

Ancient Magic: Bazoe! Mahou Sekai FAQ/Walkthrough

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Ancient Magic - Bazoe! Mahou Sekai

Ancient Magic - Bazoe! Magic world

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GUIDE

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Please use these cheat codes.

Infinite Gol	7E11DC7F
	7E11DD96
	7E11DE98
No Encounter	7E1B4E00
Gol and EXP After Battle	7E1EFCFF
	7E1EFDFFF

About the game

A story RPG where the hero who goes to magic school gets magic training by aiming at his father who was a magician. When starting, you play by choosing the sex and occupation of the character. By the way, you can choose a teacher from among some of the magicians while playing the game.

Choose "play a new adventure (#1)" + "end (far bottom right)" + herbalist (#4) + "man (on the right)" + "yes" to start the game.

Ralfas District

Ralfas Village

There is a scene, and Fehr joins Clave. After that, leave the forest, and go into the town area. In the town area, go to the lower right, go thru the door into Clare's house. In Clare's house, there is a scene, and Clave gets 50G and Clare's letter. After that, leave Clare's house. Now, go to the upper right, and go thru the door into the village mayor's house. In the village mayor's house, go up the stairs to 2F. On 2F, speak to Mary. After that, leave the village, and go east. There is a scene.

High Bless District

There is a scene. After that, go northeast to High Bless Town. (To make the duo moves quickly, press the B button). Enter the town during the day.

High Bless Town

There is a scene, and Fehr leaves Clave. After that, go upward, and speak to one of the guards who is blocking Earl Bless' castle gate. There is a scene. Now, go to the left, and there is a scene. After that, go to the lower left, and go thru the door into Romarl's room. In Romarl's room, speak to Romarl. After that, go back to 1F. On 1F, go to the upper right, and go thru the door into the room with three beds. In this room, go up the stairs to the roof. On the roof, speak to Romar, and there is a scene (make sure to push the A

button with sufficient timing. This must be done three times). After that, go back to Romarl's room, and speak to Romarl, and choose "yes" to make Romarl become a friend. Make sure to buy new equipment for the duo at Elbos' weapon and armor shop. Now, leave the town, and go southeast. There is a scene.

Rain Forest

Now, go northwest, and there is a scene. Choose "yes," and then go west. There is a scene. After that, Lot and Mimas join the duo. Now, go east, and go to Gazera Tower.

Gazera Tower

Now, go to the upper left, and search the top wall to find a hidden stairs. Then, go down that stairs to B1. On B1, go to the upper left, and search the top wall to find a hidden door. Then, go thru that door into the prison area. In the prison area, go upward, and there is a scene. Now, fight Thief x2. After defeating Thief x2, go down the stairs that's nearby to B2. On B2, there is a scene. Now, search the plate that's nearby on the wall to get the mark of Bless house. After that, leave the tower.

Rain Forest

Now, try to leave the forest, and there is a scene. Now, fight Cloizel and Thief x4. After defeating Cloizel and Thief x4, leave the forest, and go back to High Bless Town. Along the way, Lot and Mimas leave the duo.

High Bless Town

Now, go back into Earl Bless' castle. In the castle, go up the stairs that's nearby to 2F. On 2F, go to the upper left, and go thru the door into Earl Bless' room. There is a scene, and choose "no." Then, Clave gets the flame sword, and Romarl gets the magician's ring.

High Bless District

There is a scene, and Clave gets the letter of introduction.

Ralfas District

Now, go west to Selas District.

Selas District

Now, go south to Selas Capital. Enter the capital during the day.

Selas Capital

Make sure to buy new equipment for the duo at Ganbanyu's weapon and armor shop. Now, go to the upper right, and go thru the door into the magic school which has a star sign. Romarl leaves Clave. There is a scene. In the magic school, sit in the empty chair that's nearby. There is a long scene, and Clave learns recova & chill. After that, go up into trial tower. In trial tower, try to avoid the poison rectangular that covers 1F, and go up the stairs that's nearby to 2F. On 2F, there is a scene. Now, fight Ork x2. After defeating Ork x2, go up the stairs that's nearby to 3F. On 3F, try to avoid the light gray tiles (holes) that are on the floor, and then speak to the examiner who is blocking the stairs. Now, go up that stairs to 4F. On 4F, search each one of the statues to rotate the direction (up, down, right),

