

Dragon View FAQ/Walkthrough

by The Admiral

Updated to v1.3 on Oct 8, 2007

```
o-----o
|
|           DRAKKHEN 2: DRAGON VIEW           |
|           Platform: SNES                   |
|
|           FAQ/WALKTHROUGH                 |
|           Version 1.3 (October 8, 2007)    |
|
|           By The Admiral                  |
|           Email: Admiral1018@yahoo.com    |
|
o-----o
```

INTRODUCTION

Lost in the waning years of the SNES era was this stellar title, blending the perfect mix of RPG and Action elements to create a truly unique experience. Surprisingly, this game is the sequel to an earlier title called Drakkhen, which debuted on the PC but also saw life on the SNES. The term "surprisingly" is used because this game doesn't go out of its way to advertise the Drakkhen connection. This might have been due to the underwhelming reception of its predecessor, but Dragon View suffers from none of the same flaws. The graphics, battle system, gameplay, and translation are all new and masterfully executed, very much unlike the original.

This game's obscurity also means that information is quite hard to come by, and that's where this FAQ comes in handy. Whether you're a novice just picking up this game or a veteran who's looking to get every single item as soon as possible, this guide should help you. You will find detailed maps for every overworld region and dungeon in the game, complete stats for all enemies, in-depth boss strategies, recommended levels for progressing most easily, and a full listing of every weapon, armor, item, and power-up available. While you may never find another living person who's played this game, that doesn't mean you need to journey through it alone.

DISCLAIMER

DV0A

=====

This FAQ is meant for personal use only and cannot be reproduced or redistributed for commercial usage under any circumstances. No portions of this guide may be reprinted, in part or in entirety, without the expressed, written consent of the author. If you would like to use any part of this guide in your FAQ or on your website, I will probably give you permission if you ask, but you must ask first (Email: Admiral1018@yahoo.com). The Drakkhen 2: Dragon View title and all contents within are copyright of Kemco, 1994.

TABLE OF CONTENTS

DV0B

=====

To jump to any section of this guide quickly, press Ctrl+F to bring up the search box, then type in the index number listed in the right column. Sub-

indices are also give before each section of the walkthrough.

INTRODUCTION

DISCLAIMER.....DV0A
 TABLE OF CONTENTS.....DV0B
 USING THIS GUIDE.....DV0C

THE BASICS

1. STORY.....DV0D
 2. CHARACTERS.....DV0E
 3. CONTROLS.....DV0F

GETTING STARTED

1. WEAPONS.....DV0G
 2. ITEMS.....DV0H
 3. COMBAT SYSTEM & BATTLE STRATEGIES.....DV0I
 4. LEVELING-UP TIPS.....DV0J

WALKTHROUGH

PART I: THE JOURNEY BEGINS.....DV01
 PART II: VOYAGE TO CASDRA.....DV02
 PART III: THE FIRE CAVERN.....DV03
 PART IV: SNOWY MOUNTAINS.....DV04
 PART V: THE GREAT TEMPLE AT KEIRE.....DV05

 PART VI: SCOURING THE DESERT.....DV06
 PART VII: SWAMP CRAWLING.....DV07
 PART VIII: THE OLD RUINS.....DV08
 PART IX: VOYAGE TO THE UNDERWORLD.....DV09
 PART X: THE FINAL SHOWDOWN.....DV10

APPENDIX

1. WEAPONS & ARMOR UPGRADES.....DV0K
 2. RINGS.....DV0L
 3. ITEMS.....DV0M
 4. LIFE & MAGIC UPGRADES.....DV0N
 5. EXPERIENCE CHART.....DV0P

 6. SHOP LISTING.....DV0Q
 7. BESTIARY.....DV0R
 8. LEVEL-UP LOCATIONS.....DV0S
 9. MONK'S MESSAGES.....DV0T
 10. UNSOLVED MYSTERIES.....DV0U
 11. PAR CODES.....DV0V

CONTACT INFORMATION.....DV0W
 REVISION HISTORY.....DV0X
 CREDITS.....DV0Y

This FAQ is divided into 4 sections to help you most easily find the information you're seeking. This will hopefully save you time and help you avoid reading any unnecessary spoilers. The four sections are explained below:

- 1.) THE BASICS: This section lists the background information about the story and characters, as well as the basics of gameplay and controls. It contains much of the same information as the manual does, and is reprinted here because most players don't have access to that book. If you have played Dragon View before, you can skip this section entirely.
- 2.) GETTING STARTED: This is a more advanced section that discusses equipment strategies and battle tactics. It should contain information useful to even veterans, and is recommended for anyone looking to understand the game better. This section contains no plot spoilers.
- 3.) WALKTHROUGH: As its name implies, this is a detailed walkthrough of the game. Any question you have about this game will likely be answered in this section. It may be more detailed than some players would like, so the essential information for each section -- recommended level, useful items, enemy stats, and any relevant maps -- is listed at the front. The walkthrough does contain some plot spoilers for situations as they occur, so please keep this in mind before reading.
- 4.) APPENDICES: This is a reference section that contains lists of weapons, armor, items, life, magic, and level upgrades, in addition to other helpful information. It's a great way to find the location of something you may have missed along the way without skimming the entire walkthrough. This section also contains a Bestiary, with stats and tips for all enemies and bosses, as well as PAR codes at the very end.

T H E B A S I C S

The following section includes some of the basics of the game, which should be read by anyone playing Dragon View for the first time. The areas covered include a rudimentary summary of the opening story, the characters, and a complete controls listing. If you have read through the manual carefully or have played Dragon View before, you can skip this section.

1. S T O R Y

DV0D

Within the small warrior village of Rysis, a young couple sits and gazes at the sunset together. The man, Alex, is a courageous soldier in training. He relishes every minute of the time he spends with Katarina, his love. On this night, as the sky glows with pink and orange hues from the setting sun, Alex gives to Kat a beautiful Pendant that had been passed down in his family for generations. Everything seems perfectly serene as the two enjoy the company of one another. Little do they know of the evil winds that are starting to permeate the continent, or of the wicked schemes that will soon come to include them. And little do they know that this beautiful night is the last they will

share together before their lives -- and the fate of the world -- are permanently changed.

2. C H A R A C T E R S

DV0E

This section includes a list of some of the characters you encounter at the start of your journey. There are no spoilers here, as everything mentioned can be read in the manual or seen within the first 3 minutes of the game. Some of these characters change and develop as the story progresses, and new ones also spring up during your travels.

ALEX

A descendant of the ancient heroes and the main protagonist in Dragon View. Alex is a young man who has been training as a warrior all his life in the small town of Rysis. He is deeply in love with a girl named Katarina, and she is the focal point of his existence. Alex is also an extremely handsome and charismatic individual, and nearly every female character in the game attempts to interact with him on a subtly sexual level. Alex is mainly unaware of this, however, as his heart and his mind belong entirely to Kat. The day of her abduction is the darkest moment in his life, and he will stop at nothing to save her. While his quest eventually evolves into a "fate of the world" scenario, his mind is still singly focused on rescuing his girl.

KATARINA

The beautiful and intelligent girlfriend of Alex. While Katarina's past is somewhat clouded, she comes to live in Rysis under the care of Master Qunos, her foster grandfather. Kat's spirit is intensely vivid, matched only by the strength of her will. Her life with Alex is almost like a fairy tale, until the tragic day of her abduction. At the time, it is a complete mystery as to why anyone would capture this innocent girl. Her disappearance becomes the driving force in Alex's life, as well as the main impetus for him starting his journey in Dragon View.

QUNOS

The elder of Rysis and wise master of warriors. Qunos, though well past his prime, was once a great battle hero. The latter half of his life has been spent training warriors at Rysis in the event that evil forces rise up and threaten the world once again. Qunos also adopted Katarina when she was younger, and his guidance and tutelage have crafted her into a smart and independent woman. Though the time is waning on Qunos's life, he is still a source of immense wisdom and conviction.

ARGOS

The powerful wizard who appears in Rysis one day and captures Katarina. His background is a mystery to everyone, but it is obvious that he is influenced by the forces of evil. Argos's powers are far mightier than any of the well-trained warrior's who he swats away, and even Alex is no match for him. The reason he kidnaps Kat remains an enigma, but it is clear that he has some ulterior motive (unlike many of the "damsel-in-distress-just-for-the-sake-of-it" plots).

DAMME

The seasoned warrior and mentor to Alex. Damme has been both a friend and instructor to Alex for years, so he is able to relate first-hand to the tragic feeling of loss on the day of Kat's disappearance. Damme's role in the game is quite limited, as he remains behind in Rysis to train future warriors as Alex sets off on his quest. Though he may offer a piece of advice or two along the way, his thoughts and hopes are always with Alex and Kat.

CYATH

Cyath is a young apprentice of Damme who looks up to Alex. While his role in the game is even more limited than Damme's, Cyath remains an admiring friend who hopes to become a brave hero like Alex some day. He stays behind in Rysis with Damme and Qunos to train while Alex sets out on his journey.

3. C O N T R O L S

DV0F

Dragon View was designed to make the controls as intuitive as possible, but learning to master them is vital to your success in this game. There are two sets of controls used in Dragon View: one on side-view screens and one used on the World Map. The following section lists the controls for both of these areas.

UP

- Moves vertically up along the screen. Doing this changes your position relative to enemies, often putting you out of their attack range (side-view)
- Walks forward (world map)

DOWN

- Moves vertically down along the screen. Similarly, moving down will often put you out of the enemies' targeting range, causing their projectile or charge attacks to miss (side-view)
- Backtracks, though you still face forward as you move (world-map)

LEFT/RIGHT

- Moves left or right along the screen (side-view)
- Rotates your position left or right from a stationary viewpoint. Once you're facing the desired direction, walk forward by pressing the UP button (world map)

Y-BUTTON

- Attacks with your selected weapon, either sword or Hauza. The chosen weapon will appear on the bottom of the screen (side-view)
- Not used (world map)

X-BUTTON

- Uses your special Sword or Hauza Technique, depending on which weapon is selected. Note that you must first be taught this move, and that using it drains your life (side-view)
- Not used (world map)

B-BUTTON

- Used to jump. You can move both vertically and horizontally while you jump by pressing the D-Pad. This a good tactic against enemies early in the game and is necessary to cross pits near the end (side-view)
- Not used (world map)

A-BUTTON

- Uses your selected item. The chosen item will appear on the bottom of the screen (side-view)
- In very few cases, this button will use the selected item. Most of time, this button will do nothing (world map)

R-BUTTON

- Not used (side-view)
- Brings up the map view. Pressing this button again will bring up the selected section map. You can exit the map screen at any time by pressing the A- or X-BUTTONS (world map)

L-BUTTON

- Not used (side-view)
- Brings up the map view. Pressing this button again will bring up the selected section map. You can exit the map screen at any time by pressing the A- or X-BUTTONS. The L-Button is identical in use to the R-Button (world map)

START

- Brings up the Menu Screen. From here, you can select the weapons and items you'd like to use by highlighting them and pressing the B- or X-BUTTONS. Press Start again to return to the game (side-view and world map)

SELECT

- Displays the status bar at the bottom of the screen, which lists your character's name, level, experience, and base attack and defense stats (side-view and world map)

GETTING STARTED

The following section includes strategies for equipment usage and combat. Even if you've already played the game, you will likely find some of these tactics to be helpful. The specifics areas covered in this section include: weapons advice, item descriptions, combat tactics, and leveling strategies. There are no plot spoilers in this section.

Knowing both how and when to use your two main weapons is one of the most important aspects of mastering this game. This section discusses both, as well as battle strategies using each.

SWORD

The staple weapon of any hero, Alex's sword is his main damage dealer throughout most of the game. The sword sports a good range and fast recovery time, making it ideal for taking down any foe in a hurry. One of the most interesting characteristics of the sword is that the attack you perform with it varies depending on where the enemy is located and how you are moving. Here are some examples:

- Slash: Regular sword swing, performed when enemy is in front of Alex
- Diagonal Slash: Reserved for enemies flying above and in front of Alex
- Upward Thrust: When enemies are flying directly overhead, Alex will jab the sword upward
- Air Slash: While jumping, Alex slices at the enemy in front of him
- Downward Thrust: If Alex is in mid-air and an enemy is directly below, he will hold out his sword and attempt to pierce the enemy

The power (and corresponding color) of the sword can increase when you find Sword Energy, which is always stored in chests. This often gives you a much needed power boost to help take down regional enemies much more easily.

The sword is especially effective against: quick moving enemies, flying enemies, multiple enemies, and small/short enemies.

The sword is usually not the best choice against: enemies that fire projectiles, enemies with very powerful attacks, and enemies that charge.

HAUZA

The Hauza is a very unique piece of equipment. It's best described as a cross between an axe and a boomerang, and it brings the best of both worlds. You can use the Hauza to inflict damage from afar, thereby lessening the threat from enemy attacks. Also, at equals levels, the Hauza always has a higher attack power than the sword.

This weapon is certainly not without its downsides, however. The Hauza is much less versatile in its attack range. Whereas the sword covers a vertical area from above Alex's head to below his feet, the Hauza can only inflict damage at the same level as Alex's shoulders. This means that smaller enemies -- like Beetles and Scorpions -- cannot be hit. The Hauza also suffers from a lengthy recovery time, meaning you leave yourself open to attack for a brief period after throwing it. Again, the sword does not have this drawback.

The power (and corresponding color) of the Hauza can increase when you find Hauza Energy, which is always stored in chests. The first chest you find containing this energy will give you the Hauza itself.

The Hauza is especially effective against: heavily armored enemies, enemies that fire projectiles, enemies across gaps, slow moving enemies, enemies that

counter-attack.

The Hauza is usually not the best choice against: small/short enemies, quick moving/agile enemies, multiple enemies

=====
SPECIAL TECHNIQUES
=====

Both the sword and Hauza can be used in special combat techniques (activated by pressing the X-button). These advanced maneuvers must be learned before you can use them, and their locations are often secret. Each maneuver has two levels: the first when you acquire the move and a second when the move is upgraded. The upgrades are extremely well hidden, so you'll need to search very carefully to locate them. The two techniques are:

SWORD TECHNIQUE

When used, Alex will make a snake-like motion with his blade, then leap into the air and slice through whatever is in front of him. This move has excellent range and is ideal for close combat or taking out whatever happens to be flying in front.

The true power of the Sword Technique is that it adds 10 points of armor piercing damage to each attack. Armor piercing means that these 10 points are inflicted regardless of the enemies' defense ratings, and this is in *addition* to your normal damage. While this may not sound that spectacular, especially when you can already kill many enemies in a hit or two, it is enormous if you face heavily armored opponents and bosses. You will still inflict 10 points of damage against enemies that you normally couldn't hurt with your attacks. Keep in mind that all regular enemies have 40 HP (and bosses have 184), so you can see how this technique makes victory possible at any level.

The drawback to this move is that it drains 8 HP of your own life each time it's used, and this total is non-trivial early in the game. The upgraded version cuts this penalty to 4 HP, allowing you to use the move a lot more frequently. Even if you've already mastered the game without ever touching this move, you will have an easier time if you learn to effectively incorporate it into your attacks.

HAUZA TECHNIQUE

Once activated, the Hauza Technique causes Alex to spin around and then unleash the Hauza as if throwing a discus. The Hauza then leaves his hand very quickly and can travel double the distance of the normal throw. This allows you to hit enemies that are well off the screen. This is the ultimate long range attack, and is great for getting the jump on a pack of enemies or a tough boss.

