

Dragon Quest I & II Walkthrough

by Young-Gamer

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WALKTHROUGH

for SNES

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| If this Guide has help you, click |
| the Yes Option on the Recommendation|
| Box above. It will be a great help. |
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FINAL FANTASY II

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I. WALKTHROUGH

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You are addressed by the King, he welcomes you and tells you that he has been expecting you, the Descendant of Roto. He tells you about Roto and the Evil King Dragon. Roto was given the Light Orb by the gods but King Dragon stole it from him and darkness will soon destroy the world.

You are told to get the Light Orb back and defeat the evil King Dragon. He allows you to open the 3 Chests behind you to aid you on your journey. He also said you should speak to his guards to get some advice.

```
+=====+
|                i. RADATOME CASTLE                |
+=====+
| Item Checklist: 120G                                |
|                Torch                                |
|                Magic Key                            |
|=====|
| Shops: None (But the Old Man with the 'Shine Light Upon Thee'|
|                is here)                            |
|_____|
```

Okay, you finally gain control, talk to the guy walking around and he will ask if you know anything about Princess Lora, you get to choose 'Yes' or 'No'. Pick 'No' and he will tell you that she is the beloved daughter of the King, the Queen died so she is all he has, she was kidnapped along side with the Light Orb. He tells you to save her.

Okay, we have 3 things to do now:

- Get Light Orb
- Defeat Evil Dragon King
- Save the damsel in distress (The Princess)

Ok, lots of work to do. Open the chest from left to right to obtain, 120 GOLD, TORCH and a MAGIC KEY. Ok, talk to the guards next to learn something useful. OK finally, if you collected the Magic Key, interact with the door to unlock it. Go down the available stairs.

Here, talk to the guards to learn how to Save the game, go down to see some kind of square-fountain, from here, go right to see some pots, search them, a MEDICAL HERB is inside one of them. From the pots, go all the way down to see an old man over a counter, talk to him and he will make a light shine upon thee, this will make your Magic Points (MP) full again. Next go back to the square-fountain, from there go left then down to a room with two men, one of them is a merchant, the other will ask you if you have heard, answer 'No' and he will tell you about a village that was destroyed. From here, go up to see a locked room that contains some chests, we will come back for that later.

Talk to everyone else here to get some juicy information. We cannot get to the far-right side of the castle since we need another Magic Key. So after talking to the available people, exit the castle to the Overworld.

```

+=====+
|                - Overworld -                |
+=====+

```

Here, just enter the village to the right.

```

+=====+
|                ii. RADATOME                |
+=====+
| Item Checklist: Wing of the Chimera        |
|=====|
| Shops: -WEAPON SHOP-      | -ITEM SHOP-      | -INN-      | | | |
|   Bamboo Pole      10   | Medical Herbs 10 | 3G to Rest |
|   Club              60   | Torch           8 | -----   |
|   Copper Sword     180   | Dragon's Scale 20 | -VAULT-    |
|   Plain Clothes     20   |                  | (Available) |
|   Leather Clothes   70   |                  |            |
|   Leather Shield    90   |                  |            |
|_____||_____||_____||

```

Here, talk to guy you see walking near you to find out you are in Radatome. From him, go up to locate the Weapon Shop, since we only have 120G, for now buy a CLUB and PLAIN CLOTHES for now.

From the Weapon Shop, go south to find the Inn. 3G to rest. The left side of the Inn with the Knight is inaccessible right now. The upper lady behind the counter is the woman that allows you to rest, the one below is the Vault, which is where you keep items and Gold. Go to the room with the man sleeping and check the drawers to get WING OF THE CHIMERA. Talk to the old man and he will warn you about poisonous swamps. From the Inn, go right to see a house with two rooms, the left is a man who asks you if you have heard, answer no and he will tell you that there is a town that sells Magic Keys! Good Information. Talk to the old man in the other room and he will tell you he is studying magic, he will remove any curse from you when talked too. The house top-right from here is locked so forget about it for now. Instead go down then right across the bridge to see a building, that is the Item Shop, go in and buy a DRAGON'S SCALE, Equip it too along with your Club and Plain Clothes. Talk to the Young Man south of the Item Shop to learn about the Dragon Lord Castle. Talk to the Girl standing outside at the right side of the Inn and she will say she is not Princess Lora but she will follow you. She literally follows you now. Go to the Inn and rest with her if you want. ;) OK, talk to the Knight south of the 2 Room House and he will ask if you have proof of being the descendant of Roto. Say 'No' (or click No) and he will say only TRUE Descendant of Roto has Proofs. Next talk to the Man wearing green, he is outside, left of the 2 Room House. He says he is from Garai which is north of here, it is a small town on the northwest peninsula. Go to the northeast end of the village to see a Knight lying on the floor, speak to him and he will say that you should inform the king that the rescue party sent to rescue Princess Lora has been wiped out. Next talk to the guard south of the 2 Room House and he will say a legendary minstrel from Garai played a Silver Harp, it is said it was buried with him.

Okay, that is all for Radatome, go out to the Overworld.

```
+=====+
|                - Overworld -                |
+=====+
```

Out here, grind around Radatome Castle until you get to Level 3 without using an Inn, At Level 3 you learn your first spell, HEAL. Now the Heal spell heals you when you use it. It costs you 3 MP, so to heal your wounds from grinding, use the Heal spell then go to the Old Man with the 'Shine Upon Thee' to get your MP full again, so you are fully healed now without wasting any money!

The enemies are easy around here, just some Slimes and Red Slimes.

Anyway, grind for 90G and buy a Leather Shield at the Weapon Shop back at Radatome.

OK time to venture further. Go and SAVE YOUR GAME by talking to the King then from the Castle go north staying on the west side of the overworld until you see a Cave surrounded by sand. Go in.

```
+=====+
|                iii. ROTO'S CAVE                |
+=====+
| Item Checklist: None                            |
|=====|
| Shops: None                                    |
|_____|
```

IT IS PITCH BLACK IN HERE! DO NOT MAKE ANY SUDDEN MOVEMENT. Open your Menu and use a Torch. Ahh..that is better.

```
=====
                B1F
=====
```

Do not be confused by the hugeness of this Floor, just travel to the southwest corner to find the stairs leading to B2F.

```
=====
                B2F
=====
```

Here, follow the path, it is actually one way, follow it to the end to find Roto's grave. Read it to find out you need 3 items to make your way to the Dragon Lord Castle. The 3 Items are being held by 3 men's descendant awaiting you to find them. Now go forth.....really go forth, leave the cave, see you outside.

```
+=====+
|                - Overworld -                |
+=====+
```

Back here, grind around the sand until you hit Level 4 which gives you another spell, FIREBALL. Continue grinding here until you have 70G. Travel back to Radatome and get yourself a LEATHER CLOTHES. Sell your Plain Clothes.

The monsters around Roto's cave is a Draky and Ghost. Easy enough to battle.

So for now our Equipment is:

WEAPON: Club
ARMOR: Leather Clothes
SHIELD: Small Shield
ACCESSORIES: Dragon's Scale

Not bad.

OK, from Roto's Cave go northwest then west until you see a small town. Go in.

```
=====+
|                                     |
|                               iv. GARAI                               |
|                                     |
|-----+
| Item Checklist: None |
|-----+
| Shops: -WEAPON SHOP- | -ITEM SHOP- | -INN- |
|   Club      60 | Medical Herb 10 | 6G To Rest |
|   Copper Sword 180 | Torch      8 |-----|
|   Iron Axe    560 | Dragon's Scale 20 | -VAULT- |
|   Leather Clothes 70 | | (Unavailable) |
|   Chain Mail  300 | | |
|   Iron Shield  800 | | |
|-----+-----+-----|
```

Here, go left and talk to the guy with green shirt and agree to listen to his song. Pretty good. Talk to everyone else outside. The town is very small straight line village. Go in the Inn and rest. Time to buy something, train to Level 5 then buy the Copper Sword. Go into the Item Shop and talk to the man to find out a bunch of monsters carried the princess due east. Onward! Go back to the Overworld.

The monsters outside Garai is just some Red Slime, Draky and Ghost. Easy.

(Is it me, or is it very hard to level up in this game. If you have played final Fantasy 1 you should know it was very easy to level up, the GBA version. Oh well. No pain no gain I guess.)

```
=====+
|                                     |
|                               - Overworld -                               |
|                                     |
|-----+

```

Go back to Roto's Cave, from there, head east then south staying near the water until you see a Bridge. Upon crossing it the monster encounter changes. Cross it. Follow the grassy plains southeast to see another bridge, cross that. Continue to follow the grassy plains north until there is no grassy plains. go northeast from there to see a tiny town surrounded by a Forest, above it are mountains. Go into the town.

On your way here, be careful of the new enemies like the Scorpion. Use Fireball spell to knock him out instantly since physical attack is useless. you also encounter MagiDrackies and Mages so be careful. Also watch out for the Skeletons. Heal if needed when fighting them.

```
=====+
|                                     |
|                               v. MARIA                               |
|                                     |
|-----+
| Item Checklist: Strength Seed |
|-----+

```

Plain Clothes		
Shops: -WEAPON SHOP-	-ITEM SHOP-	-INN-
Copper Sword 180	Medical Herb 10	12G To Rest
Iron Axe 560	Torch 8	-----
Iron Armor 1000	Dragon's Scale 20	-VAULT-
Steel Armor 3000	Wing Of Chimera 24	(Unavailable)
Leather Shield 90		-----
		-PUFF-PUFF-
		20G

Here, a rather big-ish town, no? Anyway, talk to the man you see near the entrance and he will tell you about the town, continue up to a see a well, OK we will make this well a starting point. From the well, talk to the woman standing below the well and she will tell you a man abandoned his family to sell Magic Keys. Talk to the lady right of the well to find out that she is the man's wife. Talk to the Knight walking around the well and he will tell you about a shop in Rimuldar that sells Magic Keys.

From the well go right to see the Weapon Shop.

From the well go up then right to see the Inn.

From the well go up then left to the one and only Puff-Puff Store, For 20G you can get a puff-piff from the lady near the bath. The screen just go black and you see the girl saying Puff. Bummer! (Search the Internet for the meaning of it 16+ be good!) Search the drawers above the water to get a STRENGTH SEED and PLAIN CLOTHES.

Talk to the man south of the Puff-Puff bath and answer No to his question and he will tell you that Rimuldar is due south. Talk to the Old Woman north of the Weapon Shop to find out a girl will soon fall in love with you. :D

From the well, go left to see a locked door leading to the left side of the village. We can reach it without opening the first door. Go to the Puff-Puff Bath and from there, go left to see an Old Man in a small house, talk to him to find out your dad left a Sword for you, he tells you to find it to defeat the Dragonlord. Be careful of the poison surrounding him. From the Old Man, travel all the way south, you see an opening to the left sided room of the village, talk to the Knight outside and he will tell you about a Golem with the weakness of a Flute. Talk to the young man to find out about a beautiful woman in the cave south of here. Go right to see a Man behind a counter, that is the Item Shop owner. The Old Man is locked right now since we need a Magic Key to reach him.

That is all for the village, go outside.

=====+
| - Overworld - |
+=====+

Here, train to Level 9!!! Quite a gap huh. No pain no gain. Hut hut. Train at the mountain to the west. Use the Strength Seed to increase your power by 1.

At Level 7, you get the SLEEP Spell. 40% Chance it works on enemies.

At Level 9, you get the RADIANT Spell, it allows you to light up a Cave anytime without a Torch! Yay!

Anyway go back to Maria and buy the Iron Axe and Iron Armor. With all that grinding you should have enough cash, no? Sell your old equipment too.

Time for our next destination.

From Maria, go southwest, into the forest leading west, follow it west then north then east to see a Shrine. Go in.

```
+=====+
|                vi. MARIA SHRINE                |
+=====+
| Item Checklist: None                            |
|=====|
| Shops: None                                    |
|_____|
```

Go down the stairs.

Here, talk to Old Man, blocking the chest, and he will say he wants to test you. Talk to him again and he will tell you the test. He says you should bring him the Silver Harp, he will give you the Staff Of Rain as a reward. Ok, that is all here, for now. Back to the Overworld.

```
+=====+
|                - Overworld -                    |
+=====+
```

Back here, go back to Maria, from Maria, make your way back to Garia. The town northwest of Roto's Cave.

From there, travel all the way south to see a bridge. Cross it then travel south through the forest, then go east, do not touch the Poisonous swamp, go round it and continue east to see a Cave! Go in!

```
+=====+
|                vii. MOUNTAIN CAVE                |
+=====+
| Item Checklist: 300-350G / Cursed Necklace      |
|                670-680G                          |
|                Torch                              |
|                Strength Seed                      |
|                Magic Nut                          |
|                Warrior's Ring                    |
|                Iron Shield                        |
|=====|
| Monsters: Available                              |
|=====|
| Shops: None                                    |
|_____|
```

DO NOT MAKE ANY SUDDEN MOVEMENT, We are as blind as a bat, Use the RADIANT Spell to light up this place!

OK, the monsters here are not so hard to defeat at Level 9. You meet a new monster called Meda here.

=====

B1F

=====

From your position, go west then south, go east at the folk. Follow the path east until you reach a folk going north, east and south. Continue east then south to a folk leading west and south. If you go south, it leads to a stairs going down to a dead end. So go west to hit a body of water, follow it up then left until you see an opening left, you see a Chest there. Let me explain this chest. You can get 300-350G from this chest. But sometimes you get a rare item, CURSED NECKLACE. So yeah, what did you get?

From the Chest go out back to the body of water and follow it down then right to see an opening going south, follow the path down then left then up then left to a folk going north and south. Go north, since south leads to a dead end. Go north to yet another folk going east, west and south. Go east, follow the straight path right, up, left. then all the way up to stairs leading down. Go down it!

=====

B2F

=====

New enemies here, Drakeema, Droll (ha) and Wizard. No need to alerted, easy to defeat at Level 9. Retro Ghost is here too.

From the entrance go right then down and then right, continue right to see an opening leading up, ignore it, continue right to see another opening, go in it to see a chest, open it to obtain gold ranging from 670-680G. exit the minor room, and continue east to see another minor room up, go in and obtain the chest containing a TORCH.

Exit the minor room and continue east then south, go west when you can, continue west then a little up, continue on west then down then right at the opening to 2 Chests, open it from Up to down to get STRENGTH SEED and MAGIC NUT. From here, go left then all the way north then right the. down into a minor room. Follow the Red Carpet and open the Chest for WARRIOR'S RING.

Go out of the minor room, go east to the end to see another minor room go in to a Chest surrounded by torches, open it for an IRON SHIELD!!!! Yes!! No need to waste gold to buy one.

Equip the Iron Shield and Warrior Ring then use the Strength Seed and Magic Nut to enhance your Avatar.

Exit the Cave, that is right, backtrack, should be easy...well.. see you outside?

+=====+
| - Overworld - |
+=====+

Outside, are you still there :3

Go back to Maria. Heal and stock up on some Medical Herbs.

Stop at Radatome Castle to SAVE YOUR GAME.

From Maria, travel south back to the bridge, from the bridge, go right, through the poisonous swamp and into the cave.

```

+=====+
|                viii. SWAMP CAVE                |
+=====+
| Item Checklist: None                            |
+-----+
| Monsters: Available                             |
+-----+
| Shops: None                                     |
+-----+

```

Here, Use the Radiant Spell.

Now, I do not know about you, but all the travelling and kicking monsters butt made me Level 10. I got the STOPSPELL. Get to Level 10 if you are not there yet.

Go all the way south!!! until you hit a dead end, go right then down then left to see some stairs leading up. Go up it.

```

+=====+
|                - Overworld -                    |
+=====+

```

Out here, but on another different area in the World. We came through the cave north so...much travel.

New monsters, new strong monsters. Well the monsters at Mountain Cave. Be careful of the Wolf, Easy to kill in Level 10. Iron Scorpion is around too.

Go south then east then south again, following he mountain, go west then norh to see a town which you can reach by crossing the Sand Bridge.

```

+=====+
|                ix. RIMULDAR                    |
+=====+
| Item Checklist: Wing Of Chimera                 |
|                120-130G                         |
|                Defense Seed                     |
|                Nut Of Life                       |
+-----+
| Shops: -WEAPON SHOP-   |   -ITEM SHOP-   |   -INN-   |
|   Copper Sword   180   |   Medical Herb 10   | 24G To Rest |
|   Iron Axe       560   |   Torch           8   |-----|
|   Steel Sword   1500   | Wing Of Chimera 24   | -VAULT-   |
|   Iron Armor    1000   |                   | (Unavailable)|
|   Steel Armor   3000   |                   |-----|
|   Magic Armor   7700   |                   | -KEY-     |
|                   |                   | 16G       |
+-----+

```

Here, talk to the lady to be introduced to the town. South of her is the Inn. Ok, let us go through the Town.