left) of the statue, and then walk onto the light gray tiles that are nearby the statue until you have reached the location where the examiner is at. After that, speak to the examiner who is blocking the stairs, and then go up that stairs to 5F. On 5F, walk into each of the warp tiles that are on the floor until you have reached the location where the examiner is at. After that, speak to the examiner who is blocking the stairs, and then go up that stairs to 6F. On 6F, choose "yes." Now, speak to the examiner who is blocking the stairs, and then go up that stairs to 7F. On 7F, there is a weird stone statue. Just search for a hidden stairs that is in the upper right side of the room, and there is a scene. After that, go up that stairs to 7F. On 7F, walk into the center of the large circle to activate it, and there is a scene. Now, fight Necromancer. In battle, use the magic of chill on Necromancer. After defeating Necromancer, there is a scene. Now, go down, right, right, go thru the door, go up, up, and then go up the stairs to 2F. On 2F, speak to the spirit magician Macraran, and choose "yes." After that, speak to Macraran again. (Make sure to buy an ancient map for 1000G at Rik's general store. To use the map, open the menu, and choose "item" + "ancient map" + "use it (the left))." Now, leave the capital, and go back to Ralfas Village.

Ralfas District

Ralfas Village

Now, go to the lower right, go thru the door into Clare's house. In Clare's house, speak to Clare. (Since the words of Clare's mother will change with the story's progress, please drop by the village occasionally to hear what she has to say). After that, leave the town, and go back to High Bless Town. Enter the town during the day.

High Bless District

High Bless Town

Now, go to the lower right, and go thru the door into the magic guild. In the magic guild which has a star sign, speak to the magician who is behind the counter to get Verdan's nostrum and Senger's nostrum. After that, go down the stairs that's nearby to 2F. On 2F, speak to the magician who is behind the counter, and choose "buy a scroll (left)" + "to the next" + "ice bolt - LV6 (1000G)" + "yes" + "yes" + "yes" + "magic ceremony (right)" + "initiation (left)" + "ice bolt" + "Clave" + "no." There is a scene. After that, leave the town, and go back to Selas Capital. Enter the town during the day.

Selas District

Selas Capital

Now, go to the upper right, and go thru the door into the magic school. In the magic school, go back to 2F to the room where the spirit magician Macraran is at, and speak to him to learn the magic of burning. After that, leave the school. Now, go to the upper left, and go thru the two doors into knight's group recreation. In the knight's group recreation, go to the right, and go thru the small door into a room. In this room, speak to Romarl (red-haired boy) to make him rejoin Clave. After that, leave the recreation, and go thru the open door on the left into the big dining house which is behind the inn. In the big dining house, there is a scene. After that, go to the lower left, and follow the female pickpocket. Now, search the wall area of the house where the female pickpocket went thru to find a hidden door. After that, go into that house, and go down the stairs to B1. On B1, there

is a scene, and choose "yes." Now, leave that house, and go back to the magic school. Romarl leaves Clave again. In the magic school, go back to 2F to the room where the spirit magician Macrerran is at, and speak to him. Choose "yes" to get the passport. After that, leave the school. Now, go downward, and go to the port where Romarl is at. At the port, speak to Romarl to make him rejoin Clave. After that, go onto the ship (middle one), and there is a scene.

Dalneria District

Dahl Capital

Make sure to buy new weapon for the duo at Asshard's weapon & armor shop. Now, go thru the door into Belmada's general store which is nearby the port, and there is a scene. After that, leave the store, and go to the right. Now, go thru the door into Brunch's inn, and speak to Brunch who is behind the counter on the left side. Choose "yes," and there is a scene. At night, go to the left, and go thru the door into the bar which is behind the church. In the bar, there is a scene. After that, go back to the inn, and speak to Sedantes who is nearby the front door of the inn. Then, Sedantes joins the duo. Now, go to the upper left, and go to the front of the fortune-teller shop. There is a scene. After that, go thru the door into the inn, and then Sedantes leaves the duo. There is a scene. At the inn, speak to Branchy, and choose "yes." At night, leave the inn, and speak to Sedantes who is blocking the way. Then, Sedantes rejoins the duo. After that, go to the upper left, and go to the front of the fortune-teller shop. There is a scene, and then Garland joins the group. There is a scene. Now, fight Assassin x4. After defeating Assassin x4, choose "yes," and there is a scene. Now, fight the Heresy Founder & Assassin x4. After defeating the Heresy Founder & Assassin x4, Clave gets paaru dress and God's eye. There is a scene.

