarken.

BOSS 16: CLARKEN

Recommended Level:

Ray: 23

Tina: 22

Cody: 21

Leona: 21

Dan: 14

Strong against: Magic (minus BOLT)

Weak against: BOLT

This boss isn't that hard. Have Ray use the BOLTCANE (lots of damage), Tina SLOW 2 and heal, Cody POWER 2 and attack, Leona BOLT (lots of damage), and Dan HEAL. Its attacks are: the rapid attack doing 40-70 damage and blows gas dealing 25-40 damage to everyone. Eventually it'll go down, and give you the TACOSMIN.

Exp: 6588

Decatas (revisted) (4th time)

You do a lot in this city. (And you'll be doing more lately.) Go into the lab where you got Dynamite and head into the basement. Give the doctor the TACOSMIN and he'll fuel the rocket with it, sending you to the upper continent. You'll arrive in Elekees.

Elekees

The rocket will 'land' in Dr. Ash's house. Ash will tell you about Booth, the next great follower of Homncruse. He tells you to head to Alazina, just north of Booth's castle. (His directions are a little off - you have to go left, down along the river, and then west a whole lot more) No buying, mind you! (You'll be picking stuff up in Booth's Castle, and you can buy stuff in Alazina.) Before you go, though, go into the lower right house to make Evelyn, the thief to join Kustera. Now, head to Alazina.

Alazina

Wow. Another destroyed town tileset. Lets see...theres Winds, Brasca, Old Hill, Alazina - did I miss any? Anyway, buy 2 GREATSWRD for Ray and Leona, a GREATSPR for CODY, rest, and head south two shakes of a monkeys tail to Booth-Castle. (Note: When you reach Alazina, Old Hill will reach the next stage of development. You can now get VITA-PLUMS

from the girl in Dynamites lab -
they heal everybody to full life. Useful.)

Booth-Castle

ITEMS:

Either: BREAD, WIZROBE, FIRSWRD, MIRROR, FIREARMOR, 10000 G, and REDHOOD

The item list says 'Either' because I don't see anything stopping the Kustera party from coming in - but take the Aqutallion party. (FLY-BY can get the Kustera party up to the upper continent, but what would be the point?) VERY IMPORTANT - On the second floor, jump down from the right ledge. You'll find a treasure chest containing the FIRESWRD - equip this on Cody. Now you can use the Burn Blade combo - have Ray cast FIRE 1, and Cody attack while equipped with the FIRESWRD, and combine them. It does about 150 damage - very useful since its casting cost is only 2 MP. Head up to the fourth floor and you'll find Booth.

BOSS 17: BOOTH

Recommended level:

Ray: 24

Tina: 24

Cody: 23

Leona: 23

Dan: 20

Strong against: Physical

Weak against: Magic & Burn Blade

Booth is sort of tough. He can cast BOMB 2 - dealing 70 damage to everybody. He can also use BOMB 1 - 40 damage to everybody, FIRE 3 - 70 damage to one, and a wuss regular attack dealing around 25-50 damage. Start out with Ray doing regular attacks. Have Tina use FAST 3 the first three turns and Cody casting POWER 2 the first three turns. Have Leona cast BOLT 2 through the entire battle. Have Dan use BOMB - and have him ready to heal if Booth does BOMB 2. After the first three turns, have Ray and body do Burn Blade over and over and over, have Tina use the BOLTCANE and Dan use BOMB 1 and Heal when necessary. 150 damage a turn, plus the extra 60-80 from BOLT 2 and 30-40 damage from the BOLTCANE, should make Booth fall in 9-11 turns (including the first three).

Exp: 7490

Booth will go broken and Gara will appear, asking you to come to her castle. FLY-BY back to Elekees.

Elekees (revisited)

Heal up. Talk to Ash again and he'll tell you to go up through the waterfall. He'll give you the NIAGARAN. Walk out of Elekees and get into your ship. (Which should be sitting in the river, assuming you used FLY-BY or TELEPO to get back to Elekees.) Take the ship upstream. (The enemies are the same as in the sea on the ground - so they shouldn't be too much trouble.) Go into the waterfall and you'll go shooting on up. Head northeast to Dengars.

Dengars

Apparently this is a town of thieves and burglars - but theres really only one guy to worry about - the ninja guy will steal 1000 gold every time you talk to him. Go to the woman at the top and buy her clothes. Three times. You'll see why in a second. Leave town and head west of the waterfall to Amaboss.

Amaboss

Talk to the guards wearing the BUNNY Suits and you'll be able to enter town. But you'll take one step and get caught, of course. You'll be taken to the leader of Amaboss. She'll ask you if you're guys - be the good adventurers you are and tell her the truth. She'll ask you to defeat Gara. She tells you the secret entrance to Gara's castle is in the basement. So, go to the basement. Duh.

Secret Path

ITEMS:

Aqutallion: SWIM-SUIT, RESTORE, and MOON-DROP

Pretty simple. Hop in the little room; flip the switch, head out. Yay.

Gara-Castle

ITEMS:

Aqutallion: ICEARMOR, IDOLDRESS, HEELS, CROWN

Anyhow, make your way through this pleasurable little level, killing dim-witted sorceress people who put you to sleep, etc, etc. Sooner or later, you'll reach the eighth floor and fight Gara, the third great follower of Homncruse.

BOSS 18: GARA

Recommended level:

Ray: 26

Tina: 26

Cody: 25

Leona: 25

Dan: 22

Strong against: Magic (only a little) minus BOLT

Weak against: Physical, Burn Blade and BOLT magic

Definitely the hardest battle so far. First - Gara has similar attacks to Booth except FREEZE 3 that only she has. She does more of them and less wuss regular attacks. First - have Tina use FAST 3 and Cody POWER 2, hoping that Gara doesn't do enough damage so that Tina needs to help heal. Then - Burn Blade time. Have Leona keep using BOLT 2, and Dan continually the HEAL magic. If you get in a jam, you can have Leona stop and use the VITA-PLUM or SUP-PLUM (uh - wait - did I mention these in the walkthrough yet? Better do that - you can get the VITA-PLUM from Dynamite's lab. Wait - I did mention it. Oh well.) Keep on Burn Blading

and she'll fall.

Exp: 7825

Bad ol' Homncruse will appear and blow up Gara-Castle (and the rest of the upper part of the upper continent with it. Yay.) But, of course, Dr. Ash will save you in his Gyrocopter. Then he'll give you it. Yay. Your mission now: To search for and find Dr. Parakless. The town of Hidon is right of Beegees (as the gyrocopter flies), nestled in the mountains.

Hidon

Wow. One more destroyed town tileset. Yay. Parakless can be found by traveling though the mountain pass, apparently. Hence - travel through the mountain pass.