In the Inn, rest. After that talk to man wearing white shorts in the Inn to find out that is Cleo husband, he is not even selling Magic Keys, he was hijacked by monsters. An old man is locked here.

From the Inn, go northeast to see the Weapon Shop, talk to the guard to find out about a monolith and an old man staying there.

From the Inn, go northwest so see a 2 Room House accessible from above, go inside the one with the lady and talk to her, she says you should stay out. Made us look like perverts. :/ Take the WING OF CHIMERA from her drawers (Examine it from the left) for revenge (Ha take that...) Go to the room with a man and he will tell you about Roto who came from another land. Talk to the man wearing green outside close to the weapon shop above. He is a travelling merchant, he is also the Item Shop.

From the 2 Room House go southwest to see an Old Man on a small island, accessible via bridge, talk to him to find out more about Roto. He crossed a Rainbow Bridge and discovered a secret passage to the Dragonlord Castle, not bad. From the Old Man go southeast to see building, with an opening, down, |___| Go through it to enter the building. Here, talk to the people then the old woman behind the counter, she tells you about Monolith down south if you answer No to her question. Talk to the other people 'inside' the town.

I know...WHERE IS THE MAGIC KEY SHOP?

Go back to the town entrance bridge. From there, venture 2 steps right, then venture up, as you can see, we are at the outer side of the town, try to stay close to the town so as to not exit the village. Go up and talk to the lady, she says her boyfriend is late. Continue on left to see an opening to a building, ignore it for now! Continue south to see a young man, if you talked to the girl from before, this is her boyfriend, he thanks you for telling him about her by telling you that, from the Puff-Puff Bath House back at Maria go 4 paces down to be surprised by what you will find. COOL! Go back to the opening building and enter.

Welcome to the Magic Key Shop! Search inside the pots for 120-130G and DEFENSE SEED. Use the Defense Seed. Talk to the old man to find out a Magic Key is 16G each!!! Buy 6!!!

Go back to the Inn and open the door to the sleeping old man, talk to him to find out when sun and rain meet the Rainbow Bridge is formed. The Stones Of Sunlight are in Radatome Castle as he says. Open the next door to a Chest, open it for the NUT OF LIFE. Use it. Stock up on Keys again to make it 6 once more.

Ok, that is all for this town. I summed it up good I guess. Time to grind! Go back outside.

+=====+
| - Overworld - |
+=====+

Grind around here until you have 1500G. Go back into town and buy the Steel Sword.

From Rimuldar, travel south, until you see a bridge, cross it.

New enemies here, Chimera, Gold man (Gives great amount of gold)
Wolf Mammal, Undead and so on.

Travel south from the Bridge to see a Shrine. Cycle round the Mountain then go in.

```

+=====+
|                x. HOLY MONOLITH                |
+=====+
| Item Checklist: None                            |
|=====|
| Shops: None                                    |
|_____|

```

Go down the stairs.

Talk to the Old Man and he says you need proof to be Roto's descendant. He kicks you back to the Overworld! RUDE =(

```

+=====+
|                - Overworld -                |
+=====+

```

Travel back to Rimuldar and heal up. Time for some training.

Grind to Level 11 and get enough money to buy a Steel Armor.

After that, go back to Swamp Cave.

```

+=====+
|                xi. DRAGON SLAYER                |
+=====+
| Item Checklist: None                            |
|=====|
| Monsters: Available                            |
|=====|
| Shops: None                                    |
|_____|

```

```

+=====+
|                - Swamp Cave -                |
+=====+

```

Here, Use the Radiant Spell.

Go north until you see a path leading right, follow it right then down. left and then down to a 2 Handled Door. Open it via Key. Go right to see a DRAGON!!! What the.....wow! Make sure you have full health and you have equipped the Steel Sword and Armor. Speak to it to battle it!

```

|_____|
| NAME: Dragon                                   |
|_____|
| GOLD: 250                                     |
| EXPERIENCE: 950                              |
|_____|
| RECOMMENDED LEVEL: 11~12                    |
|_____|

```

```

| ATTACKS:
|           - Normal Attack
|           - Fireball
|
| HOW TO DEFEAT:
| He is a tough one. Hack n Slash with your Sword. Heal when
| your health is below 30. Do not use Sleep or StopSpell.
|_____

```

You did it, you killed the dragon! Talk to the Princess who thanks you for rescuing her. She asks you to carry her back to the castle, say yes and you will literally carry her. She also gives you a kiss 3

OK, venture out of the Cave via north exit.

```

+=====+
|                xii. THE PRINCESS LOVE                |
+=====+
| Item Checklist: Fairy Flute                            |
|                 330-350G                               |
|                 Magic Key                             |
|                 Magic Nut                             |
|                 Agility Seed                          |
|                 Princess Love                         |
|_____

```

Make your way to Maria for a little item.

```

+=====+
|                - Maria -                              |
+=====+
|                SHOPS ARE THE SAME AS BEFORE.         |

```

Rest at the Inn with the Princess. (Too bad we already slept with that girl at Radatome first...WHAT AM I SAYING!!!!!!! Wipe it away from your memory.)

After resting, go to the Puff-Puff Bath, from the south opening move 4 steps down (Press D-Pad down 4 times) then search the ground for a FAIRY FLUTE. A man says Golem weakness is a Flute before right? Exit Maria and travel back to the Radatome Castle. Use the Wing Of Chimera to be faster.

Enter the Castle.

(The girl at Radatome still agrees to follow you.....2..... Inn..... :p...)

```

+=====+
|                - Radatome Castle -                    |
+=====+
|                FREE INN AVAILABLE                     |
|                =====                               |
|                1F                                     |
|                =====                               |

```

Here, speak to everyone and they will glad that the princess is safe. Do not go to the King yet. Go left to see the Knight with the chests locked inside a Room, (Flashes my 6 Keys) Open the door, the knights says if you are a true hero you won't steal

anything.....hahahaha. IGNORE HIM! Loot the treasure from up to bottom for 330-350G, MAGIC KEY, MAGIC NUT and AGILITY SEED.

Exit the room and head north then east all the way until you see another door. Open it. You know have access to the East side of the Castle.

From the newly unlocked door, head right then up to see a guy behind a Counter, he sells Magic Keys 24G each though, stock up on them. Talk to the lady and she will tell you about the when sun and rain meet the Rainbow bridge shows. Go south and talk to first person you see, a knight who tells you about an underground passag found here, go south and through the ice which takes 14HP from your health every movement, heal if needed to prevent DEATH! Talk to the Knight at the other side and he will tell you to go to Garai and push the wall of darkness. A path will open to the Grave Of Garai upon doing that... Travel back pass the Ice Field and go left into the Church-ish area.

Talk to Old-beard man and he says 'May the light be with you'... HP recovered fully.

So now we have the

'May the light be with you' = HP Recovered
'May the light shine upon thee' = MP Recovered

Yay, now we have a free Inn in the Castle.

Now, go the King, who is on the 2nd Floor.

=====
2F
=====

Here, talk to the King and he will thank you, the Princess then gives you PRINCESS LOVE. With this you can talk to her anywhere. She tells you how many more EXP you need to Level Up and how far you are from the Castle She goes to her thrown. Talk to her to get free Kisses. 3

Now let us look back at our mission checklist.

=====
Get Light Orb []
Defeat Evil Dragon King []
Save the damsel in distress (The Princess) [*]
=====

We are getting there.....

Next Stop, Garai!!!

But let us make a few pit stops.

+=====
| xiii. PIT STOP |
+=====
| Item Checklist: Stones Of Sunlight |
| Medical Herb |
| Nut Of Life |

Go back to the Magic Key shop, from the girl go 2 step forward the go all the way down staying near the Castle until you see some stairs. Go down them.

=====
B1F
=====

Here, talk to the man and he will notice you as the descendant of Roto unlike that other Rude one :/ He tells you to open the chest, he moves aside. Open the chest to obtain STONES OF SUNLIGHT. Yay. Go back to see the old man who says he wants to lie on his bed. Follow him to his room, when he enters, loot a MEDICAL HERB and NUT OF LIFE from his drawers. Exit.

Travel to Radatome.

+=====
| - Radatome - |
+=====
HOLY WATER SHOP AVAILABLE

Back here again, go to the northeast corner to see that locked house from our first visit here. Open it with your Magic Key. This is shop that sells Holy Water which drives off Weak Enemies. Very useful. Stock up on them 12G each.

Keep your Fairy Flute and Stones Of Sunlight at the Vault since it eats your space. Talk to the Knight at the left side of the Inn which was locked before and he will tell that Fairies know how to defeat Golems for some reason.

Section finished.

+=====
| xiv. GRAVE OF GARAI |
+=====
| Item Checklist: Copper Sword |
| Torch |
| 630G |
| Magic Key x2 |
| 530-540G |
| Nut Of Life |
| Silver Harp |
| Rain Cloud Staff |
+=====
| Monsters: Available |
+=====
| Shops: None |
|

Make your way to Garai, the town northwest of Roto's Cave.

+=====
| - Garai - |
+=====
Go through the locked house.

Here, talk to everyone around. Then loot from the merchant. You

get a COPPER SWORD, TORCH and 630G. Go left and open the door to the Old Woman, she gives you a MAGIC KEY for opening the door. Now go behind the Old Woman house and go to where the table position is, go forward to find yourself outside. Now I get it Push darkness means go through darkness. Bleh! Follow the path to see an Old Man. Talk to him and he disappears. Go down the stairs.

```
+=====+
|                 - Grave Of Garai -                 |
+=====+
```

```
=====
                B1F
                =====
```

Here, Use Radiant. Go north to the end then go east to the end ignoring the paths leading up, at the east end go north then west to 3 Chests. Open it from left to right for a MAGIC KEY, 530-540G and a NUT OF LIFE. Use all your seeds and nuts if you haven't yet.

Go east from the chest then all the way south to see a door. Open it with your Magic Key then head all the way west to some stairs leading down. Go down it.

```
=====
                B2F
                =====
```

Here, forget about the northeast from you, instead go north then west all the way to the end, go down the stairs.

```
=====
                B3F
                =====
```

New enemies here, Droll Mage, Hell Ghost, Medalord, Undead Knight.

Here, follow the path leading to the west end to a folk leading north and south. Go north to a Chest containing 330-350G.

Backtrack to B2F via where you came.

```
=====
                B2F
                =====
```

From where you are go south to the end to another staircase leading down. Go down it.

```
=====
                B3F
                =====
```

Here again, but in a different area. Go north then east to stairs leading down. Go down it.

```
=====
                B4F
                =====
```

Go right then up the right then go right and then down and then left and up the stairs.

```
=====
```

=====

Go northeast to see a Harp, pick it up to get the SILVER HARP.

You should be at Level 12 by now, use the Outside Spell.

```
+=====+
|                - Overworld -                |
+=====+
```

Our next destination Maria Shrine, the Shrine west of Maria, and Maria is east, across the 2 bridge then north.

```
+=====+
|                - Maria Shrine -                |
+=====+
```

Here, go down the stairs and talk to the Old Man, if you remember him, he gave you a test, ring a bell.

Talk to him and he will move out of the way, open the chest to obtain the RAIN CLOUD STAFF. Exit.

Get your Fairy Flute from the Vault back at Radatome.

SAVE YOUR GAME too.

```
+=====+
|                - Overworld -                |
+=====+
```

Now our next destination, go back Garai. From Garai travel south cross the bridge. Continue south until you see another bridge to cross. Cross it.

Enemy changes, be careful of the Demon Knight, Armor Knight, Death Scorpion.

(Gold man is available to fight, you can encounter them at the mountain west of the ruined town.)

Follow the path south then east to see a desert, to the east is ruined town in the desert. Ignore it and follow the desert south until there is no desert anymore. From there, go south, staying close to the water, going west but focus south until you encounter a bridge. Cross it.

New monsters, Metal Slime gives you a whopping 700+ Exp upon defeat. It runs away quick. 10% chance you might kill it. Be careful of the other stronger monsters.

NOTE: You are using an Emulator right? Here is what we are going to do, when you encounter a Metal Slime, Save Your Game via emulator. Then Attack it, if it runs load your game, then try and attack it again, it might not run, if you successfully hit it. Save your Game again and repeat the strategy, you could actually kill it. You get 700+ EXP. Grind around with the Metal Slime until you hit Level 15.

At Level 13 you learn the RETURN Spell.

At Level 15 you get the REPEL Spell

Tip: Metal slime mostly appear at the right mountain close to the bridge. 3 or 4 successful Attacks should kill the Metal Slime.

Train normally to Level 15 if you are using this as an English Translation guide.

Continue on northwest to see a bridge, remember it! Continue north to see another bridge. Cross it then head south to see a town surrounded by walls. WAIT! Make sure you are fully heal and you have your Fairy Flute too. Attempt to enter the town and a Golem will attack you.

```
| NAME: Golem |
|
| GOLD: 10 |
| EXPERIENCE: 2500 |
|
| RECOMMENDED LEVEL: 13~15 |
|
| ATTACKS: |
|     - Normal Attack |
|
| HOW TO DEFEAT: |
| Immediately the battle starts, use the Fairy Flute and it |
| will pit him to sleep. While he is asleep, attacks him. When |
| wakes up, use the Fairy Flute again. Defeat him! |
|
```

A whopping 2500XP I leveled up to 16. But the gold is little...

Go into the town.

```
+=====+
|                               xv. MELKIDO                               |
+=====+
| Item Checklist: Defense Seed |
|           Magic Key         |
|           Magic Nut         |
+=====+
| Shops: |
| WEAPON SHOP 1 | WEAPON SHOP 2 | WEAPON SHOP 3 |
| Bamboo Pole 10 | Iron Axe 560 | Flame Sword 9800 |
| Club 60 | Steel Sword 1500 | Mirror Shield 14800 |
| Copper Sword 180 | Steel Armor 3000 | |
| Leather Clothes 70 | Magic Armor 7700 | |
| Chain Mail 300 | | |
| Iron Shield 800 | | |
+-----+-----+-----+
| ITEM SHOP 1 | ITEM SHOP 2 | - Inn - |
| Dragon's Scale 20 | Dragon's Scale 20 | 50G |
| Wing Of Chimera 24 | Wing Of Chimera 24 | |
| | | - Vault - |
| | | (Available) |
| | | - Holy Water - |
| | | |
| | | - Magic Key - |
```

Ahh, a new city with lots of shops. Gonna find 'em all.

Talk to guard you see upon going a little down and he will introduce you to the town.

OK, from the entrance, to the bottom-right is Weapon Shop 1. To the bottom-left is the Inn. Use the Inn. Talk to the Knight inside to find out Roto's Armor is with the Yukinoffs. Search the drawers to get DEFENSE SEED.

From the Inn, go left to see stairs leading up. Go up it to find the Vault, keep your Rain Cloud Staff in the Vault if you haven't before.

From Weapon Shop 1 go right to see stairs leading up. Go up it. You see a Guard, talk to him and he will tell you Roto fell from the sky. Go through the right opening to fall back down to the town. From the Vault stairs. Below is a guard in a small house. Talk to him and he will tell you the power of the Dragonlord. Answer Yes to his question.

From the Guard house go south to see a house with 2 men behind a counter and a woman walking around. The man with green is the Item Shop 1. The other man sells Radish but you cannot buy.

Go south from the Item Shop 1 to see a locked house. Go in and he will tell you about his Grandfather saying he is at the east side of town. Search his drawers above him for a MAGIC KEY.

Go back to Weapon Shop 1. From there, go to the bottom-right to see a house locked. Open it via Magic Key and talk to the Old Man behind the counter. He sells Magic Key 32G each stock up.

Talk to the man behind the counter. He is the Weapon Shop 3. Talk to the woman behind the counter from the outside. She is Item Shop 2. Talk to the man wearing green and he will tell you about his grandfather and a treasure buried behind a tree. Hmm..

Enter the house south of Weapon Shop 3. This is a graveyard, the nun tells you to pay your respects. Go south from the graveyard to see Weapon Shop 2. Go in and talk to the nun behind the counter, she sells Holy Water 12G each. Go to the back of the shop and enter via behind opening. Search the drawers for a MAGIC NUT. Use it.

Now to enter the really large building in the middle of the town. From Item Shop 1, walk straight right to go through the building. Talk to the Old Woman, she tells you to speak to the man south. From the old woman go south, (still inside the house) you see the pillar south of here, from above it, go right then down then right and then down to come out of the building. You find yourself close to 2 Doors and behind them is the Frozen Path which drains 14HP per step.

Open the doors and head left or right round it, heal when HP is low. You see an old man at the end who tells you to go 140 paces north and then 80 paces west from Radatome Castle to find

something.

OK, that is all for the town. Grind around until you get to Level 18. Also get 25k Gold! You should be around 10k by now. ._. Some Gold man are found around that ruined village back at the desert. Some stronger monsters are outside, like a Dragon for instance.

At Level 17 you learn HEALMORE Spell.