Like the Sword Technique, this move also adds 10 points of armor piercing damage to the Hauza's base attack. While it will always be stronger at equal levels, this move lacks the versatility of the Sword Technique because of its lengthy recovery period and inability to hit multiple targets on different horizontal levels. The best use is probably against bosses, who frequently leave themselves open to long-range attacks.

Also like the Sword Technique, this move saps 8 HP each time it's used. This will pretty much shelf the maneuver for most of the game, at least until you

find the upgrade, which lowers the HP drain to 4.

=====

2. I T E M S

=====

DVOH

Dragon View contains several different types of items, all of which have their own designation on the inventory screen. Learning the best ways to acquire and utilize them will go a long way in your journey. Some types of items are omitted here since they contain spoilers, but a full listing can be found in the appendix.

DROPPED ITEMS: These are dropped by enemies when defeated, either in random encounters or in dungeons. Every enemy has a fixed number of "Drops" when killed, and it will always leave this amount or none at all. Defeating enemies with a high "Drops" values is a great way to stay healthy or earn money, and the number of drops for each enemy can be found before the appropriate section of the walkthrough or in the appendix.

Small Hearts: Small hearts are your main way to recover life while in the field. Each one picked up restores 8 HP.

Small Stars: Stars replenish expended magic power, and each one restores 1 MP. Though these may not be very useful at first, they will become extremely valuable later in the game.

Jade: Jade is the primary form of currency in Dragon View, and enemies often leave it when slain. There are 3 different colors of Jade, each with different monetary values:

- Blue Jade is worth 5
- Pink Jade is worth 10
- Gold Jade is worth 20

Enemies have a Jade "maximum" and will never drop Jade worth more than this type. The maxima are listed in the appendix for each monster. If you are trying to earn money, you should concentrate on enemies who leave several drops and the most valuable type of Jade.

Jade Bounty: Very rarely, a defeated enemy will explode into many Jade crystals. When this happens, the enemy leaves 2 Gold, 2 Pink, and 5 Blue Jade (for a value of 85). Only enemies encountered randomly on the overworld can leave these bounties, and the odds seem to be about 1/64. If you are lucky enough to get one or two of these early in the game, it can help out immensely.

STAPLE ITEMS: The 4 staple items are the most common type that you can stock, and they are sold in every item shop in the game. The prices in each location may vary greatly and are listed in the appendix. Note that several of these staple items can also be found in chests throughout the game. The maximum quantity you can hold for each item is also given below.

Potion: Potions restore your HP fully when used, and are best saved for bosses or very desperate situations. No matter where you go, always be sure to have at least one potion on hand. Maximum Quantity: 3

Crystal: Magic Crystals restore your MP fully when used. Unlike Potions, these items are not as essential to your travels, since magic power seldom makes the difference between life and death. Given the facts that MP usage is not significant during much of the game and that you find several of these crystals in chests, you should probably hold off on buying them unless clearly needed. Maximum Quantity: 3

Bomb: Bombs are small explosives that can be used to destroy boulders or blast holes in cracked floors and walls. They can also be wielded offensively to inflict decent damage on enemies, especially early on. Bombs tend to be rather expensive, however, so you should probably refrain from using them unless needed to clear a passage. Once you have the extra money, try to buy at least 10 of these. Maximum Quantity: 20

Silver Arrow: Silver arrows, as you might expect, require a Bow to use (which must be found separately). As an offensive weapon, arrows fire the full length of any screen and hit for good damage early on. The main drawback, however, is that the Hauza can do almost anything the arrows can, but for free. You may still find uses for arrows against some bosses or on large screens, but they are mainly useless from a combat standpoint. Maximum Quantity: 30

UPGRADES: While leveling-up raises your attack and defense, the only way to increase your life and magic is through finding upgrades. These objects are quite numerous and hidden at every type of place imaginable.

Heart Container: Shaped like a large, glass heart, this upgrade will add 8 HP to your total. There are 17 Heart Containers in the game, and your life bar should be as long as the boss's once you have them all (for a total of 184 HP). A full list can be found in the appendix.

MP Star: These look like large, glass stars, and add 2 MP to your maximum once found. Unlike Heart Containers, MP Stars are less numerous. There are just 7 in the game, and they will extend your MP up to 18 visible stars (two full rows). Once again, if you miss any in your travels, a full list can be found in the appendix.

=====

3. C O M B A T S Y S T E M & B A T T L E S T R A T E G I E S D V O I

=====

This section describes how the damage calculation works (very simple), as well as gives some great strategies for defeating enemies with ease. This is a must

read for players of all skill levels.

=====
DAMAGE CALCULATION
=====

The damage formula for Dragon View is very straight forward:

$$\text{Damage} = \text{Attacker's ATP} - \text{Target's DFP}$$

Where ATP is attack power and DFP is defensive power. Just subtract one value from the other to get the damage endured. Note that for damage values of 0 or lower, 1 HP of damage will still be inflicted.

These stats are easy to find for Alex. Simply go to the item screen, select whichever weapon, armor, or item he is using, then hit the B-Button. The appropriate ATP or DFP value will be displayed.

Finding Alex's stats are no problem. The ones for the enemies are a bit more tricky. Luckily, this guide does all the work for you and provides a complete enemy stat list before each section of the walkthrough and in the appendix. This lets you find exactly how much damage you can inflict upon the enemies and how much they can inflict upon you.

Let's go through a practical example. Say Alex is at level 21 and his weapons and armor are all at level 3. This should yield the following stats.

Base ATP: 80
Base DFP: 40
Sword ATP: $80 + 35 = 115$
Hauza ATP: $80 + 40 = 120$
Total DFP: $40 + 30 = 70$

The base stats come from his level, and they are added to the values from his equipment. Now, you want to know if you'd survive in the swamp, specifically against those Huge Bugs that appear there. From the appendix, we see that these large insects have the following stats:

Huge Bug (Green)

HP: 40
Attack: 90
Defense: 149

All basic enemies have 40 HP, and the Huge Bug is no exception. By looking at these stats, you can see the following.

- You will inflict 1 damage with the sword ($115 - 149 = -34$, which becomes 1)
- You will inflict 1 damage with the Hauza ($120 - 149 = -29$, which becomes 1)
- You will take 20 damage per hit from the Huge Bug ($90 - 70 = 20$)

As you can see, you are obviously not ready to fight this enemy using standard weapons at such a low level. You will be dead in short time if you are taking 20 HP of damage per hit. Once your ATP rises above 149, you will start doing

noticeable damage and can face this foe on even grounds.

By using this damage calculation and the enemy stats listed in the appendix, you can find the perfect mix of enemies to fight, as well as the best levels to be at when you enter new areas (though the walkthrough saves you the time and lists recommended levels). Once your ATP is 40 or more higher than the enemies' DFP, you will be able to defeat it in a single hit. These are the type of match-ups you likely want when training your character.

=====
ADVANCED BATTLE STRATEGIES
=====

There are 3 main tactics often overlooked by even veteran players, and, if used properly, they allow you to defeat enemies even MUCH stronger than you are.

1. HORIZONTAL LEVEL: The single most important part of any offensive or defensive strategy is your horizontal positioning. Often times, if you are above or below the enemy, their attacks cannot reach you. This allows you to move about and get into position for a strike of your own. In nearly all cases, it makes sense to stay on a different horizontal level for as long as you can, then move up or down just as you are about to attack. This is effective both in regular fights and against bosses. The sooner you begin shifting levels instead of going head-to-head at all times, the better off you'll be in all scenarios.
2. ELEMENTAL DAMAGE: Elemental damage is inflicted by the 3 elemental rings: Fire, Ice, and Lightning, which all become available about a quarter of the way into the game. Many players beat this game without ever using the elemental rings, and this is a huge mistake. Many enemies have elemental weaknesses that allow for quick kills by using these rings. Not to mention, elemental damage ignores a target's defense (regardless of weakness), so even mighty demons can be slain in 3-4 hits.

In regions where enemies have high defenses, it's often a better idea to use elemental attacks rather than physical ones. The charged attacks (made possible by upgrading the rings), can even be used to clear out large groups of enemies in a hurry. To know which attacks work best, you can either experiment or check the appendix, which lists elemental weaknesses for all enemies. Once again, by incorporating these items into your arsenal, you can greatly extend your offensive capabilities at any level and in any fight.

3. USING THE TECHNIQUES: As overlooked as the elemental rings are the special sword and Hauza techniques (X-button attacks). These are overlooked for a different reason, though. First off, they can be somewhat hard to find, with the upgrades being the best kept secrets in the game. Secondly, players often try them out and see a little more damage but an unpleasant HP drain. This is usually the extent of use the moves get in most games.

What these players aren't seeing, however, is that the techniques add 10 points of damage that ignores defense to the base attack of the weapon. This is HUGE. It means that even at level 1, a player can defeat any enemy in the game by using the technique 4 times. If you want to give yourself a great advantage early on, fight difficult enemies and kill them using these techniques for massive EXP. You can also get away with just the opposite: playing through the game at low levels and relying on these attacks for

damage.

Near the end of the game, when you have a huge HP bar and enemies all leave 3 or so drops, the Sword Technique should probably replace your normal attack for fighting most enemies, especially the flying ones. Similarly, the Hauza attack is great for taking out tough foes on large screens, including bosses. Incorporating these maneuvers into your arsenal is one of the best edges you can give yourself in the game.

=====

4. LEVELING - UP TIPS

=====

DV0J

Given the way the game's damage system works (described above), one or two levels can be the difference between an easy battle or a five minute dogfight. Leveling up is, by far, the best way to improve your fighting performance. There is, however, a balance that should be reached. For example, gaining 20 levels at the start of the game is both a colossal waste of time and rather useless from a fighting standpoint. Successful leveling involves not only being at the right level to tackle enemies, but also reaching this level in an efficient manner. The tips below should help you do just that.

1.) LEVEL INDOORS: Let's start with the cons of indoor fighting. For one, identical monsters all give less EXP than they do in random encounters on the overworld. Secondly, there is no chance of finding a Jade Bounty (lots of Jade) from a slain enemy inside. While those are both rather annoying aspects, the advantages of indoor fighting are:

a.) Repeatability: This means finding spots where you can exit and reenter a room, being able to fight the same enemies over and over. This is much faster than seeking out random encounters.

b.) Numbers: It's not uncommon to find rooms with 4 enemies in them, while this never happens outside. Find a repeatable 4 enemy room and you have a great spot to train.

In other words, you can very quickly plow through dozens of enemies inside, whereas waiting for outdoor encounters takes far longer. There are some notable exceptions, however, and these mainly occur in areas where you can fight stronger enemies than you should be able to (see #3 below).

2.) PLAN AHEAD: Using the damage calculation above and the enemy stats in the appendix, you can calculate the perfect level at which to fight enemies. Ideally, you'd like to be able to kill a foe in 1-2 hits. Look for enemies that leave the most EXP and fit this criteria. It's also useful to find enemies that have the most 'Drops,' as this means you'll be getting a steady influx of life and magic to keep you refreshed. If you're trying to earn money, look for enemies with a lot of Drops and a high Jade maximum. This type of specific targeting is far more efficient than randomly fighting. Planning ahead also entails learning elemental resistances, and this is discussed in #3 below.

3.) USE ADVANCED FIGHTING METHODS: The previous section of this guide listed 3 advanced strategies for fighting, and using these will allow you to kill

=====
What else do you find upon your return than Argos, the pesky wizard, carrying your beloved Katarina under his arms. Alex taunts him with some locker room jeers, asking why he'd choose to pick on helpless girls rather than fight with seasoned warriors, like those who make 10,000 sword slashes each morning. The poetic Argos taunts you back with the usual evil villain dialogue. Tempers flare and words fly, ending just short of medieval prick waving contest. Alex's attacks are repelled effortlessly by Argos, who suddenly vanishes before his eyes, taking the cherished Katarina with him. Well, at least Dragon View waited a full five minutes before resorting to the "damsel in distress" plot. Why she was captured, at this point, is still a mystery.

The wise man, Qunos, makes a timely entrance once Argos is gone and sees Alex dejectedly staring at the ground. Qunos solaces him, but what can you really say to a guy who just let his girlfriend get kidnapped by a teleporting wizard? Qunos spots the PENDANT that Alex had given to Kat, and its sight invigorates Alex, who is now hell-bent on rescuing his woman. The cool-headed Qunos halts his rage and talks some sense into him. He tells Alex to head to Hujia now, and gives him 150 JADE to get started.

It's worth spending a minute to explore town before leaving. The door above you leads to the house of the grizzled warrior. He gives you gameplay advice which is very useful if this is your first time playing. At the entrance to town, Damme and Cyath, your friends, express their condolences over your loss. More useful is the Dragon Temple behind them. The blue monk inside can heal your wounds and save the game, while the green one gives some useful information. In every new town you enter, always speak with the green monks. They offer some of the most important and helpful information in the game, which includes marking special locations for you on the map. It is possible to miss out on these things if you skip the conversations, so always check in after completing any major objectives.

And with that, Alex is off to find his soul mate and hunt down the evil wizard.

=====
NOTEBOOK
=====

- Argos has gone to Keire Temple
- Start your journey by buying equipment at Hujia
- Cross Mt. Galys in the mountains northwest of Hujia
- Check in with Qunos every so often during your journey
- The stars on the field are used to travel great distances

=====
2. H U J I A R E G I O N DV01B
=====

Recommended Level: 1
Valuable Items: None

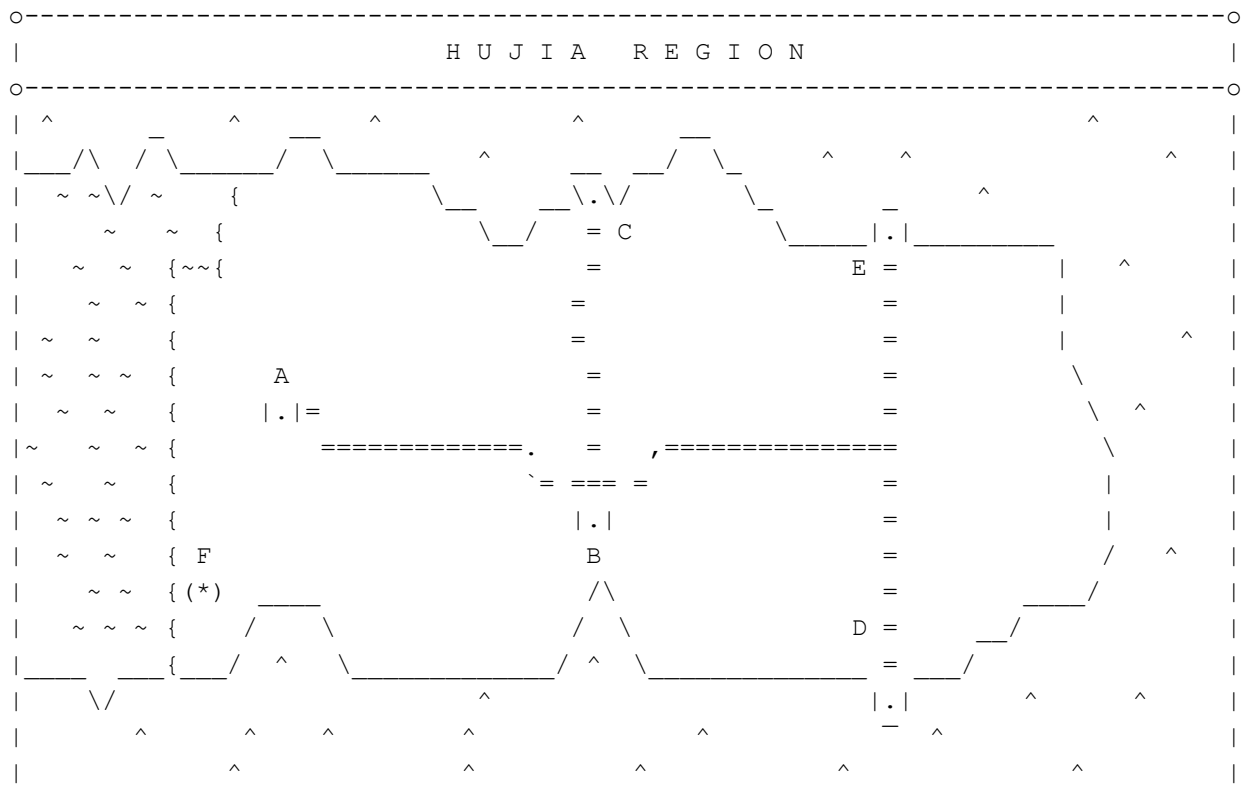
Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Beetle (Blue):	18	0	2	1
Lizard Knight (Green):	20	3	7	1
Scorpion (Gold):	32	7	6	1

You now get to explore the 3D overworld map for the first time. Hujia is southeast of Rysis, so that should be your first destination. If you follow the main path, you should be there in no time. As you're traveling, you might notice small mist clouds moving towards you. These are enemy encounters. Making contact with a cloud will shift you to the side-view mode, and you'll be faced against one of the region's inhabitants. The enemies you can meet in Hujia (like in all regions) are listed in the table above.

