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- 3. Spell Compilation
 - 3a. Spells
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- 5. Item Compilation
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- 7. Personality Compilation
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 - 9a. Walkthrough Part 1
 - 9b. Walkthrough Part 2
 - 9c. Walkthrough Part 3
 - 9d. Walkthrough Part 4

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1. Fundamental Knowledge
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Controls

Direction Key = Move in four directions, also moves the cursor.
 B Button = Cancel button, closes the current window that is open.
 A Button = Decision button, moves text messages along.
 Y Button = Remember button, it will remember the message of the last person talked to, up to 32. This button also will close all open windows in one push, which is really useful.
 X Button = Convenient button. The function will change depending on the situation. Most of the time this will search the ground, but if you are in front of a person, this will talk to them. If in front of a treasure box or drawer, this button will open it.
 L Button = Convenient button. Functions same as the X button.
 R Button = Map button. If you found the map item, then this button allows you to view the map. It will fill in the areas you have visited already.
 Select Button = Cancel button, functions the same as the B button.
 Start Button = Nothing.

Main Menu

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"SEÁ,±±±±±±±±±;î±Û±;±±±±±±±±±±±±±±±±±;î
"SEÁ,±±±±±±±±±;î±Û±;±±±±±±±±±±±±±±±±±;î
"ÉÁ,±±±±±±±±±;î±Û±;±±±±±±±±±±±±±±±±±;î
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Deposit
Withdraw
End

Luida's Bar Menu

ΆÇ´Öαò,Æαó¼Æα¹;ÎαÊα«αÊαòαèαóαÀα¹;Ï
ΆÇ´ÖαòÍÂα±αè;ÎαÊα«αÊαòαçα°α±αè;Ï
Ï¼ÊÍαò,«αè;ÎαάαααÛαòαβαè;Ï
»βαάαè;Îαάαάαè;Ï

Call on Friends
Leave Friends
See the Register of Names
End

Registration Place Menu

¼«Ê¬αÇαäαè;Îα,αóαóαÇαäαè;Ï
αªÇαα»αÊα¹αè;ÎαªαÊα«α»αÊα¹αè;Ï

Do it yourself
Entrust to others

Battle Menu

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¼óÊ,;Îα,αâαâαó;Ï
ÊÊ,æ;ÎαÛα;α@αÇ;Ï
Æ»¶ñ;ÎαÉα;α°;Ï
ÁóÊ÷;Îα¼α;αó;Ï
Æ´α²αè;ÎαÊα²αè;Ï

Attack
Spell
Defend
Item
Equip
Run Away

-In battle, you can attack your own party members. Just push right when selecting which monster you want to fight. This can be useful when trying to wake up sleeping members or recover allies from confusion.

-While in battle, being in the paralysis status is the same as death. If there is no one to heal the paralysis and there are dead members around, then it is game over for you. Make it a priority to heal paralysis as soon as possible.

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2. Characters
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Hero

-The one and only character that cannot change class. However, the hero can learn some spells exclusive to this class. A good fighter and good spell caster, so overall, a well balanced class.

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£²£¶; ;¥é¥æ¥ç¥æ¥ó
£²£¹; ;¥Û¥Û¥æ¥ß
£³£±; ;¥æ¥ª¥é
£³£³; ;¥Û¥Û¥ð
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£´£±; ;¥©¥-¥ç¥æ¥ó

LV Spell Learned

- 1 Remember
- 2 Mera
- 4 Hoimi
- 6 Nifuramu
- 7 Rura
- 8 Remember More
- 10 Gira
- 12 Asutoron
- 14 Riremito
- 15 Forget
- 18 Mahoton
- 19 Toherosu
- 20 Remember Deep
- 23 Begirama
- 26 Raidein
- 29 Behoimi
- 31 Iora
- 33 Behoma
- 35 Zaoraru
- 38 Behomazun
- 41 Gigadein

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Soldier

-Can handle a variety of heavy equipment. This class is best used up front to attack and defend other members.

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No spells learned

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Priest

-This class can learn a whole lot of defensive spells.

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LV Spell learned

1 Hoimi

2 Nifuramu

5 Piorimu

7 Manusa

8 Rukani

9 Rariho

11 Kiari

12 Bagi

13 Mahoton

14 Behoimi

15 Kiariku

16 Zameha

18 Rukanan

20 Bashirura

22 Zaki

24 Zaoraru

26 Bagima

28 Zarak

30 Behoma

32 Fubaha

34 Behomara

36 Bagikurosu

38 Zaoriku

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Magician

-An offensive powerhouse in terms of spells learned.

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LV Spell Learned

- 1 Mera
- 4 Sukara
- 5 Hyado
- 7 Gira
- 9 Sukuruto, Riremito
- 11 Io
- 12 Bomiosu, Rura
- 14 Begirama
- 15 Mahotora
- 17 Merami
- 18 Inpasu
- 19 Toramana
- 20 Hyadaruko
- 21 Baikiruto
- 23 Iora
- 24 Mahokanta
- 25 Ranaruta
- 26 Hyadain
- 27 Medapani
- 29 Begiragon

- 30 Shanaku
- 32 Mahyado
- 33 Remuoru
- 34 Doragoremu
- 35 Abakamu
- 36 Merazoma
- 37 Moshasu
- 38 Ionazun
- 39 Parupunte

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 Martial Artist

-This class has a lighter equipment than the Soldier, but the Martial Artist has a high chance to deliver a Congeniality Blow for double damage.

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No spells learned

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 Thief

-An expert in finding items. They can steal items from a monster after the battle has ended.

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- LV Spell Learned
- 8 Hawk Eye
- 10 Furomi
- 13 Stealth Step
- 17 Thief's Nose
- 20 Remirama

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 Merchant

-The money making class. They can find extra gold after the battle has ended.

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- LV Spell Learned
- 12 Dig Hole
- 17 Loud Voice

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 Player

-This class likes to fool around rather than fight seriously. Although this class seems useless at first, it is actually a good class. The reason being is that this class can change into a Sage without the need of the Writings of Enlightenment once the Player reaches level 20.

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LV Spell Learned
13 Whistle

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Sage

-The ultimate magic user. This class can learn both Priest and Magician spells. The growth rate is slow, meaning it takes more experience points than any other class to raise levels. There are two ways to becoming a Sage. One is to use the Writings of Enlightenment (the item will be gone after changing), or the other, preferred method is to raise a Player class to level 20.

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- LV Spell Learned
- 1 Mera, Hoimi
- 2 Nifuramu
- 4 Sukara
- 5 Hyado, Piorimu
- 7 Gira, Manusa
- 8 Rukani
- 9 Sukuruto, Riremito, Rariho
- 11 Io, Kiari
- 12 Bomiosu, Bagi
- 13 Mahoton
- 14 Begirama, Behoimi
- 15 Mahotora, Kiariku
- 16 Zameha
- 17 Merami
- 18 Inpasu, Rukanan
- 19 Toramana
- 20 Hyadaruko, Bashirura
- 21 Baikiruto
- 22 Zaki
- 23 Iora
- 24 Mahokanta, Zaoraru
- 25 Ranaruta
- 26 Hyadain, Bagima
- 27 Medapani
- 28 Zaraki
- 29 Begiragon
- 30 Shanaku, Behoma
- 32 Mahyado, Fubaha
- 33 Remuoru
- 34 Doragoremu, Behomara
- 35 Abakamu
- 36 Merazoma, Bagikurosu
- 37 Moshasu
- 38 Ionazun, Zaoriku
- 39 Parupunte
- 41 Megante

-Sometimes, spells will be learned at a little higher or a little lower than the listed level. It seems like it has something to do with the Intelligent statistic, though I'm not too sure on that one.

-To change class, you must visit Dama Temple. You must be Level 20 or above to be able to change. When you change, you will return to Level 1, with all status points halved. However, you will keep all spells that the previous class has learned.

-The Player can change class to a Sage once they become Level 20 or above. In the SFC version, any character can change into a Player other than the Hero. Knowing this, you can create a Super Character by starting as a Thief or Merchant. Once you learn all the spells both classes can learn, change class into a Player, then change into a Sage. Once the Sage learns all it's spells, you will have a Super Character that has all the spells other than the Hero's. After that, the Sage can become someone else, like a Martial Artist, for a dream character. This takes a lot of time though.

Medical Treatment Group

Recovery spells for allies:
Hoimi: Recovers one ally about 35 HP
Behoimi: Recovers one ally about 85 HP
Behoma: Recovers one ally to maximum HP
Behomara: Recovers all allies 85 HP
Behomazun: Recovers all allies to maximum HP
Kiari: Erases poison status from one ally
Kiariku: Cures paralysis on one ally
Zameha: Recovers all allies from sleep status
Zaoraru: Revives one dead ally, works about 50% of the time
Zaoriku: Revives one dead ally to max HP for certain
Shanaku: Removes a curse on one ally

Name	MP	Effect
Hoimi	3	Recovers one ally about 35 HP
Behoimi	5	Recovers one ally about 85 HP
Behoma	7	Recovers one ally to maximum HP
Behomara	18	Recovers all allies 85 HP
Behomazun	62	Recovers all allies to maximum HP
Kiari	3	Erases poison status from one ally
Kiariku	6	Cures paralysis on one ally
Zameha	3	Recovers all allies from sleep status
Zaoraru	10	Revives one dead ally, works about 50% of the time
Zaoriku	20	Revives one dead ally to max HP for certain
Shanaku	18	Removes a curse on one ally

Others

Utility and movement spells:
Rura: Moves the party to towns and castle that already been visited
Riremito: Escape from a dungeon instantly

Name	MP	Effect
Rura	8	Moves the party to towns and castle that already been visited
Riremito	8	Escape from a dungeon instantly

TO = What level the Thief learns the spell

SH = What level the Merchant learns the spell

AS = What level the Player learns the spell

- = Doesn't learn the spell

Damage/Effect = The first number is the minimum damage, while the second number is the maximum damage the spell can do. Effect is a short description of what the spell does.

Spell Name	MP	T	YU	SO	MA	TO	SH	AS	Damage/Effect
ÀÁÄ	2	B	2	-	1	-	-	-	8-13, Mera group
ÀÁÄ	6	B	-	-	17	-	-	-	70-90, Mera group
ÀÁÄ	12	B	-	-	36	-	-	-	160-200, Mera group
ÀÁÄ	4	B	10	-	7	-	-	-	16-24, Gira group
ÀÁÄ	6	B	23	-	14	-	-	-	30-42, Gira group
ÀÁÄ	12	B	-	-	29	-	-	-	88-112, Gira group
ÀÁÄ	5	B	-	-	11	-	-	-	16-24, Io group
ÀÁÄ	9	B	31	-	23	-	-	-	52-68, Io group
ÀÁÄ	18	B	-	-	38	-	-	-	120-160, Io group
ÀÁÄ	3	B	-	-	5	-	-	-	25-35, Hyado group
ÀÁÄ	6	B	-	-	20	-	-	-	42-58, Hyado group
ÀÁÄ	9	B	-	-	26	-	-	-	60-80, Hyado group
ÀÁÄ	12	B	-	-	32	-	-	-	88-112, Hyado group
ÀÁÄ	4	B	-	12	-	-	-	-	8-24, Bagi group
ÀÁÄ	6	B	-	26	-	-	-	-	25-55, Bagi group
ÀÁÄ	9	B	-	36	-	-	-	-	60-120, Bagi group
ÀÁÄ	8	B	26	-	-	-	-	-	70-90, Dein group
ÀÁÄ	30	B	41	-	-	-	-	-	175-225, Dein group
ÀÁÄ	7	B	-	22	-	-	-	-	Instant Death
ÀÁÄ	7	B	-	28	-	-	-	-	Instand Death
ÀÁÄ	1	B	-	41	-	-	-	-	Death or near death
ÀÁÄ	2	B	6	2	-	-	-	-	Erase enemies, Expel group
ÀÁÄ	7	B	-	20	-	-	-	-	Blow away foe, Expel group
ÀÁÄ	3	B	16	9	-	-	-	-	Sleep up to 3 turns, sleep gr
ÀÁÄ	4	B	-	7	-	-	-	-	Reduce hit rate, illusion gr
ÀÁÄ	5	B	-	-	27	-	-	-	Confusion group
ÀÁÄ	3	B	18	13	-	-	-	-	Seals spells, sealed group
ÀÁÄ	0	B	-	-	15	-	-	-	5-10 MP steal, suction group
ÀÁÄ	3	B	-	8	-	-	-	-	Defense down 100%, Rukani gr
ÀÁÄ	4	B	-	18	-	-	-	-	Defense down 50%, Rukani gr
ÀÁÄ	3	B	-	-	12	-	-	-	Speed down 100%, speed group
ÀÁÄ	3	B	-	5	-	-	-	-	Speed up 100%
ÀÁÄ	6	B	-	-	21	-	-	-	Double attack power
ÀÁÄ	3	B	-	-	4	-	-	-	Defense up 100%
ÀÁÄ	4	B	-	-	9	-	-	-	Defense up 50%
ÀÁÄ	8	B	-	-	24	-	-	-	Reflect spells
ÀÁÄ	6	B	-	32	-	-	-	-	Reduce flame and ice damage
ÀÁÄ	6	B	12	-	-	-	-	-	Invincible for 3 turns
ÀÁÄ	12	B	-	-	37	-	-	-	Change into someone else
ÀÁÄ	24	B	-	-	34	-	-	-	Change into a dragon
ÀÁÄ	20	B	-	-	40	-	-	-	16 different effects
ÀÁÄ	3	A	4	1	-	-	-	-	Heal 30-39 HP
ÀÁÄ	5	A	29	14	-	-	-	-	Heal 75-94 HP
ÀÁÄ	7	A	33	30	-	-	-	-	Heal 1023 HP
ÀÁÄ	18	A	-	34	-	-	-	-	Heal 75-94 HP
ÀÁÄ	62	A	38	-	-	-	-	-	Heal 1023 HP