When you are at Level 18 with your 25k Gold. Go to Weapon Shop 3 and buy both the Flame Sword and Mirror Shield. Good weapons.

Our next destination is the ruined town. Go there and enter.

```
+=====+
|                xvi. DOMDORA                |
+=====+
| Item Checklist: Armor Of Roto                |
|                Token Of Roto                |
|=====|
| Monsters: Available                          |
|=====|
| Shops: None                                  |
|_____|
```

Here, go south to the end then east pass a ruined shop, to the end to see another ruined small shop, go up then right. Make sure you are fully healed, then walk on the poisonous gas to be put in a fight with....

```
_____
| NAME: Demon's Knight                        |
|                                             |
| GOLD: 130                                  |
| EXPERIENCE: 165                            |
|                                             |
| RECOMMENDED LEVEL: 17~18                  |
|                                             |
| ATTACKS:                                   |
|     - Normal Attack                        |
|     - Sleep Spell                          |
|                                             |
| HOW TO DEFEAT:                             |
| This guy is a tough cookie, he uses that  |
| his annoying sleep to make you fall Aslee |
| p. Cast a Stopspell which might work     |
| then whack n smash him with your Flame S |
| word.                                     |
|_____|
```

From your position, go directly right and when you hit the tree search the ground for the ARMOR OF ROTO! Equip it immediately.

Now when you walk on Poison swamps no health is decreased instead every step gets you little health! Exit Domdora.

Head back to Melkido.

From Melkido go north then cross the bridge, go south and you will see the bridge I told you to remember. Cross it then go southeast into the poison which does not harm you anymore, go

east to see a thin poison, leading one way left. It take 6 steps to get pass it. From the 6 Step, go directly right to reach a bigger swamp path. Now use the Princess Love to find out which direction you are, walk around until when you use it she says you are 140 paces north and 80 paces west away from Radatome Castle search the ground to find the TOKEN OF ROTO.

```
+=====+
|                xvii. RAINBOW BRIDGE                |
+=====+
| Item Checklist: Rainbow Drop                        |
|=====|
| Monsters: Available                                |
|=====|
| Shops: None                                        |
|_____|
```

```
+=====+
|                - Overworld -                        |
+=====+
```

Ok, use the Return spell to be instantly teleported to Radatome Castle. Go into Radatome and store the Fairy Flute and get your Rain Cloud Staff and Stones Of Sunlight. You can talk to the Old Man from before that was asking about proof. You now have proof.

Remember that Rude Old Man at the Holy Monolith, yeah make it back there, Go south from Rimuldar to reach it.

```
+=====+
|                - Holy Monolith -                    |
+=====+
```

Here, go down the stairs and talk to the Old Man. He takes the Rain Cloud Staff and Stones Of Sunlight, he goes to the altar and join them together. A blue necklace falls down from above. He tells you to take the Rainbow Drop. Approach it and pick it up to get RAINBOW DROP.

Stop by at Rimuldar and stock up on 6 Medical Herb and 6 Magic Keys.

Go all the way north to the Swamp Cave. From this south side of the Swamp Cave. (Outside) Go all the way west to a place like this:

```
_____|_____|
_____|_____
```

Stand at the tip from the east tip and use the Rainbow Drop from the Item Menu and a Bridge will form. Cross it.

```
+=====+
|                xviii. DRAGONLORD'S CASTLE          |
+=====+
| Item Checklist: Medical Herb x2                    |
|                500G x2                             |
|                Sword Of Roto                       |
|                Magic Nut                           |
|                410-430G                             |
|                Magic Key                           |
```

```
|                Wing Of Chimera                |
|=====|
| Monsters: Available                            |
|=====|
| Shops: None                                   |
|_____|
```

From the crossed bridge, travel south then west through the poisonous swamp. Go north to see the Dragonoord's Castle...

Train to Level 19 if you have not reach it yet. Go up and enter the Castle. You learn FIREBANE by the way.

New enemies in the castle are Darth Dragon, Kiss Dragon, Stone Man, Demon Knight and older enemies.

```
=====
                B1F
=====
```

Ok, first we need to find Roto's Sword in this Castle.

Go left then up all the way then right and then down, forget about the Big Door. Follow the path to a throne. Search behind it to find hidden stairs. Go down it.

```
=====
                B2F
=====
```

Use the Radiant Spell to light up this place.

Open the door and go south then west pass the opening, continue west, then go all the way southern then east, stay up to go through the upper east at the split. Go east to see stairs leading down. Go down it.

```
=====
                B3F
=====
```

The path splits going north and west. Follow the path west, which takes you north, go north until the path splits going north, west and east. Go north then east at the split, go down toanother split going south and east, take south and follow the path to another split, go south then west to find the stairs leading down. Go down it.

```
=====
                B4F
=====
```

Go west to 2 Chests containing Medical Herb and 500G. Travel back to the stairs. Then go east then north a little then west then north to see an alcove like this:

```
|_____|
|   | SC |   |
|_____|   |_____|
```

The SC means Staircase. So you see the stairs going down. Ignore it and continue west to see another stairs going down. Go down it.

=====
B5F
=====

Here, go directly south through a thin path the. go east then north to see 3 torches and stairs leading up. Go up it.

=====
B4F
=====

Follow the path southeast to see some stairs going up. Go up it.

=====
B3F
=====

Go northeast to find some stairs going up. Go up it.

=====
B2F
=====

Open the chest to get SWORD OF ROTO. :) Equip it.

Heal up here if you are low on health.

Okay, backtrack back to B5F to the torches staircase.

=====
B5F
=====

From the stairs! Go directly south until you hit a wall! Go east from there, then north then east follow the path east then north and you will see a staircase surrounded by 4 Pillars. Go down it.

=====
B6F
=====

Here, be careful of the Darth Dragon and Demon Knight. Their sleep and stop spell are annoying!

Follow the path to reach the stairs leading down.

=====
B7F
=====

Go directly east to see the stairs leading down.

Grind to Level 20 here. If you are not there yet.

=====
B8F
=====

What.....why are we outside. We were going 'down' stairs not 'up' them.....

Be careful of the Hade's Knight here.

From where you are, go directly north and follow the thin path to end up at a door. Open it and loot the chests inside which contains:

[7] [8] [9]
[6] [1]
[5] [4] [3] [2]

Chest #1= CURSED BELT (Equip it. X YOU ARE NOW CURSED X)
Chest #2= MAGIC NUT (Use it.)
Chest #3= Medical Herb
Chest #4= 410-430G
Chest #5= EMPTY
Chest #6= MAGIC KEY
Chest #7= EMPTY
Chest #8= 500G
Chest #9= WING OF CHIMERA

That is all, exit this mini room and from the door you opened.
Go back to the entrance stairs.

From there, travel north then west then north then east, follow
the path from there to get outside the Castle. Follow it to
reach the Dragonlord. Make sure you are fully healed. With your
Roto Armor and Sword. Talk to the Dragonlord.

He asks you to join his side, say no twice and he will battle
you!

NAME: Dragon King (Wizard Form)	
GOLD: 0	
EXPERIENCE: 0	
RECOMMENDED LEVEL: 20	
ATTACKS:	
- Normal Attack	
- Sleep Spell	
- Healmore	
- Firebane	
HOW TO DEFEAT:	
OK, be careful of his Sleep Spell, Forget about using Sleep	
Spell or Stopspell. Just focus on attacking and if your	
health is below 60HP, use Healmore. Good Luck!!	

He changes to a Dragon and attacks you again.

NAME: Dragon King (Dragon Form)	
GOLD: 0	
EXPERIENCE: 0	
RECOMMENDED LEVEL: 20	
ATTACKS:	
- Normal Attack	
- Supreme Agility	
- Fireball	

| | | | |
| ----- |
| LUMINARIES OF THE LEGENDARY LINE |
=====

/\=====\
|| I. WALKTHROUGH ||
\=====\
This Walkthrough is for Dragon Quest II in the compilation
Dragon Quest I - II.

Enjoy!

+=====+
| i. INTRODUCTION |
+=====+

| Item Checklist: None |
| |
| Shops: None |
|_____||

The game starts off with the Story saying 100 years have passed since Dragon Quest I.

The game screen then switches to a town called Moonbrook, a country far southwest of Laurasia.

Inside the King and the Princess are passing time with a peaceful talk...:D

However...Everywhere begins to shake as the King asks what is going on? A Guard comes in and tells the King that the forces of a evil Priest called Jargon has evaded the castle!!!

The King refuses to surrender and sends the Guard to call for his Soldiers. On the Guard way, he is confronted by a Demon and is burned to death.

The King tells his daughter, Maria to hide down the stairs. The King must warn the other King in Laurasia. Meanwhile the Demon is closing in...slowly but surely :/

The King battles the Demon by burning him with a Blue Fire Magic. Two more Demons flies into the scene. The King fights with all his might but is Backstabbed by another Demon with 1 Eye. He was burned to death :(

The war rages on as other Demons kills the other Soldiers. Some Soldiers put up a fight but gets defeated. A Lone survivor takes up the mission to warn Laurasia. He escapes from Moonbrook but turns back to see his home burned to the ground. He makes haste to Laurasia.

Barely on his legs he reaches Laurasia. The other Soldiers in Laurasia helps him up to get to the King.

The Soldier tells the King about the situation and passes away...:(

You meet your Main Character. The King tells him that his journey is about to begin saying you should meet him when you are ready. He leaves

telling the Minister to give the fallen Soldier a proper burial.

```
+=====+
|                ii. LAURASIA CASTLE                |
+=====+
| Item Checklist: 50G                || -SAVE GAME- |
|                Copper Sword        || (Available) |
|=====|
| Monsters: None                    |
|=====|
| Shops: -WEAPON SHOP-              | -ITEM SHOP-  | -INN-        | |
|                None                | Medical Herb 10 | 4G to Rest  |
|                |                  | Antidote Herb 8 |-----|
|                |                  | Leather Shield 90 | -VAULT-    |
|                |                  |                  | None       |
|                |                  |                  |-----|
|                |                  |                  | -CHURCH-   |
|                |                  |                  | None       |
|                |                  |                  |-----|
|                |                  |                  | -LOTTERY-  |
|                |                  |                  | None       |
|=====|
```

After the Introduction, you gain control of the Boy in Blue.

Talk to the Deceased Soldier if you want. The Minister is sad that you are leaving when talked to. The Soldier prays for safe journey for you.

Exit south down the stairs.

The king addresses you here, telling you to open the chest left of you. Open it with the X or A button to get 50 GOLD and COPPER SWORD.

Talk to the King to find out that there are more descendants of Roto at Sumaltria and Moonbrook. They will join us in our journey.

Talk to the Soldier just down and he will tell you not to forget to equip the Items you get. Go ahead and equip the Copper Sword now. Talk to the man below the Soldier to find out there is a Town named Liriza west of here. Travellers to Sumaltria stop at Liriza on their way. Go down then talk to Soldier to be told that people here knew that Moonbrook was attacked. Go up then left to get to the Left part of this Castle.

You notice an old man stand next to a bridge which leads to a Whirlpool. The Whirlpool is a Warp Hole which is first introduced in this game. It takes you to a Random Location in the Overworld. Leave it for now. Talk to the Old Man though to be told about the Warp Hole.

From the Old Man and the Warp Hole location go south and talk to the Man in Green to be told that there is a Young Prince from Sumaltria and a Beautiful Princess from Moonbrook.

From the Old Man and Warp Hole Location again, go north pass the 2 Locked Doors and speak to the Lady who seems to love you? but says you should forget about her. Don't worry you will be

forgotten :/

The Bishop behind the Counter tells you to visit Churches in various towns.

Backtrack to the King position and go south to exit the Castle but not the Area. There is a Dog out here, the ITEM SHOP and INN is here too.

Do not buy anything yet. Now go more south to exit the area to the Overworld.

```
+=====+
|                - Overworld -                |
+=====+
OUTSIDE!!!!
```

Time to Grind! :/

Grind around Laurasia with the weak Monsters until you get to Level 5. The Monsters around are Slimes and Big Slug. Use the Inn if you are low on health. Be careful of the Iron Ant found in the Mountain Path up north from Laurasia Castle.

At Level 2 you can grind in the Mountain Path to meet new monsters like Drakes, Iron Ant and other old ones.

After grinding to Level 5, go into Laurasia Castle and purchase the LEATHER SHIELD. Buy 2 Medical Herb and 2 Antidote Herb too.

We are ready to head out. From Laurasia Castle, travel west until you see a Desert Path. From the desert part west, avoid the Purple poisonous path. You will eventually see a Small Town. Go into it.

```
+=====+
|                iii. LIRIZA                |
+=====+
| Item Checklist: Lottery Ticket          ||   -SAVE GAME-   |
|                ||           None           |
|=====|
| Monsters: None                          |
|=====|
| Shops: -WEAPON SHOP-                    |   -INN-         | |
|      Club          60                    |   Medical Herb 10 | 6G to Rest      |
|      Copper Sword 100                    |   Antidote Herb 8 | -----|
|      Sacred Knife 200                    |   Wing Of Chimera 25 | -VAULT-        |
|      Chain Whip    330                    |                   | (Available)     |
|      Chain Mail    390                    |                   | -----|
|      Leather Shield 90                    |                   | -CHURCH-       |
|                                           |                   | (Available)     |
|                                           |                   | -----|
|                                           |                   | -LOTTERY-      |
|                                           |                   | (Available)     |
|_____|
```

Here we are at Liriza!

Go up and talk to the Soldier to know you are in Liriza. To the left is the Item Shop (Man behind the counter) and the Vault

(The Woman). Buy 1 Wing Of The Chimera. From the Item Shop, to the North is the Weapon Shop while to the east is the Inn. To the northeast end is the Church. Talk to the Bishop to heal Poison, Status Aliments and Revive a fallen character.

The stairs leading up in the Weapon Shop takes you to a Woman House, talk to her to find out her son was working at Moonbrook Castle...:(Someone should tell her the bad news) Loot the LOTTERY TICKET from her drawers.

Now for the peoples. Talk to the Old Man outside the Weapon Shop for some gossip that Sumaltria Castle is due north from Liriza. Talk to the girl outside the Weapon Shop to be asked if you are the Prince Of Laurasia. Pick either Yes/No. She won't believe you if you pick Yes. Talk to the Soldier inside the Weapon Shop and he will ask you if the rumor of Moonbrook falling is true. Answer Yes/No.

Next, talk to the couple near the Church (they walk side by side) to find out that there is a Monolith west of Liriza that gets you to Moonbrook Castle and that his father works there...:/ (Poor kid) They are also on a date.

Speak to man outside the Church to find out about the Poison Swamp that takes 1 HP per step but Antidote Herb will save you. Talk to the guy hiding southeast of the Inn to...MAKE HIM PEE ALL OVER HIS FOOT! :D

That is all for the town. Store your Lottery Ticket in the Vault for now to clear up space.

Time for grinding. Grind around Liriza until you hit Level 6.

At Level 6 you should have enough Money to buy CHAIN WHIP. Equip it.

Use the Inn after all that.

```
+=====+
|                   - Overworld -                   |
+=====+
```

We are ready to progress. From Liriza, travel north until you see a Castle. Go into it.

```
+=====+
|                   iv. SUMALTRIA CASTLE                   |
+=====+
```

```
| Item Checklist: None           ||   -SAVE GAME-   |
|                               ||   (Available)  |
```

```
|=====|
| Monsters: None                 |
```

```
|=====|
| Shops: -WEAPON SHOP-         |   -ITEM SHOP-   |   -INN-   |
|   Club           60         |   Medical Herb  10 |   8G to Rest |
|   Copper Sword   100        |   Antidote Herb  8  |-----|
|   Sacred Knife   200        |   Holy Water     40 | -VAULT- |
|   Chain Whip     330        | Wing Of Chimera  25 |   None   |
|   Leather Shield  90        |                   |-----|
|   Chain Mail     390        |                   | -CHURCH- |
|                   |                   |   None   |
```

		-LOTTERY-
		None

Here we are at Sumaltria Castle!

Go north to see a Lady, Soldier and the Item Shop left of them.

Talk to the Soldier to find out you are in Sumaltria Castle. Talk to the Lady to hear that she saw the southern sky red. Of course it is about Moonbrook Castle getting burned down. The Item Shop new item is a Holy Water which repels monsters in the Overworld. North of the Item Shop is the Inn (Man behind Counter) and the Weapon Shop (Green Merchant walking around).

The Old Man inside the Inn tells you about the Prince of this castle saying he is good at Magic but not at Physical Strength.

Go east to enter the actual Castle. Here, to the northeast is a Church, to the southeast is a Prison. You can talk to the Prisoners through the Prison Door says the Soldier near by. The first prisoner tells you to get a Silver Key which can be used to open all Silver coloured Doors. (Sorry we won't release you if that is your plan....maybe we will). The second prisoner tells you that you shouldn't steal even if the world is coming to an end. (So what the hell are you doing behind bars?)