Misty Pass

This is nice and short. I like it. Hike up the ladders and go into Parakless' lab. A vision of Parakless will appear and he'll tell you his deep dark secret. He created Homncruse. Woo. Apparently, though Homncruse was evil, stole a time machine, and came back in time to conquer the world. (If he has a time machine, can't he just - ah, screw It.)? Well, go further, flip the switch, and you'll be warped to some sort of shrine. Step on all the stars and leave. Bosen will come in and tell you to find the Rimstera lab by the town of Donto. You can find Donto on an island surrounded by mountains just east of Decatas.

Donto

Talk to everybody in this town - they'll babble about working in the lab. Then, once you've spoken to everybody, go back and talk to the man in the upper left house, the one who mentioned a siren that sounds. As you talk to him, the siren will sound and everybody will be called into the lab. The doors will open and you can go on in.

Steeler-Lab

ITEMS:

Aqutallion: BARRIER, SILVARMR, RAT-TAIL, MIRROR, ROSESHOES, DISCARMAR, and MOON-DROP

You'll get lost in here - it's a big maze of holes and magical warps. Just wander your way on through, grabbing items, you'll find the engines eventually. When you do reach the engine room, flip the switches on the four outer engines, and then flip the switch on the center one. BOOM. The lab blows up. You'll end up at the lab in Decatas. (Apparently that's where the warp from Donto took you.) The lab workers and the mayor of Decatas all fear that Homncruse is going to attack Decatas - so they all move to Old Hill. Time for you to go there too.

Old Hill

Head next to the shrine and talk to the mayor of Decatas. He'll take over

Old Hill and rename it Decatas. Then he kicks you out. As you're kicked out, though, you see a vision of the evil bad guys, which gives you the hint to go to Brisben.

So, go to Brisben. (It's in island SW of Brasca.)

The Blacksmith

To hire gonta, the blacksmith, go to the back of the temple (the church like thingy) at Codo. He sells you the ultimate armors at the end of the game (METLSHOES, METLHELM and METLARMR). You can buy the METLARMR only at his shop for the price of 9000G.

Brisben

ITEMS:

Aqutallion: 20000 G, MOON-DROP, WINDSHOES, BARRIER, ELFINBOW, BESTCLAW, ICESWRD, RESTORE, AQUTALIUM

This is the holy Aqutallion place where you were transported when you fought the bosses to become Banalet. Head a few steps into Brisben and Godem, the final great follower of Homncruse will appear. He'll destroy Brisben. Beneath one of the temples, though, is a star warp. Use it. You'll want to make two trips here - one to grab all the treasure, then one to fight the boss fully healed up. The way to the boss is through the upper left stair, in case you were wondering. Be ready.

BOSS 19: GODEM

Recommended level:

Ray: 27

Tina: 27

Cody: 26

Leona: 26

Dan: 24

Strong against: Magic

Weak against: Burn Blade

Godem is HARD. VERY HARD. Why? Mainly because he casts BOLT 3, doing 100 damage to everyone. Yikes. Two of those will kill everyone except possibly Ray and Cody at full life (and he sometimes does two in a row.) Ray and Cody should start Burn Blading right from the start (the quicker you kill this guy, the better.) Except when Godem uses BOLT 3, have Tina use FAST 3 every turn. (Speed is important if you want to heal before Godem unleashes another bolt.) Leona should use MIRROR 1 (know what MIRROR 2 or 3 do? It just puts up a barrier) and then BOLT 2. Dan is your primary healer. If Godem does a single attack, use HEAL 2 or 3. (Or 1.) If Godem breathes fire or creates a weak bolt, have Dan cast REGAIN 1. When Godem uses BOLT 3, have Dan cast REGAIN 2. Don't even try to heal people individually - if you don't get everyone a little life, the next attack will kill you.

Exp: 8240

Take all the 5 treasures namely, AQUTALIUM, BESTCLAW (the best weapon for Leona), ELFINBOW, ICESWRD and RESTORE. Now you have the final ingredient. Head back to Old Hill.

Old Hill

Well, the kids kicked the evil Decatas people out of Old Hill. Yay. Dynamite will show you something he's discovered in the shrine - a secret room. Well, now its time to switch to Kustera. If you already completed the Star Shrine dungeons, then you have everything you need. Go to the warehouse and give the IRIDIUM, ELEDIUM, ULTRIUM, and ORGANIUM to Arithree. Then switch to Kustera. If you aren't following this walkthrough, and you haven't gone to the Star Shrines yet - well now is the time. You'll have to go back to all of them and collect those items. You can look back through the walkthrough if you'd like, though those dungeons are fairly simple. Switch back to Aqutallion and go to the warehouse. Take all the stuff that Kustera just deposited and go back to the secret room in the shrine. Press the switch on the panel and Old Hill will take off into the air and fly to Jeep Volcano. You'll get the UFO Algos (flying saucer)! Walk on out down the stairs.

Jeep Volcano

Go on into the room straight ahead. Homncruse will bring all his followers, Dram, Booth, Gara, and Godem back to life - and you'll have to go through the dungeon fighting them all. Yay. Step on the star that's lit up and you'll reach Dram's section.

Dram

ITEMS:

Aqutallion: BRKNMOON

Kustera: ROYALSWRD

You have a very serious issue to deal with here - that is, that you need the Kustera party to proceed. Whats the problem, you ask? Well, the Kustera party is most likely at level 16 or so, and the Aqutallions are at around 25-30. Which means that the Kustera are way to weak to beat this dungeon.

You have a few options here:

1. Run from every battle. You'll get hurt every once in a while, but you should survive.

The Kustera don't have to fight any bosses.

2. You can take the non-wuss way out, and level up a little bit. A suggestion here - take the Aqutallion party, who most likely have tons and tons of money, and take them to Donto and Hidon to outfit everybody with GREAT-Axes and SILVARMR. (Get rid of Ben - put in Beth - and give her the SWIM-SUIT.) You'll still have a little trouble with some of the enemies in the volcano, but you should be able to survive against some of the robots. Run from the dragons until you get a little stronger. It is your choice - 1 is probably easier, but I do method 2 because I hate excessive running away. Yours choice. In this dungeon, Kustera can go through gray gates, and Aqutallion through the orange ones. Take both parties through, flipping switches to open gates, (I'm not going to detail the path here - its not that complicated.) The Aqutallion party will have to face Bio Dram. (Pick up the BRKNMOON before the battle - you can use it to heal up all your magic after battle.)

BOSS 20: BIO DRAM

Recommended level:

Ray: 28
Tina: 28
Cody: 27
Leona: 27
Dan: 25

Strong against: Physical

Weak against: Magic, Burn Blade, and Ice Slash

After facing Godem and Gara and Booth, Bio Dram is not that hard. The only attack he does is his rapid attack, hitting you for 60-100 damage. Have Tina focus on healing that (use HEAL 2 or HEAL 3 magic). You also have the distinct advantage over the last time you fought Dram as you have the Burn Blade combo and BESTCLAW at your disposal - so have Ray and Cody go at it. Have Leona attack, and Dan BOMB 2. It's very much simple and easy, actually.