055 Arp Tower, 5F in the middle treasure box
056 Arp Tower, 3F the bottom left treasure box
057 Pirate's Hideout, upper right room, middle barrel on the bottom row
058 Pirate's Hideout, basement prison cell, upper right corner
059 Navel of the Earth, B1F second right, inside a treasure box
060 Navel of the Earth, B3F interior part, left hand treasure box
061 Samanosa Castle Town, top row 2nd grave from the right
062 Samanosa Castle, surrounding area left side, upper right corner
063 Samanosa Castle, inside the kitchen, left hand barrel
064 Samanosa Castle, basement prison, in the pot in the top left cell
065 Ra's Cave, B2F eighth treasure box from the right
066 Ra's Cave, B2F bottom passage, box on the right side
067 Merchant's Town, in the mansion, right hand treasure box, limited time
068 Phantom Ship, middle area, inside the right barrel
069 Phantom Ship, basement area, top row, 2nd barrel from the left
070 Prison Shrine, upper left cell, inside the pot
071 Necrogondo Cave, 1F treasure box on the far left
072 Necrogondo Cave, 2F center of the large room, use Remirama if needed
073 Necrogondo Shrine, in front of the middle gravestone
074 Merchant's Town, 2F inside a drawer, after the town reaches final form
075 Dragon Queen's Castle, top part, the floor where the sunlight hits
076 Baramos Castle, B1F to the left of the corpse in the prison
077 Baramos Castle, 1F in front of the corpse sitting on the throne
078 First Shrine in the Dark World, upper right embankment
079 Radatom Castle Town, in front of a tree on the top side
080 Radatom Castle, inside the left barrel in the kitchen
081 Garai's House, right hand drawer
082 Domdora Town, bottom left corner, inside a pot
083 Domdora Town, horse stable, upper right corner, in the cavity
084 Domdora Town, inside the well, bottom left corner near the pond
085 Maira Village, stairs on the open air bath
086 Maira Village, 2F item shop, inside the right hand bag
087 Maira Village, inside the well, in the water near the stairs
088 Fourth Dice Game, 2F in the bushes left of the goal
089 Fourth Dice Game, inside the board, the first drawer
090 Fourth Dice Game, inside the board, in the pot on the right side 2F
091 Marsh Land Cave, at the bottom, between the two slaves
092 Melkido Town, top left room in the left corner
093 Spirit Shrine, 2F in the middle of the design on the floor
094 Rimuldar Town, left side house, in the top most pot
095 Rimuldar Town, 2F inside the prison, in front of the table
096 Rimuldar Town, outside the canal, upper left house, right hand drawer
097 Rocky Mountain Cave, B2F bottom right treasure box
098 Cave North of Radatom, B3F treasure box on the far right side
099 Holy Shrine, in front of the left cross
100 Rubis Tower, 2F top group of treasure boxes, upper right box
101 Rubis Tower, 3F upper left treasure box
102 Zoma's Castle, entrance, top square barrier on the right side
103 Zoma's Castle, entrance, middle of the double throne
104 Zoma's Castle, B4F of the six treasure boxes, the left most box
105 Secret Dungeon, Heavenly Sky Cave, Pyramid Imitation, bottom left box
106 Heavenly Sky Cave, Underground Lake Imitation floor, upper right box
107 Heavenly Sky Cave, Samanosa Prison Imitation floor, inside a pot
108 Zenith Castle, Rebe Village Imitation floor, right hand pot
109 Heavenly Sky Tower, 2F left hand treasure box
110 Heavenly Sky Tower, 4F inside an isolated treasure box

-After collecting all 110 Small Medals, talk to the Poet residing in Zenith Castle. He will be surprised at your amazing feat. He doesn't have a prize or such for you, but he will think you are awesome, and declare you the King

of all Heroes!

- !New! Small Medal number 67 is available only for a limited time, so if you miss it during the construction of the Merchant Town, then you can never get that Medal, so beware.

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ΥϕΥαΥΕΥàÊÏ;ÎαϕαααΕαàααó;Î

5. Item Compilation

+-----+

5a. Item Names

Éð´i;ÎαÏα;Î

Weapons

- Î¾αÎ;Îαααα·αϕα;Î;:::;Name
- É°αÎÊÀ;ÎαÏαÎαÎαÏα;Î;:::;Cypress Stick
- ÏρÊÀ;Îα³αóαÏα;Î;:::;Club
- Ε¾αÎ·ò;ÎαÊα;αÎαÃαèα@;Î;:::;Copper Sword
- À»αÊαèΥÊΥαΥÏ;Îα»αααÊαèαÊαααÏ;Î;:::;Holy Knife
- À´αÎÁà;ÎαΕαÀαÎαααè;Î;:::;Iron Lance
- À´αÎÊà;ÎαΕαÀαÎαªαÎ;Î;:::;Iron Ax
- ¹ΥαÎ·ò;ÎαÎα-αÎαÃαèα@;Î;:::;Steel Sword
- ÊâΕ»»ÎαÎ¾ó;ÎαΒαÊα;α·αÎαÃα´;Î;:::;Staff of Heresy
- ΕÇ;Ê;ÎαÊα-αΒαè;Î;:::;Poison Needle
- À´αÎÁβ;ÎαΕαÀαÎαÃαá;Î;:::;Iron Nail
- »ÊαÎÊÏ;ÎαÊα²αÎαàαÁ;Î;:::;Thorn Whip
- Âçî÷;ÎαªαªαΒαμαβ;Î;:::;Big Scissors
- °ç³ù;Îα-αμαèα-αβ;Î;:::;Chain Sickle
- Íèç;ΑαÎ·ò;Îαèααα,αóαÎα±αó;Î;:::;Thunder God's Sword
- çáÀααÎ·ò;ÎαÏαÏααÎαÃαèα@;Î;:::;Sword of Snowstorm
- Êâç;ΑαÎÊà;ÎαΒα,αóαÎαªαÎ;Î;:::;Devil's Hatchet
- ±«±ÀαÎ¾ó;Îαϕαβα°αâαÎαÃα´;Î;:::;Rain Cloud Staff
- Υ-ΥαΥϕαÎ·ò;Îα-αααϕαÎαÃαèα@;Î;:::;Gaia's Sword
- ÎúαÎ¾ó;ÎαμαϕαÊαβαÎαÃα´;Î;:::;Ripple Staff
- ÇÊ²òαÎ·ò;ÎαÎα«αααÎαÃαèα@;Î;:::;Sword of Destruction
- Î¾ç;ÎαÎ·ò;ÎαâαίαÎαÎαÃαèα@;Î;:::;Double-Edged Sword
- ÍýÎÎαÎ¾ó;Îαèαèαϕα-αÎαÃα´;Î;:::;Logic Force Staff
- ÍϕÍÇαÎ·ò;Îαæα;αία-αÎα±αó;Î;:::;Sword of Temptation
- Υ¾ΥóΥóΥÉ;¾;:::;Zombie Killer
- È»αÎ·ò;ÎαÎααóαμαÎα±αó;Î;:::;Falcon Sword
- ÂçϕáÀÈ;Îαªαªα«αÊαÃαÁ;Î;:::;Large Hammer
- ²«ϕâαÎÁβ;Îαªα;α´αóαÎαÃαá;Î;:::;Golden Claw
- °ðÊαÎ·ò;ÎαααÊα°αβαÎα±αó;Î;:::;Lightning Sword
- ÍèαÎ¾ó;Îααα«α°αÁαÎαÃα´;Î;:::;Thunder Staff
- ²;¾ÏαÎ·ò;Îαªα;α,αâαÎα±αó;Î;:::;King's Sword
- ÁðÊâαÎ·ò;Îα-αμαÊα@αÎα±αó;Î;:::;Grass Mow Down Sword
- ΥΕΥéΥ´ΥóΥÉ;¾;:::;Dragon Killer
- °ÏααÎ¾ó;ÎαμαβααÎαÃα´;Î;:::;Judgment Staff
- ¹ΥαÎÊÏ;ÎαÎα-αÎαÎαàαÁ;Î;:::;Steel Whip
- ΥÁΥS;¾ΥóΥ-ΥíΥ¹;:::;Chain Cross
- Υ°ΥéΥóΥ-ΥàαÎÊÏ;Îα°αèαóα-αàαÎαàαÁ;Î;:::;Whip of Gringam
- Υâ;¾ΥÊΥóΥ°Υ¹Υç;¾;:::;Morning Star
- ΥÏ;¾ΥáΥéΥó;:::;Boomerang
- çÎαÎΥÏ;¾ΥáΥéΥó;ÎααααβαÎαÏ;¾αáαéαó;Î;:::;Bladed Boomerang
- ±èαÎΥÏ;¾ΥáΥéΥó;ÎαÏαÎαªαÎαÏ;¾αáαéαó;Î;:::;Boomerang of Flame
- ÇÊ²òαÎÁ´μâ;ÎαÎα«αααÎαΕαÃαααá;Î;:::;Iron Ball of Destruction
- À´αÎ»»È×;ÎαΕαÀαÎα¾αίαβαó;Î;:::;Iron Abacus

ì¼Á°	BUY	SELL	POW	í!Ài,ÁîĒāÉōĀō¾ í·;NOTE
°çÖé»Ò	480	360	20	;;û;û;û;û;û;û;û;û;û;û;-
Å´αîĀ°³Yα±;	700	525	22	;;β;β;β;β;β;β;β;û;β;β;-
çĒ,òαiα·αîĒβ	2900	2175	23	;;û;û;û;û;û;û;û;û;û;E: 1/4
ÉōĒ»Āā	800	600	23	;;β;β;û;β;β;û;β;β;β;β;-
Èéαî¹ø´α;	800	600	24	;;û;û;β;β;β;β;β;β;û;û;-
YĐY, Y«YÉY¹Y«;¼YĒ;	1500	1125	25	;;½÷½÷½÷½÷½÷½÷½÷½÷½÷;S: 3/4
Å´αî³»	1100	825	25	;;û;û;β;β;β;β;β;β;û;β;β;-
ÇĒ¼ēαĒĒβ	1300	975	28	;;β;β;β;β;β;β;β;β;û;-
¹ōĀōĀ«;	2400	1800	29	;;β;β;β;β;β;β;û;û;β;β;-
ĒāĒ;αîĒ;°á;	4400	3300	30	;;β;β;û;û;β;β;β;β;β;β;S: 2/3
ì¼Á°	BUY	SELL	POW	í!Ài,ÁîĒāÉōĀō¾ í·;NOTE
Éō»αĀαĒYÜYiYi;	-	375	30	;;û;û;û;û;û;û;û;û;û;Used MP = 1/2 +1
¹Yαî³»	2400	1800	32	;;û;û;β;β;β;β;β;β;β;β;-
ĒYαĒĒñαβ;	-	262	35	;;û;û;û;û;û;û;û;û;û;Change into a cat
Ā·»ĒαîYi;¼YÖ;	3000	2250	35	;;β;β;û;û;û;β;β;β;β;β;Zaki resistant
YÑ;¼YĒYŁ;¼YÉYiY¹;	-	8850	40	;;β;β;β;β;β;β;β½÷;β½÷;-
ĒāĒ;αî³»	5800	4350	40	;;û;û;û;û;β;β;β;β;β;β;S: 2/3
,æĐ´îiαĒY¹;¼YĀ;	-	9900	42	;;β;β;β;β;β;β;βĀĒ;βĀĒ;-
ĒāĒ;αîĀ°³Yα±;	9900	7425	45	;;β;β;β;β;β;β;β;β;û;β;β;S: 3/4
YÉYéY´YóYáYαYé;	9800	7350	45	;;û;û;β;β;β;β;β;β;β;β;F: 2/3
çāαî±°á;	12500	9375	50	;;β;β;û;β;û;β;β;β;β;β;SFI: 2/3
ì¼Á°	BUY	SELL	POW	í!Ài,ÁîĒāÉōĀō¾ í·;NOTE
ĀçĀîαî³»	-	9000	50	;;û;û;β;β;β;β;β;β;β;β;-
çĒîαî³»	6500	4875	55	;;û;û;β;β;β;β;β;β;β;β;1/2 damage returned
Ç αóαîĒβ	-	3150	58	;;β;β;β;β;β;β;û;û;β;β;β;E: 1/4
ĒāĒ;αîYÖYĒ;	-	3750	65	;;½÷½÷½÷½÷½÷½÷½÷½÷½÷;Sexy garment
Āî¹òαî³»	-	5250	65	;;û;û;β;β;β;β;β;β;β;β;S: 1/4, cursed
°Çαî°á;	-	12375	78	;;β;β;β;β;β;β;û;û;β;û;β;E: 1/4
YÉYéY´YóYi;¼YÖ;	27000	20250	80	;;β;β;û;û;û;β;β;β;β;β;β;FI: 2/3
,÷αî³»	-	18000	82	;;û;β;β;β;β;β;β;β;β;β;SFI: 2/3, rcv HP/step
çĀĒēαîYÖYĒ;	-	24750	88	;;½÷½÷½÷½÷½÷½÷½÷½÷½÷;Sexy, recover HP/step
,÷αîYÉYiY¹;	19000	14250	90	;;½÷½÷½÷½÷½÷½÷½÷½÷½÷;SFI: 2/3
ì¼Á°	BUY	SELL	POW	í!Ài,ÁîĒāÉōĀō¾ í·;NOTE
αªĒēαî³;	50	37	2	;;û;û;û;û;û;û;û;û;û;-
Èéαî½ā;	90	67	4	;;û;û;û;û;β;β;û;û;û;-
ĀĀĒ¼αî½ā;	250	187	7	;;û;û;β;û;β;β;û;û;β;-
îÚαî½ā;	600	450	12	;;û;û;û;û;β;β;û;û;û;-
Å´αî½ā;	1200	900	20	;;û;û;β;β;β;β;β;β;û;β;-
ĒāĒ;αî½ā;	2000	1500	25	;;û;û;û;û;û;β;û;û;û;S: 3/4
YÉYéY´YóY;¼YéYĒ;	3500	2625	32	;;û;û;β;β;β;β;β;û;β;β;FI: 3/4
É÷çĀαî½ā;	-	577	35	;;û;û;û;β;β;û;û;û;û;-
çāĀαî½ā;	8800	6600	40	;;û;û;û;û;β;β;û;β;β;-
Ā²ααî½ā;	-	7	42	;;û;û;β;β;β;β;β;β;β;Cursed
ì¼Á°	BUY	SELL	POW	í!Ài,ÁîĒāÉōĀō¾ í·;NOTE
îîαî½ā;	15000	11250	50	;;û;û;β;β;β;β;β;β;β;β;B: Behoimi on self
Yª;¼Y-Y;¼YéYĒ;	25000	18750	60	;;û;û;β;β;β;β;β;β;β;β;-
í;¼Öαî½ā;	-	28500	65	;;û;β;β;β;β;β;β;β;β;FI: 2/3
ÈéαîĒ¹»Ò	80	60	2	;;û;û;û;û;û;β;û;û;û;-
îÚαîĒ¹»Ò	140	105	6	;;û;û;û;û;β;β;û;û;û;-
Āααî´S	-	-	6	;;û;û;û;û;û;β;û;û;û;Event item
Yç;¼YĐYó;	160	120	8	;;β;β;β;β;β;β;β;û;û;-
Éō»αĀαĒĒ¹»Ò	-	6	8	;;β;β;û;û;û;β;û;û;û;Used MP = 3/4 +1
îōÈéαîYÖ;¼YĒ;	250	187	10	;;½÷½÷½÷½÷½÷½÷½÷½÷½÷;-
ĀĒªªYĐYóYĒ;	-	390	15	;;β;β;β;β;β;β;β;β½÷;β½÷;-
ì¼Á°	BUY	SELL	POW	í!Ài,ÁîĒāÉōĀō¾ í·;NOTE
Ā´³ò	1000	750	16	;;û;û;û;û;β;β;β;β;β;-
¹ōĒ-Āò	1200	900	18	;;β;β;β;β;β;β;û;û;β;β;-
ĀααîĒ±¼αē;	760	570	20	;;½÷½÷½÷½÷½÷½÷½÷½÷½÷;-
Y·YéY´YîYĀYĒ;	-	900	20	;;β;β;β;β;β;β;βĀĒĒ;-