Talk to the Nun in the Church. She talks about Hargon and our mission.

With that done, go to the northwestern area to get to the Throne Room. Talk to the Soldiers around to find out that there is a Cave called Spring Of Bravery to the far north from Laurasia Castle.

Now, from the Throne Room, go east then north to see a Soldier who says Prince Kain younger sister chamber is here but where? From standing in front of the Soldier, go directly to go through the wall and into the Princess Room. That is how some room throughout the game. In here, talk to the Princess to find out that if you answer Yes to her question she will tell you that her brother doesn't like travelling long journies.

That is all! Get to the Throne Room and climb up the stairs. Only a Soldier and locked room here. The Soldier says Prince Kain is a nice guy.

Okay, talk to the King. You find at Prince Kain might be in the Spring Of Bravery. Time to progress. SAVE YOUR GAME!!!

Go outside to the Overworld and grind to Level 7 then buy the CHAIN MAIL. Buy some Medical and Antidote Herbs too.

```

+=====+
|                   - Overworld -                   |
+=====+

```

At this point of the game, our current equipment is:

Weapon: CHAIN WHIP
Armor: CHAIN MAIL
Shield: LEATHER SHIELD

Not that bad.

From Sumaltria Castle, travel north then continue on east pass the Green Plains and Deserts to see a Bridge. Cross it. After crossing the bridge take note that stronger monsters will begin to spawn. Monsters like Babble. Anyway, continue east after crossing the bridge to find a Cave. Go into it.

```
+=====+
|                v. SPRING OF BRAVERY                |
+=====+
| Item Checklist: Medical Herb                        |
|                85G                                  |
|                Antidote Herb                       |
|=====|
| Monsters: Available                               |
|=====|
| Shops: None                                       |
|_____|
```

Welcome to our first Cave. The Monsters here are nothing to worry about but be careful of the King Cobras which can poison you. Use an Antidote Herb when poisoned to heal yourself.

```
=====
                B1F
=====
```

This floor is pretty straightforward. From where you begin, follow the straightforward path north then east to be at a split going north, south and southeast. A hidden room is northeast if you walk through the black screen. First go northeast (not taking the north path). You will see some stairs going down in this room. Go down it.

```
=====
                B2F
=====
```

You see a Knight. Talk to him to be asked if you have heard about purifying yourself with the Spring Of Bravery. Answer Yes/No.

Go back up the stairs.

```
=====
                B1F
=====
```

Back at the split, take the south path to see a chest. Open it for a MEDICAL HERB. Go back to the split and take the southeast path. Follow it south then west to get to a chest containing 85 GOLD.

Backtrack to the split and take the north path. Follow it northeast, through the dark screen and continue west, south then west to the end to find a Chest. Open it for an ANTIDOTE HERB.

Go back east a little and go north to see an Old Man. Talk to him to be soaked in the Spring Of Bravery. He then ask if you are looking for a Prince. Answer Yes and he will tell you be came alone seeking the other descendants of Roto. He also tells you that the Prince

should be at Castle Laurasia. Onward!! Leave the Cave.

Grind to Level 8.

Backtrack.

```
+=====+
|                - Overworld -                |
+=====+
```

Travel back to Sumaltria Castle due west. From there, travel south to Liriza then east to Laurasia Castle. Go in.

```
+=====+
|                - Laurasia Castle -            |
+=====+
```

SHOPS ARE THE SAME

Here, go to the King (your character father) and speak to him to be told Prince Kain was here. He isn't here anymore...

Looks like he headed back to Sumaltria. Knowing that he doesn't like long journeys, we make haste to Liriza.

```
+=====+
|                - Liriza -                    |
+=====+
```

SHOPS ARE THE SAME

Here, WHERE ARE YOU PRINCE KAIN!!???? Oh! he is at the Inn! The guy in Green. Talk to him and he will join your Party.

Finally!!! First, go outside and grind until Prince Kain gets to Level 6.

Now right off the bat Prince Kain has a Heal Spell. Good! At Level 3 he learns Fireball and at level 6 he will get the Antidote Spell.

Buy better equipment for him. CHAIN WHIP, CHAIN MAIL and LEATHER SHIELD

NOTE: At Inns, since you now have 2 party members, the cost to rest will be doubled.

We are now ready to progress.

```
+=====+
|                - Overworld -                |
+=====+
```

Now head back to Sumaltria Castle. From there, travel northwest then west until you see a Bridge. Cross it.

New enemy encounter when you cross the bridge. Giant Rat and King Cobras are around. After crossing the bridge, travel southwest through the narrow mountains path. After that, travel west to find a Cave after a bridge. Go into it.

```
+=====+
|                vi. LAKE CAVE                |
+=====+
```

```

| Item Checklist: Agility Seed |
| Lottery Ticket |
| Nut Of Life |
| Antidote Herb |
| 238-245G |
| Wing Of Chimera |
| Silver Key |
|=====|
| Monsters: Available |
|=====|
| Shops: None |
|_____|

```

```

=====
B1F
=====

```

Here, go south to see a Chest, open it for a AGILITY SEED. Backtrack a little and take the West path then down to see a body of water with a split going west/south, go south then right and through the darkness. Get the Chest from this hidden room for a LOTTERY TICKET.

Backtrack to the split at the body of water and go west through the screens left then down to find the Stairs leading to the next floor.

```

=====
B2F
=====

```

Here, go left then down to see 2 darkens paths, one to the left and the other to the right. Go through the right one and claim your NUT OF LIFE from the Chest, go back out and continue south (the left darkened path is a dead end) on your way south, stop and go left and loot the Chest for a ANTIDOTE HERB. Continue on south and when you get to a split, go left, through the darkened path to find 2 Chests. The upper one gives you 238-245 GOLD. The lower one gives you WING OF CHIMERA. Exit back to the split and go east. Follow the path to get to the SILVER KEY!!!!!!!!!!!!!!

Doors need to be Opened!

Backtrack and exit the cave.

```

+=====+
| - Overworld - |
+=====+

```

Now that we have the Silver Key, let's go back to previous Towns and Castles to get some items and some gossip.

```

+=====+
| vii. PIT STOP #1 |
+=====+

```

```

| Item Checklist: Lottery Ticket |
|_____|

```

First, Let's visit Laurasia Castle.

```

+=====+
| - Laurasia Castle - |
+=====+

```

Here, go up into the actual Castle, now go through the room southeast thought the upper left opening. Open the Brown Door then go through it and only go up. If you go right, you will get to the Overworld. When you go up and exit the small room, you will find some stairs leading down. Go down it to be at the Prison part of this Castle. A Jailer will ask you if you have the Jailer Key? Answer No and he'll tell you to get it. Nothing else in the Prison.

Next go to the northwest part of the castle and open the 2 wooden doors from before. The Green Man to the right inside the Room tells you about an item called Bell Amulet which can seal monsters magic but might put you to Sleep in battle. The Nun to the left tells you about Moonbrook fall at the hands of Hargon. Loot the LOTTERY TICKET from the drawers here.

That is all. Travel to Liriza.

```
+=====+
|                                     - Liriza -                                     |
+=====+
```

LOTTERY NOW AVAILABLE

Go into the Weapon Shop and open the Silver Door to unlock the Lottery Game. With the Lottery Ticket you gather you can play!

Basically you need to match 3 symbols in a row to win!

Use the X button to start or stop the spinning.

Here are the Prizes you can get:

- 1st Place: 3 Sun Symbol : GOLDEN CARD
- 2nd Place: 3 Star Symbol : PRAYER RING
- 3rd Place: 3 Moon Symbol : WIZARD'S STAFF
- 4th Place: 3 Slime Symbol : BELL AMULET
- 5th Place: 3 Heart Symbol : MEDICAL HERB

If you get 2 in a row he will give you 1 free LOTTERY TICKET.

Because I'm using an EMULATOR and we have gathered a total of 3 Lottery Ticket, I got all the Items for Prize 2 to 4. Try your luck if you are using this as a translation guide.

The GOLDEN CARD reduces the price of items sold at Shops.

Go get your Lottery Ticket from the Vault from before!

Next stop is Sumaltria Castle! No do not enter it.

Time to progress in the game. From Sumaltria Castle, travel southwest to see a Monolith close to the water. Go into it.

```
+=====+
|                                     - Monolith #1-                                     |
+=====+
```

Here, talk to the Old Man to find out his friend is waiting for you in a Monolith south of Laurasia Castle. We'll deal with him later.

Talk to the Guards and they will allow you to pass telling you a town is just south.

Pass through and go down the stairs.

```
+=====+
|               - Monolith Passage -               |
+=====+
Monsters spawn around here. Just go south and follow it all the
way to the Stairs leading up.
```

```
+=====+
|               - Overworld -                       |
+=====+
Back in the Overworld, go due south until you see a small town.
Go into it.
```

```
+=====+
|               viii. MOONPETA                       |
+=====+
| Item Checklist: None                               || -SAVE GAME- |
|                                                       || (Available) |
|=====|
| Monsters: None                                     |
|=====|
| Shops: -WEAPON SHOP-   |   -ITEM SHOP-   |   -INN-   |
|   Chain Whip    330   |   Medical Herb  10 | 12G to Rest |
|   Iron Spear    770   |   Antidote Herb  8 | -----|
|   Steel Sword  1500   |   Holy Water    40 | -VAULT-   |
|   Chain Mail    390   |   Wing Of Chimera 25 | (Available) |
|   Steel Armor  1000   |   Leather Shield  90 | -----|
|   Steel Shield 2000   |   Sacred Knife  200 | -CHURCH-   |
|                                                       | (Available) |
|                                                       | -----|
|                                                       | -LOTTERY-   |
|                                                       | (Available) |
|=====|
```

NEW TOWN!

Talk to the Lady near the Entrance to find out she took care of the Hero when he was young.

While I was grinding, my main character died so I talked to her with Prince Kain and she says she met the Main Character while he was still a baby!

Anyway, talk to man walking near her and he will welcome you to Moonpeta.

The Inn is located southwest in this Town. The Man wearing Green there will tell you that this world really is a treacherous place saying the other day a thief was caught back at Sumaltria Castle. The thief is presently in Prison. Rest in the Inn.

The guy with the white trousers east of the Inn will tell you that there is a Cloak in a Castle that allows you to Fly for a short time. Talk to the Knight close by to be told Moonbrook Castle is southwest from this town. The Lottery Game man is at the Middle east of this town. Same prizes as before.

The Weapon and Item Shop are in one building southeast in this town. The Man to the right of the Lottery Game will ask you if you have a Lottery Ticket. Answer No to find out that they might give you a Free Lottery Ticket when purchasing Items from the Item Shop.

To the northeast of this town is the Church. The Girl there is actually the Vault Holder.

There is a Dog that [whimpers] then follow you around to the left from the Church. HMMMMM.....

The Old Man next to the Church allows you to SAVE YOUR GAME!

You can walk safely on the Dark Grass surrounding the outer part of the Town. To the northwest end is a Soldier who fled from Moonbrook Castle. (hmm...if this Soldier could escape, that means there might be more survivors.)

That is all the stuff we can access right now in this town.

Now, go outside and grind around until your Main Character hits Level 10 and Prince Kain Level 9.

At Level 8 Prince Kain learns STOPSPELL.

When you get leveled up, Buy the IRON SPEAR for Prince Kain then the STEEL SWORD AND STEEL ARMOR for your Main Character which I will now call Hero :/

We are ready to progress.

Sell any old Equipment you have.

```
+=====+
|                - Overworld -                |
+=====+
```

From Moonpeta, cross the bridge to the south then travel South then west following the Green plain west then south to find a Castle surrounded by Poisonous Swamp, Go into the Castle.

```
+=====+
|                ix. MOONBROOK CASTLE                |
+=====+
| Item Checklist: Mirror Of Ra                        |
|                                                     |
| Monsters: Available                                |
|                                                     |
| Shops: None                                       |
|_____
```

```
=====
NOTE: You can encounter Metal Slimes in Moonbrook Castle.
```

```
This Info was gotten from TheRareOne
=====
```

Here, you will find out that the Castle is in ruins :(

Random Monsters spawn here.

There are flames wandering around. These are the Spirits of the Dwellers of the Castle.

From where you enter, go up to get to the throne. Talk to the Spirit to find out He is the King's Spirit. He says his daughter Maria, was turned into dog through a curse. Wait! The dog from Moonpeta...could it be? From the deceased Throne Room, go left and open the 2 EMPTY Treasure Chests. To the left is a Spirit. Talk to it. He tells you to the east from here, there are 4 bridges and a swamp. The Mirror Of Ra rests there.

There is also spirit left of where you started out in this Castle. It is poor confused spirit who shouts help :(

Now to the northwest end, there is an opening allowing you to walk on the outer part of the Castle. Following the narrow path south, right and up to get to the southwest part of the Castle. You can go down the stairs, Princess Maria hid during the INTRODUCTION.

There is Soldier in here! Talk to him. He tells you that he failed to protect the Princess. He also says the Mirror Of Ra can lift the curse. He dies leaving his wandering spirit. :(

That is all here, we know our next destination!

Travel back to Moonpeta to heal up.

Buy the STEEL SHIELD for your Hero if you have enough Money.

```
+=====+
|                - Overworld -                |
+=====+
```

From Moonbrook Castle, travel east until you see a stream of water, follow it east through the forest path to see 4 bridges and a Poisonous Swamp. Stand on the upper right end of the Swamp and search the ground to get MIRROR OF RA.

Neat. Travel back to Moonpeta.

```
+=====+
|                - Moonpeta -                |
+=====+
```

Here, head over to the Dog and while standing in front of it, use the Mirror Of Ra through the Item Menu and it will change to Princess Maria. She joins your Party.

Anyway, she is in Level 1.....with a HEALMORE spell!

Buy her new Equipments...well..."Equipment" Buy only the SACRED KNIFE for her...since she can't equip the other stuff.

Now grind!!!! Make the Princess to be at Level 5 before venturing on!

At Level 2 she gets SLEEP spell.

At Level 4 she learns INFERNOS spell.

While level uping Maria, my Prince Kain got to Level 10 and got the RETURN Spell. Very useful.

NOTE: Travel back to Moonbrook Castle and speak with the King for a heartwarming moment. REST IN PEACE!

Time to progress. With heavy hearts, the 3 Heroes venture forth...

```
+=====+
|                - Overworld -                |
+=====+
From Moonpeta, travel northeast to see a bridge, forget it and
continue north. Cross the next bridge you see. Travel south and
follow the narrow near the water. It leads you southeast then
southwest then west. Cross either bridge you see then continue
east, south then west to a Tower.
```

NOTE: METAL SLIME IS HERE! It is located east of the Tower in the Forest Area (not the one northeast). Defeating one of these gives you 1000+ EXP!!! But they tend to escape easily!

Also at Level 6 Maria learns the SURROUND Spell.

Go into the Tower.

```
+=====+
|                x. WIND TOWER                |
+=====+
| Item Checklist: Medical Herb                |
|                335-350G                    |
|                Wind Mantle                 |
|                Prayer Ring                 |
+=====+
| Monsters: Available                        |
+=====+
| Shops: None                               |
+-----+
```

```
=====
                1F
=====
```

This tower is actually straightforward!

Go to the Southeast corner and loot the Chest for a MEDICAL HERB.

To progress, go up the stairs to the Northeast end. WAIT!!!!!!!!!!
The stairs is outside the walls!!!! So what are we going up to?
Go up it :)

```
=====
                2F
=====
```

Talk to the Knight and he'll tell to be careful not fall off the edges of the Tower! Venture west and go up the stairs.

```
=====
                3F
=====
```

Go south (stop by to get the 335-350 GOLD from the chest) go up the stairs.

=====

4F*

=====

Go east and go up the stairs you see first.

=====

5F

=====

Go north and down the stairs.

=====

4F

=====

Go down the stairs.

=====

3F

=====

Go down the stairs.

=====

2F

=====

Get the WIND MANTLE!!! Equip it.

Backtrack to 4F*. Continue east and up the other stairs.

=====

5F

=====

Go north then up the Stairs.

=====

6F

=====

Go northwest then up the stairs.

=====

7F

=====

Go up the stairs.

=====

8F

=====

Get the PRAYER RING from the Chest here! When you use it as an item it will Restore your MP. Use it too much and it will break....^_^

With the Wind Mantle equipped!!!! Jump off any opening in the Castle. The higher the floor the better. (7F).

+=====+
| - Overworld - |
+=====+

Back outside, travel back to Moonpeta to heal and stuff. If you haven't yet, buy the Steel Shield.

Our next destination is southwest of Moonbrook Castle. Travel

southwest to find a Monolith. Go into it.

```

=====+
|                - Monolith #2-                |
=====+
There's a Priest here that will heal you. Cross the bridge and
go up the stairs.

```

```

=====+
|                - Overworld -                |
=====+
You should be at Level 13, 11, 6 by now. From the Monolith
across the water, travel northwest all the way until you see a
Tower. Go into it.