Exp: 9383

Booth

ITEMS:

Aqutallion: WIZROBE

Either: CURECANE (have Aqutallion get it NOT Kustera and NOT to equip it on anyone)

You would better make two trips to his place because he's a lot harder than the before time. Booth's section contains a bunch of sorceresses and vampires - have Kustera run from the sorceresses. (Unless you gained a bunch of levels.) Aqutallion, of course, can handle everything with relative ease. Eventually, after running through a maze quite similar to the previous one, Aqutallion will find Bio Booth. (Note: Kustera can also fight Bio Booth - but, even if you leveled up excessively, I do not recommend it, as they can't use unity magic.) There's a CURECANE right before Booth - have Aqutallion get it, not Kustera.

BOSS: BIO BOOTH

Recommended level:

Ray: 30
Tina: 30
Cody: 29
Leona: 29
Dan: 28

Strong against: Physical, Magic (Storm, Bolt)

Weak against: Burn Blade (does around 210 damage after casting POWER3 for the first three turns), Ice Slash and BOMB magic (1 deals about 40-50 and 2 deals about 80-100 damage)

Booth has gotten tougher. This fight is definitely harder than Dram. Here's the strategy - Booth is most likely a bunch faster than you. He also casts BOMB 2 and 3, dealing serious damage to everyone. Have Ray attack and Cody use POWER3 on himself for the 1st three rounds then start using the Burn Blade combo. Have Tina cast FAST 3 nonstop - its important to keep

everyone's defense up and to make sure that your healers are faster than Booth. Different strategy for Leona this time - because you have the CURECANE. (I'm assuming you didn't equip it on anyone - if so; de-equip it.) Have Leona cast MIRROR 1 and Dan use the MIRROR item (if you have it). Leona and Dan will now be your primary healers. If Booth uses his regular attack, or a weak single person spell, have Leona attack (the BESTCLAW does almost as much damage as Burn Blade if it gets a sharp attack that is it does around 190 damage.) and Dan use the CURECANE as an item. (Using the CURECANE as an item casts HEAL 2 for free - and you need to conserve Dan's MP.) If Booth uses BOMB 2 or 3 - have Leona heal Dan with the CURECANE - since Dan is slow and Booth will attack before him. Have Dan cast REGAIN 2. (3, if you need it.) If anyone dies from Booth's second attack, (hopefully he doesn't BOMB 3 twice in a row - theres no way to survive that.) have Tina cast LIFE 3. (Anybody else noticed that LIFE 1 and 2 seem to be utterly useless as there's no guarantee if the one will be revived?) If its Tina that died, either have Ray momentarily stop Burn Blading, or have Leona use a RESTORE. (I recommend the latter - the more attacks you get in on Booth, the quicker he'll die, the less damage he'll do.) Booth is tough. But you can beat him.

Exp: 10543

Gara

ITEMS:

Aqutallion: BRKNMOON (I don't see why you need more than two - its mostly not broken on me when I played this game.)

Same Kustera/Aqutallion's maze. Yeah. Kustera should be able to handle the trolls and stuff, but I'd still run from the sorceresses. (Butt-kicking magic + wuss guys who can't deal damage fast enough = bad thing.) Time to kick some Gara butt.

BOSS: BIO GARA

Recommended level:

Ray: 30

Tina: 31

Cody: 29

Leona: 30

Dan: 28

Strong against: Single magic spells (FREEZE and STORM) and Physical
Weak Against: DEVISTSATE (Does 300+ damage!), Burn Blade, and Ice Slash

Compared to Booth, Gara is a cakewalk. Gara's strongest magics, STORM 3 and FREEZE 3, only deal about 60-75 damage - so two isn't enough to kill anyone, except possibly Dan (rarely). There are two options to do here:

Option 1: Ray and Cody should use Burn do I even have to say? Tina should cast FAST 3 a few times (though you're probably not too much slower than Gara, so it isn't as needed.) Then have her defend (she doesn't have much else to do) you can also have her use the CURECANE to heal against Gara's weak and wuss attacks. Have Leona attack and Dan use REGAIN 2 when needed.

OR

Option 2 (Recommended): Use the super combo DEVISTSATE (FIRE 3 + FREEZE 3 + STORM 3 + BOLT 3) and have Dan use REGAIN 2 and BOMB 2 alternately. After the MP is near about 10 of Ray, start Burn Blading, have Leona use a simple attack, Tina will be doing good with FREEZE 3 and Dan the same. She'll fall easily. Actually, she'll go down very easily.

Exp: 11873

Godem

ITEMS:

Aqutallion: BOLTSWRD

Either: MIRROR

You can go straight to Godem - but head through the dungeon first to get the BOLTSWRD - which, when used in conjunction with BOLT 1, casts Bolt Break. Then, once you've gotten this, Kustera can go into permanent retirement. Also, use the super combo DEVISTATE on five battles the you have to go to refill your HP and MP at the UFO Algos (Old hill's sort of star shrine). Repeat this process for around 5 rimes. Take Kustera to the storage and have them give all their MIRRORS, MOON-DROPS and RESTORES to Aqutallion. Then, its time for the Aqutallion party to fight Godem.

BOSS: BIO GODEM

Recommended level:

Ray: 32

Tina: 33

Cody: 32

Leona: 32

Dan: 31

Strong against: Single magic (FREEZE and STORM)

Weak against: DEVISTATE (does 300 - 400 damage!), Burn Blade, Ice Slash, Bolt Break, BOMB and Physical (somewhat)

Godem is just as hard as last time. But this time, he has a stronger regular attack, also blows fire now, creates bolt not very often but seldom too and casts BOLT 3 more often. There are again, two options, to do here:

Option 1: You have Bolt Break at your disposal - but my recommendation is to keep with Burn Blade. Burn Blade and Bolt Break do roughly the same damage - the only difference being that Ray needs to cast Burn Blade and Leona Bolt Break. Leona can do decent damage with her Best Claw otherwise, whereas Ray can't do much other damage except possibly with FIRE 3. So - Ray and Cody, for now. Use the first turn to prepare. Have Ray use a MIRROR on Dan so he can survive dual BOLT 3 attacks. Have Tina cast FAST 3. Have Cody use POWER 3 on himself. Have Leona use MIRROR 1. And have Dan use the CURECANE on himself or Tina. (Even though they don't need it.) Then its time to get into your rut. Ray and Cody keep Burn Blading; only stop if Ray needs to use LIFE 2 on Tina. Tina casts FAST 3 over and over - the speed and defense will help a little. Have Leona either use the CURECANE on Dan or Tina if you don't think they'll survive the next turn, or have her attack.

And unless everyone is at absolutely full life, Dan needs to use REGAIN 2 every single turn. He'll run out of MP - but you shouldn't have to use more than one MOON-DROP. Pre-emptive healing is the key - Dan's a slow one. Burn Blade, Burn Blade, Burn Blade, on and on, and Godem should go down.