34	» çíμ´ iiiiiiiiiiiiii	17	45	0	150	35	77	55	24	0	0		
35	¥Ü¥Ó;¥¥μ¥ç¥ó;iiiiii	19	70	0	100	45	55	33	23	1	0		
36	μ´îîÆ»»î;iiiiiiiiii	22	80	22	343	48	53	43	56	1	0		
37	çíç©ααÈç;iiiiiiiiii	25	120	0	137	60	200	55	67	2	0		
38	¥´¥È¥ß¥í;¥¥ç;¥;iiii	24	120	6	376	53	83	50	32	0	0		
39	ÂçÓÜ;iiiiiiiiiiiiii	18	43	0	175	44	55	43	24	0	0		
3A	¥¹¥È¥α¥ääÓαé;iiiiii	19	20	15	210	28	23	200	35	0	0		
3B	¥¹¥«¥α¥È¥È¥´¥ó;iiii	25	80	0	800	180	80	60	40	0	0		
##	î¼Á° iiiiiiiiiiiiii	LV	HP	MP	EXP	GOLD	ATT	DEF	SPD	EVD	REC		
3C	¥Ð;¥¥È¥Ð¥¹;iiiiiiiiii	20	58	12	235	52	79	67	28	1	0		
3D	Èâ¼;iiiiiiiiiiiiii	21	54	24	305	52	51	50	30	0	0		
3E	¥Ç¥Ã¥È¥Ü¥Ã¥«;¥;iiii	20	55	8	228	37	52	58	29	0	0		
3F	Ãî¹òαî³» iiiiiiiiii	21	60	0	315	57	90	100	23	0	0		
40	¥Ð¥È¥ó¥¹¥È¥α¥à;iiii	18	38	4	197	35	47	100	28	0	0		
41	áãαιçãÈì;iiiiiiiiii	18	40	0	180	38	55	50	35	1	0		
42	¥Ð;¥¥Ð¥ó;iiiiiiiiii	20	54	5	240	48	65	45	30	0	0		
43	Âç² ±´Ã±;iiiiiiiiii	22	135	0	355	90	85	40	32	0	0		
44	¥-¥È¥È¥¹;iiiiiiiiii	21	50	0	290	45	68	150	25	0	0		
45	¥Ð;¥¥Ð¥ó¥Ã¥α¥ó;iiii	21	60	12	263	58	72	50	32	1	0		
##	î¼Á° iiiiiiiiiiiiii	LV	HP	MP	EXP	GOLD	ATT	DEF	SPD	EVD	REC		
46	¥Ø¥È¥³¥ó¥È¥È;iiiiii	23	100	28	367	71	69	60	33	1	0		
47	¹è·æ·S;iiiiiiiiiiiiii	23	90	0	440	55	95	40	30	0	0		
48	ÈâαÃαç»ãÃî;iiiiiiiiii	16	98	0	120	15	67	16	20	0	0		
49	¥Ó¥Ã¥°¥Ü;¥¥ó;iiiiii	23	75	0	353	68	75	55	24	0	0		
4A	áãαιíÈ±©;iiiiiiiiii	18	40	0	165	35	62	10	30	1	0		
4B	ÈÇ;¹¥³¥ó¥ó;iiiiiiiiii	23	80	0	368	25	65	50	23	0	0		
4C	¥ç¥«¥α¥È¥α;iiiiiiiiii	23	60	16	372	32	60	52	33	0	0		
4D	¥¥é;¥¥ç;¥¥Ð;¥;iiiiii	25	70	5	418	80	92	150	35	0	0		
4E	¥Ç¥¹¥¹¥È;¥¥«;¥;iiii	32	115	0	940	42	120	55	58	0	0		
4F	íî´ãÈãçí;iiiiiiiiii	24	60	0	417	61	81	40	18	0	0		
##	î¼Á° iiiiiiiiiiiiii	LV	HP	MP	EXP	GOLD	ATT	DEF	SPD	EVD	REC		
50	¥·¥ã;¥¥Ð¥ó;iiiiiiiiii	22	93	18	358	50	65	52	37	0	0		
51	ÈâÈ;ααÇî;iiiiiiiiii	12	70	100	463	63	65	50	85	1	0		
52	¥·¥ã¥È;¥;iiiiiiiiii	30	70	18	743	31	63	65	50	2	0		
53	É¹²îÈãçí;iiiiiiiiii	24	140	0	405	74	93	54	23	0	0		
54	¥¥á¥é;iiiiiiiiiiiiii	38	80	0	1780	75	120	70	68	1	0		
55	¥³¥ó¥° iiiiiiiiiiiiii	25	95	0	432	68	105	58	40	1	0		
56	¥-¥á¥´¥ó;iiiiiiiiii	29	68	0	652	88	89	200	25	0	0		
57	¶È³ÚÃ» iiiiiiiiii	32	90	20	980	85	88	40	60	1	0		
58	ÇúÃÆ´á;iiiiiiiiii	26	500	4	660	105	0	0	0	0	0		
59	¥°¥È¥°¥È;¥;iiiiiiiiii	27	110	0	523	65	140	90	33	0	0		
##	î¼Á° iiiiiiiiiiiiii	LV	HP	MP	EXP	GOLD	ATT	DEF	SPD	EVD	REC		
5A	¥³¥ó¥ó¥Ð¥¹¥ç;¥;iiii	29	120	20	673	95	68	60	67	1	0		
5B	¥-¥á¥´¥ó¥í;¥¥È;iiii	36	120	15	1420	120	113	200	90	0	0		
5C	¥¹¥î;¥¥È¥È¥´¥ó;iiii	25	110	0	440	90	93	60	50	2	0		
5D	¥È¥í¥È;iiiiiiiiiiiiii	33	250	0	1030	105	155	32	42	0	0		
5E	¥Õ¥í¥¹¥È¥©¥°¥à;iiii	33	80	18	1070	68	72	47	51	1	0		
5F	íÛαèÈÒÃÐ;iiiiiiiiii	16	50	FF	10	1023	57	100	70	7	0		
60	¥ß¥È¥Ç;¥¥ã¥ó;iiiiii	28	80	24	587	89	85	45	55	1	0		
61	¥È¥ó¥ç¥´¥È¥¹;iiiiii	35	200	0	1280	120	107	15	36	0	0		
62	³¼¹ü·ó»î;iiiiiiiiii	31	75	18	843	68	95	58	75	0	0		
63	¥ß¥ß¥Ã¥´;iiiiiiiiii	34	240	10	735	110	94	78	100	3	0		
##	î¼Á° iiiiiiiiiiiiii	LV	HP	MP	EXP	GOLD	ATT	DEF	SPD	EVD	REC		
64	Ãî¹òαîμ³»î;iiiiiiiiii	34	130	0	1190	73	115	63	58	0	0		
65	¥Ü¥í¥´;¥¥¹¥È;iiiiii	34	85	20	1040	42	67	47	59	2	0		
66	È-ÈòαíÃç¼Ø;iiiiiiiiii	63	1800	12	2080	0	130	68	40	0	0	*2	
67	È-ÈòαíÃç¼Ø;iiiiiiiiii	63	2000	12	8040	1000	140	68	50	0	0	*3	
68	È°α´ÃÐÃü;iiiiiiiiii	37	195	0	1780	82	140	40	29	0	50		
69	¥μ¥È¥Ð¥ó¥à;¥;iiiiii	42	200	0	6000	180	150	59	70	0	0		
6A	¥¹¥È¥α¥à¥Ü¥¹;iiiiii	63	6	0	8	2	18	6	7	0	0		

*1 Monster ID 19 (Suspicious Silhouette) can take the form of any monster that your party has already met. Therefore, the data listed may not apply. It is tough to identify which monster it is imitating, but if the monster drops an item, then the true monster name will be displayed. Try fighting them in the basement of the Pyramid (that's where magic use is sealed for both party and enemy) with a Sage's Stone for healing for some fun.

*2 This is the data for the first time you meet the (yamata no orochi) inside the Orochi (serpent) Cave.

*3 This is the data for the second time onwards against the (yamata no orochi) inside the village of Jipang.

*4 This is Zoma's parameters before using the Ball of Light.

*5 This is Zoma's parameters after using the Ball of Light. He's definitely weaker after using it.

*6 This is the first meeting with Kandata and his Henchmen in the Tower of Shampani.

*7 This is the second meeting with Kandata and his Henchmen in the Kidnapper's Cave.

*8 Monster ID 8D to 95 are monster for debug use. They look like regular slimes, but each has it's own special feature. Look at the parameters to see what each have.

- Looking at the data, the highest monster level is 63. So if you have a character that is at Level 73 or above, put that person at the front of the party. Now you can run away from any random battle for sure, even from the enemies in the hidden dungeon.

- Part 2: Monster Dropped Items and Spell Resistance

Key:

= Monster ID number.

!%A°;|= Monster Name

Æ»!ñ!%A°;|Dropped Item Name, some monster have none. This is the item that the Thief class can steal after battle ends. The Thief can steal even if that monster runs away, so take advantage of that. This is also the item that the Merchant class can dig up using the Dig Hole skill. You just have to be in the area where that monster appears and dig away. This method may be easier than trying to fight the monster for the item.

C = Chance of dropping the item. 0 = Always drops, while 7 means almost never drops the item. The higher the number, the harder it is to get that item from the monster.

¼õÊ.ÃÑÀ;î, nãvããóã;ããã»ãã;î;| Spell Resistance

±ê;|¥á¥é·î;¢¥@¥é·î;¢¥¤¥ª·î;¢¥É¥é¥´¥é¥à¥îÇ³¤`À¹¤é¤î²¤±ê;¢ËâÆ»»î¤î%ó;¢

;;|íè¤î%ó;¢íè¿À¤î·õ;¢°õ°Ê¤î·õ

îã;|¥Ò¥ã¥É·î;¢¿áÃ¤î·õ

¶õ;|¥¤¥@·î;¢°Õ¤¤î%ó;¢²;¼Ô¤¤î·õ

ÃÃ;|¥Ç¥¤¥ó·î

»à;|¥¶¥·î

Çú;|¥á¥-¥ó¥Æ

î²;|¥é¥è¥Û;¼;¢î²¤é¤î%ó

Éõ;|¥¤¥Û¥È;¼¥ó;¢±«±Ã¤î%ó;¢ËâÉõ¤¤¤î%ó

Personality Name	Ornament Equipped	Book Read
Mannish	-	-
Daredevil	-	Bravery Hundredfold
Happy Go Lucky	-	-
Honest Person	-	-
Shrewd	-	Cunning Guy's Book
Selfish	-	-
Iron Man	-	-
Nosy Person	-	-
Romantist	Silver Rosary	-
Thoughtless Person	-	-
Shy	-	-
Boastful	Force Ring	Secret of Power
Glutton	-	-
Sullen Pervert	Gold Necklace	Pornography
Ignorant	-	-
Ordinary	-	-
Sharp Minded	-	Book of Clearheadedness
Crybaby	-	Sorrowful Tales
No Losing Heart	-	-
Lazy	-	-
Spoiled Child	Pacifier	Spoiled Child's Dictionary
Lone Wolf	Heavy Metal Ring	-
Gentle Person	Ring of Benevolence	Book of Becoming Gentle
Great Strength	Great Man's Bracelet	Keys to the Great Man
Hot Blooded	-	-
Careless	-	-
Stubborn	Stone Wig	-
Lightning Flash	Gale Bandana	-
Rebellious	-	-
Lonely	Slime Pierced Earrings	-
Person of Hardship	Uncrushed Heart	-
Lucid Brain	Intelligence Eyeglasses	-
Lucky Man	Gold Beak	-
Coward	Run Away Ring	-
Sexy Gal	Garter Belt	Pornography
Violent Person	Anger Tattoo	-
Tomboy	-	Tomboy's Dictionary
Hate to Lose	-	Cannot Afford to Lose
Daughter of High Class	Golden Tiara	Path to a Graceful Lady
Nimble	Fast Ring	-
Show Off	Ruby Bracelet	-
Tough Guy	Power Belt	-
Persistent	-	-
Big Headed	-	-
Happy	Rabbit's Tail	Book of Better Fortune
Frivolous	Mohican Hairstyle	Book of Humor

-When you equip the ornaments, your personality will temporary change while the ornament is equipped. When you unequip the ornament, your personality will return back to the original one you had. This is useful when you only want a certain personality for a few levels.