```

```

=====+
|                xi. SOUTH FRAGON'S HORN        |
=====+
| Item Checklist: None                          |
|                                                |
| Monsters: Available                          |
|                                                |
| Shops: None                                  |
|_____|

```

Talk to the man here and he will ask Did you know? Say no and he will tell you that the 2 Twin Tower were known as Dragon's Horn. The bridge connecting them was destroyed but they might still be a way to cross. Go up the series of stairs.

At the top peak, go to the northwest corner and fall down from the NORTH PEAK!!! NORTH!!!

```

=====+
|                - Overworld -                |
=====+
You're back at the Overworld but across the sea. Travel north
then east to the end to find a town. Go into it!

```

```

=====+
|                xii. LUPAGANA                  |
=====+
| Item Checklist: The Ship                      || -SAVE GAME- | | | |
|                                                || (Available) |
|_____||_____||_____||
| Monsters: None (You fight some to progress) |
|_____||_____||_____||
| Shops: -WEAPON SHOP-      | -ITEM SHOP-      | -INN-      |
|   Wizard's Staff 2500    | Medical Herb  10 | 20G to Rest |
|   Sacred Knife  200     | Antidote Herb  8 | ----- |
|   Steel Sword  1500     | Holy Water   40 | -VAULT-    |
| Evasion Clothes 1250    | Wing Of Chimera 25 | (Available) |
|   Steel Armor  1000     | Bell Amulet  640 | ----- |
|   Steel Shield 2000     |                  | -CHURCH-   |
|                           |                  | (Available) |
|                           |                  | ----- |
|                           |                  | -LOTTERY-  |
|                           |                  | (Available) |
|_____||_____||_____||

```

I love New Towns! BUT I LOVE THIS TOWN THE MOST. YOU'LL KNOW WHY LATER!!!!!!

First, let's cover the shops location. From the entrance, to the east is the Inn. To the west is the Church. North from the Inn is a small counter with a man behind it. That is the Lottery. West from the Lottery is the Item Shop and from the Item Shop, to the north is the Weapon Shop. The woman behind the counter north of the Weapon Shop is the Vault.

Now to the people. The Soldier in side the Church will tell you that he is from Alefgard. Wow! Alefgard has really changed. He says there's even rumors that the King went missing. One of the Old Man here allows you to SAVE YOUR GAME! The bunny lady north of church gives you Puff Puff service. The screen goes black and all you see is [puff] [puff] Another rip off...:/

The girl just left of the Inn introduces the town to you. Talk to the man north of the Inn to find out Alefgard is just across the eastern sea. Talk to the man wearing white trousers right of Item Shop. He's a drunk who wants to have a drink with a "hot babe". Ignore his ground shaking hiccup. The woman in the Item Shop just says that this is harbour town and that you should buy something.

Now talk to the Old Man blocking the entrance to the port with a Ship there...and he notices you want to sail on the ship but he can't just give to anyone. Now, go to the northwest corner of town to find some Monsters harassing a Girl. The girl runs to you for help and the monsters says to hand her over. Answer Yes/No... you still get to fight them!

	NAME: Gremlin x2	
	GOLD: 52	
	EXPERIENCE: 47	
	RECOMMENDED LEVEL: Prince Of Laurasia: 12~13	
	Prince Of Sumaltria: 10~11	
	Princess Of Moonbrook: 5~6	
	ATTACKS:	
	- Normal Attack	
	- Flame	
	- Sleep	
	- Heal	
	HOW TO DEFEAT:	
	First, cast your Stopspell and Surround on them.	
	Next, just Attack them with Normal Hit and use Infernos.	

The girl you saved takes you to her grandpa which is the Old Man with the Ship. He thanks you for saving his daughter and gives you THE SHIP!!! Get ready to set sail! Aye Captain~~

But first, let's Shop. Get the WIZARD'S STAFF for Kain and Maria. Get the EVASION CLOTHES for the whole party too. That is all. Sell your old equipments.

Also, guy the BELL AMULET making sure your whole party has one. The Bell Amulet allows you to block enemy spells like Stopspell.

Grind until your party reaches 14, 12, 7. The monsters in the forest southwest of Lupagana gives decent EXP.

With that done, go board your ship and get ready to see sail! Now, when you board the ship, there is an opening just up. If you go through it, and travel east you will get to Overworld with your Ship. Ignore it and sail right then down. Enter the House here via Legs through the left opening. Here, speak to the man to find out a Ship sank one stormy night. He tried to salvage it but was unsuccessful. He says you should bring treasure from it to be rewarded.

Travel to the Overworld via Ship.

```
+=====+
|                - Overworld -                |
+=====+
You can dock anywhere with your Ship but you still get Monster
Encounter when aboard it.
```

To get to our next destination, from Lupagana in Ship, sail east to see new land. This is the country of Alefgard. That is where all the events in Dragon Quest I took place. Do not dock just anywhere. Travel north still in the Ship, staying close to the East, then travel east staying close south, then travel south staying close west. Go west when you can and follow it west to Radatome Castle to the north and Dragonlord Castle to the South. Dock just below Radatome Castle and go into it.

```
+=====+
|                xiii. RADATOME CASTLE                |
+=====+
| Item Checklist: Holy Water          || -SAVE GAME- |
|                                   || (Available) |
|=====|
| Monsters: None (You fight some to progress) |
|=====|
| Shops: -WEAPON SHOP-      | -ITEM SHOP-      | -INN-      |
|   Wizard's Staff 2500    | Medical Herb  10 | 2G to Rest |
|   Steel Sword  1500     | Antidote Herb  8 |-----|
|   Giant Hammer 4000    | Holy Water  40  | -VAULT-    |
| Evasion Clothes 1250    | Wing Of Chimera 25 | None      |
|   Steel Armor  1000     | Bell Amulet  640 |-----|
|   Iron Helmet  3150     |                   | -CHURCH-   |
|                   |                   | (Available) |
|                   |                   |-----|
|                   |                   | -LOTTERY-  |
|                   |                   | None      |
|=====|
```

Radatome Castle has changed! Radatome Castle and Radatome merged to become a Castle Town.

The Shop? To the west side of the Castle is where you find them all. The Church is to the northeast corner of the Castle. The "May the light shine upon thee" is to the southeast corner of the Castle. He refills your MP.

Now, the dwellers in here. From the entrance, talk to the Soldier to be introduced that this is Radatome Castle. The guy to the west of this Soldier with the White Hat? will ask if you know about the sunken treasure. Say No and read the story of the rich merchant at the harbour vicinity. It must be the guy we met before. He also tells you the sunken ship is to the north from here. Speak to the Man and Girl northeast of him to be asked if you're the descendants of Roto and you'll also hear DQ 1 story. Speak to the priest inside the Church to find out one of them is the Healer and the other allows you to SAVE YOUR GAME.

Go to the west part of the Castle. The Old Man near the Black Pot helps you remove curses. Get the HOLY WATER from the Black Pot.

The lone man just tells you that the Castle and Town merged. There are guards to the north part of the Castle who talks about the Gold Key and that the king went missing. Go up the Stairs directly north from the entrance of this Castle.

Here, unlock the door and speak to the Guard/Soldier whatever to find out the King was scared of Hargon so he hid in an unknown place. Funny fact, the King is in a locked Room when you go up the stairs in the Weapon Shop. :D

That is all here.

Grind around this place and get your party level to 15, 13, 9.

At Level 8, Maria learns the REPEL Spell. Get enough Money to buy the IRON HELMET and GIANT HAMMER for your Hero. Sell your old Equipments for extra Cash. Go to the Overworld so we can progress.

```
+=====+
|                xiv. THE SUNKEN TREASURE HUNT                |
+=====+
| Item Checklist: Ship's Treasure                               |
|                    Echoing Flute                             |
|                                                              |
| Monsters: Available                                         |
|                                                              |
| Shops: None                                                 |
|_____|
```

Time to get ourselves the Sunken Treasure! Travel back to Lupagana.

1 Step = Press the Directional Pad in that direction once.

From Lupagana. (Make sure your Ship is directly east of it.) Sail 6 step north then 2 step west. Now you should be very close to the west island. Still aboard your Ship, travel DIRECTLY North. Watch the east land of Alefgard but still going directly north. When you don't see the land of Alefgard to the east anymore. Begin to search the ground as you go every step up.

You should find the Sunken SHIP'S TREASURE!

```
+=====+
|                - Overworld -                |
+=====+
```

Travel back to Lupagana.

```
+=====+
|                - Lupagana -                |
+=====+
```

Get back to the man that told you to get the Ship's Treasure. Talk to him when you get there and he'll thank you for receiving his treasure. Now he won't go bankrupt. So it was his treasure. He also gives you his Family Heirloom. The ECHOING FLUTE.

Our next destination is at an Island.

Go back to the Overworld. (Ship)

```
+=====+
|                - Overworld -                |
+=====+
```

From Lupagana, (In your Ship) travel directly north, just keep going until you see a Small Land east. From here, travel south just 6/7 Steps then go directly west until you see 2 Islands. One with a Village and the Other with a Monolith. Dock at the Village Island and go into the Village.

```
+=====+
|                xv. ZAHAN                    |
+=====+
```

```
| Item Checklist: Gold Key          || -SAVE GAME- |
|                                ||      None   |
```

```
| Monsters: None                    |
```

Shops: -WEAPON SHOP-	-ITEM SHOP-	-INN-
None	Medical Herb 10	30G to Rest
	Holy Water 40	-----
	Wing Of Chimera 25	-VAULT-
	Bell Amulet 640	None

		-CHURCH-
		None

		-LOTTERY-
		None

This town got a Beach Scenario going on here. The only Shop here is the Item Shop which is to the Far east from the Inn. The Inn is just to the north from the entrance.

As for the people, speak to the woman near the entrance of the village to find out you're in Zahan, a fishermen's village. The fishermen all went out fishing. Go up then right (Follow the Sandy Path) and talk to the woman here. She says her husband Luke will return from fishing spring time. Talk to the Nun north of her. The Nun tells you that you shouldn't walk into the temple. It's dangerous! No kidding. The Icey Path saps your HP as you walk. Ignore it and talk to the boy to the west of the Item Shop. The boy says the Dog over there pulled on sleeve. Ignore but remember the Dog for now.

Talk to the lady south of the Item Shop and she'll say when the Moon Fragment illuminates the star-filled sky, the waters of the ocean will become full. It's an ancient legend handed down in this town.

From the Nun from before, talk to the Old Man to the west and he'll just tell you this town is only filled with women. Good to know? Now, travel past the Poisonous Swamp which leads to the west. Step on the DARK Grass part then go 2 step left. If you go 1 step more, you'll get to the Overworld. Go up, (now on the outer-wall of the village to see a man with white trousers. Speak to him. He says he's pursuing a man called Rogue Fastfinger. He came all bthe way from Tega. Rogue Fastfinger is a Thief but it looks like he's in prison.

Speak to the man inside the Inn to find out the fishermen's boat were attacked by monsters!!! Rest at the Inn...Now go into the house south of the Nun from before. The woman says while the men are out fishing, the women take care of their children. Speak to the Children here to find out that there's a Cave with corals in the ocean but you need the Moon Fragment to enter. The boy wants to become a fisherman. Go up the stairs. Talk to the woman here to find out she is Tashisun's Wife. Her husbands likes dogs. Three winters have passed but no sign of her husband.

That is all for this town. Now go speak to the Dog in town. It will bark and runs to the right. Go right and while facing him, search the ground for the GOLD KEY!!! Alright!

Exit the town.

```
+=====+
|                xvi. PIT STOP #2                |
+=====+
| Item Checklist: Nut Of Life                       |
|                Medical Herb                       |
|                1200G                               |
|                Strength Seed                       |
|                Token Of Roto                       |
|                Magic Nut                           |
|                Shield Of Roto                      |
|                Leaf Of The World Tree              |
|_____|
```

We have to get some stuff now that we have the Gold Key. Go to the Overworld and get aboard your Ship.

```
+=====+
|                - Overworld -                    |
+=====+
Go into the Monolith in the Island just west from your Island.
Go into the Monolith.
```

```
+=====+
|                - Monolith #3 -                  |
+=====+
Here, step on the Warp Hole to get teleported to Laurasia Castle!
```

```
+=====+
|                - Laurasia Castle -              |
+=====+
```

Back here, go on like you want to go to the Prison Chamber of this Castle but wait, do not open the Silver Door but instead, open the Golden Door to the south of this building. You see lots of Chests when you pass through the door. Speak to the Guard here and he'll want to stop you from stealing but since you are the Prince Of this Castle, LOOT the Chests for NUT OF LIFE, MEDICAL HERB, 1200 GOLD, STRENGTH SEED, TOKEN OF ROTO and MAGIC NUT!

That is all here. Travel to Sumaltria Castle.

```
+=====+
|           - Sumaltria Castle -           |
+=====+
```

Here, go up then right and into the actual Castle. Go on like you want to go and visit the King but wait! Open the door to your left with the Gold Key. Cross the Bridge and open the chest for SHIELD OF ROTO!!! Equip it! Speak to the Old Man here and he'll just tell you to open the chest.

That is all here. Travel to Moonpeta. (Pass the Monolith to the southwest, then travel south.)

```
+=====+
|           - Moonpeta -           |
+=====+
```

Here, use your Gold Key to unlock the Golden Door west of the Church. Go into the house then down the stairs. You see monsters behind bars here. Ha! Go up the Stairs to the left. Here, you will be near an Old Man by a Bonfire. Speak to the Old Man. He tells you that there is a Monolith Of Spirit somewhere in the vast ocean but we need 5 Crests to call upon the spirits there.

Guess we know our next destination. To get the 5 Crests!

But first, let's go get some Optional Stuff.

Go to the Overworld.

```
+=====+
|           - Overworld -           |
+=====+
```

Travel back to Laurasia Castle and use the Warp Hole to get back to Zahan Island to the east and your Ship nearby.

NOTE: Do not use Return Spell or Wing Of Chimera! You will regret it.

Back near Zahan, heal up at the Zahan Inn, then get aboard your Ship. Now, travel north like 13 steps or so then sail due west until you see a small Island surrounded by Rocky Mountains and in the middle is 2 Pair Of Trees. Dock here (west opening) and stand on top of the Trees and search the ground to get LEAF OF THE WORLD TREE. This thing revives any fallen Character to full health! SAVE IT UNTIL I TELL YOU TO USE IT!

From the World Tree Island, travel southwest then west staying close to the Shore, you will be travelling northwest. You will see a Town to the north as you travel. Dock and go into it.

```
+=====+
```

```

=====+
| Item Checklist: Jailor's Key      ||      -SAVE GAME-      |
|           Watergate Key          ||           None          |
|=====+
| Monsters: None                    |
|=====+
| Shops: -WEAPON SHOP-             |   -ITEM SHOP 1-       |   -INN-                |
|   Giant Hammer   4000 |   Medical Herb   10 | 40G to Rest          |
|   Dragon Killer   8000 |   Antidote Herb   8 |-----|
|   Light Sword    16000 |   Wing Of Chimera 25 |   -VAULT-            |
|   Mink Coat       65000 |   Bell Amulet     640 | (Available)          |
|   Power Shield    21500 |-----|-----|
|   Iron Helmet     3150 |   -ITEM SHOP 2-     |   -CHURCH-           |
|                       |   Medical Herb    10 | (Available)          |
|                       |   Antidote Herb   8 |-----|
|                       |   *Blank*         2000 | -LOTTERY-            |
|                       |   Wing Of Chimera 25 | (Available)          |
|=====+

```

Here, you see a Man near a Bonfire and his dog. Speak to the Man to find out everyone left him all alone here. The dog says Yip Yip. Go through the Gold Door *Flashes my Gold Key* and go down the stairs.

IT'S AN UNDERGROUND TOWN!

The Shops? The Weapon Shop is directly to the left from the entrance. The Lottery, Vault and Item Shop 1 are in 1 Building to the south from the Weapon Shop. From the Lottery/Vault/Item Shop 1, the Item Shop 2 is to the west, the Inn is to southwest and the Church is to the southeast.

Next the people here. Talk to the Woman to the south from the entrance to find out that you are in Perpoy. They built this City Underground to avoid Hargon's Spell. Mountain Of Rhone is to the north! Talk to the Man east of the Vault/Lottery/Item Shop 1 building to find out that he is Luke! He doesn't remember anything else...too bad for his lover back at Zahan

Talk to the Priest south of the Item Shop 2 to find out Hargon is good at illusions but if we have the Spirit of Earth, Rubiss we can break through it. Speak to the girl inside the Inn behind the Silver Door to find out she has mistaken the Inn for the Bathroom. Talk to the Man inside the Vault/Lottery/Item Shop 1 building and he'll ask you if you're looking for the Jailor's Key. Answer Yes and he'll say it is sold somewhere in this town. Hmmm....Speak to the Young Boy inside the Church that is resting on the Bed. He is asleep. The Guard here says the Mountains to the northwest near Rhone split into 2!