OR

Option 2 (Recommended): Use super combo DEVISTATE (FIRE 3 + FREEZE 3 + STORM 3 + BOLT 3) and have Dan use REGAIN 2. After the MP is near about 30 of Ray, start Burn Blading, have Leona first use a MIRROR 1 spell and then a simple attack (if the MP of Dan is less than 36, have her use the BRKNMOON on Dan four or five times and have Dan use Regain 1 instead of 2). Tina will be doing well with FAST 3 and Dan the same. Sooner or latter this fiend will fall.

Exp: 13490

Homncruse

ITEMS:

Aqutallion: PLUMWATER, MIRROR

Take two trips to this place because the upcoming boss will be a bit easier which is the final boss of the game. Head around the winding path (DEVISTATE all the battle you can then set the COM state to AUTO for 5 battles and after that run if any battle accompanies you) to get the PLUMWATER - flee and heal by going to the U.F.O. Algos. Then take the party down the ladder, (DEVISTATE all the battle you can then set the COM state to AUTO for all battles and after that run if any battle accompanies you) around the path, etc, etc, till you reach the star to warp to Homncruse. *SPOILER* (as if this walkthrough isn't loaded with them) you'll meet Jaguar, Homncruse's little servant guy from all those little cut scenes. He'll reveal himself to be Bosen, the guy that's been helping you. He's actually from the future - sent back to stop Homncruse. (But - wait - if Homncruse has already gone back when you reach Hidon, isn't the future now really the present?) Homncruse will attack him, and then attack you.

BOSS: HOMNCRUSE

The easiest and the hardest boss in the game. Hardest because you can't beat him - most of your hits will not connect, nor do much damage (Deals about 1-2 damage). But he's also the easiest because you don't have to win. So lose, and lose valiantly, but don't use any items.

Bosen will tell you to get the METLSWRD - which enables you to do some damage to Homncruse. The METLSWRD is located in the Red Fountain. Take the UFO out of the volcano, and three shakes of a tail over to the Aris Shrine, over at the mountains to the left. (The first place you ever went in the game.)

Aris Shrine / Red Fountain

Go in. Step on the star. Ray's father will appear and bequeath you the both the METLSWRD, Ray's best weapon, and the LIGHTORB, which enables you to do damage to Homncruse. So, healed up, with all the items from

Kustera and storage you need, go back to Homncruse's section of Jeep Volcano.

Homncruse

Head down the path again. Get ready; cause here comes the final boss.
Heal up, and use the BRKNMOONS to heal any MP.

BOSS: HOMNCRUSE

Items you'll want to fight Homncruse:

MIRRORs - At least a few. Mainly for Dan.

MOON-DROPs - For Dan

RESTOREs - If you're smart, you won't need them, but bring two anyway.

VITA-PLUM / PLUMWATER - Useful if you're in a jam.

And, of course, also bring the METLSWRD, LIGHTORB, and ICESWRD.

Ray needs the METLSWRD, and Cody the ICESWRD. And everybody equips the "METL" type shoes, helm and armor + their best weapons.

Recommended Level:

Ray: 35

Tina: 35

Cody: 34

Leona: 35

Dan: 33

Strong against: Physical, magic

Weak against: METLSWRD (always does a sharp hit to him), Ice Slash, Bolt Break and DEVISTATE

He's a bit easy. First turn - Leona use the LIGHTORB. Cody use POWER 3, and Ray attack. Have Dan ready to use REGAIN 2. If Homncruse does a weak attack, like his regular wuss attack, BOLT 2 or FIRE 3 (that hits only one person), have Dan use the CURECANE.

If Homncruse does any attack that hits everyone, have Dan use REGAIN 2.

Have Ray attack with the METLSWRD and Cody and Tina use Ice Slash. Eventually he'll fall and you'll have to fight the:

Like most of the final bosses in a RPG (Role- Playing Game), Homncruse has a second form. Yeah for us it is a good gift.

BOSS: HOMNCRUSE (Second)

This, being the final, final boss, is a really very tough fight. Homncruse commonly uses BOMB 3 and BOLT 3, sometimes times in succession. (No-one can survive two consecutive BOMB 3s, except possibly Ray and Cody at full life.)

If you have at least 3 Moon-Drops, (hopefully more), you can use this strategy. Your standard attackers will be Ray w/ METLSWRD and Cody and Tina w/ Ice Slash. (Leona needs to keep her MIRROR up - but Homncruse sometimes will LAND 3 it, causing it to neutralize.)

Leona should use the BOLTSWRD as an item at Homncruse to cast BOLT 2 for free. And - here's where the MOON-DROPs come in - Dan should use REGAIN 2 every turn (Actually, in ever four- out of five turns). Why, do you ask? Because - if he doesn't, you'll never survive BOMB 3. (Or, at least, someone will die - and bringing people back to life is a pain.) Yes, a lot of his Regains will be wasted magic. But you'll thank me

when you narrowly avoid death at the hands of BOMB 3. Dan will need at least 3 MOON-DROPS through the course of the battle, though
- have Ray momentarily stop attacking to use one, or have Leona use it.

Your strategy will need to be slightly modified if you don't have at least three MOON-DROPS. Dan will need to be much more conservative in his REGAINS. Instead, when Homncruse uses his strong attacks, have Ray stop healing to use HEAL 3 on Tina, and Tina cast HEAL 3 or CURECANE on Dan. Ray and Cody should have at least 200 life and be able to survive another hit by Homncruse. Leona should have her MIRROR up. You're screwed, however, if Homncruse uses BOMB 3 again.) Keep on hitting Homncruse with Ray and Cody and Tina. Eventually, after a long time (Around 18-39 rounds depends on your luck), he'll go down. Congratulations, you've beaten this game.

Ending ***SPOILER***

Homncruse will die, mumbling something about hating everything; like most evil bad guys do he'll even say that he hates his own father - Dr. Parakless! He'll die he says he'll revive and come back. You'll warp out, and Bosen will congratulate you and disappear (I think he goes to the future). The UFO flies back to Old Hill and the town backs down. All the happy townspeople will gather and wonder where all the Aquatallion are. Cut to the UFO, where Ray's father tells them to come to the future that there real home is. But the Aquatallions decide to stay in Old Hill, living happily ever after. Then a credit rolls as you watch the UFO fly around. Cut to Uncle Save, finishing up his adventure story. (Watch the intro of the game.) More UFO flying follows, which doesn't seem to ever end (I think they created a graphic loop). Turn off your Super Nintendo Entertainment System and have a Beer or coke and celebrate.