-When you read a book, the book will be gone and your personality will change permanently to a new one.

-Another way to change a character's personality is to play the Dice Game. If you happen to land on a ? block, sometimes your character's personality

YIYÈPÎÏ¹æðò»YÄ; ÇÀ¿PÍÍ|¼ÔP·«Ä©ÀiPÇPæÈPæÏ°×ÀÙP-¹âPæYÀYÓY, YÇYÓPÀ

Yé; ¼YBYÇPð³èPÄPÆ; ÇÄè´ÔPÇÎµPÍ½²²; PÍ¾èPÈ¹ÔP-

¾èPÎÈÏÄ| PÈPÇPè, ÷PÈÈðPÓ¹Ppà

Ä·PÔPÎPÆP·ÇPÎPÆP, ÝPÈÄPpÄ

- ..SYÍY-YÍY´YÓYÉPÎPÆP·ÇYáYÉYPÎÉð²°PðÄÏ²áP¹Pè
- ..SÄÇ¼PÎPÆP·ÇYáYÉYPÎÉð²°PðÄÏ²áP¹Pè
- ..SYÔYéYBYÄYÉYáYÉYPÎÉð²°PðÄÏ²áP¹Pè
- ..Ç·|YéYÄYÈ; ¼Yà¾èYáYÉYPÎÉð²°PÇ; ÀÉãPÈ¼P²ñP|
- ..SÄÏÄiPÍ, ÐYáYÉYPÎÉð²°Pð²ÓÉÜYÝPæYÓYÉÏÍÑP·PæP«PéÄÏ²áP¹Pè
- ..SYÍY-YÍY´YÓYÉPÎPÆP·ÇYáYÉYPÎÉð²°PðÄÏ²áP¹Pè
- ..SYµPBYÓYªYµÍ´¹ÓYáYÉYPÎÉð²°PÇÄÏPæPÍ½àè÷PðP¹Pè
- ..S³ÈP¾¼iPæÄÉðPÇYáYÓY¹Y¿; ¼PÈÄÐ·èP¹PèP«; ÇÎµ»èP¹Pè
- ..SÄÓÄæYáYÉYPÎÉð²°PðÄÏ²áP¹Pè
- ..|YæY·Y¹¾èYáYÉYPÎÉð²°PÈÄPpÄ

¼YÉY¹²| PÈÏÄP»PÐ; ÇYè; ¼YéPÇY¼YÉY¹¾èPÈ¹ÔP±PèPèPè| PÈPÈPè

¶áí·»í¿ÍPÈÏÄP·PÈ; Ç»°PÄPÎPæPð²ðP-

- ..SÄè°iPÍÄÄèPÍÁÚPÍYÉYÉYÓPÍÄ¼; ÇÈã¾ÄPÍÄPðÈ-, «
- ..SÄèPðPÍÄÄèPÍÁÚPÍYáYéYÉYÉPÍÄ®; Ç°ÇPÍ°áPðÈ-, «
- ..SÄè»PÍÄÄèPÍÁÚPÍÈ°PíP¿ÄÇYéY¶YB; Ç, ¼ÔPÍÄPðÈ-, «
- ..SÄ´ÍÄÄèPð²ðPè; Ç¾PµPÈYáYÄYèPÍ¾ðÉðPð¶µP¹Pè
- ..|Á´É´¾èÇPÍYáYÄYèPðP¾èP¹PèPè; ÇÈàP«PéÈ«Pá, ÀÍÔPðÏÄP|

Yi; ¼YÜÄ¼YáYÉYPÎÉð²°PðÄÏ²áP¹Pè

Ä·PÔPÎÄPðÓÄPè

Ä°¾áPÇ; ÄÎµPÈ¼P²ñP|

- ..Sµ-Äè¿ðPÍY¿; ¼YÓ°ÈPæPè¿ÄÎµPðÁY»PÐ; Ç´èPæPð³ðP¹PæP¹Pè
- ..S°i²ðPáPÍP³PµY¿; ¼YÓ; ÇPð²ðPáPÍP²PµY¿; ¼YÓ°ÈPæPÇÁY¹P-É-Í×
- ..S»²ðPá°È¹PáPÍP±PµY¿; ¼YÓ°ÈPæPÇÁY¹P-É-Í×
- ..SÄè°iPÍ´èPæPÍ¿·P·PÄÄÏ»¾iPðÍ·PÓP¿Pæ
- ..Ç·|Y, YÑYÓY°PÍ°æ, ÍPÇ°Ç¹áPÍÄÏ»¾iP-, ¼P¹Pè
- ..SÄèPðPÍ´èPæPÍÈáYªYéYÉY-PðÁÉPè
- ..Ç·|YÇYéYÇYÍYÓPÍ«ÄðPÈÏÄP¹Pè; ÇÈiPÍ¹-P»PÍ»ÑPð, «P¹Pè
- ..SÄè»PÍ´èPæPÍY·YÄYáPÈÈÜPðÈPèPèPè; Pæ
- ..Ç·SÈÜPð»ÈPæPè; ÇÄÈPÈPèPèPèPèPèPèPè; Ç½÷PÈPèY»Y-Y·; ¼Y®YáYèPÍÄ³ÈPÈPèPèPè
- ..Ç·|ÈÜPÍ²¿²ðPÇPáÏÄP¹Pè
- ..|´èPæPð³ðP¹Pè; ä; Ç; ÄÎµPÍÍ| ¼ÔÄPð²¼³; PÈÄ÷PÄPæP¹Pè

Y|Y©; ¼Y-Y¹Yé; ¼

9a. Walkthrough Part 1

- Part 1 covers the opening questions all the way to getting the ship.

-After entering your name for the hero, begin by walking up towards the waterfall. A mysterious voice will ask if you are ready for a trial. Say yes and then it will ask for your real name. You have 12 spaces to enter your own name. Then it will ask what month you were born. Choose from 1 through 12. Then it will ask the date of birth. Choose what ever you like, then it will ask confirmation if that is the name and date you like. Now the voice will ask some important questions to determine your personality. The questions are linked by yes and no responses, with the first question randomly picked from five questions. My first question was "For you, is an adventure painful?" I said yes. The next question was "Is it fun to talk to town

people?" I said yes. Next was "If you found a cave, would you enter it?" I said yes. The next question was "Instead of an expensive inn nearby, would you rather go through the trouble of going to a cheap inn that is farther away?" I said yes again. The next question was "Is it common for you to not sleep because of thoughts in your head?" I said yes. Next question "Do you see lots of dreams?" I said yes. Next question "Have you ever seen a dream of you chasing someone?" I said yes once again. The next question I got was "Are you tired of strangers?" I said no this time. Next question was "Are you the kind that doesn't mind failure?" I said yes. The voice continues with "Even if you have different opinions with someone, is it true you don't like to get into a verbal fight?" I said yes. Next question, "No matter the reason, it is unacceptable to break a promise, right?" I said yes. Next question, "Do you believe God exists?" I said no. Next question "Is it common for you to start one thing and can't see things around you?" I said no. Next question "No matter what happens, is there something important that you want to protect?" I said yes. Now the voice understands more about you. Then the final question I got was the castle scenario. You can overhear a princess talking to herself, saying soon she will get some kind of jewel. It would be a waste for the neighboring country to have it. Go down the stairs. The king will tell the soldiers about the invasion. Should we strike first? asks the General Hanbil. After they leave, I talked to the Cabinet Minister. He asked, even if the king is wrong, is his orders absolute? I said yes to the question. Then he asked if that order is somewhat heavy. I said yes again. Then I left by going down the stairs. Back to the waterfall, the voice told me that I'm lewd. Then it told me that it is a being that governs all. It is waiting for the day it can meet you. Now begins the story at your 16th birthday. Since I chose a female for the main hero, I got the Sexy Gal personality.

-Ariahan Castle. Your mother wakes you up. She will escort you to the castle to meet the king. Walk straight up into the castle. Talk to the king on the second floor. He will greet the hero, who is Ortega's child. As you know by now, Ortega fell into a volcano while fighting a monster (as seen in the demo screen). You will now follow your father's footsteps. The enemy is the Devil King Baramos. The king tells you that you can recruit friends at the bar and he gives you 50G and some equipment. Now go back to town and visit Luida's Bar, which is on the left side of the castle. Here you can pick from pre-made characters, or you can create your own. You might want to take the time to create a merchant right now, even if you don't plan on using one for your party. This is for later on in the story. When you are ready, go outside to fight some monsters to get a feel of combat. Sleep at your house for a free recovery by talking to your mother. My party is the Hero, Thief, Merchant, and Priest. You can make your own party if you don't like my choices. When you are about Level 3, you can safely cross the bridge and head north to reach the town of Rebe. In the town, there is a rumor that the cave south of the village leads to Najimi's Tower. The old man residing there seems to possess the Thief's Key. This will be your first main objective. Stock up on some items and equipment here, and when you are ready, head south of the village and enter either the brush or the cave farther south.

-Cave on the Promontory. Head south and down the stairs. Follow the path until a split in the path. The bottom path leads to a box with a Medicinal Herb. The upper path has a Traveler's Clothes and 56 Gold. Take the path leading to the right and take the stairs up. Head right, and you will see a cross shaped path. The stairs on the bottom side leads to Najimi's Tower, while the path up and to the left gets you 32 Gold. Take note of the red doors, which can't be opened yet. Once inside Najimi's Tower, head up and take the second left for an inn. Head right of there and go up the stairs. Go up to find 40 Gold and a Small Medal. Head back downwards, and find the stairs leading upward. On the third floor, follow the path (careful not to

fall off) and take the path down for a Chimera's Wing and take the stairs up nearby and you should end up in a room with an old man. Search the bookcases for a Tomboy's Dictionary. Talk to the sleepy man, and he will wake up. He says he saw a dream of giving a key to you. He will ask if you will receive this Thief's Key. Say yes and you will get that key. He will mention that there are books around that can change your personality, so beware. Now with the Thief's Key, you can now open the red doors. Try it in the same room. Jump off the tower for a quick exit. Return to Ariaahan Castle Town and do some exploring. When you are ready, go to Rebe Town and go to the house with the red door. Go inside and talk to the old man. He will ask how you got inside this house. Say yes and he will see that you possess the Thief's Key. Then he will give you the Magic Sphere. With this item, you can proceed to the next area. When you are ready, head east of Rebe Town and keep going until you reach a small lake.

-Cave of Enticement, about Lv 9. When you reach the dead end wall, use the Magic Sphere as an item. The rock wall will crumble away, opening a path to continue. Take the treasure box nearby for a Strange Map. Press the R button to see the world map. This map will fill in the places you have already been to. Notice that the map looks like the real world map, with Ariaahan = Australia. Yellow dots = a town or castle, purple dots = dungeons, feather = current position. Now for this dungeon, you will have to walk around the perimeter to reach the stairs, since there are pitfalls that block the way. Head north from the stairs, and take the second left and continue that path. Now head up and then take the top right path. Ignore the first path down, and take the next one down. Follow this long path down and to the left, careful not to fall into the pit. Head up and take the third left and go down the stairs. Now there are three paths to go. Take the far left path. Open the door, then enter the travel door. Now exit up north. You have reached the castle of Romalia.

-Talk to the king, and he will say that a person named Kandata stole the Gold Crown from this castle. If you can return the crown, the king will recognize you as a hero. This is actually an optional event. When you are ready, head north of Romalia to see a small shrine off to the left. Remember this place for later, since you can't do anything here yet. Continue north to find the First Dice Game. Play here if you wish, then when you are done, continue upwards to reach the village of Kazab. Use this place to gain some levels if needed. Visit this village at night. Sneak into the item shop and take the treasure to get the Poison Needle. When you are ready, head north to reach the town of Noaniel.

-Optional event. In this town, you find that everyone is asleep, as if time has stopped. It is rumored that the Elves to the west put a curse on this town. In a house in the bottom left corner, one man is still awake. He says to return the Dream Seeing Ruby to the Elves. Then he says that the Elf Village is to the west, beside a cave. Now exit town and walk west and enter the small patch above the cave. This is the Elf's Isolated Village. Soon you will realize that the elves don't like humans. Talk to the Queen and she will tell you that her daughter, Ann fell in love with a human man. Then she took the Elf Treasure, the Dream Seeing Ruby, to him and hasn't returned since. The Queen believes her daughter was tricked. Then she says she doesn't want to see humans, and tells you to leave. The next objective is to find this Ruby. The key is in the cave nearby. The Underground Lake Cave. Walk south until the path turns to the right, then continue downwards. Take a left, then when you see a choice between two stairs, take the left one. Make your way to the Healing Point, which you can use to do some leveling up. This point heals HP and MP to max every time you step in it, and it can be used unlimited times, so take advantage of it. When you are ready, go left, then upwards. Now take a left and follow the path down. Head left, and

ignore the staircase. Continue moving to the left, then go down and take the first right. Go down the stairs and follow the path to get across the bridge. Open the treasure box to get the Dream Seeing Ruby. Plus there is a letter inside the box. It reads, "Please forgive what I did, mother. Elf and humans. An unforgivable love in this world. At the most, we'll be together in heaven." Ann. Looks like she committed suicide with her lover. Now exit the cave. Now you have a choice whether or not you want to return this Ruby. I recommend you do return it. Talk to the Elf Queen. She will be shocked that Ann and man committed suicide by jumping into the lake. She will take the Ruby, and in exchange she will give you the Wake Up Powder. This is what Ann would have wanted. Now go back to the town of Noaniel. Take the Wake Up Powder and use it. The powder will cover the town. Now the people will wake up, but most won't notice what happened. Now you can use the inn and buy from the shop.