If you'd like to level-up before moving on, just remain stationary and an enemy will soon find you. One battle will be enough to send you to level 2. If you'd care to do this later, just make way to the Town of Hujia. A more detailed "tour" will be given of this region after that section.

Below is a map of the current area, though you don't need to worry about exploring it just yet.



- | | |
|--|---|
| <p>LOCATIONS</p> <p>-----</p> <p>A: Town of Rysis</p> <p>B: Town of Hujia</p> <p>C: Arsenal</p> <p>D: Storehouse</p> <p>E: Mt. Galys Pass</p> <p>F: Warp Star (to Casdra Plains)</p> | <p> KEY </p> <p> = Path </p> <p> ~ Water </p> <p> ^ Mountain </p> <p> { Shore </p> <p>o-----o</p> |
|--|---|

Recommended Level: 1

Valuable Items: Key, Heart Container

Hujia is a much larger town than Rysis, sporting a good number of strange citizens to converse with. Most actually offer relatively useful or interesting dialogue, so it's worth speaking with all of them. Note that this town has two "levels," the second of which can be entered by walking into the background at the openings.

One of the young ladies near the entrance tells you that the pass to Mt. Galys has been blocked by a landslide (figures). She'll inform you that Randy witnessed the unfortunate event. Speak with her again and she'll tell you the location of Randy's house, and you'll hear the "trigger sound." Hearing that sound always means you need to do something based on the information you just got. Randy's house is the last one on the lower level of the town.

In looking around, you'll notice an Item Shop on the way to Randy's. Like all such shops, it sells staple items like Potions, Magic Crystals, and Arrows. You shouldn't make any purchases there just yet. For one thing, only the Potion is of any use to you yet (it fully restores your life). Secondly, the items are all rather pricey, and you should be saving up for a far more useful purchase on the next screen. The young shopkeeper does do a successful job of flirting with Alex, but you'll need to resist her charm and save your Jade.

Outside of Randy's house is an odd looking man in a cloak. He's your local illegal wares dealer, and is referred to as the Wandering Merchant from here on. His asking price for a "secret" item is 200 Jade, and it's worth every penny of it. The merchant will sell you a HEART CONTAINER, which increases your maximum HP by 8. If you don't have the Jade yet (and you likely won't) save up and return here as soon as possible.

You'll meet Randy in the first room of his house. He seems in rather good condition for someone who barely escaped an avalanche. Randy tells you the details of his ordeal, then suggests that one of Tylon's bombs might clear the way for you. Again, the goose chase continues. In the back room of Randy's house are two chests. Neither can be opened until much later in the game, so don't fret over them. Dragon View loves to show you treasures and locations that you can't get to yet.

Tylon's shop is on the street behind Randy's, and you'll see a large, short-tempered woman blocking the door. She thinks Tylon is loafing around and refusing to sell her dynamite, so she insists on planting her fat ass in the doorway and not moving until he comes out. You can win over her sympathy by giving the "Clear the Pass!" answer when she asks your business (for laughs, choose the "Not your concern" option first). She will then waddle out of the way and let you speak with Tylon.

Once inside, Tylon explains his situation. He's run out of dynamite and demons have overrun the Storehouse. Without much choice, you are given the KEY and told to retrieve the explosives. The Storehouse is located in the cave southeast of Hujia, and that marks your next destination.

=====

NOTEBOOK

=====

- Dynamite is kept at the Storehouse
- Mt. Galys has been blocked by a landslide

- Fruit from Mt. Galys can be sold at the shop
- A giant scorpion was seen traveling to the southeast cave
- There is a waterfall somewhere that has a hidden treasure
- The swamp region after Mt. Galys has very powerful demons

=====

4. EXPLORING THE REGION

=====

DV01D

Recommended Level: 1

Valuable Items: Hauza

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Beetle (Blue):	18	0	2	1
Lizard Knight (Green):	20	3	7	1
Scorpion (Gold):	32	7	6	1

Ah, the freedom to explore. Before moving on to the Storehouse, take some time to visit the sights of the Hujia region. The area is pretty small, overall, and is enclosed by mountains on three sides and the ocean on the last. You don't have to worry about getting lost or wandering too far and getting pummeled by difficult enemies (this becomes a problem later on). In general, Hujia is pretty uneventful. You can see signs that the area used to be more lively before demons appeared, as there are rotting crop fields scattered throughout the plains.

As soon as you leave the town, it's a good idea to spend some time leveling up. An effective benchmark might be to fight enemies until you've collected 200 Jade, which is enough to buy the Heart Container from the Wandering Merchant (assuming you didn't spend any money on something else). Stay within eyeshot of town and let the mist clouds come to you. Be ready to go back and heal/save at the Dragon Temple when your HP run low. Levels should go up pretty quickly, and you'll probably be pretty close to level 4 by the time you have the 200 Jade. By this point, the regional foes should be quite easy.

=====

ENEMY FIGHTING 101

=====

The plains sport three enemies, all of which require somewhat different battle approaches. The Beetles are the easiest (and least rewarding) opponent. You can even stand on top of their shells and jump attack from above, reducing any potential damage you might take. Be sure to move away from them when they burrow, as you'll often be sprayed by their breath attack if you're near their reemergence spot. Beetles will occasionally be found with Green Lizard Knights, who pose a bigger danger. These armored opponents are very agile and present the greatest threat when charging. A good tactic is to stand on a higher or lower level from them as you approach, then move up or down to their horizontal spot to strike. Remember, their charge cannot harm you unless you're lined up with them. Still, the most difficult monster you'll encounter is the Gold Scorpion. Their attack and defense are extremely high, though their movement is slow and predictable. Move in for attacks and jump away as soon as you see the tail poised to strike. Unlike the others, their attack is always forecasted. If you encounter more than one enemy in any battle, try to

move so both foes are on the same side of you. Surviving a pincer attack is much more dangerous than facing them head on.

With that out of the way, you can resume exploration of the region.

=====
WISH UPON A STAR
=====

One of the few attractions that the Hujia region has to offer is a large star symbol painted on the ground to the southwest of Rysis. The star can be identified from afar by the numerous wooden posts surrounding it. At this point, there's not much to see. You can walk over the star, wait for hours, twiddle your thumbs, but nothing will happen. This star, like all the ones you'll meet in the game, takes you to some far away region BUT you need to activate it on the other end also. This particular Warp Star connects to the Casdra Plains. The alternating points should turn from brown to yellow when you touch the star's center, and this activates it on this end. This star will be a very nice time saver in the near future.

=====
THE ARSENAL
=====

While Alex got to see the Arsenal briefly in the beginning of the game, he missed out on collecting a treasure chest because Qunos was blathering on the whole while. Now is a good time to return and collect the prize that was missed.

The easiest way to get to the Arsenal is to start at Hujia. From there, follow the path leading directly north. It bends slightly around a small pond, but takes you out exactly north of the town. Inside you'll find the same Lizard Knight you did the first time, though he should be a much easier fight now. In the back room is the real treat. You find the HAUZA, which can now be used as your alternate weapon. The Hauza is an excellent find, and now adds a long-ranged attack to your own arsenal (no pun intended). For more information on how and when to best utilize the Hauza, check out the "Getting Started" section at the beginning of the guide.

=====
LOOKIN' FOR SOME DY-NO-MITE!
=====

Back on track with your mission, it's time to help out Tylon and retrieve his Dynamite from the Storehouse, which is pretty easy to locate. From nearly anywhere on the map, just head due east until you come to a main path. From here, follow the path south and it will lead right to the Storehouse. If you have any trouble finding it at all, it's shown on your in-game map, as well as on the map in the section above.

=====
5. S T O R E H O U S E DV01E
=====

Recommended Level: 4
Valuable Items: Armor Energy (Lv.2), Key, Potion, Dynamite

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Moth Bat (Green):	38	3	3	1
Scorpion (Gold):	32	7	5	1
Sentry (Silver):	34	7	7	1

```

| KEY |
| == |
| E: Entrance |
| S: Shutter Door |
| L: Locked Door |
| X: Boss |
| |
| a...z: Treasure |
| 1...9: Stairs |
| |

```

First Floor

```

-----
      1     2     3     4     5     6     7     8
      |     |     |     |     |     |     |     |
      |     |     |     |     |     |     |     |
A     |     |     | b |     |     |     | d | e |
      |     |     | S |     | c |     |     |     | |
      |     |     |___|     |___|     |___|     |___|
      |     |     |     |     |     |     |     |
B     E   L L     a |     |     | S S     X |
      |     |     |___|     |___|     |___|     |___|
      |     |     | S |     | L |
C     |     |     |     | S |     |
      |     |     |___|     |___|

```

TREASURE GUIDE

```

-----
a: Armor Energy
b: Key
c: Potion
d: 200 Jade
e: Dynamite

```

As Alex enters the Storehouse, he can smell the mold in the air and feel the cool breeze blowing from within the sealed mines. The Storehouse consists a series of hollowed out rooms that are used for storing explosives and other volatile materials. No one has ventured within these rooms since demons began appearing, but nothing is going to stop Alex on his vendetta to rescue Kat.

The Storehouse is the first main dungeon you've explored so far, and it ranks among the short and sweet variety. When you enter the first room, walk up to the locked door and Alex will automatically use the Key in his inventory. This door leads into a larger chamber, filled with two Gold Scorpions and a Moth Bat. The Scorpions should be familiar foes, but the Moth Bats make their introduction here.

Moth Bats attack by either arcing down to strike you or sprinkling powder from their wings when directly overhead. The best method of handling them involves nearing to a few steps in front. Line yourself up with them horizontally, then strike. Alex should perform his "diagonal slash" attack from this range, and that will handle the situation quite nicely.

After you clear this room on its enemies, a chest will appear along the right-hand wall. This contains ARMOR ENERGY, which doubles the defensive power offered by your armor (in addition to changing the color). While you may not be a fan of the new lavender coloring, you will be a fan of the added protection. This improvement will noticeably cut down on the damage you take. You should now spot a door leading up and another leading down; take the top one first.

=====
GOOD PLACE TO LEVEL
=====

This dungeon sports the best place to level-up that you've encountered thus far. The room above the Armor Energy contains two Sentry guards armed with long spears (room A3 in the map above). These opponents give great experience and will respawn every time you enter the room. Use this to your advantage. As soon as you enter the room, turn and face the Sentries but let them come to you. Once they are within striking distance, let them have it with a couple of quick sword slashes. The sword is preferred here over the Hauza since the Hauza's recovery time leaves you wide open for damage from one or both Sentries after you attack. Every so often, these foes will drop Hearts, and this should be more than enough to keep your HP at full. Staying here until level 5 or 6 is recommended, and will put you in great shape to face the boss.

After defeating the Sentries for the first time, a chest containing another KEY should appear. Pick this item up and head into the room at the right. You'll enter into another large chamber, and the Shutter doors will close behind you (they reopen when all the enemies are killed). There is a chest against the right-hand wall, but you can't open it until all the enemies are first defeated (this is true of any room that has a chest and enemies). Inside you'll pick up a POTION (restores life to full), which may come in very handy during the boss fight.

Backtrack now to the room that housed the Armor Energy (B2-B3). If you've spent a good deal of time leveling and exploring up until this point, you may wish to leave the dungeon and save at Hujia. Yes, this is a pain in the ass, but it's not nearly as much of a pain as leveling up again if you die. If you have played this game before or enjoy the adrenaline rush, by all means, proceed without saving.

Take the bottom door into another large chamber with shutter doors, then go through the passage on the right once the enemies are defeated. This next small room has 2 more Sentries patrolling a locked door at the top. Touch the door after taking out the guards, and the Key will be automatically used to open it. You now enter the final small room before the boss, this one containing a Sentry and a Moth Bat. If your HP are low, exit and reenter this room from the south door until you the enemies drop enough small Hearts to fill your HP. You will want as much life as possible before facing this boss. When you're ready, take the door at the right and brace for a fight.

=====
STOREHOUSE BOSS - PIERCIA

=====
Attack: 42
Defense: 11
EXP: 87

Piercia, the giant scorpion, can be very hard or very easy depending on the strategy you use to defeat her. The important thing to remember is that after Piercia is attacked, she comes charging at you almost immediately. This means you'll need to move up or down very quickly to avoid the hit. For this reason, try to keep Piercia near the top of the screen when you attack, then move down to avoid the counter-strike.

The amount of time you'll have to react to Piercia's charges depends on your weapon of choice for the battle. The Hauza is the safer bet, and you probably need to land 1-2 fewer hits due to its added attack power. Stand at least half a screen away from Piercia and hurl the Hauza from afar. You can even connect with the weapon if Piercia is off the screen. When you make contact (or hear the Hauza hit), move down quickly and prepare to walk to the other side of the screen. The drawbacks to using the Hauza are that it takes more time and that it can be rather annoying to line up the hits. Still, it's the safer choice for this fight.

For the more adventurous (or less patient), the Sword will also take care of business quite nicely. When using this approach, watch Piercia's tail, as it will go into the air just before she attacks. Try to slash when the tail is low, and hold the down button as you unleash the blow. If you're lucky, you will be able to get out of the way in time. To make your life easier, spend as much time near the top part of the screen as possible, and always try to attack from there. This gives you the most room for maneuverability when avoiding attacks or walking around Piercia. Once defeated, she will explode into a boon of Hearts. Take what you need and proceed to the next room.