Selas District

Selas Capital

There is a scene, and Romarl leaves Clave. Now, go to the upper right, and go thru the door into the magic school. In the magic school, go back to 2F to the room where the spirit magician Macrerran is at, and speak to him. Then, Clave learns the spell of ice bolt. After that, leave the school. Now, go to the upper left, and go thru the two doors into knight's group recreation. In the knight's group recreation, go to the right, and go thru the small door into a room. In this room, speak to Romarl (red-haired boy) to make him rejoin Clave. After that, leave the recreation, and go to the port. At the port, go onto the ship (bottom one). Choose "yes," and there is a scene.

Naria District

Commercial City Naria

There is a scene. After that, go thru the gate into the city. Make sure to buy new armor for the duo at Mathis' weapon and armor shop. Now, go to the lower right, and go thru the open door into the church. In the church, go to the upper right, and there is a scene. After that, leave the church, and go thru the door into the bar which is in front of the church. In the bar, speak to Mylene who is sitting nearby the counter. After that, leave the bar. Now, go to the lower left, and speak to Mimas or Lot who are nearby the front of the exit gate. Then, Lot and Mimas rejoin the duo. Make sure to buy new armors for Lot and Mimas. Now, speak to the carriage (bottom one) which is nearby, and choose "yes" for the driver of that carriage will automatically

take the group to Towin District.

Towin District

Towin Town

Make sure to buy new weapons for the group at Santos' weapon & armor shop. After that, leave the town, and go southeast to Inishienochi Farm. (Try to avoid the poisoned ground that's nearby the town).

Inishienochi Farm

Now, go south to Shukaaru District.

Shukaaru District

Now, go south to Surreal Capital.

Surreal Capital

Make sure to buy new armor for the group at Rendos' weapon & armor shop. After that, leave the town, and go south to Area Desert.

Area Desert

Now, go south to Desert Town Vamel. Enter the town during the day.

Desert Town Vamel

Make sure to go to Kueeru's general store to buy some torches for 15G. Now, go thru door into the inn which is nearby, and there is a scene. After that, try to leave the inn, and choose "yes." There is a scene. At night, leave the inn. Now, go to the upper left, and go thru the door into the underground waterway. In the underground waterway, there is a scene. After that, go to the lower right, and go thru the open path on the right into the next area. In this area, use the item of torch to light the way. Now, go around to the upper left, and search the top wall. After that, choose "yes" to go into the hidden opening into the next area. In this area, go downward, and there is a scene. After that, go down the stairs that's nearby into the next area. In this area, go around to the top area until you find a locked door that is nearby the five panels on the wall. Now, search that locked door twice to go open it. After that, go upward, and there is a scene. Now, fight Jara. After defeating Jara, search the treasure chest that's on the left side of Jara's throne to get the "sign of opening a letter." After that, try to leave, and there is a scene. Now, fight Jara again. After defeating Jara, go back into the other area. In this area, go down to make a stairs appear, and then go up that stairs (about five-flight of stairs) to the next area. In this area, go down the stairs that's nearby into the next area. In this area, go to the upper left, and go up the stairs into the next area. In this area, go all the way around to the lower right into the other area. In this area, go around to the top area, and speak to Minister Merupasha who is blocking the way. After that, leave the underground waterway. Now, go to the right, and speak to Minister Merupasha who is blocking the way to Lord Sultan's palace. In Lord Sultan's palace, there is a scene, and choose "yes." There is a scene. Now, fight Gin. After defeating Gin, choose "yes," and there is a scene. (Clave gets the items of hyuudorou, smash ring, and Goriator no hayaku). Make sure to buy four smash rings for the group, and new spells for Clave, Lot and Mimas at the magic guild. After that, leave the town, and go back to Surreal Capital.

Shukaaru District

Surreal Capital

There is a scene. After that, go back to Desert Town Vamel which is now called Vamel Ruins.

Area Desert

Vamel Ruins

Now, go upward, and speak to a member of Furudo's family who is nearby the front of the ruined palace of Lord Sultan. After that, leave the ruins, and go back to Inishienochi Farm.

Inishienochi Farm

There is a scene. After that, Lot and Mimas leave the group. Now, go back to Towin Town. Enter the town during the day.