Appendix A:

All the unity magic

Name	Magic
Ice fire	fire lv.1, freeze lv.1
Ice storm	freeze lv.2, storm lv.2
Bolt storm	storm lv.2 bolt lv.2
Fire blade	fireswrd, fire lv.1
Ice slash	Iceswrd, freeze lv.1
Bolt break	Boltswrd, bolt lv.1
Devistate	fire lv.3, freeze lv.3, storm lv.3, bolt lv.3
Fire storm	Fire lv.1, storm lv.1
Cure All	Cure-A lv.3, Cure-B lv.3
Twin less	antpwr lv.1, antspl lv.1
No call	repel lv.1, step lv.1

Appendix B:

All the HP, Exp, GP and drop of the monsters

Name	HP	Exp	GP	Drops
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Alpha	250	310	55	
Beta	250	310	550	
Ant lion	58	78	82	
Arch Bull	400	601	524	
Armor	83	70	62	hand-ax, armor
Bad Bunny	50	20	20	
Bad Slime	11	8	6	
Bad Man	40	14	8	Dagger
Bandit	65	37	26	Furcoat
Bat	15	3	4	
Beetle	65	80	84	
Big Worm	72	47	53	Holy Cane
Blade Fish	95	88	82	
Bohr	108	73	71	
Bolt Fish	90	86	80	
Bone	32	17	12	
Bull Head	320	410	509	
Cat Boo(1st)	35	16	6	
Cat Boo(2nd)	90	120	32	
Cleric	120	116	375	
Crawler	200	91	111	
Dragon	75	68	60	hand-ax
Dragoon	235	173	215	agedswrd
Echo Cat	60	21	26	
Eye Ball	70	68	66	
Falcon	175	84	87	life vest
Fire	300	3654	0	
Fire Fly	70	46	34	
Galuda	150	180	216	
Gas Dragon	111	70	120	
Gas slag	145	114	223	
Ghost(1st)	1	15	11	
Ghost(2nd)	200	120	278	
Goblin	32	12	10	knife
Godem	2900	8240	0	
Golbird	160	145	221	
Gold Mo	195	115	362	
Goldog	64	50	60	
Grizzly	80	55	42	
Guardian	195	217	436	
Gust	125	92	99	
Hedgehog	14	4	4	nomalhat
Holo Bird	49	19	15	shrtswrd
Hot Wind	150	2058	0	
Ice Bear	85	53	58	mittens
Ice Dragon	180	213	424	
Iron man	210	218	437	
Iron ox	190	201	321	
Killer Bug	45	30	24	
King Bull	290	405	510	
King Cat	70	64	49	Moon-drop
Lace	250	237	410	
Legs	140	135	257	
Lord	145	242	511	
Mad Bird	135	72	69	
Man-Trap	67	47	33	Antidote
Morpho	175	152	288	
Moth	200	107	98	Crown
New Moon	135	163	294	
Ochu	115	97	220	

Oga	280	226	413	
Pattloid	120	131	230	
Pig King	70	43	31	
Pig Man	16	6	7	Knife
Pilder	300	310	420	
PumpKing	50	24	23	
Quill	17	4	5	
Red Dragon	290	240	500	
Red Slime	11	2	2	
Robot A	145	151	260	
Robot B	155	147	267	
Rock	60	76	80	
Rock Bird	67	38	27	
Roper	110	87	210	rose shoes
Scorpion	60	75	78	
Sea dragon	115	95	88	
Sea horse	95	93	86	
Sea snake	139	101	90	
Servant	170	212	423	moon-drop
Shark	90	90	83	
Slime	10	1	1	Plum plum
Spector	1	65	62	
Spider	60	33	29	
Sourseris	125	112	224	
Spy eye	200	90	100	red hood
Stun Rat	20	7	3	
Summoner	125	95	112	
Talanchua	52	48	37	antidote
Tentacles	170	106	96	
Trap	70	65	63	
Trool	255	210	401	
Val Eagle	79	50	56	
Vambat	150	112	227	
Vampire	135	110	221	
Vegilisk	75	84	75	
Warrior	200	95	114	
Wolf	50	35	25	MidSword
Wyte	230	235	408	
Zeratin	200	220	422	
Zombi	33	18	14	AntiStop, Derby
Zombie	60	36	39	AntiStop

Appendix C:

HP, Exp, GP and Drops of the Bosses

Name	HP	Exp	GP:	Drops
Arthur	275	2928	0	
Bad Bad	280	542	0	
Bingo	200	887	0	
Bio Booth	3400	10543	0	
Bio Dram	3000	9383	0	
Bio Gara	3650	11873	0	
Bio Godem	3900	13490	0	
Booth	2200	7410	0	
Clarken	1275	6588	0	

Clay	300	4208	0	
Cold Wind	150	2058	0	
Dr. Gari	125	116	0	
Dram	1030	4627	0	
Fire	300	3654	0	
Gara	2625	7815	0	
Garados	570	2339	0	
Godem	2900	8240	0	
Golan Jr.	440	1195	0	
Homncruse(1st)	3000	0	0	
Homncruse(2nd)	6800	0	0	
Hot Wind	150	2058	0	
Jubei	950	5207	0	
Leach	140	887	0	
Mermaid	305	3927	0	
Sidon	470	1500	0	Moustache
Undead	1010	5855	0	

Appendix D: Magic List

*Note, Aquatallions cannot use magic until they become Pennon.

Name	Lvl.	MP use
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Ray

Fire lv.1	start	2	
Heal lv.1	3	3	
Coma lv.1	5	3	
Flee lv.1	7		8
Fly By lv.1	9	8	
Repel lv.1	12		4
Heal lv.2	13		5
Fire lv.2	15	4	
Coma lv.2	16		4
Coma lv.3	18		6
Life lv.1	19	12	
Land lv.1	22		8
Life lv.2	23	16	
Fire lv.3	24	10	
Land lv.2	26		14
Heal lv.3	27	8	
Land Lv.3	29		20

Tina/Ben

Heal lv.1	1	3	
Freeze lv.1	3		2
Fast lv.1	4	2	
Slow lv.1	5		3
Cure-A lv.1	6		3
Cure-B lv.1	8		3
Mute lv.1	11		3
Freeze lv.2	12		7
Cure-A lv.2	13		6

Heal lv.2	14	5
Fast lv.2	15	4
Cure-B lv.2	16	6
Mute lv.2	17	5
Slow lv.2	18	4
Life lv.1	19	12
Cure-A lv.3	20	8
Mute lv.3	21	7
Fast lv.3	22	6
Cure-B lv.3	23	8
Life lv.2	24	16
Slow lv.3	25	6
Heal lv.3	26	8
Freeze lv.3	28	11
Life lv.3	30	20

Ryu

Heal lv.1	start	3
Flee lv.1	7	8
Fly By lv.1	9	8
Bolt lv.1	11	4
Heal lv.2	13	5
Bolt lv.2	20	8

Cody

Storm lv.1	start	3
Coma lv.1	start	3
Fly By lv.1	11	8
Step lv.1	13	4
Coma lv.2	14	4
Power lv.1	15	4
Antpwr lv.1	16	4
Power Lv.2	18	5
Antpwr Lv.2	20	6
Coma Lv.3	21	6
Storm lv.2	22	6
Antpwr Lv.3	24	0
Power lv.3	27	6
Storm Lv.3	29	9