=====
EXPLOSIVES IN HAND
=====

Enter the room behind Piercia's and grab the 200 Jade from the chest and the DYNAMITE from the crate at the far right (it says 'Danger' on it). At long last, you can bring the explosives to Tylon and get the fat lady off his back (not literally, of course, as that would be torture). Begin backtracking through the mines, taking care of any enemies that didn't learn their lesson the first time. If you're looking for some amusement at this point, you can try playing with the hanging lights on the ceiling overhead. They will rock back and forth when Alex swipes them with his sword. There's no use to this, of course, but it does give you something to do as you leave the Storehouse. Once you've left, head northwest back to Hujia.

=====
MEANWHILE...
=====

As soon as Alex enters Hujia, the action shifts back to the Storehouse. A Demon Knight walks about frantically, wondering who could have slain Piercia in her lair. Suddenly, Argos reappears, pondering the same thing. The lowly Demon Knight tries to console Argos, letting him know that the Storehouse was not the entrance to the Underworld as they have originally speculated. Argos doesn't care about what a stupid Demon Knight has to say. He orders him back to the ice fields near Keire, and remarks that he will be searching in the southeast for the Underworld's gate. After he vanishes, the Demon Knight's true feelings emerge. He detests Argos and all humans, and awaits the day when

his demon ilk will rise up and crush the species. Already, the webs of distrust within the ranks of evil are being woven...

=====

6. B A C K I N H U J I A

=====

DV01F

Recommended Level: 6

Valuable Items: Casdra Map, Bombs (10x)

Well, that was nice. Oblivious that Argos was just in the Storehouse, Alex continues on his merry way. A few of the townspeople now comment on your recent heroics, but no one is kind enough to reward you for it. Head over to Tylon's in the northeast corner of town and speak with him. He thanks you for the Dynamite and asks you to inform the shopkeeper that he will now start making bombs again. On your way out, the fat lady stops you and is shocked that Tylon really was out of dynamite. She feels about as bad as any shameless person can, and gives you the CASDRA MAP in the hopes that you will visit her shop someday in that region. While the offer is anything but appealing, the map is very useful. You can now view it by pressing the R-button and moving to it on the sub-screen.

Visit the Item shop, then head back to Tylon's. He has finished your bombs and placed them on the left-side table for you. You will receive 10 for all your hard work. Once you reenter town, you will also be able to purchase bombs from the item shop, though they are rather expensive. Bombs can be used for decent offensive damage at any point, but you should avoid wasting them this way. Your sword or Hauza are much better alternatives in every case.

With that, you can now head to Mt. Galys. Take this time to wrap up any loose ends and prepare to travel to a new region.

=====

NOTEBOOK

=====

- Use Tylon's bombs to clear the Galys Pass
- A busy town called Casdra can be found on the other side of the path
- You can collect fruit on Mt. Galys and sell it at the Hujia item shop
- Some village beyond Mt. Galys was attacked by demons

=====

7. G A L Y S P A S S

=====

DV01G

Recommended Level: 6

Valuable Items: Fruit, Heart Container

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Moth Bat (Pink):	44	15	23	1
Scorpion (Gold):	32	7	5	1

path, then follow it directly north.

The Galys Pass is a rocky mountain stage, littered with skeletons crushed by falling boulders and trees clinging to the rocky ledges. The Pass has three main sections: the Hujia side, the Casdra side, and an inner cave connecting the two. You begin on the Hujia side and will need to climb your way to the top. The first part is very straight-forward, with the only split coming on the second screen. The left path leads to the inner cave, but you can't take this route from here; you'll need to access it from the other side. In front of the cave entrance, however, is a tree that holds FRUIT (screen C2 above). Jump up and slash the branches with your sword. You will see from 3 to 8 pieces of Fruit fall down, and you can return here to collect more Fruit each time you exit and reenter the Galys Pass.

The Fruit you can collect here has several uses. You can sell it at the item shop in Hujia for 1 Jade each or you can equip it to recover a small amount of HP when used as an item. However, do NOT do either of these. The Fruit has much greater use later in the game when you can trade it for useful items. In fact, the real purpose of the Fruit is its use as a bartering tool. You should try to collect 20-30 pieces before leaving the stage, as this will save you the hassle of returning later.

=====
TIME TO TRAIN
=====

The Galys Pass also sports a new enemy, which is great for leveling-up a bit -- the Pink Moth Bat. Several screens contain 4 of these foes, meaning you can continuously reenter for over 80 EXP each trip. The Moth Bats are most easily killed if you get them all on one side of you, then inch towards them while upward slashing when one is within reach. You should be able to reach level 7 without much effort.

Once you're done harvesting the Fruit and leveling-up, if you choose to do so, follow the path the only way it will take you. You will eventually come across a giant boulder blocking your way. Here is where Tylon's Bombs come in handy. Just plant one at the base of the rock and it will crumble, easy enough. It seems almost laughable that this pile of rocks no larger than Alex was the only results of the dreaded "avalanche" everyone mentioned. Not your worry anymore. Follow the path until you come to the very top, at which point you'll see an open space leading to the other side of the mountain. Stop to pick up some more FRUIT from this tree, then proceed right through.

=====
GOING BACK DOWN
=====

The Casdra side is slightly shorter than the Hujia side. After collecting the Fruit in the tree right by the entrance, head down from the first screen and take the right path, which leads into the cave. Walk due right and you will find a HEART CONTAINER, boosting you maximum life. After you pick it up, the bridge will now start extending over the pit that you could not cross from the other side. This way will be a new shortcut on future trips through the Pass (and there probably will be at least a few). You can take this cave out right at the base of the Hujia side, but simply turn right around now and walk back out.

From the cave's mouth on the Casdra side, take the left side path, then head down the stairs. You are now at the base of the Casdra side, and have

successfully crossed the Galys Pass. The Casdra region now awaits you.

=====
PART II : VOYAGE TO CASDRA DV02
=====

With some fighting under his belt and his sights ultimately set on the Keire Temple, Alex proceeds on his way to the Town of Casdra. The entire world is now at his fingertips, with unrestricted access to most of the island. However, perils await him at every corner, and it's best not to stray from the main path just yet. Those who reside in Casdra can help on the quest, and they should be visited at once.

=====
PART II CONTENTS
=====
1. The Casdra Plains.....DV02A
2. Town of Casdra.....DV02B
3. Exploring the Plains.....DV02C
=====

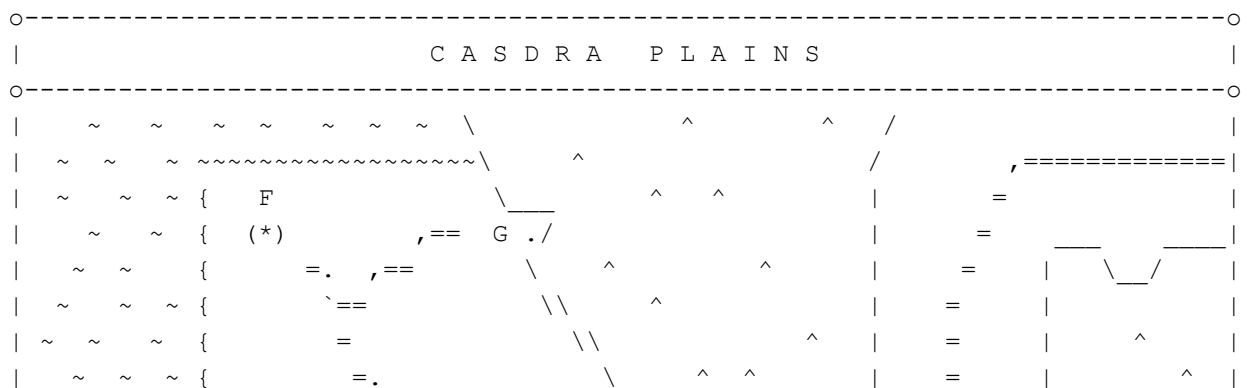
=====
1. THE CASDRA PLAINS DV02A
=====

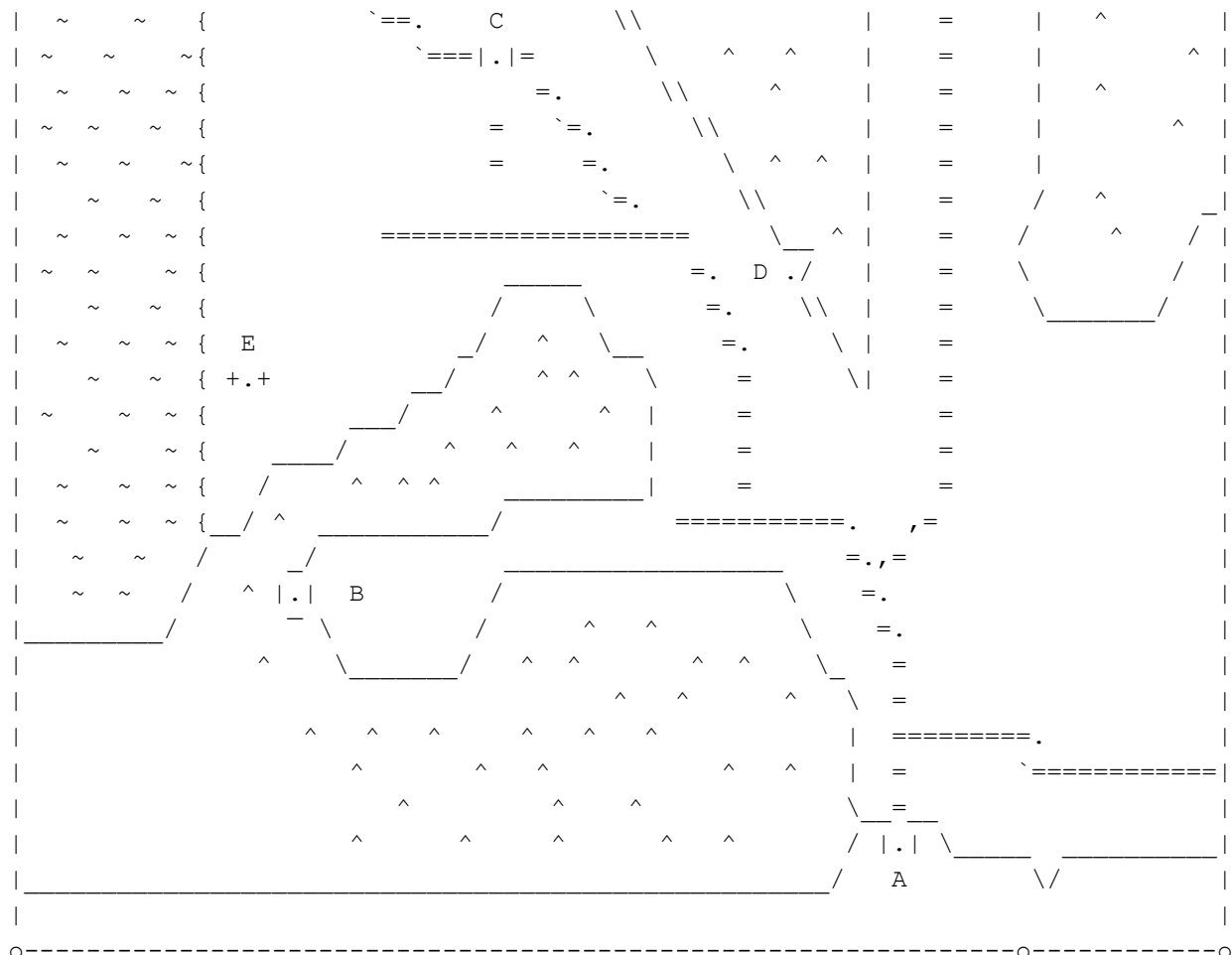
Recommended Level: 7
Valuable Items: None

Enemies:

Table with 5 columns: Enemy Name, Attack, Defense, EXP, Drops. Rows include Beetle (Blue), Lizard Knight (Green), and Scorpion (Gold).

After stepping foot outside of the Galys Path, a whole new world opens up to you. Unlike the Hujia region, Casdra is not safely bounded by mountains or oceans. It is now possible to reach 75% of the areas of the game, and this means you can easily get lost if you aren't careful. And getting lost is NOT something you want to do, as monsters in later regions will slaughter you if you stumble upon them now. The following is a map of the region:





-----o-----o-----o

LOCATIONS

-
- A: Galys Pass
- B: Fire Cavern
- C: Town of Casdra
- D: Landslide
- E: Stump (Flame Wizard)
- F: Warp Star (to Hujia region)
- G: North Cave

- | KEY |
- | = Path |
- | ~ Water |
- | ^ Mountain |
- | { Shore |
- o-----o

The Casdra Plains look pretty similar to the Hujia region on the face of it. The terrain, trees, landmarks, and even random enemies are all the same (the enemies do change later, though). There is much to explore, but it's best to head to the Town of Casdra first. Since you will need to run around a bit, it's more efficient to incorporate exploration into plot advancement by waiting just a short while. You also get a small breather along the way, since the enemies are all the same as the ones you encountered in Hujia. Your level should be high enough now that you can destroy them with little to no danger.

The Town of Casdra can be reached rather easily if you follow the main path. At two points early on, you will notice that other paths split off to the right (east) -- just ignore these for now. The only confusing part comes during the stretch when you're heading due west. The "straighter" part of the path, that leads farther west, is incorrect. You will know you've taken it if the sky starts turning red and the music changes. In this case, just backtrack and take the northern fork. Shortly after this you will spot a cave on the right leading to a Landslide, but there is nothing to do there yet, so just ignore it.

The path will split one more time as you near Casdra, and you should take the

right (northern) fork. The town is just a few steps ahead, surrounded by wooden posts and water. It should be noticeable from the distance.

=====

2. T O W N O F C A S D R A

=====

DV02B

Recommended Level: 7

Valuable Items: Lake Map, Heart Container

Ah, the bustling town of Casdra. Well, bustling is a relative term here. People seem to be in high spirits despite loads of bad news. Some of the villagers inform you that the Keire Temple has been overrun with demons (Keire was the place Argos was heading). That can't be too good. Unfortunately, there's nothing you can do about that, as the warp point to Keire seems to be blocked with ice.

To get all the details, speak to the monk in the house on the second street with the star icon on the door. He tells you about the great ice fortress that has appeared, and how it's not safe to enter until you have some way to melt the ice (can you smell another goose chase yet?). The other useful townspeople is in the last house on the first street. He suggests that a man named Rodister, who lives by the Lake Cave, might be able to help you out. Even better, he gives you the LAKE MAP to help you find his dwelling.

On the first street, you will notice an item shop that employs none other than our large friend who we met in Hujia. The fat lady is happy to see you, as you'd expect, but don't think this means you'll get a discount or any special goods. Her prices are, in fact, higher than those in Hujia. As if you didn't have enough reasons to dislike her already...

Before leaving, talk to everyone at least once. You will come across a daughter who's hid her father's bow in a cave to the north, as well as her father, who has no idea where the bow went. This will be a nice little side quest to do after you leave. Also of interest, the Wandering Merchant can be found on the back streets if you purchased his wares in Hujia. For 300 Jade, he will sell you another HEART CONTAINER. That's quite a bargain, and if you don't have the money, come back here as soon as you do.