Towin District

Towin Town

Now, speak to the carriage (bottom one) which is nearby, and choose "yes" for that driver of the carriage will automatically take the group back to Commercial City Naria.

Naria District

Commercial City Naria

Now, go back to the port, and go onto the ship (top one). Choose "yes," and there is a scene.

Selas District

Selas Capital

There is a scene, and Romarl leaves Clave. Now, go to the upper right, and go thru the door into the magic school. In the magic school, go back to 2F to the room where the spirit magician Macrerran is at, and speak to him. Then, Clave learns the spell of moonlight. There is a scene. After that, go to the port. At the port, go onto the ship (bottom one). Choose "yes," and there is a scene.

Naria District

Commercial City Naria

There is a scene. After that, go thru the gate into the city. In the city, go thru the exit gate, and then go south-northwest into Towin District.

Towin District

Now, go west to Towin Town.

Towin Town

There is a scene. After that, go to the upper left, and go thru the door

into the monastery. In the monastery, there is a scene. After that, leave the room, and there is a scene. After that, leave the monastery. Now, go to the lower left, and go thru the door into Lord Barone's mansion which is behind Pieel's general store. In Lord Barone's mansion, there is a scene. After that, go thru the door into the bar which is on the right side of Lord Barone's mansion. In the bar, speak to the four visitors who are sitting in the chairs. After that, leave the bar. Now, go to Iriya's inn which is on the right side of the bar. At Iriya's inn, speak to the man on the left who is behind the counter, and choose "yes" + "yes." At night, there is a scene. Now, fight Assassin x4. After defeating Assassin x4, leave the inn. Now, go to the upper left, and go to the front door of Bell Tower which is on the right side of the monastery. Choose "yes," and there is a scene. Then, Lot rejoins the duo. After that, go thru the door into Bell Tower. In Bell Tower, go up seven flights of stairs to the roof. On the roof, go around to the right side where the rope is at. After that, search the rope. Now, climb down that rope all the way down into the underground ruins. In the underground ruins, go to the upper right, and go thru the opening into the ruined house. In the ruined house, there is a scene. Now, fight Necromancer and Archer x2. After defeating Necromancer and Archer x2, go down the stairs that's nearby to B2. On B2, go down the stairs that's nearby to B3. On B3, there is a scene. Now, fight Necromancer and Assassin x2. After defeating Necromancer and Assassin x2, go down the stairs that's nearby to B4. On B4, there is a scene. Now, fight Barone and Necromancer x4. After defeating Barone and Necromancer x4, Clave gets the scroll of ora, and there is a scene. Then, Lot leaves the duo. Now, leave the monastery. After that, go to the exit, and speak to the carriage who is blocking the gate, and choose "yes" for the driver of that carriage will automatically take the duo back to Selas Capital. There is a scene, and Baisen joins the duo. There is a scene, and then Lot rejoins the group. After that, speak to the carriage who is blocking the gate for the driver of that carriage will automatically take the group halfway, and then the group will automatically walk to the Northern Frontier Zone.

Northern Frontier Zone

Now, go north to Romos Village.

Romos Village

Now, speak to one of the thieves who are nearby the weapon and armor shop. After that, fight the thief x2. After defeating the thief x2, go upward, and speak to the thief (man at the bottom). Now, fight the thief. After defeating the thief, go to the lower right, and go to the port. At the port, search the ship, and there is a scene. Now, fight the thief x2. After defeating the thief x2, go to the upper left, and speak to the thief (man at the bottom). Now, fight the thief. After defeating the thief, go thru the door into the top house that's nearby, and there is a scene. After that, Lot leaves the group to help treat the injured villagers, and then Belair joins the group. Now, go northwest to Ramos Village.

Ramos Village

Now, go upward, and go thru the door into the village mayor's house. In the village mayor's house, there is a scene. After that, leave the village mayor's house. Make sure to go to Baren's general store to buy some torches for 15G. Now, go to the upper left, and go into the cave. In the cave, use the item of torch to light the way. After that, go all the way up into the next area. In this area, go down the stairs that's nearby to the mining place. In the mining place, go to the far lower right. (Whenever Clave stops to speak or Belair speaks, it means that you are on the correct path). After