-Required event. The Tower of Shampani, about level 14 or so. Walk west of Kazab Village and cross the double bridge and head south. Soon a tower will come into view. This is the Tower of Shampani, where it is rumored that thieves reside. Go upwards, then to the left, then down and climb the stairs upward. Now on the 2nd floor, head left, then upwards around the edge of the tower to find the stairs up. On the 3rd floor, head to the left, then up and enter the second room you come across. On the 4th floor, head either up or down, and open the red door near the bottom edge. On the 5th floor, head down, and two thieves will spot you. They will run away to inform their boss. Follow them, then the boss will praise you for coming this far, but he says no one can catch him. Goodbye! You will fall into a pit hole. Climb back up the stairs and you will see that both treasure boxes will be empty. Fall into the hole at the top of the screen. You will land on the 4th floor near the thieves. Talk to them to begin a battle. You will face Kandata and 3 of his henchmen. Since they are all seperated, group attacks won't work. Try to get rid of the henchmen first, then go for the boss. A boomerang helps here (gotten from a treasure box on the first dice game) since it attacks all enemies. Use Hoimi, Behoimi, and Medicinal Herbs for healing. Kandata has about 300 HP. After winning, Kandata will give the Golden Crown back if you forgive him. Say yes, then he won't forget you and he will give his thanks and leave. Now pick up the Golden Crown. Jump off the tower for a quick exit. You can keep the crown for yourself, or return it to the King of Romalia. I would return the crown to the king, since there are better head gear out there, but it is really up to you. If you do return it, the King of Romalia will ask if you will be the one to control this country. Say yes and you will become a King (or Queen). If you are female, then he will he say that this is the first time in Romalia History that a woman ruled. Now you can walk around the castle with style. If you want to change back to regular form so you continue the journey, find the former king. He is betting money away at the Fighting Coliseum. He will ask if you would like to continue ruling this country. Say no, then he will ask if you don't want to be king. Say yes, then you will be back in normal clothes. Now you can continue your travels.

- Note: !New! The Shampani Tower event is required, since Kandata won't appear in the kidnapper's hideout until you meet him at that tower first. In the original version of the game, this was optional, but that caused some contradictions in the story, so in the remake version it is required to meet Kandata beforehand.

-Travel to the town of Asaram. Go east of Romalia Castle, then cross the double bridge. Notice that the enemies getting stronger. Now head south and remember the cave by the mountains for later on. Welcome to Asaram Town. Make sure to visit here both day and night, as it is a different town at different times of the day. When you are ready, head out to the southwest.

Here you will find the 2nd Dice Game. Play here if you want. One thing about the dice game, I'm convinced that the game is fixed so that you will lose. I can't count how many times I fell into the pitfall, which means starting over again. I never seem to roll the dice for a number that I need. Okay enough rambling, on with the story. Continue west from here, until you reach a huge desert. Try to find the oasis on the far west side. This is the Castle Town of Isis. In the Queen's room, off to the right, there are kids that are singing. The song is the key to the Pyramid's treasure. They say the circle buttons open the door. The East side's West, then the West side's East. West side's West, then East side's East. Remember this for later. Now at the entrance to the castle, head left and you should see one area with a pillar missing. Take that path upward, then climb down the stairs. Climb another set of stairs down and you should find a treasure box. Open it to find the Falling Star Bracelet. Whoever equips this ornament will have their speed doubled. I think you can only do this at night time, I forgot to check during the day. Then a skeleton will appear and ask if you were the one to wake him up from his sleep. Say yes. Then he will ask if you took the treasure. Say yes. He will say you are honest, which is fine. He doesn't need that treasure anyways. He will let you keep it.

-Raid the Pyramid. About level 17 or so. Travel north from Isis to find the Pyramid. Watch out for the traps here. In the basement levels, no magic can be used, so beware. Travel north from the entrance, and stay close to the walls. The reason is that there are invisible pitfalls in the center of the floor. Some treasure boxes are Cannibal Boxes, so if you don't have Inpasu, beware. Take the second right you come across. On the second floor, go straight down, all the way down, then left and climb the stairs. If you remember the child's song, then you know which order to push the buttons. From left to right, the buttons are numbered like so. 1 2 3 4. The order to push the buttons is 3, 2, 1, 4. When done, the door in the center will move over to reveal a treasure room. Take the right treasure box for the Magic Key, which can open the grey doors as well as the red ones, but not the Jail doors. Now you can continue exploring the Pyramid if you wish, or leave. On the fourth floor, the twelve treasure boxes are trapped. If you open one, a group of mummies will attack. When you are done, there are some optional events you can challenge.

-Optional event. One thing to do is to find the biggest treasure of the Pyramid. That is the Golden Claw. The only problem is that by taking that weapon, a curse will be released, making the monster encounter rate unusually high. Before trying this event, you may want to have a high level and lots of healing items. Walk left from the entrance of the Pyramid to find steps going down. In B1F, head upwards, and in the top left squarish room, search the ground near the middle to find a hidden staircase in the sand. Go down and open the grey door. Continue until you see a coffin. Search the rusted coffin and it will ask if you want to open it. Say yes, and you will get the Golden Claw. Now you will hear a mysterious voice. "Calamity for those who take the Golden Claw!" Now there will be a random battle every two steps. Making it out alive is difficult, since no magic can be used. Items with effects of spells can be used, so use that to your advantage. This unusual monster encounter rate only lasts inside the Pyramid, so if you don't plan on coming back here, go for the claw.

- Note: !New! If you want the high monster encounter rate inside the Pyramid to return to normal, make your way all the way back to the coffin that contained the Golden Claw. Stand in front of the coffin and throw away the Golden Claw. The Claw will return to it's rightful place, and the curse will be lifted. The monster encounter rate will be back to normal as if you didn't take the claw. If you search the coffin again, you can take the Golden Claw again, but that will cause the encounter rate to be high again. An

interesting fact is that the Gold Man monster in Alefgald World (in the area south of Rimuldar) can drop the Golden Claw as an item (of course you can try to dig up the claw by using the merchant's Dig Hole skill). If you get the Golden Claw by this method, then the encounter rate in the Pyramid is still normal, as long as the original claw stays in the coffin.

-Optional event. Visit Isis Castle at night. With the Magic Key, now you can pick up the eight treasure boxes here. Another thing you can do is to visit the Queen of Isis at night. Talk to her, and she will tell you to search around the bed for a gift. Search the top part of the bed to get a Prayer Ring. Using this item will restore some MP, but it can break after many uses, so beware. Next you can visit the town of Asaram. In the top left corner, there is a stairway behind a grey door. Go upstairs and you can fight the Mini Demon that is there. You can also search the top right blue square for a Small Medal. Next up is Ariahan Castle, 1F. There are six treasure boxes to get here. When you are done exploring, then you can continue on with the story.

-From Romalia Castle, go to the northwest until you find a small shrine. Now that you have the Magic Key, you can pass through. Continue to the southwest area and you will find the town of Portoga. Once inside the castle, talk to the king. He will say, in the far eastern country, you can get lots of black pepper. He wants you to travel to the east. If you can bring back some of this pepper, he will reward you with a ship. Then he will hand over a letter to show to Nold, the hobbit, to guide you to the east. You will receive the King's Letter. Another point of interest in this town is the cursed lovers. Baramos put a curse on Sabrina and Carlos. In the daytime, Carlos is a horse, while Sabrina is human. At night, Sabrina is a cat, while Carlos is human. If you could break this curse, something good may happen. This is later on, however. When you are finished here, walk or use Rura to warp to the town of Asaram. Enter the cave to the northeast of here. Find the lone hobbit and use the King's Letter while standing in front of him. He will ask if you want to go to the east. Say yes. He will say to follow him. Head downwards and watch him smash open the wall. This is the entrance to Vearn's Passage. Follow the short path, then exit the cave. Once outside, walk south while following the forest path until you reach the shoreline. Then walk east. You have made it to the town of Baharata. The town shop in the south part of town normally sells Black Pepper, but right now, the owner's daughter has been kidnapped. The owner won't sell the pepper until something is done about this. Tanya, the daughter has been taken away by some bad people. Her lover, Guputa is stressed out on what to do. When you talk to the old man near the river, Guputa will run off and try to save Tanya by himself. Guputa will say to the old man, why bother asking for the help of strangers?

-Here are some optional things you can do at this point. Head east of Baharata, cross the bridge, then head north. You will find Dama's Temple. Here, you can change class if you are level 20 or above. Plus the man at the entrance serves as a quick save point, and an inn off to the right. Now is when I begin to create some super characters. The order of class change would be Merchant, Thief, Player, then Sage. Make sure to learn all the spells that each class can learn before changing to the next one. This is a way to create a character that has every spell, except for the Hero spells. I would spend some time to create three of these. The Sage takes some time in leveling up, but it is worth it. So my party ends up being the Hero with three Sages. It is a little unbalanced, but I don't care. You can beat the game with any party you like. The optional dungeon. Head north of Dama Temple to find Garuna's Tower. This tower has some warp doors that connect to different rooms. From the entrance, head left all the way to the upper left portion of the floor. Step outside onto the grass, and take the stairs leading upwards. Now go right, across the tightrope, then take the stairs leading down. Take

the travel door, then take the stairs on the far right. Now head down and take the stairs you find there. Keep climbing the stairs until you reach the fifth floor. Walk left across the tightrope, then fall off the rope about halfway across. You should fall into a new room on the fourth floor. Fall into the fissure that is in the ground. Now head left and down the stairs. Open the treasure box to get the Writing of Enlightenment. With this book, any character other than the Hero can change into a Sage. Since I used the Player method to become a Sage, I don't need this book. Exit the tower when you are finished exploring the place. Next, head further east of Dama Temple. Go past the small shrine, then head north. Soon you will find the village of Muoru. Visit this village during the day. Everyone here seems to call you Pokapamazu. Now go to the marketplace area at the top right corner of the village. Go around to the top and then to the right and up the stairs. Talk to everyone here, and they will know you are the child of Pokapamazu, also known as Ortega. This is the village Ortega visited in the demo scene. When you are about to leave this room, a boy named Popota will stop you. He will give you a helmet, which is too big for him. Go down the stairs, and the merchant will hand over Ortega's Helmet. It is a powerful defensive equipment for the Hero. In the Famicom version, Popota gives you the Water Pistol if I remember correctly (I haven't played that version in a long time). With that item, you could startle people by shooting water in their face.

-Back to the story. Enter the cave northeast of Baharata. This is the Kidnapper's Hideout. The first part of this cave has some similar looking rooms to confuse you. At the first cross path, go down two screens, then left one screen. Now go down to see a large red door. Enter it, then go right to find the stairs going down. Go left, then head downward. Open the large grey door, then some bodyguards will stop you. They will ask if you are here to join their gang. Say no, then fight them. Face four of Kandata's Henchmen. They are all in a group, so this should be an easy battle. Save some energy for the upcoming battle. Continue downward, then you will see the couple trapped inside the jail. Get near and you will find out it is Tanya and Guputa from Baharata Town. Guputa will say the lever at the end of the path should open the prison cell. Go to the left side and search the wall for a lever. Move the lever, then the couple will be free. Now follow them, and you will see it is not over yet. Kandata the thief has returned. Talk to Kandata, and he will remember you from Shanpani Tower (if you did that required quest). Fight! This time it is Kandata and two henchmen. Defeat the henchmen first, then go after the leader. Use Skult for defense and hammer away. Use Behoimi for healing if needed. After winning, Kandata will ask for forgiveness (again). Say yes. After his thanks, he will leave. Now Guputa and Tanya will never forget what you did for them. Return to Baharata Town. Go to the shop near the bottom side of town. Guputa will be there, and he will reward you with the Black Pepper if you say yes to his question. Now use Rura for a quick trip to Portoga. For your dangerous travels, the king will reward you with a ship. With this, you can sail the seas.

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Continuation of the walk through

9b. Walkthrough Part 2

- Part 2 covers getting the six orbs to the battle with Baramos.

-The next objective is to find the six orbs. They can be done in pretty much any order, so it is easy to get lost. With the ship, you can go almost anywhere, so use the map a lot. It helps when you are lost at sea. If you're confused on where to go next, just follow this guide on where to go. Sail south of Portoga, and follow the shoreline. Take the second right into a

river. Follow it to reach a village. This is Tedon Village. At daytime, this place is deserted. At nighttime, this place is lively with activity. Visit this place at both times. At day, you can find the Lamp of Darkness on the second floor of the weapon shop. Remember this village for later on, since you can't do anything here right now. Continue sailing south along the continent. Looking at the map, try to get to the island west of Ariaahan. Enter the town you see here. This is the town of Lancil. Go to the item shop to buy some Vanishing Herbs. Buy several of these, which will come in handy soon. There is a Great Temple here, but for now, you can't enter it since some Jail doors are blocking the way. Now use Rura to warp back to Portoga Town. Sail a little west, then north and you will see a continent with a castle on it. This is the Castle of Eginbear. The guard at the entrance won't let strangers inside. Now is the time to use the Vanishing Herbs. Using it will make the party invisible for a short period of time. While invisible, walk past the guard into the castle. Take the second left and down the stairs. Here is a puzzle that will require you to move the three rocks onto the blue squares. I will label the rocks from left to right as A B C. Move A up one space. Move B right one space. Move A right two spaces, then up four, left one. Now move C down one, then move B left three spaces. Move B up one, right two, up three, right one, up one space. Now move C up one, left four, up one, right two, and up four spaces. Puzzle solved. If you accidentally push one of the rocks into the water, then just go up the stairs and back down to reset the puzzle. Enter the path that appeared at the top of the screen. Open the treasure box for the Pot of Dryness. Now use Rura to go to Ariaahan Castle. Take the ship, and sail north. Go past Japan and continue north. Continue north past the village of Muoru. Soon you will come upon the shallows, represented by seven rocks in the middle of the ocean. Now use the Pot of Dryness in front of the shallows. Enter the small shrine that appeared. Take the treasure box here to receive the Last Key. Now you can backtrack and open all the jail doors you have encountered so far.