=====

NOTEBOOK

=====

- Seek out a man named Rodister by the Lake Cave
- An Ice Fortress has appeared in front of the Keire warp point
- The hunter's bow was hidden in the North Cave
- The Keire Temple was overrun by demons
- A prodigy named Giza studies at the Keire Temple
- A young man lost his dear sister many years ago to an illness; her grave remains in Casdra

=====

3. E X P L O R I N G T H E P L A I N S

=====

DV02C

Recommended Level: 7
Valuable Items: Bow

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Beetle (Blue):	18	0	2	1
Lizard Knight (Green):	20	3	7	1
Scorpion (Gold):	32	7	6	1

There are several useful sites to see around the Town of Casdra. In addition to the Northern Cave, which the young girl hinted at, there is also a Flame Wizard and a Warp Star worth investigating. Start by heading due west from Casdra, then turn south as soon as you see the ocean in the distance.

=====

THE FLAME WIZARD

=====

If you head south along the coast, you will eventually come to a stump surrounded by wooden posts (it's marked as location E on the map above). Enter the stump and you'll pass into an underground tunnel, brimming with molten lava and small firespouts. It is possible to lose a good deal of life here, so be careful. Stay near the middle of the screen as you walk, and try to dodge the obstacles along the way.

At the end of the long room, take the top door and you will come to a small cave with a cloaked man. He identifies himself as a Flame Wizard, and says that he can upgrade your fire magic once you get the Fire Ring. Hmm, the Fire Ring sounds like something that might be useful in melting that Keire ice, doesn't it? Anyway, head out after speaking with this man but keep this location in mind, as you will want to return here relatively soon.

=====

ANOTHER WARP STAR

=====

From the Flame Wizard's stump, walk directly north. After a short while, you will come across another star image emblazoned on the ground. This is a Warp Star, just like the one you found in Hujia. In fact, this Warp Star connects to the one in Hujia, but only if you've visited that one already. Step on the star, and the points will either turn yellow (if you didn't visit the Hujia star) or blue (if you did). If they turn blue, you can now use this to transport instantly to Hujia. What a time saver! Though there isn't much to do in Hujia, you are free to go back and explore or purchase items there. This warp point will come in very handy in the near future, so, like the Flame Wizard, keep its location in mind.

=====

NORTH CAVE

=====

From the Warp Star, face northeast and begin walking forward. You should see a cave appear almost immediately, and a path should be leading up to it. Enter the cave and you'll come to a small room with a chest on the left and two jars on the right. The chest contains the BOW, so take it as soon as you get the chance. The two jars contain a very useful stock of three small hearts each

may also want to make a detour to acquire some of the regional goodies now that he can... if he wants to take some risks, that is.

```
=====  
PART III CONTENTS  
=====  
1. The Lake Cave.....DV03A  
2. Exploring the Lake Region.....DV03B  
3. Calculated Risks.....DV03C  
4. Getting the Serpent Scales.....DV03D  
5. The Fire Cavern.....DV03E  
6. The Casdra Warp Point.....DV03F  
=====
```

```
=====  
1. THE LAKE CAVE DV03A  
=====
```

Recommended Level: 8
Valuable Items: Potion, Magic Crystal, [Lake Map]

The next leg on Alex's trip is visiting Rodister at the Lake Cave. Though Alex has no clue why he is visiting this man, he's pretty much out of other options. The Lake Cave exists in the Lake Region, which houses the exact same enemies as the Casdra Plains. In fact, there is no difference at all between the two regions, so you may as well think of them as extensions of the other.

This cave is fairly easy to get to, and you can access it from the main path that runs throughout Casdra. Take the path all the way back to the Mt. Galys entrance, and then take the eastern fork just before entering the Pass. When the road splits again, head north until you come to the lake (more like a pond, but that's not important). Make your way around the lake and head north to the cave entrance.

Inside are two small rooms, with the second housing Rodister. Rodister seems content enough, standing in the middle of this dreary cave wearing fancy clothing and holding his hands to his waist. If you want to see a neat little trick, try walking back and forth across the room. Rodister follows you with his head, though he never shifts his body at all. It's an amusing way to kill a few seconds.

Anyway, he explains to you that the Ring of Fire will be needed to melt the ice blocking Keire. This ring is housed in the Fire Cavern to the west, but Alex will need the Serpent Scales to tame the massive flames within the cavern. Master Qunos, he suggests, may know how to acquire these Scales. If you haven't already gotten it, Rodister will give you the Lake Map after you are done speaking with him. Yes, that actually means you could have come right here and skipped entirely over the trip to Casdra. However, you miss out on much of the story, as well as several useful items, by taking that approach.

There are also two chests to the left and right of Rodister that he permits you to take. One contains a Potion and the other a Magic Crystal, both very useful items. With these new objectives in hand, Alex is off once again to explore the region.

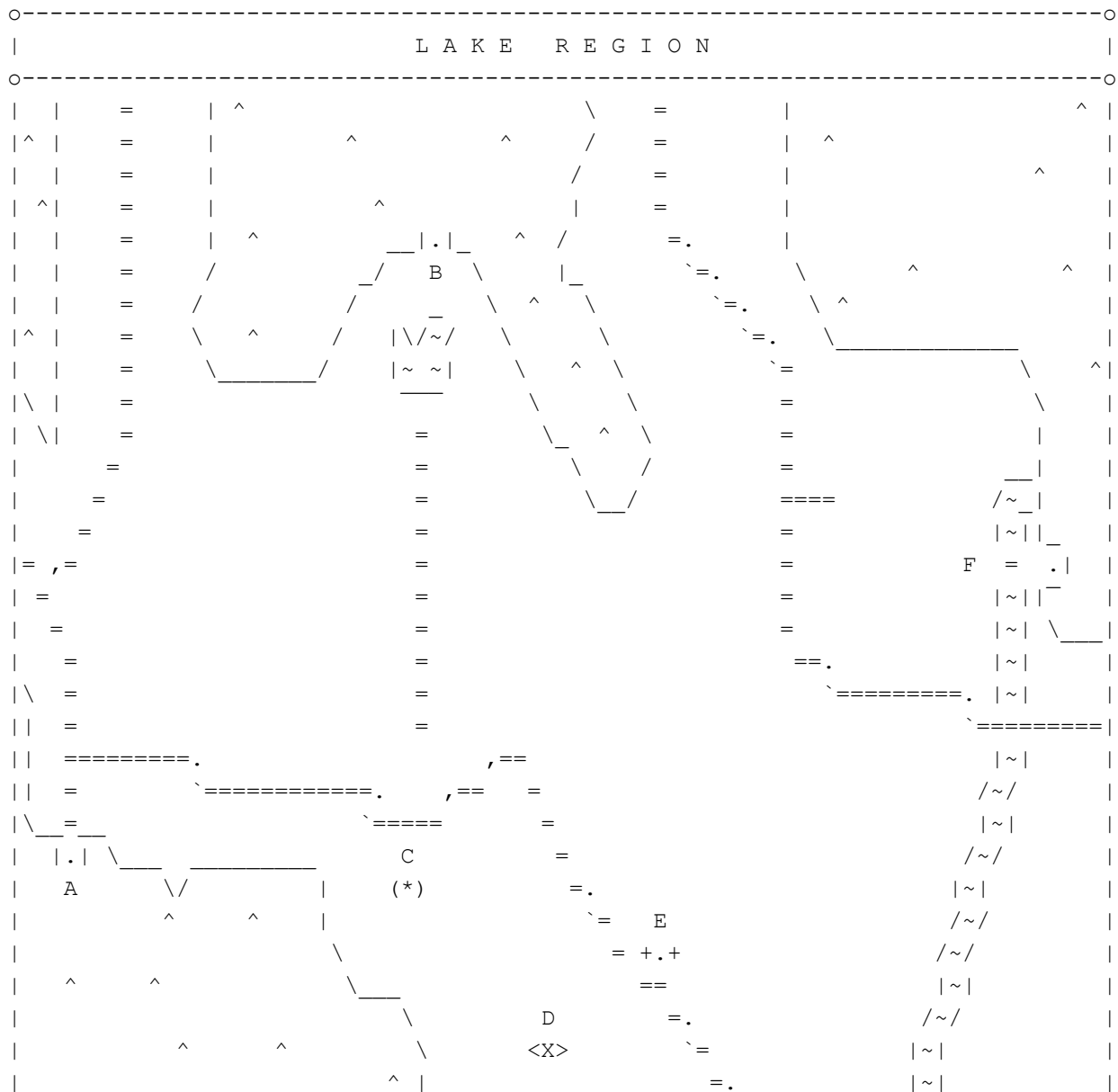
Recommended Level: 8

Valuable Items: Sword Technique (Lv.1), Heart Container, Lightning Ring, Fruit

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Beetle (Blue):	18	0	2	1
Lizard Knight (Green):	20	3	7	1
Scorpion (Gold):	32	7	6	1

This is one of the rare points in the game where you can really reap the rewards of exploration and some calculated gambles into harder regions. Keep in mind that this entire section is optional, but now is as good a time as any to collect some treasure. Before starting, the following is a map of the Lake Region:



LOCATIONS

- A: Galys Pass
- B: Lake Cave
- C: Warp Star (to Sektra Swamp)
- D: Glowing Emblem
- E: Stump (Sword Technique)
- F: Falls

-----o-----o
| KEY |
| = Path |
| ~ Water |
| ^ Mountain |
o-----o

=====
A FUTURE STAR
=====

The following sections will go in order of appearance, starting with the closest place to the Lake Cave. If you retrace the path that lead to the cave going due south, you will eventually hit another Warp Star. Walk on the star to activate it at this end (it will turn yellow), which saves you the trouble later. This particular star connects to another one in the swamp, which isn't reached until considerably later in the game. Also note that you may see a glowing, triangular emblem on the ground not far from here. These emblems are important later in the game, but you can't do anything with them at this point. Just continue right past them.

=====
MASTERING YOUR TECHNIQUE
=====

From the warp star, walk directly east until you meet up with the main path again, then follow it southeast until you see a stump. Inside the stump is the hollowed out remains of what seems to be an abandoned mine, and a stone tablet rests on the ground at the far end. If Alex reads the fainted inscription, he will see find it contains the secret to mastering a long lost SWORD TECHNIQUE. He will now have learned a new move, which can be activated by pressing the X-button (though it does seem rather odd that the ancient sword masters knew what the X-button was...).

The Sword Technique is actually an amazing offensive tool if you know how to use it correctly. The move adds 10 armor-piercing damage to the regular power of your sword. This means that you can kill even the toughest monsters in the game who have extremely high armor values using this technique (whereas a normal sword attack would only do 1 HP). The drawback of this move is that it saps 8 HP from you each time it's used. If you want to gamble, you can enter tougher regions and use this method to kill harder foes, earning massive EXP and leveling up very quickly. The gamble aspect comes from facing monsters who can kill you in a single hit, especially when coupled with your constantly decreasing HP. Aside from this, it is not advised that you use this move on normal enemies, who you can kill in 1-4 regular hits. The added power is a waste given the HP drain.

When using the Sword Technique, Alex will slash his sword in an upward and forward motion. This is ideal for clearing out anything in front of you (including flying foes) that is causing trouble, especially when you want to keep some distance from the enemy before striking. Nevertheless, it is imperative that you use this move sparingly, as the HP drain adds up very quickly.

=====
IN THE MEADOW
=====

After exiting the stump, start walking southwest until you hit the mountain wall, then continue to follow it south. You will need to walk into a region that is off the Lake Map above, but all the enemies remain the same (if you get lost, you can refer to the map in Part 8: The Old Ruins, which shows this region).

After a short while, you should spot a cave opening with two trees marking the entrance. Inside, you will come to a region called the "Meadow," which looks like an overgrown forest and has ominous music playing in the background. This area is very short, consisting of three screens in total. The main action occurs on the second, where you will run into 4 laughably easy Green Lizard Knights. You will also notice that if you jump and slash the trees branches, the leaves will rustle. Doing this at the first tree will knock down a small bounty of FRUIT. You can leave and reenter to collect lots of Fruit from here very quickly. It is advised that you collect a total of 50-60 Fruit while you're here now, as you'll need this many to barter for some useful goodies a bit later on.

The third part of the forest has the real prize -- a HEART CONTAINER. The boost in HP will come in very useful in the following stages. Once you've picked it up and are done collecting Fruit, head back outside and resume exploring the region.

=====
BEHIND THE FALLS
=====

After leaving the Meadow, follow the path and make a left turn (heading north) at the first split. You should end up at the stump again after a short walk. From here, walk northeast until you come to another path, then follow it north until it you see an offshoot heading east (confused yet?). You will know this fork is the correct one if you spot a small block of trees right in the middle of the road. Follow this eastern path and continue walking even after the road ends. You will eventually come to a stream and should, if you're in the right area, see a set of wooden posts and a waterfall. If you get lost, refer to the map above (location F). At the waterfall, walk along the path and Alex will enter it.

Behind the water is a wet, secluded cavern. The only audible sounds are the roaring of the falls outside. The cavern contains a single chest, which holds the LIGHTNING RING.

Like all rings, the Lightning Ring discharges a magical attack at the cost of MP (a single star). You can check the attack power of the rings by selecting them on the menu and pressing the B button. At level 1, the Lightning Ring should have an attack power of 10, which means it does 10 damage to opponents, regardless of defense. This would be a great way to damage difficult foes, except your MP are very limited at this point. Still, you should probably keep the ring selected as your default item and use it when you need a quick offensive kick.

Recommended Level: 8

Valuable Items: (Optional)

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Beetle (Blue):	18	0	2	1
Lizard Knight (Green):	20	3	7	1
Scorpion (Gold):	32	7	6	1

After picking up the Lightning Ring, you are more than equipped to carry on with the game's plot and head back to Rysis. However, you also have the opportunity now to pick up some useful treasures if you're willing to accept some risks. If this is your first time through Dragon View, you may wish to pass on these things, as getting them will be a challenge. Don't worry about missing out on anything, as all these items are mentioned in the relevant sections where you are normally meant to get them. Here are all the things you can pick up from here, with the risk levels shown afterwards (out of 5 stars, 5 being the most dangerous). Remember, before starting any of these side quests, SAVE the game.

First off, since you are now armed with the Sword Technique and Lightning Ring, you have the opportunity to gain some quick levels by heading north into the swamp. Though your standard attack will do no damage, the Sword Technique will drain any enemy's HP by 1/4 or more. These enemies can give upwards of 1000 EXP, so it's clearly worth your while if you can handle the risk. The battles against the Water Blobs and Lizard Knights are somewhat easier, as they can be killed using the Lightning Ring. The Huge Bugs, however, are resistant to elemental attacks. Taking them out will require some up close and personal action using the Sword Technique. You should be able to gain half a dozen or so levels rather quickly, but be warned that you can't survive more than 1-2 hits from any enemy. Once again, SAVE THE GAME before proceeding and after gaining any levels.

RISK: ***

Now, onto the available treasures:

1. PLAYING GAMES IN THE SWAMP: There is a wizard in the swamp who gives you a treasure, but only if you've killed 100 enemies after speaking with him. Considering that it takes some time to do this, the sooner you start, the sooner you get the treasure. To find this wizard, you will need to enter the swamp, which sport enemies MUCH stronger than you are. The key will be avoiding the mist clouds to evade the enemies (if you do encounter an enemy, try beating it using the Sword Technique and pray you aren't hit). You can find this particular cave by heading west from the lake cave all the way to the mountain wall. From there, hug the wall and head north. You will enter the swamps, pass by some large ponds, and eventually come to a cave along the mountain wall.