Now, go into the building west of the Weapon Shop to see an Old Man. You learn than Don Mahone is good at making Angel's Robe Of Water. He is located at Tapa and can only make one. Now go into the Building north of the Church via the southwest opening.

Here, the guard says that he threw Fastfinger into jail but he escaped! Now, go to Item Shop 2 and purchase the *Blank* (2000G) to find out you bought the JAILOR'S KEY!!! Go back into the previous building and unlock the Old Man Prison Door.He tells you that you need the Eye Of Malroth to open the path to Rhone which is where Hargon is. Open the Prison Door to

the right. Now you will see a Rumble just right of the Round Table. Stand on that Rumble and go east to get to a Secret Room. The person here is Rogue Fastfinger. He apologises and gives you the WATERGATE KEY!!!

Forget about the Weapon Shop for now...we'll come back later so we won't go bankrupt.

Exit this town and back to the Overworld.

```
+=====+
|                   - Overworld -                   |
+=====+
```

Before we start the next Pit Stop section, travel back east to World Tree then south a bit then travel back east until you an island, travel south from there to Lupagana. From here, travel back to Radatome Castle.

```
+=====+
|                   - Radatome Castle -              |
+=====+
```

Here, go into the house north of the Old Man with the Black Pot next to him. Unlock the Gold Door then go into the house. Speak to the lady to find out that this is the Sewing Shop. She asks you if you want Dew's Yarn. Answer Yes and she'll say she has run out of it. She also says you can find one at the North Dragon's Horn on the third floor.

Go up the stairs in the Weapon Shop, unlock the door and speak to the king who says he is retired :/ (Coward)

Now, SAVE YOUR GAME HERE! Do not save anywhere else. We'll come back here with Return Spell when we're done with a little Pit Stop!

```
+=====+
|                   xviii. PIT STOP #3              |
+=====+
| Item Checklist: Thunder Staff                    |
|                   Water Crest                    |
|_____+
```

First of all, travel to the Monolith directly to the west of Zahan and use the Warp Hole to teleport to Laurasia Castle.

```
+=====+
|                   - Laurasia Castle -            |
+=====+
```

Here, go into the Prison Chamber and free the man that asks you if you had the Jailor's Key. He'll tell you that the Life Crest in the cave leading to Rhone. Make sure you're fully healed then open the 2 Prison doors leading to priest (be careful of the Icy Path! Speak to the Priest to find out he's a minion of Hargon!!

```
_____+
| NAME: DEMON PRIEST                               |
|                                                  |
| GOLD: 170                                       |
| EXPERIENCE: 734                                 |
|                                                  |
| RECOMMENDED LEVEL: Prince Of Laurasia: 17     |
|_____+
```

```
| Prince Of Sumaltria: 15 |
| Princess Of Moonbrook: 11 |
| |
| ATTACKS: |
| - Normal Attack |
| - Explodet |
| - Defense Up |
| |
| HOW TO DEFEAT: |
| First, cast your Stopspell! His Explodet damages your whole |
| by removing 50HP from everyone! Next, use Maria Defense Magic |
| to lower his Defense. Use Healmore every turn with Kain then |
| just attack with Hero! |
|_____|
```

He drops THUNDER STAFF after the battle! Equip it to Maria!

That is all here. Travel to Moonpeta

```
+=====+
| - Moonpeta - |
+=====+
```

Remember where you saw the Monsters behind bars? Go there and unlock the door and speak to the monsters to encounter a Battle!

```
|_____|
| NAME: VEBIR x2 |
| |
| GOLD: 121 |
| EXPERIENCE: 159 |
| |
| RECOMMENDED LEVEL: Prince Of Laurasia: 17 |
| Prince Of Sumaltria: 15 |
| Princess Of Moonbrook: 11 |
| |
| ATTACKS: |
| - Normal Attack |
| - Fireball |
| |
| HOW TO DEFEAT: |
| First, cast your Stopspell to prevent their Fireball. Attack |
| them normally, use Healmore and Defense. They should go down. |
|_____|
```

After that battle, Use your Echoing Flute to hear a music..hmm.. search the top-right corner to get the [WATER CREST]!!!

Our first Crest! You can view them at the bottom-right in the Status Screen. Now, go into Moonbrook Castle to the southwest from Moonpeta. Grind around until you get to Level 17, 16, 12.

You should get ANTIDOTE SPELL from Maria. You should also have the DEFENSE Spell (Lv 10 Maria). Kain should also have the Healmore Spell now. Travel to the Dragon Horn's.

From Moonbrook Castle, travel southwest to a Monolith. Travel through it (go up the stairs.) then travel northwest to the South Dragon's Horn. Climb up it to the top floor then drop from the north. Now across the water, go into the Other Dragon's

Horn Tower.

NOTE: There are Metal Slimes encounter around the South Dragon's Horn.

```
+=====+
|                xix. NORTH DRAGON'S HORN                |
+=====+
| Item Checklist: Dew's Yarn                               |
|                Helmet Of Roto                           |
|=====|
| Monsters: Available                                     |
|=====|
| Shops: None                                             |
|_____|
```

Here, go up just 2 stairs. From the stairs on the 3rd Floor, go 4 steps west then 2 steps north. Search the ground for DEW'S YARN! (Remember, 1 step = Press the Directional Pad ONCE). Ok! Use the Outside Spell then Return Spell to get back to Radatome Castle!

```
+=====+
|                - Overworld -                            |
+=====+
Your Ship should be here if you used the Return Spell.
```

Board your Ship. From Radatome Castle, travel south then east. Continue on south until you see a Monolith to the east. Go into it.

```
+=====+
|                - Monolith #4 -                          |
+=====+
Here, go down the stairs. Speak to the Priest here and because you have Roto's Token, you will be allowed to get pass him and get ROTO'S HELMET!!! Exit this Monolith and use the Return Spell to make it back to Radatome Castle. Use the Inn.
```

We are going into Dragonlord's Castle next. Sail south and go into the Castle.

```
+=====+
|                xx. DRAGONLORD'S CASTLE                  |
+=====+
| Item Checklist: Sword Of Roto                           |
|                150 Gold                                 |
|                World Map                                |
|                Strength Seed                            |
|                Steel Armor                              |
|                Sacred Loom                              |
|                Prayer Ring                              |
|=====|
| Monsters: Available                                     |
|=====|
| Shops: None                                             |
|_____|
```

Here, the Castle is in ruins unlike DQ 1. Go north and down the stairs.

=====

B1

=====

Here, follow the straight path west, south, then east and down the stairs.

=====

B2

=====

Follow the path south, west then north and down the stairs. Ignore the chest in the middle for now.

=====

B3

=====

Here, go east then north to see the stairs going down. Ignore it and go west then south. Go down the stairs here.

=====

B4

=====

Go east then north and up the stairs in the middle. Go up the series of stairs then down 1 to get to B2.

=====

B2

=====

Open the Chest here for ROTO'S SWORD!!! I advice you equip to Kain.

Head back the series of stairs to B4.

=====

B4

=====

Go down the stairs to the northwest from the stairs going up.

=====

B5

=====

Go south, west then north and down the stairs.

=====

B6

=====

Go east and down the stairs.

=====

B7

=====

Like in DQ 1, we are in Dragonlord's Chamber! And look he's over there! Go north to see Icy path leading up. Heal up and follow it to reach a Silver Door. Open it and loot the Chests for 150 GOLD, WORLD MAP, STRENGTH SEED and STEEL ARMOR!!! We got the World Map!! Cool!!!

Anyway, Heal up and go down through the Icy Path again. Now go west, north east and south and finally west. Speak to the Dragonlord to find out he is the Dragonlord's Great Grandson 0_o. He says he's

the King Of Kings (no you aren't). He heard that Hargon has grown an enormous size. He also says his face is grotesque. Quite unpleasant. He also says if you defeat Hargon, you can take his place. Agree and he'll tell you that you need the 5 Crests and the Spirit Protection to defeat Hargon. He also says that there is an island south of Melkido if it is still around.

Use your Outside Spell then the Return Spell to make it to Radatome Castle. Go into Radatome and heal up and sell any useless Items/Equipments you have.

```
+=====+
|                - Overworld -                |
+=====+
```

Time to make a little detour to Zahan. You should know how to get there.

Oh! Don't forget to try out your World Map!

Before going into Zahan! Grind around the Overworld near Zahan. METAL SLIMES ENCOUNTER!! I ENCOUNTERED 7 AT ONCE. But killed only 1

Get your Party to Lv 18, 17 and 13.

Kain should learn the STEPGUARD now.

Go into Zahan.

```
+=====+
|                - Zahan -                |
+=====+
```

Here, remember the Nun from before? Go there, cast the Stepguard to walk freely on the Icy Path. Follow it up then left. Unlock the door and get the SACRED LOOM from the Chest. Go to the right and unlock the door. The PRAYER RING is in a Chest here.

That is all. Use the Return Spell to get back to Moonbrook Castle.

Time to head to the island Dragonlord's Great Grandson was talking about.

```
+=====+
|                - Overworld -                |
+=====+
```

From Moonbrook, head to the Monolith you got Roto's Helmet. From there, travel south to reach a Tower in a single Island.

```
+=====+
|                xxi. ISLAND TOWER                |
+=====+
```

```
| Item Checklist: 500-502G                |
|                Chain Whip                |
|                727-733G                |
|                Nut Of Life                |
|                Star Crest                |
+=====+
```

```
| Monsters: Available                |
+=====+
```

```
| Shops: None                |
+=====+
```

Here, talk to the Soldier here and he'll ask you if you're looking for the Crest. Answer Yes and he'll say the Crest is engraved in our inner strength but where. Dude, check your Status Option but you won't see anything because you don't have one :p

Go up the stairs and into the actual tower.

```
=====
                        1F
=====
```

Now then, go east to the end then all the way north until you hit a wall. Now go west then north through the broken wall. Now go west then south through the broken wall. Now go west to the end wall and then go south to the end. Go east now then north through the broken wall. Now stay close to the Purple roofed area and go east then north. You should see an opening going west in. Go west to enter the purple roofed building.

Quite a Tower. Go through the north opening and get the Chest with 500-502 GOLD. Now, go back south to the purple roofed building.

Now, there are 4 stairs inside this purple building. The one you are looking at (the northeast one), one to south after you go through the south opening (southeast one), one to the west when you go one screen west. And finally from the northwest one, there is one to the south. So there are 4, northeast,northwest, southwest and southeast. Now, remember them because we'll come back here.

Go up the stairs in the southeast one.

```
=====
                        2F
=====
```

Go up the stairs to the south.

```
=====
                        3F
=====
```

Go east and up the stairs.

```
=====
                        4F
=====
```

Go northeast and up the stairs. (Gold Orc encounter here, they give decent amount of Gold.)

```
=====
                        5F
=====
```

Go west and open the chest for CHAIN WHIP. Now backtrack down to the 1F. The Purple Building Area.

```
=====
                        1F
=====
```

The northeast and northwest stairs up leads to a dead end, so go up the southwest one.

=====

2F

=====

Go west, south then east and up the stairs.

=====

3F

=====

Here, you can go west then up the stairs you see but let's be a Curious Cat and go east, north (unlock the big door) then east and north through the opening. Go up the series of stairs.

=====

8F

=====

Talk to the Knight to the south to find out he has been watching Hargon's Castle for a while now. Towering in the Sky in the center of the world is the great land of Rhone. He sailed around a Ship to find clues on how to enter Rhone but just gave up.

Backtrack to the 3rd Floor.

=====

3F

=====

Go up the stairs from before.

=====

4F

=====

First, go south through the opening. Here, open the Chest to the east to get 727-733 GOLD. Go up the stairs to the west.

=====

5F

=====

Here, go through the southeast opening and go east and up the stairs.

=====

6F

=====

Go north and down the stairs.

=====

5F

=====

Go west and open the Chest for a NUT OF LIFE. Backtrack to 4F.

=====

4F

=====

Back here, from the original entrance of this floor, go east then north, ignore the stairs you see which leads to a dead end and go west. Try not to fall :/ Go west to find the stairs going up. Go up them.

=====

5F

=====
Go east and up the Stairs.

=====
6F
=====

Unlock the Door and go west through the opening. Go north then west and up the stairs.

=====
7F
=====

Here, go east to see a Demon. It goes south...follow it south to see an Old Man. Speak to him and he'll say you should follow him to get to the Crest. He sounds suspicious and where's the Demon go?

Follow the Old Man west. Follow the Old Man as he goes down then southwestern most stairs down.

=====
6F
=====

Here, follow the Old Man east and down the stairs.

=====
5F
=====

Follow the Old Man north and down the stairs.

=====
4F
=====

Now, follow the Old Man south and down the stairs.

=====
3F
=====

Follow the Old Man east, north then down the stairs...

=====
1F
=====

Finally! Heal up! Go west and talk to the Old Man. He'll tell you to open the Chest. Do so and it's empty...IT'S A TRAP! 4 Gremlins attack you!!!

NAME: Gremlin x4	
GOLD: 208	
EXPERIENCE: 188	
RECOMMENDED LEVEL: Prince Of Laurasia: 19	
Prince Of Sumaltria: 17	
Princess Of Moonbrook: 13	
ATTACKS:	
- Normal Attack	
- Flame	
- Sleep	


```

|           - Heal                                     |
|
| HOW TO DEFEAT:                                     |
| First, cast your Stopspell and Surround on them.  |
| Next, just Attack them with Normal Hit and use   |
| Healmore too!                                     |
|_____|

```

After that battle, your heroes find out the Crest were with the Gremlins. You obtain STAR CREST! 2 down 3 to go!

Fall down any opening to get back outside.

```

+=====+
|           - Overworld -                             |
+=====+

```

Back outside, our next destination? Well travel back to Lupagana first.

From Lupagana, go east to be close to the Alefgard Land but still on Ship. Now, travel directly NORTH! When you see a Small Island full of normal trees, continue north from that island to another large island to the north. Dock near the Sandy Area and go north to see a town surrounded by water. Go into it.

```

+=====+
|           xxii. BERANULE                             |
+=====+

```

```

| Item Checklist: None                               || -SAVE GAME- |
|                                                    || (Available) |
|=====|

```

```

| Monsters: None                                     |
|=====|

```

```

| Shops: -WEAPON SHOP-   |   -ITEM SHOP-   |   -INN-   |
|   Wizard's Staff 2500 |   Medical Herb 10 | 20G to Rest |
|   Giant Hammer  4000 |   Antidote Herb  8 |-----|
|   Dragon Killer  8000 |   Holy Water    40 | -VAULT- |
|   Steel Shield   2000 |   Wing Of Chimera 25 | (Available) |
|   Power Shield  21500 |                   |-----|
|   Iron Helmet    3150 |                   | -CHURCH- |
|                   |                   | (Available) |
|                   |                   |-----|
|                   |                   | -LOTTERY- |
|                   |                   | (Available) |
|_____|

```

I'll locate all the Shops and people as I explain this town.

From the entrance, go left and talk to the Priest who says he sees death in our faces :/ (Thanks?). The guy is green welcomes you to the Town. Go north from here and speak to the Guard who tells you it is dangerous to visit the prisoner. True the yellow thing on the floor saps your HP. Unlock the Prison Door though and talk to the Prisoner who tells you that the Warp Hole here leads to Rhone and is the only way. Neat info. Go out and go south pass the Priest who says he sees death in our faces....

If you go south you'll find a Building containing the Weapon Shop, Item Shop and the Vault. Talk to the Knight and man here to find out there's a sword called Lightning Sword which casts Lightning when used

as an item and that a town called Dercondal is to the south of Castle Laurasia. Go through the opening left to find the Lottery guy. Exit the building. Go left and talk to the Old Man who tells you that the Leaf Of the World Tree can revive the deaf. We have one right here. YOU SHOULD HAVE ONE! Continue left to find the Inn. DO NOT REST UNTIL FURTHER NOTICE!!! Talk to the Soldier inside the Inn and he'll tell you he's been holding a message from the King. He tells you that you can find the Sun Crest in the Fire Monolith.

Go north from the Inn and speak to the Priest and Lady. The Priest wishes for divine punishment for Hargon and the Lady says to weave the Robe Of Water, you need Dew's Yarn and Magic Loom (Sacred Loom). We have them both. Now, cross the bridge and go north. Speak to the Lady and she'll tell you that there's a World Tree in the eastern sea. Its leaves can revive someone. Speak to the Old Man and SAVE YOUR GAME. Now, go back south and cross the bridge. Go east and talk to the Knight who says the Moon Crest might be with the King Of Dercondal. Go north through any opening to find the Church. If you continue north, you'll find the Warp Hole but we won't be using it yet.

NOTE: To Sleep in the Inn costs 60G in total but the game had a Glitch showing a higher price of 0G. Don't worry about it. It still costs 60G.