that, take the path on the left, and then go around to the far-far upper right until you find a stairs. Now, go down that stairs to B2. On B2, go around to the upper right, and go down the stairs to B3. On B3, go around to the far upper right into the next area. In this area, go around to the far upper left into the next area. In this area, go upward across the first bridges, and then go upward across the second bridge. There is a scene. Now, fight Harpyia x2. After defeating Harpyia x2, go upward, and go thru the opening into the next area. In this area, go upward, and go thru the open door into the tower. In the tower, go up two-flight of stairs to 3F. On 3F, there is a scene. Now, fight Beranido Priest and Beranido Soldier x2. After defeating Beranido Priest and Beranido Soldier x2, go up the stairs that's nearby to the roof. On the roof, there is a scene. Then, Clave gets the scroll of brace from the keeper of the tower, Wyvern. After that, retrace your footsteps all the way back to the village. Now, leave the village, and go back to Romos Village.

Romos village

Now, go to the port, and search the ship. There is a scene. After that, Belair and Baisen leave the group. Then, Lot rejoins the group. Make sure to buy new equipment for the group. Now, leave the village, and go back to Towin Town.

Towin District

Towin Town

Now, speak to the carriage (bottom one) which is nearby, and choose "yes" for that driver of the carriage will automatically take the group back to Commercial City Naria.

Naria District

Commercial City Naria

Now, go upward, and go thru the door into the crystal shrine. In the crystal shrine, there is a scene. After that, leave the shrine. Now, go back to the port, and go onto the ship (top one). Choose "yes," and there is a scene.

Selas District

Selas Capital

There is a scene, and Romarl leaves Clave. Now, go to the upper right, and go thru the door into the magic school. In the magic school, go back to 2F to the room where the spirit magician Macraran is at, and speak to him. There is a scene. After that, go right, right, and then go up the stairs that's in the upper right to 2F. On 2F, speak to the spirit magician Macraran, and then, Clave learns the spell of fire sphere. There is a scene, and the group will automatically go back to Inishienochi Farm.

Inishienochi Farm

Now, go to Farm Village which is nearby.

Farm Village

Now, go thru the door into the inn, and there is a scene. Then, Lot and Mimas rejoin the group. After that, leave the village, and go west to Shrine Ruins.

Shrine Ruins

Now, go upward, and go thru the opening into the shrine. In the shrine, go upward, and there is a scene. After that, go further up, and search the front left side of the altar. Now, push the front left side of that altar to find a hidden stairs, and the group will go down to B1. On B1, search the statue that's nearby to rotate it in the direction of up (north) so that the statue is facing the wall. After that, go around to the upper left, and walk on the middle gray tile with the sign on it. Now, go upward until the group reaches the next statue. After that, search that statue to rotate it in the direction of right (east) so that the statue is facing the group. After that, go to the right once to get off the gray tile with the sign on it. Now, go upward, and there is a scene. Now fight Cemetery x4. After defeating Cemetery x4, go further up, and go thru the opening into the next area. In this area, there is a scene, and choose "yes" + "no" + "no." Now, fight Pigi Cook. After defeating Pigi Cook, go around to the lower left. Now, go thru the narrow passage on the right, and search the prison door where the two slaves are at twice. After that, go thru the open prison door, and speak to one of the slaves. Now, go down the stairs that's nearby to B2. On B2, go around to the top area, and go down the big steps to B4. On B4, there is a scene. Now, fight Beranido Priest x2 and Beranido Soldier x2. After defeating Beranido Priest x2 and Beranido Soldier x2, go down the steps, and there is a scene. Now, fight Rock Golem. After defeating Rock Golem, Clave gets Terrier's sign. Now, go down the stairs that's nearby to B5. On B5, there is a scene. After that, go back to the front of the shrine, and there is a scene. Then, Lot and Mimas leave the group, and Saria joins the duo. After that, exit the shrine. Now, go all the way east until you see an open path that's between a group of trees and a big rock. After that, go thru that open path, and then the trio will automatically go to Cre A Coras.

Cre A Coras: Elf Forest

Now, go all the way around to the lower right, and then go upward to the center area of the forest until you see a small light green square patch on the ground that is surrounded by twenty-two trees. After that, go into that small light green square patch into Forest Town.

Forest Town

Now, go all the way up into the next area. In this area, go to the upper right, and there is a scene. Now, fight Elf Soldier x4, and then there is a scene. After that, go further up into Coras.

Coras

Make sure to buy new spells at the magic guild for Clave. Now, go all the way up, and go thru the gate into the throne area. In this area, go upward, and there is a scene. Then, Clave gets Penaria and elf bonds. There is a scene.