Inside the cave, known as the Wet Cavern, you will see a chest and a cloaked wizard. Speak with the wizard, ignore his taunts, and choose "Very much!" when he asks if he hurt your feelings. He will now wager his treasure that you cannot defeat 100 enemies. Obviously, you should return here later on after you think you've reached this tally, but note that only overworld encounters count towards the kills total. You can pick up some small hearts from the pots on the left if you need refreshing before moving on. There are also hidden caverns behind this one that can be reached by bombing, but those are next to

impossible at this point (you get 1000 Jade from that). The rest of this cave is covered in more detail later in the walkthrough.

RISK: **

2. HEART OF THE SWAMP: If you travel into the center of the swamp, there are two treasures you can pick up, both found in stumps. The first is a level 2 upgrade of the Lightning Ring, and the second is the Bag (lets you hold more items) which you trade for 50 Fruit. It's almost impossible to give intelligible directions from here, so see the map of the swamp region for instructions (Part 7 of the walkthrough). Again, the key is avoiding enemy battles, which is very tough if you don't even have a good idea of where you're going.

RISK: ***

3. THE ANCIENT FOREST: In the northeastern part of the swamp, just before the desert begins, there is a cave leading to a region called "Forest." This area contains insanelly tough enemies, so difficult that there is really no viable strategy for squeaking by. The only way to get the treasure here is to run and dodge them all. Head up on the first screen before the Moth Bats can attack, then head over two screen to the right. You can send the Giants back by using the Hauza, and it's easiest to lure them to the bottom of the screen and run past them using the top. Your reward for this is a MP STAR, which adds 2 MP to your maximum. While this treasure would be very useful at this point, it's extremely hard to get. Try this one if you're a Dragon View pro.

RISK: *****

4. DESERT CAVE: At the southern part of the desert, along the mountain wall found by traveling south from the Falls, is the Desert Cave. The cave can be reached fairly quickly from the Lake Region, so it's probably easier to start there and travel east (or check the map in Part 6 of the walkthrough). In the Desert Cave, you'll come to a room with a statue that has paths leading to both sides. Take the door on the right. You will now enter a chamber with another Piercia boss (just like the one in the Storehouse). You should be able to defeat it rather easily using the same strategy you did then. In the room after this, you can find a MP STAR. This adds 2 MP to your maximum, and will be extremely useful in the upcoming regions. Given the difficulty and reward of this challenge, it is probably a good bet to give it a shot.

RISK: **

After treasure hunting, you are now ready to head to Rysis and resume you adventures.

=====

4. G E T T I N G T H E S E R P E N T S C A L E S DV03D

=====

Recommended Level: 8
Valuable Items: Serpent Scales (20x)

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Beetle (Blue):	18	0	2	1
Lizard Knight (Green):	20	3	7	1
Scorpion (Gold):	32	7	6	1

It's time to go revisit some old friends and heed the wise words of Master Qunos once more. Take whichever way is quickest and easiest back to Rysis -- either the Galys Pass or the warp point from Casdra. You should probably take the Galys Pass if you didn't pick up the Heart Container last time or if you want some extra Fruit. Otherwise, the warp star is almost certainly faster.

Ah, good old Rysis... The somber music brings back memories of the nightmare that besieged Alex on these very streets. Things haven't changed all that much since your last visit. The town is still only populated by half a dozen people, and everyone still says basically the same things. The lone exception is Damme, and only if you have not yet learned the Sword Technique. In that case, he tells you of its rumored location southeast of the Galys Pass. If you've already learned this maneuver, then Damme just wishes you luck in finding Katarina.

The main objective here is Qunos, so spare no time in visiting him. He isn't overly enthusiastic to see you again -- in fact, he makes no mention of it -- but does get right down to business. He explains that Rodister was once a great warrior who survived the ordeals of the Fire Cavern using the SERPENT SCALES, of which he now gives you 20. Use these items to douse the burning flames that thwart you. If you get down to 9 scales or less, return to Qunos and he will give you an additional 10.

=====

FINDING THE FIRE CAVE

=====

The Fire Cavern is fairly easy to locate, and odds are you've ended up in its vicinity by accident several times already. Take either route back to Casdra, then follow the main path until it forks directly west, about half way down. The cave itself is south of the Casdra Town and west of the Lake Cave. When entering the Fire Cave region, the sky will turn red and the music will change, signifying this new (though very small) region. If you have any problems at all finding this location, refer to either the in-game map or the one for the Casdra Plains in Part 2 of the walkthrough.

Once you get to the fiery entrance, it pays to hang outside a little while and level up by fighting the Black Beetles. These new foes give 91 experience and should be fairly easy to kill. Attack with the sword and employ the same basic strategy as you used on the blue brethren. Try to move out of the way when they reemerge from the ground and attack from on top of them if you get the chance. New levels should come quickly.

Once your level and equipment are where you want them to be, you are ready to enter the cave. It is strongly advised that you save now if you haven't done so recently, as the Fire Cavern is, by far, the toughest stage to date.

=====

5. THE FIRE CAVERN

=====

DV03E

Recommended Level: 10

Valuable Items: MP Star, Sword Energy (Lv.2), Fire Ring

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	====	=====
Beetle (Black)	40	23	73	1
Cave Man	48	35	89	2
Fire Demon	48	31	92	2

KEY
===
E: Entrance
S: Shutter Door
O: One-Way Door
T: Triggered Door
&: Statue
#: Flame Pillar
X: Boss
a...z: Treasure
1...9: Stairs

First Floor

	1	2	3	4	5	6	7	8	9	10	11
A				#					X	S	c
				#				S			
B		O		S				S			
		S	1							S	
C						b	2			S	
		S								S	
D	#					&	#				
E	#		S			T	#	S	S		

Basement 1

	1	2	3	4	5
E				a	
	1	#	&		2
F	#		O		
				#	
G			T	#	

TREASURE GUIDE

a: MP Star
b: Sword Energy
c: Fire Ring

Alex needs to shield his face as he enters the Fire Cavern, repelled by the wall of flames and smoldering debris that abounds. Molten lava runs on the ground beside him, and breathing through the scorching air is a tremendous challenge. Still, he knows this dungeon houses the Fire Ring, the ancient treasure needed to reach Keire and his beloved Katarina. Besides, what's the worst that some uncontrolled flames and spewing mounds of lava could do anyway? It's full speed ahead for Alex.

===== INTO THE FIRE =====

As soon as you enter the Fire Cavern, you will spot a huge wall of burning fire. This is the obstacle you had heard of that required the Serpent Scales. Fire off one shot from the cooling scales and the flames will be no more. Be careful not to touch the fire wall beforehand, as it inflicts massive damage (last tip was from the latest issue of "Duh!" magazine).

At the end of the first room there are doors leading up and right. The side door leads to a dead-end room, so take the top one. Defeat the Black Beetle to open the shutter doors, then head up through two more rooms, making sure to jump over the lava rivers along the way. The topmost room is a large chamber with lava on the top and bottom of the screen. Try staying in the dead center as you move right towards the door. The next room has another giant flame pillar that can be extinguished, once again, with a Serpent Scale. Talk the door leading down from here, and you'll now be in a large room with a new enemy, just as the shutter doors close.

You are now introduced to the Fire Demon, one of the most annoying enemies you've met so far. It travels around in a small puddle of lava, during which time it's invulnerable to your attacks. When it emerges, it shoots a green ball of superheated gas at you, causing noticeable damage. Worst of all, the Fire Demons can replicate themselves if you leave them unattended for too long. A definite annoyance, but the best strategy is to follow them around while in molten form and attack as soon as they pop up, before they can get a gaseous blast off. This, of course, can be difficult if there are several of these guys, so never leave them alone long enough to replicate. On a good note, these pests do leave two drops when they die, meaning you should get enough small hearts to keep your life filled, in addition to other welcomed goodies.

After taking care of those foes, the shutter doors should open again. Head left and then down. You should now be in a small room with two statues and a Cave Man, the other new opponent of the Fire Cavern. The Cave Men can be a serious annoyance. They move around quickly, making them hard to target, and attack just as quickly, make them hard to avoid. Your best bet is staying of a different horizontal level from them until you're ready to attack. This helps you avoid their charge or quick punches. When they leap into the air, use that time to move up or down to a different level, then near in and strike. While the Hauza is good for taking out these enemies from a distance, this room is tiny, making the sword a better option.

In the same room as this Cave Man you'll spot two statues. Both can be pushed from the outside towards the center, but this doesn't do anything. These are here to foreshadow what you'll be needing to do in the future, as moving some statues trigger the opening of certain doors. Head down the stairs in that same room once you're ready.

=====
THE BASEMENT
=====

The first room of the basement level has a flame pillar that can once again be quenched using a Serpent Scale. The next room contains a statue guarding the door at the top, and this, as you've probably guessed, is the way to go. Walk into the statue from its left side to push it, uncovering the door. Head up to the next room, then take the right-hand doors in following two rooms (these are the only ways to go, so there's no need to worry). You should now be in a room with a few fire spouts on the floor and a crystal-like star in the middle. This is a MP STAR, which will increase your maximum MP by 2 when acquired. A very nice find. Head down now and take the stairs in the next room.

The stairs lead back up the first floor. Take out the Cave Man, then head left into a room with a chest and two statues. The treasure here is SWORD ENERGY, which should raise your sword to level 2 and increase its attack power by 10. The benefits should be obvious almost immediately, as most enemies will now take 1 less hit or so if you've been following the level requirements. Head to the room below this, which has a closed door and a statue. Move the statue from the left side and will trigger the door to open, as well as the door on the floor underneath. It's important that the other door open, because the next room contains a flame pillar that cannot be doused with Serpent Scales. This blaze has its base one floor down, and that's the only place where you can extinguish it.

=====
TAMING THE ETERNAL FLAME
=====

From here, either fall down the pit in front of the flames or head back to the stairs and down to B1 again. If you choose the latter route, take the left-side door, which should shut behind you, and head down a room, then right. This is the source of the massive flame pillar you saw above, and it can now be quenched with a Serpent Scale. Backtrack to the left, up, then left again, and you should now be in the first room with the statue. Follow the same pattern until you end up back at the stairs, then head up to the first floor once more.

Walk back around until you come to room that had the massive flames before. All that should remain is a pit on the floor (which takes you back down if you jump into it). Walk around it and head two rooms to the right, then up one room. You should now be in a room with a Fire Demon and two shutter doors. Directly above this is a large room with 4 Cave Men, and it is the final stop before the boss.

=====
LAST MINUTE LEVELING
=====

If you aren't there already, you should spend some time training to level 12 or 13. Walking between the rooms with the 4 Cave Men and the Fire Demon are the best way to do this. It shouldn't take all that long, but the added power is very much needed against the boss. Also, make sure your HP are full before

moving on, which shouldn't be too hard if you pick up all the Cave Men drops. When you're ready, select the Potion item (just to be safe), then head up and prepare to face the boss.

=====
FIRE CAVERN BOSS - EFREET
=====

Attack: 52
Defense: 47
EXP: 483

Efreet can definitely be a handful without the right tactics. Unless you've massively over-leveled, his attack and defense will be high enough to cause you some difficulty. The first thing to realize is how Efreet attacks. Like Piercia, he will charge you as a counter-attack whenever you strike him. This can be devastating if you're in his way, but the damage can be eliminated if you move up or down quickly enough. Efreet also has two projectile attacks, both in the form of flames that ride along the floor. The first, more common one, will zigzag towards you. If it doesn't hit, it will often place Efreet out of your sight, as you may need to run around to avoid it. This is a frequent setup for another one of his attacks, the charging punch. The second projectile attack is a straight on flame attack that moves quickly but can be avoided rather easily. Efreet also has a habit of "barking" before he lunges, and this should be a sure-fire signal to move out of the way.

The main decision, as always, is over which weapon to use. For this battle, the sword is recommended over the Hauza. For one, the sword should be stronger than the Hauza at this point, assuming you picked up the sword energy earlier in the dungeon. And secondly, Efreet moves very quickly. The Hauza requires some time to both target accurately and recover from after throwing, and these both work against you here. It's also not a good idea to lose sight of Efreet, which often happens when setting up a ranged attack.

With the sword equipped, you should keep yourself on a different horizontal level from Efreet at all times, only moving up or down when you plan on striking. The key to victory is keeping Efreet on the screen and under constant attack. If you do it right, you can get into a pattern of: you attack, Efreet counter-charges, you dodge, you attack, etc. Efreet will basically run back and forth as you bat him around, only getting one or two projectile shots off at you during that time. Even if you can't get into a pattern as nice as this, always stay on either the extreme top or bottom of the screen, wherever Efreet is not. Also, make sure you have a Potion queued in your item slot in case your HP run low. After some fancy footwork and quick attacking, the giant fire puff will be no more.

=====
THE FIRE RING
=====

The chest in the room behind Efreet contains the Fire Ring, the much sought item you've heard so much about. Once you have it, backtrack through the Fire Cavern taking whatever shortcuts you can. Your journey out should be considerably shorter than your one into this place. Once the cave is cleared, start heading back to Casdra.

Recommended Level: 13

Valuable Items: Snow Map, (Map Marking), Fire Ring Upgrade (Lv.2)

Casdra hasn't changed much since you saw it last, so waste no time visiting the monk guarding the warp point (second level, house with star icon on door). He explains to you that the Fire Ring may be just what's needed to proceed, and also gives you the SNOW MAP to help find your way through the region. You are ready at this point to go right on into the freezing tundra, but there are a few pieces of business to take of first.

Before leaving town, visit the Dragon Shrine. Talk to the green monk until he tells you about the "castle in the snow fields." At this point, he will mark the location with an X on your in-game map. If you proceed too far into the game, you will miss the opportunity to ever have this spot marked for you, so take advantage of it now. The monk also hints at weapons and armor upgrades, both of which are also found in the next region.

If you had visited the man on the last house of the second street, he recalled to you his nightmarish experience in the Fire Cavern when was younger. If you talk to him now, he will inquire about how you entered, then beg you for the Serpent Scales so he can return. No matter what you do, however, Alex cannot give him the scales (he probably has the sense not to). The woman in the same house who you likely haven't spoken to before also seems to be very worried about you. Nothing useful here, but mildly interesting nevertheless.

REVISIT THE FLAME WIZARD

Take a few minutes to travel southwest from Casdra until you find the Flame Wizard's stump. He will now increase the ring's power and allow you to charge it up to level 2 (done so by holding the A-button). This added level does use up 2 MP instead of 1, but it also does more damage over a larger area.

THE DESERT CAVE

The "Calculated Risks" section just before the Fire Cavern detailed some of the possible places you *could* go at this point in the game. One of those was the Desert Cave, found by hugging the mountain wall south of the Falls as you traveled east. If you haven't gone there yet, it is recommended that you go now, as it contains a MP Star that will come in very handy in the Snow Fields. Getting to that cave safely requires avoiding the mist clouds, which is not too difficult. Once inside, take the first door on the right, fight the battle with Piercia (who should be quite easy), then pick up the Star in the next room. It's definitely worth the time and hassle of doing this.

And with that out of the way, you can return to Casdra and step foot inside the warp point.