Now, that is all for this Town. Good...now go rest at the Inn :D The next morning, the Inn Keeper will say one of our companions has gone down with an illness. Go into the Inn and speak to Kain and he'll say Hargon must have cursed him saying you should go on without him.

NOTE: Kain is the one talking, but it shows that Maria is the one talking. Minor Glitch.

Now stand near Kain and use the LEAF OF THE WORLD TREE. Kain will begin to feel better and will join your party back.

Now then, time to get some equipments. You should have enough money by now! Hope you haven't been spending since

Sell your old equipments for extra money and buy the Dragon Killer for your Hero and Power Shield for Kain.

Now grind around until you hit 19, 18, 14. Just little leveling for now.

At Level 18, Kain gets the FIREBANE Spell.

```
+=====+
|                 - Overworld -                 |
+=====+
```

Alright! our next destination is the Moon and Sun Crest! First let's go get the Moon Crest. Alright, we'll be travelling a bit. Heal up if you haven't! Remember to SAVE YOUR GAME here because we'll be coming back with the Return Spell.

From Beranule, travel east via foot! Cross the 2 bridge you see and continue your journey to the northwest end to find a Monolith. Go into it.

```
+=====+
|                - Monolith #5 -                |
+=====+
```

In here, speak to the Old Man to find out Hargon's Castle might appear peaceful but it's just an illusion. We need the Spirits help. The bearded guy around the outer-walls just tells you that you can reach various places with Warp Holes there but you need the Gold Key. We have one. Now go stand on the left-most Warp Hole to be teleported to the Monolith southwest from the Sumaltria Castle. Now, open the Door and go up to the Overworld.

```
+=====+
|                - Overworld -                |
+=====+
```

Travel back to Laurasia Castle but don't go into it. From the Castle Of Laurasia, travel south across a bridge and travel southeast to the end to find a Monolith :D

```
+=====+
|                - Monolith #6 -                |
+=====+
```

Here, talk to the Old Man and he'll lecture you about Keys. Well we have 3 different types. :D

Go through the Gold Door and into the building. Now step on the Warp Hole to be teleported to the one and only Dercondal!

```
+=====+
|                xxiii. DERCONDAL                |
+=====+
```

```
| Item Checklist: Armor Of Gaia      || -SAVE GAME- |
|                Sacred Knife      || (Available) |
|                Strength Seed      ||             |
|                Moon Crest         ||             |
```

```
|=====|
| Monsters: None                    |
|=====+
```

```
| Shops: -WEAPON SHOP- | -ITEM SHOP- | -INN- |
|   Steel Sword  1500 |      None   | 25G to Rest |
|   Giant Hammer 4000 |             |-----|
|   Dragon Killer 8000 |             | -VAULT- |
|   Evasion Clothes 1250 |             | (Available) |
|   Magic Armor  4300 |             |-----|
|   Iron Helmet  3150 |             | -CHURCH- |
|                   |             | (Available) |
|                   |             |-----|
|                   |             | -LOTTERY- |
|                   |             |      None  |
```

Sweet. First of all, what are we gonna do? Steal something of course! Go down 2 steps from the Warp Hole location then go right and when you hit the black wall, unlock a secret Gold Door with your Key. Now go right to find yourself behind the Weapon Shop Counter. Speak to the man and he'll tell you to speak to him from the other side if you want to buy something... LOOT the Chests for ARMOR OF GAIA and SACRED KNIFE. Now, go back left.

Back at the Warp Hole Location, go north to the end then east and finally south not to the end though. Speak to the guy with

White Trousers and he'll ask if you're here to participate for the fight. Hmm...Speak to the guard here to find out the King loves to see fights. Go left and through the opening.

Woah!! Look the Saber Tiger is over there. You can speak to it if you want. Forget about the King and his bunny ladies for now. Go south. You can see the Church to the east and the Weapon Shop and Inn to the west. Now speak to the Green Shirted guy east of the Church to find out a Ship Sank along with the Echoing Flute which we have. Speak to the other man outside the Weapon Shop and he'll tell you about how to have a good journey.

Speak to the people inside the Weapon Shop to find out the guy in white is looking for the Armor Of Gaia. We have it and the Woman is the Vault. Now, go north from the Inn. Speak to the Old Man who is a fortune teller and answer Yes and he'll tell you that what you seek is to the North, West, South and East. He keeps saying different direction :/ Well go north from him to see a Soldier behind bars. Go talk to the him and he'll thank you for freeing him and goes away. Search the northeast corner of his Prison for a STRENGTH SEED.

The man at the Church tells you that if you play the Flute in various places and hear a melody, a Crest is around. Good to know.

Now, go meet the King. Speak to his Bunny ladies of you want. One says this is the Hero Stadium and the other loves when men fight. Speak to the King and he'll say he'll give you a reward if you entertain him. Say Yes and he'll say you should go to the middle of the Arena. Go south to face the Killer Tiger!!!!

	NAME: Killer Tiger	
	GOLD: 55	
	EXPERIENCE: 128	
	RECOMMENDED LEVEL: Prince Of Laurasia: 19	
	Prince Of Sumaltria: 18	
	Princess Of Moonbrook: 14	
	ATTACKS:	
	- Normal Attack	
	HOW TO DEFEAT:	
	Attack normally with your Hero, Maria should cast Infernos	
	and Kain should use Firebane. Use Healmore when needed.	

After that battle, speak to the King and he'll give you the MOON CREST! 2 more to go!

Now, no need to purchase anything at the Shop. They are weak equipments. Go out to the Overworld (South exit from the King) and use your World Map. You see where you are? The East end Island. Remember here. Use the Return Spell to get back to Beranule.

+=====+
| - Overworld - |

+=====
From Beranule, get abroad your Ship. Use your World Map. You see where you are? The West end. Now travel via Ship and travel west! Keep going. Now check your World Map. You should be at the east end. :D

Now from Dercondal Island, travel south to see an Island with a Monolith. (In case, you can't find it, it's to the east from the World Tree in case you see the World Tree). Dock there and go into the Monolith.

```
+=====+
|                xxiv. FIRE MONOLITH                |
+=====+
| Item Checklist: Sun Crest                            |
|=====|
| Monsters: None                                      |
|=====|
| Shops: None                                         |
|_____|
```

Here, play your Flute to hear a Melody. Hmmm...Now, go right to get to the outer-wall. Now, search the front of the tree to the top-right from the right to get the SUN CREST. Now, let's go complete an Old Man's Dream. Step on the left most Warp Hole.

Here, unlock the Gold Door and speak to the Old Man and he'll "borrow" your Gold Key so he can travel through the Gate. Don't worry, you still have your Gold Key. :D Return back via the Portal the Old Man stepped on.

Now, exit the Fire Monolith and sail west, pass the World Tree and to Perpoy. Now go into Perpoy so we can buy something.

Get your Prince the Light Sword. 16000GP. Nothing else to get...if you don't wanna go bankrupt. We'll be back...

You can encounter Gold Orc to the west across the bridge around the Mountain Area. They give decent Gold and don't run away like the Metal Slimes. Get your Hero to Level 20 if he isn't there yet. Maria should get to Level 15 too.

At Level 15, Maria learns the HEALALL Spell. :D

Use Return Spell to get back to Beranule.

```
+=====+
|                - Overworld -                |
+=====+
```

It's gonna be a long journey...from Beranule, if you used the Return Spell to get here then your Ship should be to the south. Board it. Now, travel northwest staying close to the Mountains to the east. Travel north until you reach the east island top. Now go east to hit another island. Now go south until you see a narrow opening leading east. Follow it east then north. Keep following it until you stop at its end which makes you to face west in your Ship. Dock here and go west to see Poisonous Swamp to check if you followed my directions correctly.

From here, travel north to the end then east to then end. Now go

south then east to see a Town south of a Body Of Water. Continue on east, south then west and enter that Town.

```
+=====+
|                                     |
|                   xxv. TEPA        |
+=====+
| Item Checklist: Angel's Robe Of Water || -SAVE GAME- |
|                                     ||      None      |
|=====|
| Monsters: None                      |
|=====|
| Shops: -WEAPON SHOP-                | -ITEM SHOP-    | -INN-          |
|   Wizard's Staff 2500 | Holy Water 40 | 20G to Rest   |
|   Dragon Killer 8000 | Wing Of Chimera 25 | -----|
|   Falcon Sword 25000 | Bell Amulet 640 | -VAULT-       |
|   Magic Armor 4300 |                   |      None     |
|   Power Shield 21500 |                   | -----|
|   Iron Helmet 3150 |                   | -CHURCH-     |
|                   |                   | (Available)  |
|                   |                   | -----|
|                   |                   | -LOTTERY-    |
|                   |                   |      None    |
|=====|
```

We made it...phew...We'll find the Shops and Stuff as we go through the Village.

From the entrance of the village, go left and talk to the Old Man who welcomes you to the village. Talk to the Soldier nearby to find out Don Mahone lives in this village and makes the Angel's Robe Of Water but he needs the right tools. To the south is the Church. Now, only follow the bright path as we go so you won't exit the village.

Go left and cross the bridge. Speak to the Green Merchant here to find out the Moon Fragment can be found at the Tower Of Moon. The Weapon Shop is to the west of him. Now, go north from the Weapon Shop, talk to the man and he'll thank you for getting the Watergate Key back which was stolen by Fastfinger. Now, to the north of him is a House with a Lady inside. She tells you that the Tower Of Moon is to the south from this village. Go east but not across the bridge yet. Speak to the Lady to find out she's Gina. Her husband might be sleeping near the Watergate. Ignore the Gold Door here but remember it and go across the bridge.

You'll find the Item Shop and Inn above you. The man sleeping in a bed inside will say something about Lagos? hmm...the Old Man south of the Inn will say you should open up the Watergate which will release water to flow back to the dried up places. The girl next to him says her grandfather used to stand in one place pretending to be walking and repeating what people say to him...hmm..

You can see a Dog to the north. Go to it, from the Dog, go north to find a Man. Speak to him and agree to keep his secret of him being here. From him, go west to find a Prison Door leading to stairs going down. Open the Door and go down the stairs.

Now, stand in front of the Keyhole and use the Watergate Key as an item. The Watergate will open and the water will be released.

Now then, go back to the Gold Door and unlock it and go left through the opening. Go down the stairs. Speak to Don Mahone. Yeah that's him and he'll take his working tools from you and will begin to make the Angel's Robe Of Water. He tells you to come back another day.

No kidding... we need to come back another day. I'll get to that immediately. But first, exit this Village. Now use the Return Spell to get back to Beranule. SAVE YOUR GAME and choose to No to not continue your journey. Now if you're using an emulator, after picking No. Exit the Emulator. Then restart the Game and Load the In-Game Save File.

Now travel back to Tapa and speak to Don Mahone for your ANGEL'S ROBE OF WATER. Equip it to the Princess like he says!

Our next destination is the Tower Of Moon. Exit this town. Backtrack to your Ship location by going east, north, west, north, west then south. Now board your Ship and go south then west to get back to the Real Ocean. From the narrow east from before, do not go east, instead, go south then east to a different narrow path. Follow it east, north, west, north then east. Follow it south. You should now see a Tower to the South and Tapa to the north which you can easily reach now. Rest up there if you want then Dock south and into the Tower.

```
+=====+
|                xxvi. TOWER OF MOON                |
+=====+
| Item Checklist: Strength Seed                       |
|                Magic Nut                           |
|                1195-1210G                           |
|                Defense Seed                         |
|                273-278G                             |
|                Defense Seed                         |
|                Moon Fragment                        |
|=====|
| Monsters: Available                               |
|=====|
| Shops: None                                       |
|_____|
```

```
=====
                1F
=====
```

First of all, go south then west and open the Chest here for a STRENGTH SEED. Now go up the stairs you see.

```
=====
                2F
=====
```

Go south then east, forget about the stairs and go north. Open the Chest for a MAGIC NUT. Now, go down to see 2 stairs going up. Go up the western one.

```
=====
                3F
=====
```

Go up and open the Chest for 1195-1210 GOLD. Go back down the stairs you came from.

=====
2F
=====

Ignore the eastern stairs for now and go east to the end then south.
Go down the stairs you see.

=====
1F
=====

Open the Chest here for a DEFENSE SEED. Go back up the stairs.

=====
2F
=====

Remember the eastern stairs from before? Go up them.

=====
3F
=====

Dead end to the south so go north and up the stairs.

=====
4F
=====

Here, go south and loot the Chests for 273-278 GOLD and a DEFENSE SEED.

Go back north then east and up the stairs.

=====
5F
=====

Here, unlock the doors first. Now there are 2 stairs here. One going up and the other going down. Go up the stairs going up and reach 7F.

=====
7F
=====

Loot the Chest here for Prayer Ring. Get back to 5F.

=====
5F
=====

Go down the stairs leading down this time to get to 1F.

=====
1F
=====

The Old Man tells you to open the Chest saying when the Moon is Full, so will be the Sea. Open the Chest for the MOON FRAGMENT.

Use Outside Spell to leave this Tower or fall off from somewhere.

+=====
| - Overworld - |
+=====

Use Return Spell to get back to Beranule. Heal up and SAVE YOUR GAME there.

Now, from Beranule, sail west to get to the eastern part of the WORLD MAP. Now from Dercondal Island, check your World Map. Can

you see the Dark Spot southwest of Dercondal Island? The Dark Spot is also east from the Dark Land Circle. Go to the Dark Spot.

You should see a Cave here surrounded by Spiky Mountains. Face the Spiky Mountains and use the Moon Fragment as an Item. The Path should be clear. Go into the Cave.

```
+=====+
|                xxvii. SEA CAVE                |
+=====+
| Item Checklist: 1200-1208                        |
|                Magic Nut                        |
|                Prayer Ring                     |
|                Strength Seed                   |
|                Magic Armor                     |
|                Statue Of Evil                 |
|=====|
| Monsters: Available                            |
|=====|
| Shops: None                                   |
|_____|
```

Why'd they call this place Sea Cave. More like Underground Volcano. Sheesh

```
=====
                B1
=====
```

Do not step on the Lava until it is necessary to progress. It saps your HP! expect the Princess who has the Robe Of Water equipped.

Get ready! Go west, north then east for a Chest containing 1200-1208 GOLD. Go back west, south then east. Now, go south then west when you can. Go west ignore the Darkened Room and continue west then north. Open the Chest here for a MAGIC NUT. Now, go back south. Continue south and through the opening south and down the stairs.

```
=====
                B2
=====
```

Go south to see an opening south. Ignore it as it leads to a Trap Chest which poisons you. So go west to the end. Speak to the man to find out a Volcano erupted to form this Cave. Go down the stairs here.

```
=====
                B3
=====
```

Here, go south to see 2 stairs going up. Go up the western one.

```
=====
                B2
=====
```

Open the Chest here for a PRAYER RING. Go south and through the south opening. Go west then north, talk this the guy here who asks you if you have been to the Temple Of Fire. Say No and he'll warn you about the Fire Temple here with evil worshippers. Go north ignoring the stairs to the west. Go north through the Lava and down the stairs.

=====

B3

=====

Here, go west and unlock the Big Door. Go west ignore the first chest you see and open the second one for a STRENGTH SEED. Now, go south thru the opening. Go south to the end then east and finally north. Losts of stairs here. To the northwest corner is a Chest containing a MAGIC ARMOR. Now to the south from the Chest are 3 Stairs.

()

\/

[] []

- () = Chest
- [] = Fake Stairs
- \/ = Real Stairs

Go down the Real Stairs.

=====

B4

=====

Here, go west to the end then north and down the stairs.

=====

B5

=====

Here, Heal Up then go south then east. Approach the Monster and another one will come from above. They must be the worshippers!!!

NAME: Hell's Messenger x2	
GOLD: 264	
EXPERIENCE: 214	
RECOMMENDED LEVEL: Prince Of Laurasia: 21	
Prince Of Sumaltria: 19	
Princess Of Moonbrook: 15	
ATTACKS:	
- Normal Attack	
- Firebane	
- Defense	
- Increase	
HOW TO DEFEAT:	
Cast Stopspell on them first then Attack with Hero,The Prince	
should use Firebane and heal with Maria occasionally.	

After that battle, go north and examine the Head? there to obtain the STATUE OF EVIL!!! also known as Eye Of Malroth. Now use Outside to exit this Cave.

+=====+

| - Overworld - |
+=====
We're good..yeah..Use the Return Spell and get back Beranule.
Heal up.

+=====
| - Beranule - |
+=====
Remember where the Church is? Go into it and go behind the
Priest and face the front wall. Now unlock the secret door. Now
go north through the opening. Now go step on the Warp Hole.

+=====
| - Monolith #7 - |
+=====
Here, go up the stairs. Speak to the Old Man here and he'll say
Rhone is to the west of this Monolith. He also says we should be
careful. Now go down the stairs and exit to the outside by
going directly south threw the only opening from the Warp Hole.