-Optional places to go. East of Muoru, (where Alaska would be on a real map) look for a small pond. Walk around it to enter the Pond of Spirits. Walk up to the edge, then the lead character will drop their equipped weapon into the pond. When you try to move, the spirit named Orurera will appear. She will pick up the dropped weapon. Then she will ask if this Cypress Stick is the one you dropped. Say no. Now she will ask if this Devil's Hatchet is the one you dropped into the pond. Say no. Now the next one is the one you did drop. Say yes. Orurera will say she was testing you to see if you would lie or not. She gave my weapon back, plus a Cypress Stick for being honest. The second time you drop a weapon in the pond, she will ask if you dropped the weapon here before. Say yes. She will then ask, you didn't drop it on purpose, right? Say yes. She will go look for the weapon. However, she can't find it this time. She will panic slightly, then ask for your forgiveness. Say yes, then she will thank you and tell you to search the ground beneath your feet for a present. Do so, and you will find 50 Gold and the weapon you dropped. You can repeat this process as many times as you want.

-More optional places to go. Sail west of Portoga. When you reach the shore, go downwards and look for an opening in the form of a river. Sail upwards and make your way to a village. This is the village of Sioux. Search around the well for a Small Medal and a Thunder Staff. Use that staff in battle for Begirama effect. You can also buy Vanishing Herbs here if you didn't at Lancil. Now exit and sail around the continent to find the Tower of Arp. It would be east of Muoru Village and a little south. Inside the tower, head upwards, opening the red doors. Make your way to the center. Take the bottom left stairs upwards. Head left then go up the stairs. Continue to the right, and when you make it to the fifth floor, climb across the tightrope. Now look for the large square in the middle and fall down there. You should land in a

room of four treasure boxes. The top left box contains the Mountain Echo Flute. By playing this instrument, it will echo back to you if there is an orb nearby. This makes searching for the orbs easier, but it won't tell you the exact location of the orbs.

-Optional item, World Tree Leaf. West of Muoru Village, there is a huge forest with four mountains. If you search at the spot where the four mountains meet, you will get a World Tree Leaf. This item will completely recover any dead members, but you can only hold one at a time. Add to the fact that the monsters here are powerful, so you may want to try to get this item later on the game. The exact spot is nine steps from any mountain.

-Red Orb. Sail east of Ariaahan. Find a house near the tip of the continent which would be South America. This is the Pirate's Hideout. In the day, the pirates are out sailing the seas. They will come back at night. Don't worry, this group of pirates only steal from evil people, so they won't attack you. Now walk around the outside edge of the house, on the right side. Soon you should see a lone boulder on the ground. Push it, then search the ground where the boulder was to find a hidden staircase. Go down it, and open the bottom left treasure box for the Red Orb.

-Green Orb. Go back to the Village of Tedon (south of Portuga). Visit the place at night. Go to the prison cell near the top of the village. Since you have the Last Key, you can enter the cell by opening the jail door. Talk to the prisoner there, and he will say he has been waiting for this time. The Hero of Destiny has paid him a visit. Then the prisoner gives you the Green Orb. Then he tells you to gather all the orbs that are scattered about in the world. Place those on the altar in Leamland to the far south. That should open the path.

-Yellow Orb. This takes a few steps, since this orb moves around. First, recruit a Merchant from Luida's Bar. You may have to leave one member behind to make room. If you didn't already do so, go to the second floor of Luida's Bar to register one, and put them in the party. They will be at level 1, but don't worry about it. Now use Rura to warp to Portuga Town. Take the ship, then sail west. When you see the shore, sail upwards until you see a small patch of grass surrounded by a forest. Enter here to meet a man from the Indian Village of Sioux. He is looking to build a new town here, but he needs the help of a Merchant. He wants you to leave the merchant from your party here. Say yes, then the merchant will stay with the man to help build the town. He will ask once more if that is okay. Say yes again. Now this new town (I'll call it the Merchant's Town) will take some time to build. It seems that the more events you clear, the faster the town grows. In the first phase, the merchant will build an item store. Continue to visit this town every now and then to see the progress. If the town doesn't seem to grow, then it is time to look for another orb.

-Purple Orb. Start from Ariaahan Castle, and sail north. Enter the village on the small island, where Japan would be on the real world map. This is the Country of Jipang (notice the Japanese motif in this town). Here, the daughters are being victims of the living sacrifice to the Mythical Serpent of Eight Heads. If the people don't offer a sacrifice, the serpent will eat everyone. The leader of Jipang, Himiko, chooses the next offering based on a prediction of hers. If you go to Himiko's mansion near the top of the village, and talk to her, you find out she doesn't like foreigners like you. It would be best if you leave. She is acting strange, especially if you talk to her at night. The key to all this lies in the cave nearby. Serpent's Cave, about level 25 or so. This place is a hot, lava filled cavern, with strange sounds emitting from the depths. It sounds like the breathing of a monster. Head left from the entrance, and follow the path. Ignore the side

paths, since they lead to dead ends. When you hit the fork in the road, take the left path. Now take the first path up, and go down the stairs right by the lava. Now the breathing gets louder. Head upwards to see an altar with bones scattered about. This must be the place of the living sacrifice. Go back down and to the right. Cross the bridge, and get ready for a tough boss battle against the Eight Headed Serpent. This monster has a double attack and can breathe flames for 30 damage to all. The strategy is to Bikilt the Hero, use Skult for defense, and use Hyadain for offense. Use Behoimi or Behoma for healing. Fubaha would be nice, but most likely you don't have this spell yet, so you will have to take the fire damage as is. Continue fighting with two members with Bikilt and Hyadain and the monster should go down in about six turns. After winning, the monster will drop the Grass Mow Down Sword. Use this weapon in battle for Rukanan effect. Now the monster will retreat backwards into an orange portal. If you want, you can leave now and exit the cave. If you do, the monster will be back to fight again. You can get loads of experience this way if you're confident that you can defeat this monster over and over. When you are ready, recover your HP by some herbs and recover some MP by using the Prayer Ring. Follow the monster into the portal. You will warp inside of Himiko's Room in Jipang. Apparently, she is hurt. Someone will come to her aid, but is confused how she got hurt. Now talk to Himiko. She doesn't say anything directly, but she speaks inside your head. She says only you saw her true form. If you stay quiet about it and don't tell anyone, the serpent will let you live. Is that all right? Say no to the question, and get ready for Round 2 with the Mythical Serpent of Eight Heads, also known as the fake Himiko. The strategy for this battle is the same as the first. Bikilt the Hero, and some other person, and have them fight. Use Skult for defense, and Behoimi and Behoma for healing. You can also use Piorim to raise the agility of all members, and Hyadain for offense. The monster's double flame breath is annoying, in which all members take 60 damage. Just keep it up and you should win if you watch your healing timing. Now the country will hear about the rumor that Himiko was really the Serpent (yamata no orochi). Then nightfall passed and became day again. Now there will be a treasure box in front of you. Open it to find the Purple Orb. Everyone is shocked to find out that their leader was really the enemy. Since you got an orb, it's time to check on the status on the Merchant's Town. Go there, and the town should have reached the second phase. Now an inn has been built, and the item shop has it's wares increased. The population has increased to seven people. The merchant you left here is now thinking of building a stage next.

-Blue Orb. Sail west of Ariaahan to the town of Lancil. Make your way to the Great Temple north of town by hugging the right side as you move upwards. This temple leads to the Navel of the Earth, but only one person can go there at once. Choose who you want to go alone. I picked the Hero with a boomerang type weapon equipped. Put that person at the front of the party. Talk to the priest and he will ask if you have the bravery to fight alone. Say yes and get ready for a solo journey. Head upwards and to the left, which leads outside of town. Enter the Navel of the Earth. Head downward and open the red door. The paths to the left and right are an infinite loop, so ignore them. Continue down, take the first right, and open the treasure box for a Small Medal. Continue down, then right for an Intelligence Seed. On the left side, the bottom box is a Mimic, so ignore it. The top left box contains 248 Gold. When done here, go down then to the right and down the stairs. Now you have arrived in a huge open room, but the stairs are near the corners. Take seven steps up, then go to the right and up the stairs. Follow the path, then open the treasure box for the Armor of the Solid Earth. Now go back the way you came back to the large room. Go up until you see the stairs leading down. Head left, wait, scratch that, just go down the stairs. Head to the left. Now take the top path leading upward. The stone face will light up blue and tell you to go back. Ignore the messages and continue pushing

forward. Follow the winding path until you reach two treasure boxes. Open the left one for a Small Medal and the right one for the Blue Orb. If you took the path downward at the beginning of the floor, then you will get a message saying it recognizes your will, but that's not all in order to be brave. Sometimes it is better to listen to what someone has to say. That is another time for bravery. Now use Riremito for a quick exit. Go back to Lancil to rejoin the group. All right! Now you have four out of the six orbs.

-Silver Orb. Getting this one is a long process. Begin by entering the Traveler's Shrine, which is located northwest of the Merchant's Town. Look for an island partially covered in ice. Take the travel door on the right. Exit the shrine after warping. You have reached the continent of Samanosa. Head upwards, then left across the bridge. Now follow the grassy plains downwards to reach the Castle Town of Samanosa. Everyday here, lots of people are thrown in jail and executed for no apparent reason. Long ago, the king used to be more friendly. Today, there is a burial ceremony at the graveyard. Visit there, and you will find out someone got executed just for insulting the king. Some guy named Blenan. Talk to the priest, and he will pray to the heavens for the fallen soldier. Now downward, then cross the bridge to enter the castle. If you try to enter through the front gate, the guards will turn you away. Instead, go to the right side of the outer gate, and enter the door there. Pass through the kitchen, and open the jail door at the bottom of the screen. Go talk to the king and he will be suspicious of you. He will order the guards to throw you in jail. Since you have the Last Key, you can escape easily. If you talk to the guard, you can hear him mumbling in his sleep. He will say that there is a rumor that an escape hole is somewhere in this prison cell. Talk to the prisoners and you will learn that Ra's Mirror, which reflects the true form of things, is in a cave to the south. Now exit by taking the door on the bottom right. In the next room, in the cell to the right. there is a King sleeping in a bed. He will tell you that he is the real king of this country. Someone snatched the Transformation Staff from him and that someone is using that staff to impersonate the king. How regretful. You can help him if you put one and one together. Think of the staff and mirror. Go to the cell on the left and search the cell for a secret passage on the left wall. When you exit, you will find yourself in the graveyard of the town. The secret stairs are on the 2nd row from the top, in front of the third grave from the right. When you are ready, head south of Samanosa and enter the cave surrounded by a poison marsh. This is Ra's Cave. Take the left path, then go up, left, then down to reach the stairs. On B2F, there are 21 treasure boxes, but some of them are monsters, so beware. When you are finished exploring this floor, go back to the beginning of the floor. Look for a hole south of the stairs. Fall into this hole, then open the treasure box that you see. You get the Ra's Mirror. Exit the cave and go back to Samanosa. Wait until nighttime, then sneak into the castle by utilizing the door to the right of the front gate. Make your way to the stairs on the top right. Climb upwards, then jump off at the balcony. Enter the door to find the king sleeping. Now take Ra's Mirror and use it on the king. Now fight the monster that appears. Boss Troll - Strategy - Bikilt the hero and one other member and have those two fight. Use Skult for defense and Behoma for healing. Sometimes the Boss Troll uses Rukanan to lower your defense and sometimes the monster attacks twice in one round. Attack spells sometimes don't work on this monster, but Mahyado seems to be the best choice. After victory, the Hero will rescue the real King. Then night turns to day. In the morning, open the treasure box to find the Transformation Staff. Using it will change the party into 1 of 8 different forms. However, this change is only temporary. With this item, there is an optional event you can do. Warp to Noaniel Town. Head west and enter the Elf's Isolated Village. Use the Transformation Staff to transform into a hobbit. Keep using the item until that form appears. While disguised as a

hobbit, one of the elves will sell some items to you. The items sold are nice, so if you have some extra money to spend, do so. Now I went back to check on the progress of the Merchant's Town. By now, it should have reached the third phase of development. The town is named after the merchant that found this place. Now there is a weapon and armor shop, a huge stage theater, a small jail, and a large mansion for the merchant. The only worry here is that the merchant may be overworking some of the people. Some people are not happy about that. Let's see how this turns out... Visit this town at night. Go to the bottom left corner of town. You will see a group of people talking amongst themselves. From what they are saying, it seems that they are tired of being slaves and are planning a revolution. Now talk to the guard in front of the Merchant's Mansion. He won't let you pass, so wait until the next day, or really the next night. Now the merchant that helped built this town is now in jail. It seems like working the people too hard backfired. Talk to the merchant in prison, and you will find out that there is a treasure behind the seat inside the mansion. Go to the mansion and search behind the throne to find the Yellow Orb. Now with 5 orbs in possession, it is time to continue the quest for the final orb, the Silver Orb.