Leona

Bolt lv.1	start	4
Cure-B lv.1	7	3
Evade lv.1	10	4
Mirror lv.1	12	4
Cure-B lv.2	14	6
Evade lv.2	15	5
Antspl Lv.1	17	0
Vanish Lv.1	18	4
Mirror Lv.2	20	5

Cure-B lv.3	21	8	
Bolt Lv.2	23		8
Vanish lv.2	25		6
Evade lv.3	26		6
Mirror lv.3	27		6
Antspl lv.3	28		0
Vanish lv.3	29		8
Bolt lv.3	30	14	

Dan

Bomb lv.1	start		5
Heal lv.1	11	3	
Flee lv.1	13	8	
Heal Lv.2	16		5
Regain lv.1	19		10
Bomb lv.2	21		8
Regain lv.2	23		18
Heal lv.3	25	8	
Regain lv.3	28		36
Bomb lv.3	30		15

Arthur

Fire lv.1	start		2
Storm lv.1	start		3
Coma lv.1	start		3
Flee lv.1	start		8
Fly by lv.1	9		8
Repel lv.1	11		4
Step lv.1	12	4	
Power lv.1	14		4
Fire lv.2	15	4	
Coma lv.2	16		4
Power lv.2	18		5
Coma lv.3	19		6
Storm lv.2	20		6
Fire lv.3	23	10	
Power lv.3	24		6
Storm Lv.3	25		9

Murray

Freeze lv.1	start		2
Bolt lv.1	start		4
Flee lv.1	start		8
Fly by lv.1	start		8
Evade lv.1	start		4
Freeze lv.2	11		7
Mirror lv.1	12		4
Evade lv.2	15		5
Antspl lv.1	17		0
Vanish lv.1	18		4
Mirror lv.2	20		5

Bolt lv.2	22	8
Antspl lv.2	23	0
Vanish lv.2	24	6
Evade lv.3	25	6
Mirror lv.3	26	6
Freeze lv.3	27	11
Antspl lv.3	28	0
Bolt lv.3	29	14
Vanish lv.3	30	8

 Beth

Heal lv.1	start	3
Regain lv.1	start	10
Fast lv.1	start	2
Slow lv.1	start	3
Cure-A lv.1	start	3
Cure-B lv.1	start	3
Antpwr lv.1	start	4
Cure-A lv.2	12	6
Cure-B lv.2	13	6
Heal lv.2	14	5
Fast lv.2	15	4
Slow lv.2	16	4
Cure-A lv.3	17	8
Cure-B lv.3	18	8
Life lv.1	19	12
Antpwr lv.2	20	6
Fast lv.3	21	6
Antpwr lv.3	22	0
Regain lv.2	23	18
Life lv.2	24	16
Heal lv.3	25	8
Slow lv.3	26	6
Regain lv.3	27	36
Life lv.3	28	20

 Appendix E: HIDDEN ITEMS IN TOWNS/HOUSES

Elekes: Rat Tail- uncle save house bed chest
 Chair in dr ash house- teleports back to rocket but nothing else
 Ironsuit- dresser north most east house

Donto- Mirror- bed chest house above weapon shop
 Brokmoon- Pot north west most house

Edon- Mayor house 2nd floor
 - 600g in dresser right side of room
 - Restore left by sleeping people dress

Moreyes- Magbranch- bed dresser uncle save house
 200g pot house above weapon shop

Codo- Moon Drop- pot house west of weapon shop and south

Boxtown- Magbranch- pot house above weapon/armor shop

Bonzley- 500g pot house most south west

Decates - semi rich- Magic Leaf- dresser in uncle save house

Mag Branch- dresser in uncle save house

300 g- dresser in uncle save house

Poor- Bread- bed dresser chef house

6g pot of chef house

500g- chefs wife, 2g pot, bread bed dresser, 4g pot

Rich part- 200g - bed dresser west house near gate

200g- pot west house near gate

Quickrobe- dresser north east house

Appendix F: Weapon/armor list

Clothsuit+4

Knife+8

Normalhat+2

Shoes+4

Dagger+10

Shortsword+12

Lethsuit+8

Clothrobe+2

Hardsuit+10 (poison)

Steelcane+11

Lethshoes+7

Midsword+14

Holycane+15 (sharp hit) (good vs ghosts)

Hammer+17

Longsword+16

Woodshoes+9

Derby+4

Chainmail+12

Mittens+4

Scratcher+5 (cures stop when used as item)

Furcoat+14 (ice)

Lioncloth+25 (fire)

Angelhat+6

Letharmor+22

Armor+20

Longboots+11

Blade+16 (crt%)

Spear+18

Vulcangun+19

Cowboyhat+8

Powercane+20

Quickrobe +27 +4 sp

Ironarmor+28

Handaxe+20

Riotgun+21

Yoyo+9

Gloves+10 (Andy's gloves, needed to beat him)

Speedshoes+12 +4 sp

Wildclaw +18

Warhammer+23

Gasmask +15 (poison/gas)

Sneakers+9
Jumpsuit+30
Battleaxe+28
Broadsword+22
Musyasuit+31
Warhelmet+13
Ninjasword+18
Dragsword+38
Brknsword+19 (hit%)
Steelspr+26
Ninjastar+28 +4sp
Discarmor(weapon yoyo) +20 (casts fast 1 and rapid attack)
Crown +9 +4lu
Angelhat +6 +8lu
Eaglearmor +40 +8sp
Sneakers +13
Ironhelm +20
Greatsword +35 (crt%)
Magrobe +35
Lifevest +30 (poison/fire)
Ironsuit +36
Greatspear +46 -15sp (1 sharp, hit%)
Dress +33
Firearmor +47 (fire)
Redhood +17 + 14lu
Bunnysuit +31 +8lu +2sp
Pumps +14
Heels +16
Swimsuit +42 +2sp (snow storm)
Idoldress +34
Icearmor +53 (ice)
Shortbow +15 (crt%)
Longbow +20 (crt%)
Elfinbow +37 (crt%? works great on seasnake and dragon, and does rapid attack!
Kathy's best weapon)
Greataxe +50 -20sp (good vs Trool/Oga)
Broadsword +22
Spaceblade +65 (crt %) (Cody/Jubei/Ryu/David/Shark's - BEST WEAPON)
Metalboots +26
Metalhelm +35
Spacesuit +60 +8lu -20sp (fire)
Metalsword +80 (1 sharp, heal 3) RAYS BEST WEAPON
Firecane +22
Calmcane +24 (casts mute 3 as item)
Boltcane +26
Curecane +30 (1 sharp) (casts cure 2 as item)
Halberd +48 (crt %)
Fireswrđ +38 (crt %) (fire 2)
Iceswrđ +40 (1 sharp) (ice 2)
Boltswrđ + 42 (crt%) (bolt 2)
Royalswrđ +48 (crt%, hit %) (rapid attack)
Musyahat +22
Bestclaw +42(1 sharp) (rapid attack) Evelyns/Leonas best weapon
Silvarmr +41 (lightning)
Metlarmr +58(lightning)
Great Hammer +42 - 20sp (1sharp, crt %) (BENS BEST WEAPON)
Windshoes +24 +8 sp
Laser Gun+30 (good vs robots, Gold Mo and Bio Dram)
Ninjasuit +37 8sp (fire/poison)