From the depths of the Fire Cavern to the freezing tundra of the Snow Fields... Things sure do change quickly. Alex's main objective on the Snow Field is to find the Ice Fortress and take the warp point to the Keire Temple. Fortunately, he has the opportunity to acquire several upgrades on the way. Unfortunately, he will be facing enemies far tougher than anything encountered yet. He's a long way from home now, but the burning desire to rescue Katarina keeps his spirits high.

```

=====
PART IV CONTENTS
=====
1. Exploring the Snow Field.....DV04A
2. The Ice Fortress.....DV04B
=====

```

```

=====
1.  E X P L O R I N G   T H E   S N O W   F I E L D                               DV04A
=====

```

Recommended Level: 13

Valuable Items: Heart Container, Hauza Energy (Lv.2), MP Star (2x)

Enemies:

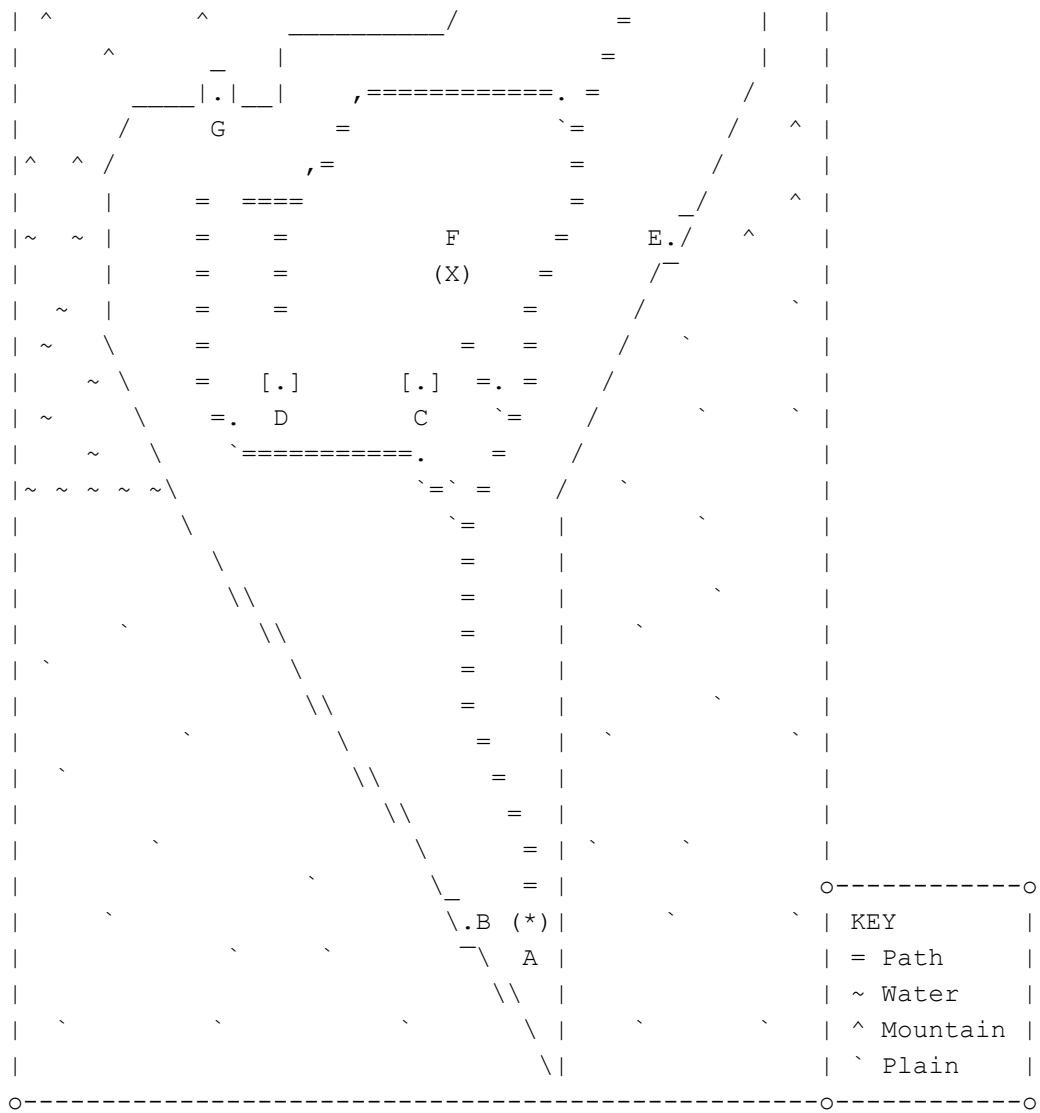
	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Ice Man	64	73	370	3
Snow Samurai	56	61	233	3

Alex's body is hardly done materializing when he begins feeling the frigid chill embrace him. The falling snow is both beautiful and ominous at the same time. Out of the frying pan and into the ice box went the old saying... err, wait. Well, proverbs aside, the journey up the snowy mountains continues.

The Snow Field is much unlike any of the regions you've encountered thus far. The landscape and terrain are both radically different, which isn't all that significant. The relevant change is in the strength of the enemies. Whereas it's probably been a cakewalk up until this point, you WILL find these foes difficult unless you massively over-leveled beforehand. The usefulness of the Fire Ring will be felt almost immediately, and your battle skills will at last be put to a test.

Once on the Snow Field, it is important to know your surroundings and explore fully, as many of the more useful locations are not visible on the in-game map. They are, however, shown on the map below.





LOCATIONS

- | | |
|-------------------------------|------------------------|
| A: Warp Star (to Casdra Town) | E: Snowfield Cave |
| B: Landslide | F: Glowing Emblem |
| C: Castle (Chest Game) | G: Fortress |
| D: Castle (Hauza Energy) | H: Castle (Ice Wizard) |

=====
START BY FIGHTING
=====

While it may sound kind of odd, the first thing you might want to do after arriving at the Snow Fields is spend some time training to level 15. This will at least allow you to hold your own using the basic weapons, as well as raise your defense high enough to survive the damage you'll be suffering. To begin leveling, you need to do nothing but remain stationary and let the mist clouds come to you.

Once in combat, you will face the two inhabitants of the Snow Field: the Ice Men and the Snow Samurais. The Ice Men, which almost resemble blue robots, are the tougher of the two. They do have an Achilles heel, however, and this is their weakness to fire. One blast from the Fire Ring will kill these foes, netting you 370 EXP. At this point, you probably have no other way to routinely kill the Ice Men aside from the Fire Ring, so make sure your MP don't fully deplete (and if they do, return to Casdra for healing). You *can* also attack using your Sword Technique, but this is more of a desperation tactic for when your MP are completely drained. Short of this, you can peck away for minutes on end using the Hauza, but this is clearly a last resort.

The Snow Samurais are larger and more agile foes, capable of firing projectiles while twirling towards you. These enemies are considerably easier than the Ice Men, and you should be able to take them out with 4-5 hits from the sword or Hauza even at level 13. Using the Fire Ring is also effective, but it won't kill them in a single hit as it does the Ice Men. Both the Snow Samurai and Ice Men leave 3 drops each, meaning you should have a good supply of small hearts and stars to keep you refreshed as you fight. These foes also give enough EXP that you should be up to level 15 after only a dozen battles or so. This should make you strong enough to survive the perils that show up in the immediate future.

=====
CAVE TO LANDSLIDE
=====

Directly west of the Warp Star is a cave, and this should be your first destination once you begin exploring. Inside you'll find an icy chamber and a man who claims to be a wandering healer. He will restore your HP and MP for 50 Jade, and will also save the game for free. Given how close you are to Casdra, it doesn't make much sense to pay for his services. Head to end of the cave and down the stairs. You will come out right in front of a HEART CONTAINER and in a room which may look somewhat familiar.

If you had explored the cave southeast of Casdra, you will recognize this room as part of the Landslide. If you melt the ice pillars in front of you, the pit will take you to the Landslide and right back to the Casdra Plains. This is a nice short cut, but it only lets you go one way. To get back to the Snow Fields you'll have to trek all the way to the Casdra warp point again. Save the hassle and just turn back after getting the Heart Container.

=====
CHEST GAME
=====

From the Landslide Cave, face directly north and begin walking. After likely facing several battles, you will eventually come upon a small castle (location C above). Once inside, you should spot a wizard standing in front of a doorway. This fellow wants to play the Chest Game! He gives you the option of opening one chest in exchange for 10 Fruit. Your prizes, as he explains, may be anything from a Potion to a Crystal to a Bomb to a Bow (though you can never win a Bow here, only arrows -- probably a typo). However, you receive a bonus the first time you play. No matter which chest you open, you'll find a MP STAR. Given the amount of MP you've probably been using, this item is very much welcomed.

If you choose to keep playing the chest game, you will win one of the four prizes described by the wizard. While Potions and Crystals are very valuable, it is a crapshoot, so don't try too many times. Also note that you cannot win an item if you are carrying the maximum amount of it. If you've maxed out on all 4 items, the chest you open will always be empty.

=====
UPGRADE THE HAUZA
=====

From the Chest Game castle, walk directly west and you will come to another castle (location D above). This location should actually be marked on the in-game map if you've visited the Dragon Shrine monk lately. Inside is a single room with a chest, containing HAUZA ENERGY. Your Hauza will now change color

(to match the golden sword you wield) and its attack power will go up by 10. You should now opt to use the Hauza in your fighting on the overworld.

=====
MORE MP AT THE SNOWFIELD CAVE
=====

Head east from the castle that held the Hauza energy, passing right by the chest game castle and right up to the mountain wall. Now, if you walk north and hug the wall, you should quickly come to a cave opening (location E above). Inside you'll see it described as "Snowfield," and two Ice Men are there to greet you. Watch out for the slippery floor, which has a bad habit of throwing you right into the spiked walls. The second room of this cave has a chest that holds another MP STAR. As always, a very nice find. You should now have either 8 or 10 MP (depending on if you got the one in the Desert Cave). This will put you in good shape for the upcoming levels.

=====
THE NEIGHBORHOOD ICE WIZARD
=====

Walk west from the Snowfield Cave until you hit the main path, then take this route as far north as it goes. You will eventually come to yet another castle, this one off the in-game map but show as location H above. The man inside explains that he is an Ice Wizard, and that he can add power to the Ice Ring (which you don't have yet). Keep this fellow in mind, as you'll be seeing him again shortly.

From here, proceed west until you hit the mountains again, then hug the wall until you come to a cave opening with rows of stalagmites in front of it. This is the entrance to the Ice Fortress, the reason why you picked up the Fire Ring. After all the treasure you just collected, it might make sense to go back to the wandering healer and save the game. By the time you're ready to enter the fortress, your level should be at 16 or higher and your HP and MP at adequate amounts.

=====
2. THE ICE FORTRESS DV04B
=====

Recommended Level: 16
Valuable Items: Ice Ring, MP Star, Hauza Energy (Lv.3), Magic Crystal,
Temple Map, Ice Ring Upgrade (Lv.2)

Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Gargoyle (Keire)	50	53	213	2
Ice Man	64	73	296	3
Sentry (Gold)	54	57	190	2

| KEY |
| === |
| E: Entrance |

```

| S: Shutter Door |
| P: Pitfall       |
| `: Drop Spot    |
| T: Triggered Door |
| $: Impassible Ice |
| ^: Ice Pillar   |
| &: Statue        |
| *: Warp Point    |
| X: Boss          |
|                 |
| a...z: Treasure |
| 1...9: Stairs   |
|_____         |

```

First Floor

```

-----
      1      2      3      4      5
A      |_____ |_____ |_____ |_____ |_____ |
      | 6` 6` |_____ |_____ |_____ |_____ |_____ |
      |  S   |_____ |_____ |_____ |_____ |_____ |
      | 1   |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      | S   | ^T   | T   | $c ^ |_____ |_____ |
D | 7` S ^   |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ | E   |_____ |_____ |

```

Second Floor

```

-----
      6      7      8      9      10
      |_____ |_____ |_____ |_____ |_____ | |
      | 3`   |_____ | 8   |_____ |_____ |
      | P6 P6 |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      | 2 1 | $   |_____ | 11$ a | 9` |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      | P7 4` |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |

```

Third Floor

```

-----
      1      2      3      4      5
      |_____ |_____ |_____ |_____ |_____ |
      | ^^   |_____ | 8   |_____ |_____ |
E | ^P3^ |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      | 2   | ^^   |_____ | ^^   |_____ |_____ |
F |_____ | ^P5^ |_____ |_____ | S P9 |_____ |
      |_____ |_____ |_____ |_____ |_____ |
      | ^^   |_____ |_____ |_____ |_____ |_____ |
G | ^P4^ |_____ |_____ |_____ |_____ |_____ |
      |_____ |_____ |_____ |_____ |_____ |

```

TREASURE GUIDE

- ```

a: Ice Ring
b: MP Star
c: Magic Crystal
d: Hauza Energy

```



Surprising as it may seem, the Ice Fortress was only recently constructed, probably by the minions under Argos, to seal off the warp point to Keire. It's almost amazing to think of the work required to carve such an intricate and massive structure out of solid ice... Argos must \*really\* want to keep people away from the Great Temple.

The first room of the icy fortress has two open doors on the left and right sides and a closed door at the top. Behind this closed door, so close to you now, lies the warp point you're seeking. All you need to do is find a way to trigger its opening. This is much easier said than done. Anyway, the right path leads to a dead end, so take the left-side door. The next room has a series of massive ice pillars jutting out of the floor. These can be melted by a single shot from the Fire Ring. Note that if you charge the ring to level 2 (assuming you got the upgrade near Casdra), the larger fireball will melt all, if not nearly all, of the pillars. While this isn't very important in the current room, it will be when you need to clear pillars that surround pitfalls.

By taking the left door once again, you will end up in a room with shutter doors and a Gargoyle. From this point on Gargoyles will become the most annoying form of enemy in the game. This one is no exception. You can either move in and get shots off with the sword when close enough, or take your chances with a jump and throw Hauza attack. It doesn't really matter here, though the sword is recommended when facing multiple Gargoyles at once. Either way, if the Gargoyle hits you, it will stop for a short while to laugh. Take this time to get a hit or two off, which is usually enough to defeat it. Also, in this particular room, try to avoid the corners, as they contain falling icicles.

=====  
GAINING A FEW LEVELS  
=====

Take the top door, which leads to a room with a staircase on the top left and another door in the top middle. For now, head through the center path. The following room contains two Gold Sentry guards, which come at you from each side and make excellent sources for gaining experience. The Sentries are rather easy, taking no more than 2-3 hits to kill, and their attack is relatively weak, meaning the threat is low. Reenter the room and kill Sentries until you reach level 17 or 18. This will put you in ideal shape for facing the boss and handling the rest of the fortress with ease.

=====  
HOLES IN THE FLOOR  
=====

Once the Sentries start to bore you, head back one room and take the stairs leading up. This brings you to a room with another set of stairs on the far left and a doorway on the right. Ignore the door, as it's another dead-end, and take the stairs up once more. You should now be on the third floor, inside a room with three doorways. Each of the three doors leads to a room with ice pillars blocking a pitfall. Both the top and bottom pits lead right back to areas you've already explored, so skip these rooms. The correct path is the one found by taking the door on the right. As noted earlier, you can clear away all the ice pillars (instead of just a few) if you charge the Fire Ring to level 2 before firing.