-When ready, sail south of Arianah to reach the island of Greenlad. Enter the green patch which is surrounded by ice. Take about 15 steps to the right, then go upwards to reach a small house. Talk to the old man and he will see the Transformation Staff, the one he wanted so much. He asks if you will trade that staff for the Sailor's Bone. Say yes and the trade will be completed. Go outside and use that bone. The thread will twist and reveal a location. This is where the Ghost Ship is floating about. Use Rura to warp to Romalia Castle. This is closest location, in my opinion. Take the ship and sail southwest. You should find the Ghost Ship somewhere in this area. Once on board, you will see the skeletons of the sailor slaves that once were alive. The monsters that are wandering about are Mini Demons. You can fight them or ignore them, it's up to you. Head downwards, and look for the stairs leading down. Go to the right side and talk to the body laying by the oar, third from the bottom. Someone named Eric will call out to Olivia, and say that the ship is about to sink in the storm. They won't be able to meet again forever. However, he will never forget their memories of love. At least she can live on happily... Now head downwards and open the treasure box at the bottom end of the ship. It is the Memories of Love. At this point, you can continue to explore the ship for more treasure or exit if you wish. Use Rura to warp to Noaniel Village. Sail to the east, then enter the second river you come across. Continue until you reach Olivia's Cape. If you try to continue on, a sad voice will push the ship backwards. After that happens, use the Memories of Love. Now the love of Eric and Olivia will warm the surroundings. She has been waiting a long time for him. With this, Olivia's curse will be broken and you can continue forward. Enter the small shrine on the island. This is the Prison Shrine. Head down, then take the 2nd right. Search near the corpse inside the cell to find Gaia's Sword. If you examine the prison further, you find out that the sword belonged to Simon. He was a warrior from Samanosa Town who was sent here to rot away. This was when the country was still being run under a fake king. Exit this place and go to Dama's Temple. Sail west along the coast. Continue past Baharata, then go upstream past the small desert. Head left, then get off the ship. Walk south to reach a volcano. This is the place where Ortega was last seen. Stand in front of the volcano and use the Gaia's Sword. This will cause an eruption, making lave flow. This will make the water into desert, so now you can walk across. Continue south, then west past a small poison marsh. You have reached Necrogondo's Cave. I was about level 33. Head left past the row of statue then go upwards. On the first floor, take a left and continue like so until you reach a treasure box. Open it for a Small Medal. Go back the way you came, and take the bottom path. Continue to follow the path for another box. Open it for the Lightning Sword. Go down, then to the left. Take

another left to receive the Bladed Armor. Take the path down, then go to the 2F. Here, go down and take the second right. Continue past the six pitfalls, and go up the stairs. On the 3F, take the path to the right, then fall into the pit. Now climb up the nearest stairs. Continue to the right, then down and up the stairs. On the 4F, head down then right across the first bridge you come across. Now take the upper path to the right, then down. Go right across the 2nd bridge, then continue right. Now go down and enter the black corner to find a slightly hidden passage. Continue to the right, then up along side the river. Go up the stairs to clear this cave. Now you are in front of Baramos Castle, but you can't get there yet. Walk along the right side to find Necrogondo's Shrine. Talk to the man and he will be surprised that someone made it this far. He gives you the Silver Orb as a prize. With all six orbs in possession, now the Legendary Phoenix, Ramia can be born. Use Rura to warp to Lancel, then sail in the southwest direction. Enter the shrine on the island of Leamland. Go up the ladder and use an orb in front of the golden altar. It doesn't matter which order you do it in. Once all six orbs are in place, walk up to the egg and talk to the twins. Then the legendary bird, Ramia will be born. Go outside and check out your new mode of transportation. Fly around the world while listening to the beautiful music.

-Some optional things to do. Return to the Merchant's Town. It should have reached the final phase. Visit at day, and go to the merchant's mansion. Apparently, the town doesn't need the merchant anymore. They will raise the town by themselves. A new leader will take over. Talk to the merchant, and then that merchant will rejoin your party. Go check Luida's Bar in Arianah to see for yourself. I think this is a new event that was not in the original Famicom version. Another thing you can do is visit the Dragon Queen. Fly Ramia south of Arianah, then to the west. Look for a castle surrounded by mountains. This is the Dragon Queen's Castle, which is a place that is closest to the Heavenly World. Walk up and enter either door on the left or right side. By talking to the people here, you find out that the Dragon Queen is sick, but plans to lay an egg in exchange for her own life. Go straight down in the middle room to find her hidden room. Talk to her to receive the Ball of Light. The queen passes away, but successfully lays an egg. Could this be the birth of the Dragon King from Dragon Quest 1? I'm not too sure on that one. As for the Ball of Light, it will be used later on, but it is optional.

-When you are ready, fly Ramia south of Isis and enter Baramos Castle. Inside this castle, Riremito doesn't work, but Rura does, so if you need an emergency escape, use Rura to escape. Ignore the front gate and walk around the right edge of the castle. Find a regular door and enter it. Follow the straight path and up the stairs. Head left past the two statues and down the stairs. Head down, then use Toramana (to avoid barrier damage) and cross the two bars of barriers. Take the stairs leading upward on the right side and follow it for three treasure boxes. The middle box has a Prayer Ring, the bottom has a Helmet of Misfortune, and the top box contains a Devil's Hatchet. Now go back and take the downward stairs on the left. Now head right, then up the stairs. Go up, then up the stairs. Go left, then down the stairs. Pass through two doors, then go down the stairs. Continue upward, then up the stairs. Use Toramana again to cross the barrier safely, then down and out the door. Head right and down the stairs. Head up inside the heated room and get ready to fight the Devil Lizard, Baramos. Strategy - Use Bikilt on the Hero, Fubaha and Skult for defense, and Behomara and Behoma for healing. For support, use Rukani to lower his defense, Mahoton to seal his magic, and Rariho to put him to sleep. Mahoton and Rariho doesn't always work, but if it does, then the battle is much easier. Since his magic will be sealed if Mahoton works, then all Baramos can do is attack and breathe violent flames. Skult will reduce physical damage and Fubaha will reduce flame damage, so the battle should be easy. Use Merazoma for offense, and have the Bikilt

character fight. Baramos has natural healing, (heals about 100 HP at the end of each turn) so you must be aggressive if you want to win. Another note is that if you can beat Baramos alone as the Hero, then there is a special prize for you. This is actually difficult, unless you have an unusually high level for the Hero. The Demon Sealing Staff, Grass Mow Down Sword, and Prayer Ring helps here. If you can win as the Hero alone, then the King of Arianah will reward you with a Bastard Sword. Since you can buy this sword later on in the game, you don't have to overdo it. After victory over the Devil King, a warm light surrounds the air. Any dead party members will be revived. A strange voice can be heard. It will say you have done well. There are people waiting for your return. You will warp to Arianah Continent. Now visit Rebe Village and the surrounding area before entering the castle if you want. When done with that, visit the King of Arianah. A celebration ensues. Just when you think it is all over, the party is cut short. Lightning strikes the soldiers and an evil spirit appears. He calls himself Zoma, the ruler of the World of Darkness. As long as he is alive, this world shall fall into darkness also. Your pain is his happiness. All living things will become a living sacrifice for Zoma. Afterwards, the king asks you to keep this a secret from everyone. The king doesn't want to cause panic across the country. Your adventure is not over yet.

-Optional Event. Go to Portuga Town. Now that Baramos has been defeated, the curse on the lovers is now broken. Talk to Sabrina and she will give you the Sword of Temptation. Use that sword in battle for Medapani effect. However, only females can use and equip that weapon.

-Optional Event. Visit the Pirate's Hideout at nighttime and talk to the leader. If the Hero is female, then she will ask you if she can talk to you some more. Say yes, then she will say when she gets drunk, her talk can get seductive. Is that okay? Say yes and then the leader will say to bring the drinks! The leader tells you that she is an only child, and was strictly raised unlike a woman on a ship by her Pirate Chief. She had pride all this time as not to lose to males. She lives to protect her father's dying wish. Everyday, she has to face some rude dudes. Now she will ask if you are like her, thinking that you won't lose to males. If you say yes, then she will ask if you want to live like her. Say yes, then your personality will change to Mannish, just like the leader. If you say no to the first question, then your personality will change into Sexy Gal.

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Continuation of the walk through

9c. Walkthrough Part 3

- Part 3 covers the part of finding the land of Alefgald all the way to the end of the game.

-When ready, use Ramia and fly to the cave east of Baramos Castle. This is Giaga's Great Hole. If you visited here before the defeat of Baramos, there was nothing here. However, right now the crack in the ground has expanded and broke through the high wall. Now fall into the pit. Talk to the guy nearby and you find out this is the underground, the world of Alefgald. This is the land from Dragon Quest 1! Take the ship then sail east to reach the castle of Radatom. Talk to the people here and you will find out that this land is cast into an eternal darkness, where morning never comes. Once inside the town, follow the path to reach the castle. Talk to the king and people around him. It seems that Ortega has made to Alefgald too! For a long time, you thought Ortega was dead, but in reality, he is here to challenge Zoma. Go outside the balcony and talk to the priest on the upper left corner. He

will ask if you came from the upper world to defeat the Great Devil. Sey yes, then he will give you the Fairy's Map. With this map, all the places you have walked in the land of Alefgald will fill in. Walk outside of the castle and notice the strange difference in the monster's strength. One battle you could face weak Slimes and Slime Bess, while other times you could face powerful Salamanders. Now walk to the northwest area and enter the shrine there. This is Garai's House. Go down the stairs and open the treasure box. It will be empty, but search right beside the box to find the Silver Harp. Using this item will cause monsters to appear, just like using the whistle technique. Now go back to Radatom Castle, since I forget to do one thing here. Walk along the outside left side on the 1st floor and enter the kitchen. Look for a hidden room to the south. Push along the south wall to enter that room. Go up the stairs and open the treasure box for the Sun Stone. This is one of the three important items needed to progress in the game.

-This next part is optional, but recommended. Walk south of Radatom, then head west across the double bridge. Enter the desert, then look east for the town of Domdora. Walk south inside the town to reach the desert part. Enter the horse stable on the bottom right. Search in the middle of the bushes. You will find the legendary super-alloy, Orihalcon. Now go to the 2nd floor of the inn. Talk to the dancer there. She says she used to be a popular dancer in the town of Asaram. Her name is Rena. However, there were some shady customers, so she ran away. She wonders if the chairman is doing well. She says if you meet him, say her thanks. Now use Rura and warp to Asaram Town. Use Ranaruta to make it nighttime. Go to the dance stage, then enter backstage. Talk to the chairman. He will be surprised you met Rena. He will ask where she is, but decides against that since she is free. He still is happy. For that, he gives you the Magical Bikini. This is a powerful piece of equipment for female characters. Then the chairman says that long ago, he had a dream to open a huge stage off to the east. However, that was long ago. Now return to Radatom Castle and head west and take the ship. Sail west, then north. Watch out for the sea monsters here. Follow along the shore until you reach the eastern continent. Enter the village there. This is the village of Maira. Go to the item shop on the second floor and talk to the merchant there. He has come from the country of Jipang, and is a fine swordsmith. Here you can sell the Orihalcon to him for 22500 Gold. Now wait a few days for him to work on a fine weapon for you. To spend some of the free time that you have, go to the open air bath in the central part of the village. Walk 10 steps south of the bath and search the ground (or just use Remirama) to find the Fairy's Flute. This item will come in use for later. To kill some more time, you can visit the fourth dice game inside the well. After a few days, return to the shop on the second floor. Now the smith should be done with his work. Buy the King's Sword from him for 35000 Gold. This Japanese Sword is the most powerful sword for the Hero. Use it in battle for Bagicross effect.

-From Domdora Town, walk south, then cross the bridge. Take the second double bridge to reach the town of Melkido. When you are done exploring this town, go back and take the first double bridge and continue until reach a shrine surrounded by a poison marsh. Inside the spirit shrine, talk to the person on the second floor. She will mention the date you inputted way back at the beginning of the game. She will say that she was the voice that determined your personality at the waterfall in the beginning. Then she will give you the Rain Cloud Staff. It has an attack power of 16 and you can use it in battle for Mahoton effect. This is the second of the three important items.

-More optional things to do. Sail south of Maira village, and land on the continent you see there. Walk south to find the Town of Rimuldar. Talk to people here to gather some information. You can shop here too. When you are finished exploring this town, go to the Rocky Mountain Cave southwest of

Radatom. Clear out the treasure here, then head for the cave north of Radatom. This is a small cave, but magic spells cannot be used here. However, in battle items with magic effects can be used, so take advantage of that. Use the Shield of Power and Sage's Staff in battle for healing. Head to the stairs on the bottom right corner. On B2F, go left, then up along the path. On B3, head up and observe the deep crack made the nails of the Devil when he first appeared in this world. Open the far left treasure box for the Shield of Heroes. If you fall into this crack, you will get pushed out by a strange force. Now just walk your way back to the entrance to exit this cave.

-Now for the crucial event, which is climbing Rubis Tower. Sail west from Maira Village and enter the tower on a lone island. Head up and enter the door. Use Toramana to avoid barrier damage and enter the next door. Go left, then take the path down and go up the stairs. On the 2F, you get to see the rotating floor trap. These diamond shaped traps will mess with your sense of direction. The key is that the lightly shaded side is the upward direction, while the darker shaded side is the down direction. If you hold the controller to match that configuration, the floor traps shouldn't be a problem. If you want some treasure, head upwards. If not, then go right and up the stairs. On the 3F, go down, then climb up the stairs to the next floor. On the 4F, go up, then to the left. Now stand in front of the rotating floor trap on the bottom row. G1 L1, U3, L1 to pass the first row of traps. Now go L1, D3, L1 to reach a treasure box. Open it to get the Armor of Light. Now fall down the pit, or take the stairs back down to the third floor. Now work your way counterclockwise until you reach the top side of the floor. Stand right next to the floor trap on the top row, then go R2 to fall into the opening. You will land on the top side of the first floor. Now go down, then open the door. Head left and up the stairs. On the second floor, stand in front of the floor trap, then go R2, D2, R5 to pass the first set, then R1, D2 to pass the second set of traps. Go to the next floor. Continue climbing up the stairs while following the simple path. On the fifth floor, go straight down, then go to the right. Go up the middle until you reach a stone statue of a Goddess. Now use the Fairy's Flute as an item in front of the statue. A triangular pyramid forms and breaks the seal on the statue. She will think this is a dream for what is happening. She is the Spirit Rubis, the one who created this land of Alefgald. The Goddess will reward you with the Holy Talisman. This is the third of the three important items. Afterwards, she says somehow she will repay you if you can defeat the Great Devil King. She prays for the peace of this land. Exit the tower when are finished here. Board the ship, then ride it to the island south of the Town of Rimuldar. Enter the Holy Shrine and talk to the priest residing there. Since you have the three treasures, the Holy Talisman, the Sun Stone, and the Rain Cloud Staff, the combining process can begin. The rain and sun will combine to form the Rainbow Drops.