Appendix G: TOWNS TO FLY BY TO

Old hill	Bonzley	Codo	Eleekes
Begees	Box Town	Brasca	Alazina
Giant	Sleepers	Moreeyes	Donto
Decates	Karappon	Edon	Hidon

Appendix H: Drop List

1 Val Eagle & 1 Mad Bird- Telpo
Eyeball- Antistop
Seadragon-Telpo
Hedgehog- Normal Hat
Slime- Plum Plum
Slime- Plum Plum
Bat- Clothrobe
Badslime-Antidote
Catboo- Plum Plum
Pigman- Knife
Quill-Plum Plum
goblin-Lethsuit
Bone-Derby
Spider-Antidote
Bandits-Furcoat
Val Eagle- Telpo
Armor-Armor
Rock Scorpion- Asprin
Mantrap- Antidote
Echocat-Steelcane
Holobird- Shortsword
Badbunny- Rattail
Icebears- Mittens
Catking- Moondrop
Badmen- Dagger
Ghost-Lethshoes
Rockbird-Magbranch
Pumpking-Magbranch
Seadragon-Telpo
Spyeye-Redhood
Tenticles-Restore
Talanchula - Asprin
Spector- Antistop
Gasdragon- Antidote
Wolf : Mid Sword
Mad Bird- Telpo
Bohr- Hand Axe
Bigworm- Holycane
Guardian - Moondrop
New moon- Musyasuit
Ice Dragon : Ice Armor
Fire Dragon : Fire Armor
Vegilisk : Shortbow
Scorpion : Aspirin
Roper-Rose Shoes

Servent- Moondrop
Moth- Crown
Falcon- Life Vest
Rock: Quick Robe
Ghost (skeleton)-Magrobe
Warrior-Quickrobe
Bullhead- Icesword
Pilder-Boltsword
Ochu-Asprin
Dragoon - Agedsword
Al Beta- Moondrop
King Bull- Dragonsword
Zeratin- Musyahat
Boltfish- Elfinbow
Bladefish- Discarmor
Trool-Curecane
Vampire: Antistop
Gust: Antistop
Warrior: Quickrobe
Pirate Ghost: Magrobe
Summoner: Restore/Broknmoon
Gold Mo: Ironsuit
Falcon: Lifevest
Spy Eye: Redhood
Ochu: Aspirin
Roper: Roseshoes
Golbird: Eaglearmor
Morpho: Antidote
Soursires- Firecane
Iron Ox- Ninja Sword
Arch Bull- Space Blade
Oga- Space Suit
Robot B (purple legs)- Wind Shoes
Gardula - Bolt Cane

Appendix I :Max money glitch for kusterera

It involves having the Kusteras go to Decates and talk to the person beside uncle save who says do you want me to remove the guards for 1000g. I've done as much as I can to figure out how this works. I honestly believe it involves talking to the minimal amount of people with Aquatillions and talking to no one with the kusteras. Once you use them go straight to decates and remove the guards. I think the more battles you fight the less gold you get but mind you that you need 1000g to remove them at least. When you check your gold the kusteras will have say 89993221 gold but not the aquatillions. Trust me it works and other people have had it work for them. Just follow the guidelines above and only talk to who you need to with aquatillions to get the hole dug to decates so you can enter as kusterera.

Appendix I(2) Unlimited use of level 1 spells with no magic :

To do this glitch you need to have less then the required amount of magic needed for the spell. Select the magic menu and hold left and then press "A" to which spell you want to cast and keep holding left. The spell should work wether you are in battle or not and your magic will turn into 600/600 or a weird number. You will not be

able to cast any other spells under level 1 until you refill your magic at an inn or temple star.

After using the glitch and making the MP go to 550 or whatever you can select Auto in battle and your characters will use Heal 2 and 3 and Life 2 and 3 when they have them. When in auto mode, they always use the strongest level magic.

Appendix I(3) :Items and thier descriptions

Bread- Heals 20-30HP
Meatball- heals 20-30 hp
Plum plum- heals 30-40HP
Antidote- Cure poison status (skull)
Asprin- Cures Illness status (cross)
Calmherb- cures mute and daze
Magicleaf- repels monsters from encounters
Magbranch- warps you to old hill
Rat tail- exits you from a dungeon or cave
Restore- revives a dead party member in battle 100% chance
but with little hps left
Mirror- casts mirror 1 spell and reflects elemental magic
Barrier- casts mirror 2 and decreases magical attack
Telpo- teleports you to a previously visited main town
Broknmoon- heals some MP and can be used again till it breaks
(roughly 10 times)
Moondrop- heals some mp
Plum water- heals every party member full hp
Antistop- cures stop paralysis

Note from Mew : I have a theory for the Broknmoon.
Maybe it work like items in Shining Force i.e. each time you used them, they may break. In that case, just save before using a Broknmoon.

Items from nurse jill at old hill
AntidoteII- same as antidote yet less expensive
AsprinII- same as asprin yet less expensive
AntiStopII- same as stop yet less expensive
RestoreII- same as restore yet less expensive
Panacea-cures illness, stop and poison

Items from dynamite at old hill
Plum Plum- heals 20-40 hp Heal 1
Super Plum plum- Heal 3
Vitaplum- Regain 3

Rare hard to find items
BrknMoon- Restores 15-30 mp (will break after 10-30 uses)
(found in dressers/chests/and monster drop)
PlumWater- regain 1 when used in battle (is reusable and doesn't break!)
(found in Homncruise dungeon)
Moondrop- restores 15-30mp (found in dressers/chests/and fused monster drops)

Statuses

Poison- you will see a skull beside your HP/MP and each amount of steps you take will reduce your hps.

ANTIDOTE or PANACEA or CURE A LEVEL 1 CURES THIS OR A TRIP TO THE HOSPITAL

Illness- you will see a cross beside your HP/MP and this prevents you from

casting any sort of magic.

ASPRIN 1 or 2 or PANACEA or CURE A LEVEL 2 CURES THIS OR A TRIP TO THE HOSPITAL.