Forest Town

There is a scene, and Saria leaves the duo. Now, go all the way back to Towin Town.

Towin District

Towin Town

Now, speak to the carriage (top one) which is nearby, and choose "yes" for that driver of the carriage will automatically take the group back to Selas

Capital.

Selas District

Selas Capital

There is a scene, and Romarl leaves Clave. Now, go to the upper right, and go thru the door into the magic school. In the magic school, go back to 2F to the room where the spirit magician Macraran is at, and speak to him. Then, Clave learns the spell of lightning. There is a scene, and then Clave gets the certificate. There is a scene. After that, Romarl rejoins Clave. Now, leave the knight's group recreation, and go to the port. At the port, go onto the ship (middle one). Choose "yes," and there is a scene.

Dalneria District

Dahl Capital

Now, go onto the ship (the first one, counting from left to right). Choose "yes," and there is a scene.

Rumel District

Waterway Town Rumel

Make sure to buy new spells for Clave at the magic guild. Now, leave the town. Now, go east, and speak to Fehr who is blocking the road to Zain District. There is a scene, and then Fehr rejoins the duo. Now, go thru that road, and there is a scene.

Zain District

Now, go east to Mediation City Zain.

Mediation City Zain

Make sure to buy new equipment for Fehr at Enzack's weapon and armor shop. Now, go upward, and go thru the door into the Tower of Judgment. In the Tower of Judgment, go thru the door into the labyrinth. In the labyrinth, go all the way around to the far upper left. Now, go to the right, and search the door that's behind the tower's right side. Now, go thru that open door to enter the inside area of that tower. In the tower, go up six-flight of stairs to 6F. On 6F, there is a scene. Now fight Grabas. After defeating Grabas, Clave gets the scroll of Fossadelma. Now, go up the stairs that's nearby to 7F. On 7F, there is a scene, and Clave gets Fal's oracle. There is a scene, and Clave gets Gazera's Tiara. After that, leave the tower. Now, speak to the carriage, and choose "yes" for that driver of the carriage will automatically take the group to Waterway Town Rumel.

Rumel District

Waterway Town Rumel

Now, speak to the carriage (middle one) which is nearby, and choose "yes" for that driver of the carriage will automatically take the group to Sarlhe Capital.

Sarses District

Sarlhe Capital

Make sure to buy new weapons for Clave and Romarl at Grady's weapon and armor shop. Now, go upward, and speak to one of the two guards who are blocking the front door to Sarlhe castle. There is a scene, and then Mylene joins the group. After that, go thru the opening at the top back into the other area. In this area, go to the left, and go thru the opening into the Emperor's room. In the Emperor's room, there is a scene. Now, fight Cavalier x4. After defeating Cavalier x4, there is a scene, and then Romarl fights Necromancer in a one-on-one battle. After Romarl defeats necromancer, there is a scene, and then Mylene leaves the trio. After that, exit the castle. Now, speak to the carriage (one on the left), and choose "yes" for that driver of the carriage will automatically take the group back to Dahl Capital.

Dalneria District

Dahl Capital

Now, go downward to the port, and go onto the ship (fourth one counting from left to right). Choose "yes," and there is a scene.

Duelfan District

Dul Capital

Now, go to the top area, and go thru the door into Dul castle. In Dul castle, go upward, and go thru the door into the next room. In this room, go up the stairs on the left or right to 2F. On 2F, go upward, and there is a scene. After that, leave the castle. Now, go back to the port, and go onto the ship (top one). There is a scene.

Selas District

Selas Capital

Now, go to the upper right, and go thru the door into the magic school. Romarl and Fehr leave Clave. In the magic school, go back to 2F to the room where the spirit magician Macraran is at, and speak to him. Then, Clave learns the spell of Gehena. After that, leave the school, and Romarl and Fehr rejoin Clave. Now, go to the left, and go thru door into Selas castle. In Selas castle, go upward, and go up the stairs on the left or right to 2F. On 2F, go upward, and go thru the door into the throne room. In the throne room, there is a scene. Then, Clave gets the scroll of velfa and the fragment of Bazoe!. After that, Fehr leaves the duo. Now, go downward, and speak to the carriage. Choose "yes" for that driver of the carriage will automatically take the group back to Towin Town.

Towin District

Towin Town

Now, leave the town, and go back to Inishienochi Farm.