-Last Dungeon, Zoma's Castle. Walk west of Rimuldar and stand on the edge of the island. Use the Rainbow Drops here and watch a bridge form before your eyes. When you are ready, cross the bridge, then enter the castle of Zoma. My Hero was around level 50 and the three Sages around level 45. At the entrance, head left or right, it doesn't matter. When you reach the middle, get ready for a battle with 2 Great Devils. Use Bikilt on the Hero and Merazoma for offense. Fight your way through a total of six of these monsters to reach the central throne room. Use Toramana to avoid barrier damage, then make your way to the back of the throne. Search around the area (behind the right side throne) to find the hidden staircase leading down. Continue to B2F and go up. Wow, look at all those rotating floor traps! Don't worry, however, since there is an extremely easy way to pass through here. Just walk up the left side and continue to hold up on the control pad. That's all there is to it. You will make it to the stairs in no time at all. On B3F, go left, then down, and continue down to the bottom side. Go right, then up and follow

that long path to the staircase. On B4F, go up and open the grey door. Go to the right, and soon you will hear sounds of some kind of struggle. Continue left across the bridge and you will come across Ortega fighting alone against a beast! Ortega is battling the King Hydra. He casts Bagicross against the monster for damage and he uses Behoma for healing. Then Ortega avoids the attack of the Hydra and continues the assault with Raidein. Soon Ortega gets hit by the flame attack of the King Hydra and he falls down. He tries to use Behoma, but he runs out of MP! Ortega loses the battle. Afterwards, he will notice a presence nearby. Ortega says he can't see or hear anything. If someone is there, he asks if they can relay a message. "I am Ortega of Ariaahan. I remember everything now (he had temporary amnesia). If you were to go to Ariaahan, visit (the hero's name) living there and tell them sorry for not being able to make a peaceful world, forgive me!" Ortega then passes away. Now you know what really happened. You thought for a long time that Ortega died by falling into the volcano, but really he survived to continue the battle in Alefgald. He made it this far, now it's time for you to finish what he started. Continue to the left, then upwards. Go the right, then down through the door. Open the treasure box on the bottom row, right side for a Sage's Stone. Use this item in battle for Behomara effect. With this, you can heal all members 80 HP per use, plus you can use it as many times as you want. Now you can leave the castle to refill and save the game, or you can continue on if you want. Go to the right, then down. On B5F, get ready for a continuous battle against Zoma's three henchmen. First go up to automatically light the torches. Zoma will appear and say, "Welcome to the altar of Living Sacrifice. I shall bring ruin to all. All life will be sacrificed to me, and the world will fall into despair. So shall you." Zoma calls forth the King Hydra. For this battle, use Fubaha to lessen the flame damage and Bikilt the Hero. Skult helps too. Keep fighting and use the Sage's Stone for healing and to conserve MP for the upcoming battles. After victory, continue walking upwards. The next battle will be against Baramos Bros. Use Fubaha and Skult for defense and Bikilt the Hero and one other Sage with the Falcon Sword equipped. Have that Sage use Moshasu to turn into the Hero and fight. You will have the attack power of the King's Sword (I assume you equipped this on the Hero) with the double attack of the Falcon Sword! Use Rukani to lower the defense of Baramos Bros to quicken the process. Baramos Bros can attack up to three times per round, so watch out. Healing is a must, so if the Sage's Stone is not enough, then use Behoma and Behomara. After winning this battle, then continue upwards to face Baramos Zombie. Use Skult several times to boost the defense, since this monster has a high attack power. Bikilt the Hero once again and fight. Use Merazoma for offense and Behoma for healing. Use the Sage's Stone also for healing. Keep this pattern up and you should win. After victory, your HP and MP levels are most likely depleted. Use the Prayer Ring to recover MP and healing spells to recover HP. Whatever you do, don't use Riremito to escape the castle. If you do, then these three monsters will be back again, and you must fight them again. So think of it like the three monsters and Zoma must be beaten in one shot. Now take the Ball of Light out of the sack if needed and give it to the Hero. This will make the final battle easier. When ready, go to the top to face Zoma.

-Zoma will ask why you continue to struggle to live. Ruin, for sure, is Zoma's happiness. People dying are beautiful to him. Now begin the final battle. Zoma has a garment of darkness covering him, which makes him immune to all spells. Plus it gives him natural healing of 100 HP at the end of each turn. Here is the strategy for Zoma. First, use the Ball of Light. The light emitting from the ball will tear off that garment, so Zoma loses those afore-mentioned abilities. Zoma will be surprised that you knew the method to remove his protection, but his attacks are still just as powerful as before. Zoma attacks mainly with a freezing snow storm breath and the Mahyado spell. Use Fubaha, then Bikilt the Hero. Have the other three attack with a

barrage of Merazoma, (it's ironic that his name is in the spell) which will do great damage to him. Use Behoma, Behomazun, and the Sage's Stone for healing. Behoma actually damages Zoma, but the damage is not as great as the original Famicom version. Merazoma is still better in terms of damage. Zoma can, and will use the Freezing Surge technique. This will take off all support spells on everyone, including Zoma himself. If that happens, then at least recast Fubaha, since the damage from the snow storm breath is big. Follow this strategy and Zoma will fall. When you win, Zoma will say "As long as there is light, so will be darkness. I can see it, once again, someone will appear from darkness and rule this land. However, you will be aged and won't be alive when that happens!" (Zoma's reference to the Dragon King).

-After burning out, walk down and you will fall into a pit. You will end up at the hole made by Zoma inside the cave northwest of Radatom. Walk up and make your way out. At a certain point, the hole will cover up the path that you just walk on. Now you start to see how this sets the stage for Dragon Quest 1. Make your way outside the cave. There is a sound way above of something closing shut. You are now trapped in the land of Alefgald. However, morning has come to this country. Now you can walk around and visit all the towns and such, but that is optional. See how the land has changed. You can witness many things that will foreshadow the future. If you try to use Rura, then the places that you can go to are limited to the Alefgald region. When you are ready, return to Radatom Castle and visit the king. He will thank you for bringing light to this country. Ever since the defeat of the Great Devil King, the hole to the other world has closed. You will stay in Alefgald and begin a new life here. The king will declare you as a true hero. Proof of being the true hero is the symbol of Roto, which is now yours. You are now in the history books as the legendary Roto. Now just enjoy the ending and credits. You can see how this will connect to Dragon Quest 1. The hero's weapon and armor become Roto's Sword and Roto's Armor (the King's Sword and Armor of Light). The Holy Talisman becomes the Symbol of Roto. Thus the legend began! To be continued in Dragon Quest 1 and 2. Congratulations! Game Clear!

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Bonus

9d. Walkthrough Part 4

- Part 4 covers the hidden dungeon area.

-There are several things you can do after beating the game. Check your save file. It should say Roto on it as a sign of clearing the game. Now you can go to Luida's Bar in Ariaahan and the Hero can leave the party. With this, you can assemble any party you want. However, you probably want to keep the Hero in the party because there is something else to do. The Secret Dungeon!

-When you are ready, fly Ramia and go to the Dragon Queen's Castle. Make sure to visit here at daytime. Go to the northern side of the castle. Talk to the elf there. She says this castle is closest to the Heaven World. If you are a true hero, then the light over there shall guide you to that world. Since you are the legendary Roto, step into the light that is shining through the stained glass. You will end up in a island high in the sky. Welcome to the Secret Dungeon! This is the Heavenly Sky Cave (my name for it, since Furomi doesn't work here). Here you will see many parts of dungeons that you have visited before, as if someone is testing you. Lots of good items are here, but the monsters living here are ultra powerful. Begin by going up and entering the cave. This part is Necrogondo's Cave. Go up and ignore the chest on the left, since it is a Mimic. Go right, then up. Open the treasure

box for a Power Seed. I forgot to mention, use Stealth Step (thief's skill) here to lessen the monster encounter rate. Continue to the right, then take the left path. Continue left, then open the chest for a Ripple Staff. One note, the Baramos Evil monster that appears here is too powerful for a regular monster. Expect a heavy depletion on HP and MP in this dungeon. Use the Prayer Ring to recover MP and pray they don't break. If you are in trouble, hope you have enough to cast Riremito to escape and refill. All right, now back to the right and take the top path and take the stairs down. This floor is a reverse of the Necrogondo Cave again. Go down, then to the left. Go up, then take a left. Cross the bridge, then continue to the left. Head up, then go left. Go a little down, then cross the bridge to the left, then head upwards to reach the stairs. The next room is a repeat of the Serpent's Cave. Watch out for the King Hydra that appears here in a random encounter. Head to the left, then turn down and go that direction. Now take the left path, then go to the right. Take the path up, then go to the right. Open the treasure box for a Gaia's Sword (for item completion?). Go back to the left, and go down the stairs. This floor is an imitation of the Pyramid. From there, go right, then go up all the way. Go down the stairs to see a floor from Radatom Castle. Talk to the man sitting here. He says he was a servant of god, but even he made mistakes too. That's why he is purifying himself here. (a Dragon Quest 7 reference? Nah, it can't be, this is before 7 was released) He will serve as a usual church here. Now go back to the Pyramid floor entrance. From there, go left, then up, left, then down. Open the box for a Small Medal. Now go up all the way, then turn right and down the stairs. The next floor looks like the Underground Lake Cave, with the recovery spring. Use it, since it fills up your HP and MP to max every time you step in it. Be thankful for this spot in this dungeon. When you are ready, head left then up. Continue upwards, then take a right. Open the box for a Small Medal. Go to the left and open the box for the Shield of Lamentation. Go back down, then to the left, then down again to reach the stairs. On the next floor, it repeats Necrogondo Cave again. Head left and search the ground in the top row, in front of the 4th statue from the right for a Power Seed. Search the floor on the bottom row, between the 3rd and 4th statue for a Life Nut. Advance forward to the left, then go up the stairs. This floor imitates the Samanosa Prison. Go up through the jail door. Search to the right of the corpse for a book, Keys to the Great Man. Search the pot in one of the cells to the left for a Small Medal. Talk to the slime on the bottom row of cells to learn of his situation. He is waiting for his turn. For what you ask? He will ask if you will participate in the battle arena. No matter what you say, he will encourage you. Take the stairs on the left side. You will find yourself in the fighting arena, as a battler! Search the ground nearby to get a Dice Game Ticket. Now just walk by the monster if you want to save some energy (it is optional if you want to fight the monster). If you do walk by the monster, it will think it is unfair. The next room is the Lighthouse Room. Go down the stairs to reach an Isis Castle imitation room. You have reached Zenith Castle. Talk to the king to find out he is the first generation Zenith King. If you made it this far, then it is just a little more to meet the God Dragon. If you can meet this dragon, it can grant any wish you want. Now you can visit this place by Rura. That way, you can bypass the first half of this secret dungeon (kind of like Deathcot Village from Dragon Quest 6). A side note, Zenith Castle is the Heavenly Sky Castle from Dragon Quest 6. That castle was the same castle from Dragon Quest 4 and 5 also. I wonder if there is a connection here?

-To the right of the king, there is a poet. Talk to him. He will notice that you came from the lower world. Making it this far, you must have some skill. However, how good is your brain? He will give you a puzzle to solve. "Ruined town, below the cross, something shines... the answer is? If you know the answer, return here." All right, the answer is Tedon Village. Jump off the cliff on the left side of the castle to return to the lower world. Now visit

this village (southwest of Baramos Castle) at daytime, since at night, the priest will block the way. Go to the church. Search the ground in front of cross to find the Demon Beast Claw. Go back to the poet in Zenith Castle. He will give you the second puzzle for you to solve. "In the dark world, a town that is surrounded, it sleeps inside of the flowers..." The answer to the riddle is Melkido Town in Alefgald. Go to that town and go to the central pond area. Search the flowers in the top right corner to find the Garment of Darkness. Remember that you can use Remirama to aid in finding the exact location. Go back to the poet once again. He will give you the third puzzle to solve. "The other two were a little easy. This one will be harder. The one looking at the stars. Doesn't notice what is underfoot..." The answer is the Forgotten Island of Luzami. Go east of Ariaahan, and a little south to find this small island. Go to the astronomical observatory on the bottom right side of the little town. Search the ground to the right of the star gazer to find another Sage's Stone! You will need this for the upcoming parts. Return to the poet in Zenith Castle and he will be impressed by efforts. He will admit defeat and say that you are pretty smart. As a reward, the poet will tell you something good. In the entire world, there are 110 Small Medals scattered about. Of those, you must play the Dice Game to get 5 of these medals, including the Maira Village one. He will say how many of the Dice Game medals you have gotten so far. Then he will tell you the total amount of all the Small Medals you have collected. If you get all 110 Small Medals, he will praise you.

-When you are ready for the second half of the secret dungeon, exit Zenith Castle by the south exit. This floor looks like Rebe Village. Search the pot on the left for a Run Away Ring, and the right pot for a Small Medal. Talk to the old man and he will ask if you are here to meet the God Dragon. Say yes, then he says to drink the stuff in the boiling pot. It is hot, so watch out. Search the pot and say yes when it asks if you want to drink it. It will burn inside of your mouth, but no serious damage will be done. Now exit by going through the door. You have reached the last part of the secret dungeon, the Heavenly Sky Tower. The enemies here are the most powerful anywhere. You probably need two Sage's Stones, Bikilt, Skult, Fubaha for almost every battle here if you want to survive. Even so, there is a chance you could die here, plus, even with the Stealth Step, the monster encounter rate is pretty high. Begin by climbing up the ladder to the left side. Enter the left door here. Open the left box for a Small Medal, the right box for a Ruby Bracelet. Now go out of the room and take the right door. Go up, then take the stairs up. Head left, then cross the tightrope across the pit. Exit out the door on the bottom. Now go right, then up the ladder, then enter the doorway. Go left and open the box for a Small Medal. Head upwards on the little slope. Go left, then down the little slope. Go up the middle slope for a treasure box. Open it for the Shoes of Happiness. Go back down, then take the doorway at the bottom left corner. Open the treasure box on the ledge for an Iron Ball of Destruction. Go back and take the leftside slope upwards to reach the stairs to the next floor. Head downward on either side, and take the stairs up that is sitting in the green plains. You have reached the summit. There are no random enemies on this floor, so heal up on HP and MP. After that is done, walk up and get ready for the hardest battle in the game. The God Dragon will be surprised that humans made it this far. He is the God Dragon, the ruler of the Heavenly World. He will grant you one wish, however, you must beat him in battle within a certain number of turns (like all other Dragon Quest secret bosses). Are you ready? Say yes to begin the battle.

-The strategy for beating the God Dragon in under 15 turns. Concentrate on offense. The best attack spells are Gigadein and Merazoma, so use those as much as possible. The Hero with Bikilt and attacking is pretty good too. Heal with Behomazun if possible, but that spell costs an outrageous 62 MP to cast. The God Dragon can attack twice per turn, and the attacks are ultra

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