Mute-A lot like illness but leaves after battle. this prevents you from casting any sort of magic.
CURE A LEVEL 3 CURES THIS OR A CALM HERB

Dazed-This is when your player becomes confused and randomly attacks monsters or your allies.
CURE B LEVEL 3 CURES THIS OR A CALM HERB

Sleep- This is when your player falls asleep for a few rounds of battle leaving them prone to attack until they awake.
CURE B LEVEL 2 CURES THIS OR WAIT A FEW ROUNDS UNTIL YOU AWAKEN

Unconscious- This is basically a dead state where you must use life/restore in order to bring them back into battle. If you leave the battle or defeat the monsters you regain consciousness but with 1 hp.
RESTORE 1 & 2 CURE THIS OR LIFE Levels 1-3

Stop- This is when you become paralyzed and can't do anything which is basically like unconsciousness although you don't lose hps.
Antistop 1 or 2 or PANACEA cures this or CURE B LEVEL 1

Vanish- This is when you instantly become dead from this spell. same effect as unconscious.

Spells which can be casted out of battle

Spell	Mp Per Level
=====	=====

Heal	3/5/8
------	-------

L1- Heals 20-40 hp

L2- Heals 80-100 hp

L3- Heals ALL HP

Flee	8
------	---

Lets you escape a dungeon/castle/maze/town

Fly By	8
--------	---

Lets you teleport to a previously visited main town from another town or a castle (anywhere except houses and dungeons/caves/mazes)

Repel	4
-------	---

Stops monster encounters for a short period of time but does not work against the stronger types

Note from Mew : are you sure? I always though on every monsters.

Cure A	3/6/8
--------	-------

L1- Cures Poison

L2- Cures Illness

L3- Cures Mute (in battle)

Step 4
Stops damage from walking on poison/ice/lava barriers for a short period of time

Regain 10/18/36
Same effects as each level heal but to the whole group

Appendix I : Spells and thier descriptions

Spells casted in battle

=====
Spell Mp Per Level

=====
Fire 2/4/10

L1- Fire damage to an enemy 15-40 HP

L2- Stronger fire damage to an enemy 40-80 Hp

L3- Extreme fire damage to an enemy 80-120 Hp

(damage varies according to weakness. fire works good on ice)

Coma 3/4/6

L1- Puts an enemy to sleep 30% chance of success

L2- Puts an enemy to sleep 40% chance of success

L3- Puts a group of enemies to sleep 60% chance of success

(some enemies are weak against sleep. Ie: dragoons and gardlas)

Repel 4

Prevents most enemy encounters in various locations but does not work on some of the stronger types of monsters but doesn't work in battle

Heal 3/5/8

L1- Heals 20-40 hp

L2- Heals 80-100 hp

L3- Heals ALL HP

Life 12/16/20

L1- Restores an unconscious player in battle 30% success rate (1-20 hp)

L2- Restores an unconscious player in battle 50% success rate (50-90hp)

L3- Restores an unconscious player in battle 100% success rate (full hp)

(note: Restore the item has 100% success rate but is equal to life 1)

Land 8/14/20

L1- Your luck doubles / Your ally got cured (30% success rate)

L2- Your allys hp restored / Your ally got cured (40% success rate)

L3- Your luck doubled /Your ally got cured/

Your ally regains his senses/Magics effect has worn off

(60% success rate)

Freeze 2/7/11

L1- Ice damage to an enemy 15-40 Hp

L2- Strong ice damage to a group of enemies 30-80 Hp

L3- Extreme ice damage to a group of enemies 80-120 Hp

(Damage varies according to weakness. ice works good on fire/bugs)

Fast 2/4/6

L1- Increases the speed and defence of a caster by 2

L2- Increases the speed and defence of a player by 4

L3- Increases the speed and defence of a group by 3

Slow 3/4/6

- L1- Lowers the speed and defence of an enemy by 2
- L2- Lowers the speed and defence of an enemy by 4
- L3- Lowers the speed and defence of a group of enemies by 3

Cure B 3/6/8

(This cures statuses in battle which leave after battle)

- L1- Cures stop which paralyzes a player
- L2- Cures sleep which puts a player to sleep for a few rounds
- L3- Cures daze which confuse a player and make him attack his friends

Vanish? Mirror? Shield?

Mute 3/5/7

- L1- Prevent an enemy from casting magic 30% success rate
- L2- Prevent an enemy from casting magic 40% success rate
- L3- Prevent a group of enemies from casting magic 60% success rate

Storm 3/6/9

- L1- A tornado to an enemy 15-40 Hp
 - L2- Strong tornados to a group of enemies 30-80 Hp
 - L3- Extreme tornados to a group of enemies 80-120 Hp
- (Damage varies according to weakness. wind works good on fire/flying)

Step 4

Stops damage from ice/poison/lava barriers when you walk on them for a short period of time but doesnt work in battle

Power 4/5/6

- L1-Increase power of caster by 2
- L2-Increase power of caster by 3
- L3-Increase power of any chosen player by 4

Antipower 4/6/0

- L1- Take a small amount of 1-10 Hp from enemy
- L2- Take a large amount of 10-20 Hp from enemy
- L3- Take a large amount of 10-30 Hp from player

Bolt 4/8/14

- L1- A bolt of lightning to an enemy 30-50 Hp
 - L2- Strong bolt of lightning to an enemy 50-90 Hp
 - L3- Extreme bolts of lightning to a group of enemies 80-120 Hp
- (Damage varies according to weakness. lightning works water/robots)

Evade 4/5/6

- L1- Lowers hit % of an enemy by 2
- L2- Lowers hit % of an enemy by 3
- L3- Casts Daze which confuses the enemy into attacking anything

Mirror 4/5/6

- L1- Puts a reflective barrier up for caster so magic rebounds to enemy
- L2- Puts a protective shield up for caster to decrease damage
- L3- Puts a protective shield up against all players to decrease damage

Antspl 0/0/0

- L1- Take 1-20 Mp from a monster (if they use magic)
- L2- Take more 10-20mp from a monster (if they use magic)
- L3- Take alot of 10-20 mp from another player (if they use magic)

Vanish 4/6/8

- L1- Makes an enemie disappear and die -30% success rate
- L2- Makes an enemie disappear and die -40% success rate
- L3- Makes a group of enemies disappear and die -60% success rate

Bomb 5/8/15

- L1- An explosion to a group of enemies 30-70 Hp
- L2- A big explosion to a group of enemies 70-90 Hp
- L3- An extreme explosion to a group of enemies 90-130 Hp

Thanks:

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Appendix I : Unlockable kusteras

Some kusteras are not available directly through the game story. They should be talked to after a certain event in the game. They are:

Ben:

In Decatas, talk to the woman in the rightmost house in the group of three. Find Ben in the nearby bar in the main district.

Evelyn:

In Elekees, find her in a house near the entrance.

Ryu:

After defeating Badbad and using the Dogpill, he is in a house in Beegees. Talk to him and he will join.

Shark:

After getting Dan, find Shark in the house southwest of Bonzley.

Some useful FAQ full forms

ASAP - As soon as possible

BW - But wait!

BTW - By the way

IMHO - In my honest\humble opinion

IH - I'm honest

FAQ - Frequently asks questions

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THE END

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