Here, you see a monster to the left :/ He tells you that the Water
Crest can be found in Moonpeta. We already have it. Step on any
of the Purple stuff to get back to the Overworld.

+=====
| - Overworld - |
+=====
Here, go west to see a Poisonous Swamp Path. Step on it's middle
and go up to be facing up to a mountain. Use the Statue Of Evil
as an item and one of the mountains will rise up and become a
Cave. Rhone Cave. Go into it.

+=====
| xxviii. RHONE CAVE (FIRST VISIT) |
+=====
| Item Checklist: Life Crest |
|=====
| Monsters: Available |
|=====
| Shops: None |
|_____|

=====
B1
=====

Dark Clouds hovering above our head. How? We are underground after
all. Oh well...we will be leaving here soon. We just came to get
the Life Crest.

Go up and down the first stairs you see.

=====
B2
=====

Here, just ignore the Skeletons on the floor and the Tombstones to
the north. Go to the southeast end and open the Chest for the
LIFE CREST. Strange place to put it...This place is Lifeless no?

Go examine the Tombstones if you want =)

USE OUTSIDE SPELL! Then RETURN SPELL.

```
+=====+
|                - Overworld -                |
+=====+
```

We made it out! We have all the Crest now!!!

Our next destination? Check your World Map. You see the little itty-bitty spot northwest of Dercondal Island? Travel there and go into the Monolith.

```
+=====+
|                xxix. SPIRIT CAVE                |
+=====+
| Item Checklist: Charm Of Rubiss                |
|=====|
| Monsters: None                                |
|=====|
| Shops: None                                    |
|_____|
```

Here, go down the series of stairs. The scenario is nice here. :)

At the bottom-most floor, go up and stand in the Middle of the 4 Symbols. The Crest will do their work and Rubiss, the spirit of this land will speak to you. She remembers her promise she made to Roto long ago. She grants you protection from the illusions of Hargon. She tells you use an Item and she'll come to our aid.

Now check your Inventory to see you have received CHARM OF RUBISS. Now exit this place and RETURN to Beranule.

```
+=====+
|                - Overworld -                |
+=====+
```

Now Store the Following Items in the Vault:

ECHOING FLUTE
SWORD OF ROTO (We now have the Light Sword)
MOON FRAGMENT
WATERGATE KEY
LOTTERY TICKETS (I got some while I killed some monsters.)

Now, then, before you progress, get your Party Level to 21, 20 and 16.

Then you should have about 3 or more Prayer Ring now. We will be using them to Heal up our MP so we can heal up with Magic.

We are ready!

Travel in Beranule and go into Rhone Cave again.

```
+=====+
|                xxx. RHONE CAVE (SECOND VISIT)                |
+=====+
| Item Checklist: Lottery Ticket                |
|                Armor Of Roto                |
|                Mystery Cap                |
|                1476-1491G                |
```

Hade's Shield
567-572G
Lightning Sword
=====
Monsters: Available
=====
Shops: None

NOTE: You can encounter Metal Slime and Metal Babble here! Metal Slimes give you 1000+ EXP upon defeat but Metal Babble gives a whopping 10000+ EXP. The Metal Babble also drops the best item in the game. The DESCENDANT'S ORB. It allows you Save Your Game anywhere.

=====
 B1
 =====

There are Holes here leading to the area you got the Life Crest. Follow my directions carefully!

From the entrance go east staying close to the south walls. At the end east, go north, east then south staying close to the wall. To the southeast corner are stairs going up. Go up them.

=====
 1F
 =====

Here, go west and keep going. Ignore the first 2 north path and go north when you see the 3rd one. Go up the stairs here.

=====
 2F
 =====

Remember this stairs going down. We'll be coming back here. Go southeast, ignoring north and continue southeast. Go east, you will see a Chest up north. Open it for a LOTTERY TICKET...we won't be needing this anymore....Discard it. From the Chest, go south then east and up the stairs.

=====
 3F
 =====

Go up the stairs you see.

=====
 4F
 =====

Open the Chest here for ARMOR OF ROTO. Only Hero can equip it. Backtrack to the stairs I told you to remember at 2F.

=====
 2F
 =====

From here, travel west through the opening. Go west to the end and up the stairs.

=====
 4F
 =====

Go up the stairs.

=====
5F
=====

Go east and open the Chest for MYSTERY CAP! You can equip it on either Kain or Maria. I gave it to Kain since he lacks Defense :/ the Mystery Cap also reduce the MP used. Since Kain has the Firebane which is powerful and damages everything he reverse it.

Backtrack to 2F, the stairs I told you to remember.

=====
2F
=====

Go northwest and branch east to a Chest containing 1476-1491G. Go back west then continue on north to the end. The path will split going east/west. Go west, follow the path and up the stairs you come by.

=====
3F
=====

Go up the stairs.

=====
4F
=====

Follow the linear part south to the end then go west through the opening. Go west to find 2 Chests. Open them for HADE'S SHIELD and 567-572 GOLD. DO NOT EQUIP THE HADE'S SHIELD!!! YOU WILL BE CURSED AND THE ONLY WAY TO GET UNCURED IS TO EXIT!

Backtrack to 2F split going East/West. Go east and up the stairs you see.

=====
3F
=====

Go up the stairs.

=====
4F*
=====

This is large room but not confusing. From the entrance, walk 4 steps south, 2 step west and go south to fall down a hole :D

=====
3F
=====

Here, go to the southwest end corner. From there, go east 4 steps then north 2 steps to fall down a Hole.:D

=====
2F
=====

Here, ypiu will see a Sword nearby. Examine it to get the LIGHTNING SWORD! Go the east end up to fall down a Hole.

=====

1F

=====

Walk north through the opening. Walk around and you'll eventually fall down a nice hole.

=====

B1

=====

I know, you are on your last legs now. So exit this Cave since you are back at the original entrance.

=====

Pit Stop

=====

Get back to Beranule and Heal Up and restock on some Items. Sell your Old Equipments. You should have enough money to go get the MINK COAK back at Perpoy for Kain now. :D

Your party should be at Level 26, 25 and 20. We will be needing Maria Explodet Spell and Kain Revive Spell. It's easier to grind for EXP at Rhone Cave higher floors.

Now get back into that Rhone Cave and let's finish this!

=====

B1

=====

Travel back to 4F*.

=====

4F*

=====

Back in this large room, don't move so suddenly! From where you are, go south 4 steps (1 step = 1 press on the D-Pad), 4 steps west then go south directly! until you hit a wall. Now go east directly and north and up the stairs here.

=====

5F

=====

Here, follow my directions carefully so you won't get lost or fall down a hole taking you back to B1.

At the split you first get immediately after you get to this room, go east and follow the Path until you reach a split going East/West. Go west and follow the path for another split going East/West. Go east and follow the path northeast to see another split going North, South or East. Go east. Follow the path to yet another split going North then East/South then East. Go north then east. Follow the path to another split taking you either West then North/East then North. Go west then north. You get to another split going East/North. Go north. Follow the path now and go east at the split. Follow the path to find the stairs going up. Go up them.

+=====+
| - Overworld - |
+=====+

Hey! It's snow!

Where are we? The Map doesn't come up when used. Anyway this new area comes with new enemies. Be careful. Anyway, travel east then north staying close east. You will see bridges to the northeast. Cross 2 of them and go into the Monolith.

```
+=====+
|               - Monolith #8 -               |
+=====+
```

Speak to the Nun and she'll say the Warp Hole here leads to the Lower World. So we are in the Higher World. The Priest Heals you Up completely and allows you to SAVE YOUR GAME. Now before we venture on. Let's go over our Levels and Equipments.

MY TEAM:

HERO: LV 27

WEAPON: Thunder Sword
ARMOR: Armor Of Roto
SHIELD: Shield Of Roto
HELMET: Helmet Of Roto
ITEM: Bell Amulet

PRINCE KAIN: LV 26

WEAPON: Light Sword
ARMOR: Mink Coat
SHIELD: Power Shield
HELMET: -
ITEM: Bell Amulet

PRINCESS MARIA: LV 21

WEAPON: Thunder Staff
ARMOR: Angel's Robe Of Water
SHIELD: -
HELMET: Mystery Cap
ITEM: Bell Amulet

Note: Save as much MP as you can. Using Thunder Staff, Lightning Sword and Power Shield in battle will cast magic. Use those. They don't cost MP.

We are all set. :/

Exit the Monolith.

```
+=====+
|               - Overworld -               |
+=====+
```

Cross the other bridges leading north. Now follow the Forest path west and you will forced to go south. Go south then east instead of west. Follow the path east, south, west and north when you can to see a Castle. Go into it...:/

```
+=====+
|               xxxi. HARGON'S CASTLE               |
+=====+
| Item Checklist: Demon's Tail                       |
```



```
| Devil's Armor |
|=====|
| Monsters: Available |
|=====|
| Shops: None |
|_____|
```

```
=====
      Illusion
=====
```

Huh! Laurasia Castle! What's going on! Use the Inn :/

Anyway, talk to everyone around to find out Hargon has formed an alliance and that he's bthe best. The King even says so and he's surrounded by Bunny ladies. He even replaced the Chancellor. Hmmm... Use the CHARM OF RUBISS. She says it's an illusion.

```
=====
      1F
=====
```

It's an illusion!! Our health aren't healed up anymore..:/

You see spirits wandering around. Go north to the throne. Now Cast Steguard and walk on the Shocking path above the Throne. Go to the west end, face up then walk east 4 steps. Face up and open the Secret Door. Go north through the opening. Cast Steguard again. If you go west then north you will find a Chest containing DEMON'S TAIL. If yo go east then north, you will see a Chest containing DEVIL'S ARMOR. Do not equip them. They will get you Cursed~ REALLY!

Anyway, go through the middle opening (Unlocking a door first).

Here, stand in the middle of the Symbol (Where the white lines meet) a and use the Statue Of Evil.

```
=====
      2F
=====
```

You will begin to encounter monsters from here on out. Be careful, they are pretty strong.

Go north then east and up the stairs in the enclosed area.

```
=====
      3F
=====
```

Follow the straight path north, west, south, west, north then east and up the stairs.

```
=====
      4F
=====
```

Follow the one way path east, south, west then north. Heal up and go east to face a Boss.

```
|_____|
| NAME: Atlas |
| | |
| GOLD: 250 |
| EXPERIENCE: 2500 |
|_____|
```

| RECOMMENDED LEVEL: Prince Of Laurasia: 28
| Prince Of Sumaltria: 26
| Princess Of Moonbrook: 22

| ATTACKS:
| - Normal Attack (x2)

| HOW TO DEFEAT:
| He can attack normally but hitting you twice! Hero should
| focus on attacking, Kain should use Increase to buff up your
| Defense and Maria should use Defense to lower Atlas defense.
| Use Heal all when your HP is below 60.

After defeating Atlas, go up the stairs.

=====
5F
=====

There are 6 Rooms here, 3 to the north and 3 to the south. Heal
up and go west and go into the left-most room up. That is after
you defeat...

| NAME: Bazuzu
|
| GOLD: 240
| EXPERIENCE: 3350

| RECOMMENDED LEVEL: Prince Of Laurasia: 28
| Prince Of Sumaltria: 26
| Princess Of Moonbrook: 22

| ATTACKS:
| - Normal Attack
| - Explodet
| - Defeat
| - Sacrifice

| HOW TO DEFEAT:
| He can attack normally and use Explodet! Hero should
| focus on attacking, Kain should attack too and Maria should
| use Defense to lower Bazuzu defense. Use Heal all when your HP
| is below 60. Be careful of his Death!!! And hope he doesn't
| use Sacrifice.

Go into the room now and up the stairs.

=====
6F
=====

Go east and across the bridge. Heal up and go east and you'll
encounter another battle.

| NAME: Valiar
|
| GOLD: 255

```
| EXPERIENCE: 4750 |
|
| RECOMMENDED LEVEL: Prince Of Laurasia: 28 |
|                   Prince Of Sumaltria: 27 |
|                   Princess Of Moonbrook: 22 |
|
| ATTACKS: |
|         - Normal Attack (x2) |
|         - Explodet |
|
| HOW TO DEFEAT: |
| He can attack normally (x2) and use Explodet! Hero should |
| focus on attacking, Kain should use Increase and Maria should |
| use Defense to lower Valiar defense.Use Heal all when your HP |
| is below 70. |
|_____|
```

Go up the stairs after that battle.

```
=====
                          7F
=====
```

Use Steguard and go into the Room to the west. You see Hargon here...Heal Up...Speak to him. He says you're disturbing his prayer. Answer Yes or No to his question. You'll still end up battling him.

```
|_____|
| NAME: Hargon |
|
| GOLD: 0 |
| EXPERIENCE: 0 |
|
| RECOMMENDED LEVEL: Prince Of Laurasia: 29 |
|                   Prince Of Sumaltria: 28 |
|                   Princess Of Moonbrook: 23 |
|
| ATTACKS: |
|         - Normal Attack (x2) |
|         - Explodet |
|
| HOW TO DEFEAT: |
| He can attack normally (x2) and use Explodet! Hero should |
| focus on attacking, Kain should use Increase and Maria should |
| use Explodet and Healall when your HP is below 70. |
|_____|
```

After that battle, Hargon will say he has been defeated but so will you also meet your end. He sacrifices himself for Malroth the God of Destruction. Heal up and use any of your Items you've been keeping. Use your Prayer Rings until they crumble because we are about to face the final boss :/

Go south. A flame blocks your path. Go west, a flame blocks your path, go east, a flame blocks your path!!!! The ground begins to crumble!!!!!! Ahhh!!!!!!!!!!

```
|_____|
| NAME: Shidor (Malroth) |
|
| GOLD: 0 |
|_____|
```

```

| EXPERIENCE: 0 |
|
| RECOMMENDED LEVEL: Prince Of Laurasia: 29 |
|                   Prince Of Sumaltria: 28 |
|                   Princess Of Moonbrook: 23 |
|
| ATTACKS: |
|         - Normal Attack (x2) |
|         - Blaze |
|         - Defense |
|         - Increase |
|
| HOW TO DEFEAT: |
| He can attack normally (x2) and use Breath! Hero should |
| focus on attacking, Kain should use Increase and Maria should |
| use Defense and Healall when your HP is below 80.Use Explodet |
| and for extra damage. USE ANY ITEM YOU'VE BEEN SAVING THAT |
| CAN HELP! Good luck :p |
|_____|

```

After that long and hard battle (Maria died in my game)

Your party hears a voice. Rubiss thanks you for returning peace. She has been watching us. She heals us up fully! And teleports us out of Hargon's Castle safely.

```

+=====+
|                   - Overworld - |
+=====+

```

You see Hargon's Castle crumble to the ground. :D

No more monsters encounter. Neat! Travel back to Monolith #8. Use the Warp Hole to get to another Wartp Hole. Use the one here to get to Beranule.

The people here thank you for your great deeds. Travel to different past Towns and talk to the town folks if you want. Travel to Dragonlord's Castle and speak to the great grandson of Dragonlord to find out his name. Ryu. From Breath Of Fire?

Travel to Castle Laurasia :D

```

+=====+
|                   xxxii. THE END |
+=====+
| Item Checklist: None |
|=====|
| Monsters: None |
|=====|
| Shops: None |
|_____|

```

At Laurasia Castle, wondering where everyone is, go north and up the stairs. Everyone's here! Go north. Kain and Maria will wait back. Speak to the King and he'll thank you for saving the World. He asks you if you want to be King. Say Yes of course and you will become King Hero. You, Kain and Maria must join power together to keep Peace.

Enjoy the Night Sky and Fireworks!!!!

The Credits roll!! Showing you your journey through this game!

Enjoy the Credit!!

Good bye...

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 / / / _ \/ -_) / _// _ \/ _ /
 /_ / / // _\_/ /_// _// _\_/
```

```
      OR IS IT?
      --      --
      ( o)  _ ( o)
```

Also...the other Cursed Equipments are dropped by monsters...In case your wondering

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/\=====/\
||                II. CONCLUSION                ||
\/=====\/
```

This Guide has come to its end.

Special Thanks to:

- Neoseeker
- You
- Me
- My Device
- Makers and Publisher of the Game
- My SNES (Super Nintendo Entertainment System)

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/\=====/\
||                III. NEXT TIME...                ||
\/=====\/
```

Next time on Final Fantasy Main Series!

- Final Fantasy III (PSP)

```
/\=====/\
||                IV. OTHER GUIDES                ||
\/=====\/
```

- Dragon Quest I - II (Level Chart Guide)
- Dragon Quest I - II (Equipment List)
- Dragon Quest I - II (Spell List)
- Dragon Quest I - II (Item List)
- Dragon Quest I - II (Bestiary)

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||                V. SITES YOU CAN FIND THIS GUIDE                ||
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The following sites below are where you can legally find this Work. If you find this Work in any other sites. Please PM me.

- GameFaq
- Neoseeker

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GAMING IS LIFE

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