Inishienochi Farm

Now, go to Farm Village which is nearby.

Farm Village

Now, go thru the door into Merel's general store, and buy some torches for 15G. After that, leave the village. Now, go southeast until you see an open

path that's between a group of trees and a big rock. After that, go thru that open path, and then the duo will automatically go to Cre A Coras: Elf Forest.

Cre A Coras: Elf Forest

Now, go all the way around to the lower right, and then go upward to the center area of the forest until you see a small light green square patch on the ground that is surrounded by twenty-two trees. After that, go into that small light green square patch into Forest Town.

Forest Town

Now, go all the way up into the next area. In this area, go to the upper right into Coras.

Coras

Now, go all the way up, and go thru the gate into the throne area. In this area, go upward, and speak to the Elf King Shural. Then, Clave gets the Gran'istorl, and there is a scene.

Forest Town

There is a scene, and Clave gives Saria a torch. Make sure to equip Clave with the Gran'istorl. Now, go back into Cre A Coras: Elf Forest. In Cre A Coras: Elf Forest, go around to the upper left, and go thru the opening back into Naria District.

Naria District

Now, go north back to Commercial City Naria.

Commercial City Naria

(Make sure that Clave has the Terrier's sign in the item menu because he will need it in the Underground Empire to passby the Beranidos). Now, go upward, and go thru the door into the crystal shrine. In the crystal shrine, speak to the priest who is nearby, and there is a scene. Choose "yes" for Romarl, "yes" for Fehr, "yes" for Lot, and "yes." After that, Romarl, Fehr and Lot rejoin Clave. Then, Clave gets the eye of God, and there is a scene.

Underground Empire

Now, use the item of torch to light the way. After that, go around to the far, far upper right corner, and go thru the opening into the next area. In this area, go upward, and speak to one of the two Beranidos who are blocking the way. After that, go to the upper right, and speak to one of the three Beranidos who are blocking the way. Now, go around to the upper left, and speak to one of the two Bernaidos. After that, go upward into the next area which is filled with lava and rocks. In this area, go to the front of the rock that's nearby in the lava, and the group will automatically jump across the rocks to the area where Croizel is at. After that, go to the right, and there is a scene. Now, fight Beranido Soldier x4. After defeating Beranido Soldier x4, there is a scene. Now, fight Rock Golem. After defeating Rock Golem, there is a scene. Now, fight Croizel and Beranido Priest x2. After defeating Croizel and Beranido Priest x2, Clave gets the treasure of Teris and Pal's staff. There is a scene. After that, go to the right, and go to the front of the rock that's nearby in the lava, and the group will automatically jump across the rocks to the top area. Now, go upward into the next area. In this area, go around to the far upper left, and go thru the opening into

the Temple City Beran.

Temple City Beran

Make sure to buy new armor for the group at Dobuchek's weapon and armor shop. If you go down one of the stairs into the underground, go to the magic guild, and buy new spells for Clave and Lot. Now, go upward into the Dark Shrine. In the Dark Shrine, go upward, and there is a scene. After that, go upward, and go thru the opening into the next area. In this area, go all the way around to the upper right, and speak to one of the two priests who are blocking the way. Now, fight Beranido Priest x2. After defeating Beranido Priest x2, go upward, and speak to one of the two priests who are blocking the way. Now, fight Beranido Priest x2. After defeating Beranido Priest x2, go thru the door into the Tower of Teris. In the Tower of Teris, there is a scene. Now, fight Queen Ines and Beranido Priest x2. After defeating Queen Ines and Beranido Priest x2, Clave gets the scroll of remidest, and there is a scene. Now, fight Devil Olhes. In battle, use attack on Devil Olhes. After defeating Devil Olhes, DON'T MOVE, just stand still, and then use the item of the "eye of God." Now, go upward, and there is a scene. After that, go up eight-flight of stairs to 8F. On 8F, there is a scene. Now, fight Queen Ines. After defeating Queen Ines, there is a scene. Now, fight the final boss Croizel. In battle, use attack on Croizel. After defeating Croizel, Clave gets the book of Teris, and there is a scene.

Ending 1

Ulfen Island

Ul Village

There is a scene, and choose "yes" for Mimas. After that, Romarl, Mimas and Baisen rejoin Clave. Make sure to buy four rafe medical herb at Riru's general store for 100G. Now, go to the lower right, and go thru the door into the elder's house. In the elder's house, there is a scene. After that, leave the village, and go northwest across the poison ground to the Cave. Just walk carefully along on the green grass area to the Cave to avoid being poisoned.

Cave

(Make sure to use rafe medical herb on the group to remove the poison). Now, go thru the door that's nearby into Dimension Corridor. In Dimension Corridor, go right, up, left, and go thru the warp door that's nearby the sign door. Now, fight Bloody Bat x4. After defeating Bloody Bat x4, go down, left, up, left, down, right, down, left, up, left, up, and go thru the warp door. Now, fight Specter x2 and Bone Warrior. After defeating Specter x2 and Bone Warrior, go left, down, left, down, right, down, left, down, right, up, and go thru the warp door. Now, fight Specter x2 and Bone Warrior. After defeating Specter x2 and Bone Warrior, go down, right, up, and go thru the warp door. Now, fight Sea King and Diipaa x2. After defeating Sea King and Diipaa x2, go back thru that same warp door that you just came thru. Now, fight Gorgon x2. After defeating Gorgon x2, go thru the sign door that's nearby. Now, fight Ferdinand. In battle, use attack on Ferdinand. After defeating Ferdinand, Clave gets Pal's staff, and there is a scene.

Lost Capital Pamela

Now, go upward, and walk onto the small structure. There is a scene.

Pamela Shrine

Now, go upward, and there is a scene. After that, choose "no" + "no." Now, fight Bericad x2. After defeating Bericad x2, go to the upper left, and go thru the door into B1. On B1, go all the way around to the upper right, and go up the stairs to the outside area of Gazelle Castle. In this area, go thru the door into Gazelle Castle. In Gazelle Castle, go to the left. Now, go thru the top side door into a room where there are two round glowing lights (1-6), and there is a scene. After that, go to the upward. Now, go thru second door (counting from left to right) into a room where there are two round glowing lights (2-6), and there is a scene. After that, go to the right. Now, go thru the fourth door (counting from left to right) into a room where there are two round glowing lights (3-6), and there is a scene. After that, go downward. Now, go thru the top side door into a room where there are two round glowing lights (4-6), and there is a scene. After that, go downward. Now, go thru the bottom side door into a room where there are two round glowing lights (5-6), and there is a scene. After that, go upward, and go thru the fifth door (counting from left to right) which is opened into a room with a stairs. Now, go up that stairs to 2F. On 2F, go to the right, and go down the stairs to 1F. On 1F, go around to the left, and go up the stairs to 2F. On 2F, go up the stairs that's nearby to 3F. On 3F, go around to the upper left, and go down the stairs to 2F. On 2F, go around to the lower left, and go down the stairs to 1F. On 1F, go upward, and go thru the door into a room where there are two round glowing lights (6-6), and there is a scene. After that, go back up the stairs to 2F. On 2F, go back to the upper right, and go the stairs on the left to 3F. On 3F, go down, right, down, and then jump thru the square hole that's nearby the stair to 2F. On 2F, go up the stairs that's nearby on the right to 3F. On 3F, go downward, and go down the stairs to 2F. On 2F, there are a lot of hidden passages that you have to go thru, and it can be very tricky. Now, go upward, and search along the top left side of the wall for an opening to a hidden passage. Now, go thru that hidden passge into a small square room. In this small square room, search along the bottom left side of the wall for an opening to a hidden passage. Now, go thru that hidden passge into a small narrow room. In this small narrow room, search along the bottom left side of the wall for the opening to a long hidden narrow passage. Now, go into that opening. After that, go up, and then go all the way to the left until you see the group passby a small window in the wall. Make sure to position Clave to be the first person at that window. From the position of that window, go up, left, all the way up, right, down, all the way to the right, up, right, all the way down, right, down, right, down, right, down, all the way to the left into a small retangular room. In this small retangular room, search along the top left side of the wall for the opening to a hidden passage. Now, go thru that hidden passage into a small room with four square holes. In this small room with four square holes, jump into the bottom right square hole to 1F. On 1F, go up three-flight of stairs that's nearby to the roof. On the roof, go upward across the bridge, and there is a scene. Now, fight Lot. In battle, use attack on Lot. After defeating Lot, there is a scene. Now, fight Gurukabero. In battle, use attack on Gurukabero. After defeating Gurukabero, there is a scene.

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Ending 2

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Version 1.0

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