After falling (into room C7), take the door on the right, then head up once inside the next room. You should now be in a chamber with 2 Gargoyles and a staircase along the top-left wall. There aren't many other choices, so head

for the stairs.

You'll come up in a large room that holds several dangers. For one, the ceiling is lined with razor sharp icicles, so jumping at any point will cause damage. Secondly, the floors are covered with slippery ice and the walls aligned with ice spears -- another bad combo. Try not to run when close to the walls, else you risk the possibility of sliding uncontrollably into damage. Take the door on the bottom right once the enemies are defeated.

This puts you in the final room before the boss. By now, you should be at level 17 or 18, as anything lower will make you job very hard in the upcoming fight. It also helps if you have at least 6 MP, as the Fire Ring can be used for hefty damage against the boss. Whenever you're ready, enter the next room. The floor will collapse, sending you smack into the boss's chamber.

=====  
FORTRESS BOSS - FROZEN HORROR  
=====

Attack: 64  
Defense: 81  
EXP: 875 (really 1850)

The Frozen Horror is much different from the previous two bosses you've faced. The old tactic of "attack and dodge the counter" doesn't work here. For starters, you should switch to the Hauza, as the sword is much less effective in this battle. You should also queue the Fire Ring if you haven't already.

The boss has two phases, and it switches to the second one once its HP are halfway gone. The first phase consists of the Frozen Horror moving about slowly as a magical ring encircles it. At this point, keep as much distance as you can. You can inflict damage by shooting the Fire Ring (charging it to level 2 helps a lot) or by simply throwing the Hauza. If the Frozen Horror gets too close, wait for the magic ring to tighten around, then run underneath. You should be able to avoid damage if you time it right. Continue to fire away and you should deplete half its HP in no time.

The second phase is a lot trickier. The magic ring stops circling and an orb now moves about the room. Attacking this orb is the only way to damage the Frozen Horror from this point on, and it cannot be hit (at least not easily) using the Fire Ring. To make matters worse, you now face attacks from two sources. The orb will try to fly overhead, at which point it exposes its eye and blasts you with lightning. The body of the Frozen Horror itself will also charge you, leaving you little time to move aside. You'll need to keep your eye on both.

Try to stay as close as possible to the orb without passing underneath it. Jump and throw the Hauza as quickly as you can, expecting to get off about 2 hits before you'll need to dodge one of the Horror's attacks. The Sword Technique will work here as a substitute for the Hauza (and is better if you are greatly under-leveled), but this is quite a gamble, so it isn't recommended. After a short while and possibly a Potion usage or two, the Frozen Horror will be all thawed out.

Your reward is 1850 EXP, which you receive despite the game only displaying 875. It's a bug, but a nice one that works in your favor. Don't think the dungeon is over just because you defeated the boss... the fun is only starting.

=====

TREASURE TIME

=====

In the room after the boss (C9 above), you should spot a treasure chest near the top of the screen, as well as an MP Star on the opposite side. The chest holds the ICE RING, which should complete your elemental set. You can't get the MP Star from here, so drop down into the pit instead. You'll fall into a room on the first floor, next to an impassible ice block. Take the door on the right.

The next room holds an ice statue blocking a door near the top, as well as another door near the bottom. The statue seems to contain the skeletal remains of some creature inside, but there is no way to melt the ice. The statue can be moved by pushing it from the left side, but, before doing this, take the lower door to collect a quick treasure.

The large room you should enter into is just to the right of the starting point (you're now on the other side of the impassible ice). Melt the ice pillars and you can pick up a MAGIC CRYSTAL from the chest. Head back up to the room with the statue.

If you haven't done so already, move the statue out of the doorway by pushing it from the left. This movement also triggers the opening of another door on the second floor, which can be visited very shortly. Head up, then take the door on the left. You should now be in a room with another statue. There's a catch this time, as moving the statue causes one door to open and the other to close. The top door should be the open one by default, so take that route first.

This next room has a chest containing HAUZA ENERGY, a very useful upgrade. There are also ice pillars on both sides blocking the way to a couple of pots. Each pot holds 3 small stars, so if you have 1 MP left, you can quickly turn it into 4 MP. Head back down and move the statue, opening the left-side door. Clear out the large room, then take the next two doors down. This puts you right back near the start of the Fortress (room D2).

Before moving on, take the door on the left and proceed to collect one final treasure. From there, take the top door and follow the stairs up two floors. Once on 3F, go right into the room with the pitfall you uncovered earlier. Drop down and head two rooms right, which should take you out at the foot of a MP STAR. The door leading to this room was opened by moving the statue below, so this room is now accessible for the first time.

Drop through the hole above the MP Star, then head down and left. You should be right back at the start of the Fortress. The closed door is now opened, and a monk named Cliff emerges. He explains that something terrible has happened at Keire, and he implores you to head there immediately. He also gives you the TEMPLE MAP to guide the way. Before leaving for Keire, there's one last thing to take care of...

=====

REVISITING ICE WIZARD

=====

Take a step outside the Fortress and head northeast back to the Ice Wizard's castle. You can find it rather easily just by staying on the path. Once there, the wizard kindly upgrades the power of the Ice Ring, making it twice as strong.

With that taken care of, head back to the Fortress and enter the top door,

leading to the warp point. Take a step forward and prepare to be teleported to Keire, the nefarious prison cell of Katarina.

=====  
P A R T V : T H E G R E A T T E M P L E A T K E I R E DV05  
=====

After the long climb, Alex is within shouting distance of Keire Temple, the supposed prison of Katarina. The truth about what happened there is still mysterious. The Casdra townspeople mentioned a treacherous wizard named Giza, but their conflicting stories have to raise some doubts. Instead of speculating, which was never Alex's strong point, the time is right to charge forth and liberate the ancient temple.

=====  
PART V CONTENTS  
=====  
1. Exploring the Keire Region.....DV05A  
2. The Dragon Temple at Keire.....DV05B  
=====

=====  
1. E X P L O R I N G T H E K E I R E R E G I O N DV05A  
=====

Recommended Level: 19  
Valuable Items: Armor Energy (Lv.3), Sword Energy (Lv.3)

Enemies:

|                      | Attack | Defense | EXP | Drops |
|----------------------|--------|---------|-----|-------|
|                      | =====  | =====   | === | ===== |
| Ice Man              | 64     | 73      | 370 | 3     |
| Lizard Knight (Blue) | 74     | 91      | 475 | 2     |
| Snow Samurai         | 56     | 61      | 233 | 3     |

-----  
As Alex comes to his senses at the summit of Keire Mountain, he notices that blue skies now replace the fog of grey and white that he had seen earlier. The light mountain air is disorienting, but nothing will stop him at this point, not when he's so close to rescuing Kat.

The Keire region is very small, containing a main path the runs throughout it and only 3 places to explore. Everything you'll want to find is right off the path, so getting lost is the least of your concerns here. Nevertheless, the following is a map of the region:





=====

2. THE DRAGON TEMPLE AT KEIRE

=====

DV05B

Recommended Level: 19

Valuable Items: Guardrak, Miraj Map

Enemies:

|                      | Attack | Defense | EXP | Drops |
|----------------------|--------|---------|-----|-------|
|                      | =====  | =====   | === | ===== |
| Gargoyle (Keire)     | 50     | 53      | 213 | 2     |
| Lizard Knight (Blue) | 74     | 91      | 380 | 2     |

```

|-----|
| KEY |
| =====|
| E: Entrance |
| S: Shutter Door |
| X: Boss |
| |
| a...z: Treasure |
1...9: Stairs

```

First Floor

Second Floor

Basement 1

|   | 1   | 2 | 3 | 4       | 5 | 6 | 7 | 8 | 9 |
|---|-----|---|---|---------|---|---|---|---|---|
| A |     |   | 1 | 2       |   | 1 |   |   |   |
|   | a   |   |   |         |   |   | b |   |   |
|   |     |   |   |         |   |   |   |   |   |
|   | 2 3 |   |   | S       |   |   | 3 | S |   |
| B |     |   |   | X S S S |   |   | S |   |   |
|   |     | E |   |         |   |   |   |   |   |

Treasure Guide

- 
- a: Heal/Save point
  - b: Professor Methraton
- 

The reception certainly isn't warm as you enter the Temple. A Blue Lizard Knight guards the first room and begins assaulting you as soon as your eyes meet. The Temple has obviously been overrun, but surely some of the surviving monks can tell you what happened, or, more importantly, where Kat is. From this main room, take the upper doors that lead into a large chamber. The green monk comments that the Prime Orb once rested in this room's statue (don't worry about what this means yet) and the blue monk offers to heal you and save the game. After doing so, backtrack and take the right-hand door from entrance room.

As soon as you enter the new chamber, a monk approaches you, frantically, and tells you a man named Giza must be defeated before he destroys everyone. The calmer monk explains that Giza, a young wizard, killed the high priests and stole the Prime Orb. You may recall that the villagers of Casdra mentioned Giza as one of the brightest and most promising wizards ever to enter this temple... Something seems to have gone awry along the way. Defeat the Gargoyles in the next room and head up the stairs.

The second room on the next floor has another pair of monks. The monk on the left relays an interesting tale about what likely happened to Giza: his sister became ill one day and he left to care for. She still died despite his best efforts, and that probably marked the day he lost his faith in truth and goodness. Since then, he has allied himself with demons and has been using his innate powers for destruction. The pieces are now starting to fit together a little better. If you recall the town of Casdra again, you'll remember the strange grave on the second street, as well as the stories of the brother and sister who were extremely close. It would appear that Giza was crushed by his innocent sister's death, and he is somehow now retaliating against all living things for this tragic unfairness... Or so it seems. Anyway, continue on through the doors on the left.

=====  
THE MIGHTY GIZA  
=====

You come to a room now with the vaunted wizard, Giza. He is clad in a blue cape, and his face is hidden behind a mask. He has been waiting for Alex. Giza is quick to insult him, knowing that he has come for Katarina and is ready to do battle. What ensues is one of the most entertaining sequences in the game. Our great hero has his ass utterly beaten by Giza. He is flung about the room, swatted away like a gnat, and utterly humiliated and violated before Giza stops to laugh about it. His taunts are fairly clichéd, though he, like all villains, is susceptible to hubris. Assuming you will die shortly, he has no qualms about revealing his master plan to you. With the power of the Prime Orb, Giza intends to overcome morality and attain a god-like status. At this point, Alex's seconds seem numbered...

But what game would be complete without a little "Deus Ex Machina" as part of the plotline. Suddenly, Argos appears with urgent news. The gate to the Underworld has been uncovered. The magnanimous person that he is, Giza allows Alex the pleasure of living, but only so he can see the human race perish. In a somewhat surprising twist, Argos humbly refers to Giza as "Lord," implying that he has been but a servant all along. He is ordered now to take Katarina to the mouth of the Underworld (for reasons still not revealed), and the two villains disappear, leaving Alex for dead on the Temple floor.

=====  
LIFE GOES ON  
=====

An old wizard soon enters the room to discover Alex's near-lifeless body and proceeds to revive him. Dejected, Alex listens to the High Wizard's words. Giza is apparently able to use forbidden magic, made possible by his taking the Prime Orb. There is still a chance to contain these dark powers, and the High Wizard suggests you speak with Professor Methraton, who is an expert on the matter. He is currently trapped in his lab on the basement floor of the Temple.

Take the back door from which the wizard entered and proceed downward through





- 4. Quicksand Cave.....DV06D
  - 5. Finding the Horn.....DV06E
  - 6. The Three Lions.....DV06F
  - 7. Glowing Emblems.....DV06G
  - 8. Journey to Miraj.....DV06H
  - 9. Town of Miraj.....DV06I
  - 10. Underground Temple.....DV06J
  - 11. Ortah Temple.....DV06K
- ~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=~=

=====

1. C A S D R A P L A I N S R E V I S I T E D DV06A

=====

Recommended Level: 20  
Valuable Items: (Map Marking)

Enemies:

|               | Attack | Defense | EXP | Drops |
|---------------|--------|---------|-----|-------|
|               | =====  | =====   | === | ===== |
| Fighting Mage | 70     | 87      | 442 | 2     |
| Stone Man     | 78     | 95      | 597 | 3     |

-----

Your return from the Keire Temple excursion will likely take you back through the Town of Casdra. There are a few new things to see now that you're here. You'll notice that many of the townspeople now say different things, though not much of it is helpful. The grave on the second street does have a sight worth seeing, however. As you may have figured out, this is the resting place of Giza's sister. After reading the inscription now, her ghost will appear and plead with you to stop her brother. Even she cannot pass peacefully knowing Giza's plans for destruction... A woman in front of the Dragon Shrine adds further details to the story of Giza and his sister.

Inside the Dragon Shrine, the green monk gives you a cryptic message about desert lions watching over the barren landscape. This actually triggers a MAP MARKING for the Desert Region map, which you shouldn't have yet. Once you obtain it, however, these markings will already be present. Take this time to save the game and stock up on items, then head out when ready.

=====

SOME NEW ENEMIES

=====

One of the first things you'll notice on the Plains is that the laughably easy monsters that used to reside here are no more. The Scorpions, Beetles, and Lizard Knights have been replaced by the much more difficult Fighting Mages and Stone Men.

Fighting Mages are the easier of the two new foes, though they will still cause some minor problems. They resemble the Cave Men from the Fire Cavern, but this variety has a magical projectile attack and less agility. The Mages will usually halt for a moment to power-up the projectile, then unleash it in your direction. They also possess the same charge and aerial body slam attacks that their primitive brethren used, though these are much easier to avoid now. As always, stand on a different horizontal level until you're ready to attack. The Hauza is probably the better choice here, and you can get off a good shot either when the Fighting Mage pauses or charges you.

The Stone Men look like brown versions of the Ice Men from the previous regions. Unfortunately, their powerful attack and defense values are equally similar. You likely won't be able to endure more than a few hits, so make evasion a top priority. This shouldn't be too hard, either, as the Stone Men move incredibly slow, at least until they charge. This means that if you keep your distance, you should have ample time to react to their attacks without much worry of injury. Likewise, the Hauza is the preferred weapon. The Stone Men give excellent experience, so it might pay off to stick around and fight them until level 21 or 22.

=====  
YOUR FUTURE IS IN THE STARS  
=====

If you want to help yourself out in the near future, you can activate a Warp Star shortcut before proceeding. This one is slightly out of the way, but you won't be entering any new regions with tough foes. To get started, stay on the main path that goes from Casdra to the Galys path. Take the fork that leads east past the Lake Cave, then just follow the path as far as it goes. You will soon pass by the stump that contained the Sword Technique, then cross two bridges. Just keep following the path. It will eventually merge with another path, but continue heading south. On the left side you will pass by a town (nothing to do there yet) and then finally the Warp Star after that. Walk to the center until the points turn yellow, and your job here is done. If you end up at cave, you've traveled too far down the path.

Once this is done, travel back to the Lake Region and prepare to enter the desert.

=====  
2. I N T O T H E D E S E R T DV06B  
=====

Recommended Level: 20  
Valuable Items: [Lightning Ring]

Enemies:

|                   | Attack | Defense | EXP | Drops |
|-------------------|--------|---------|-----|-------|
|                   | =====  | =====   | === | ===== |
| Sandworm (Purple) | 82     | 99      | 735 | 3     |
| Scorpion (Purple) | 76     | 91      | 515 | 2     |

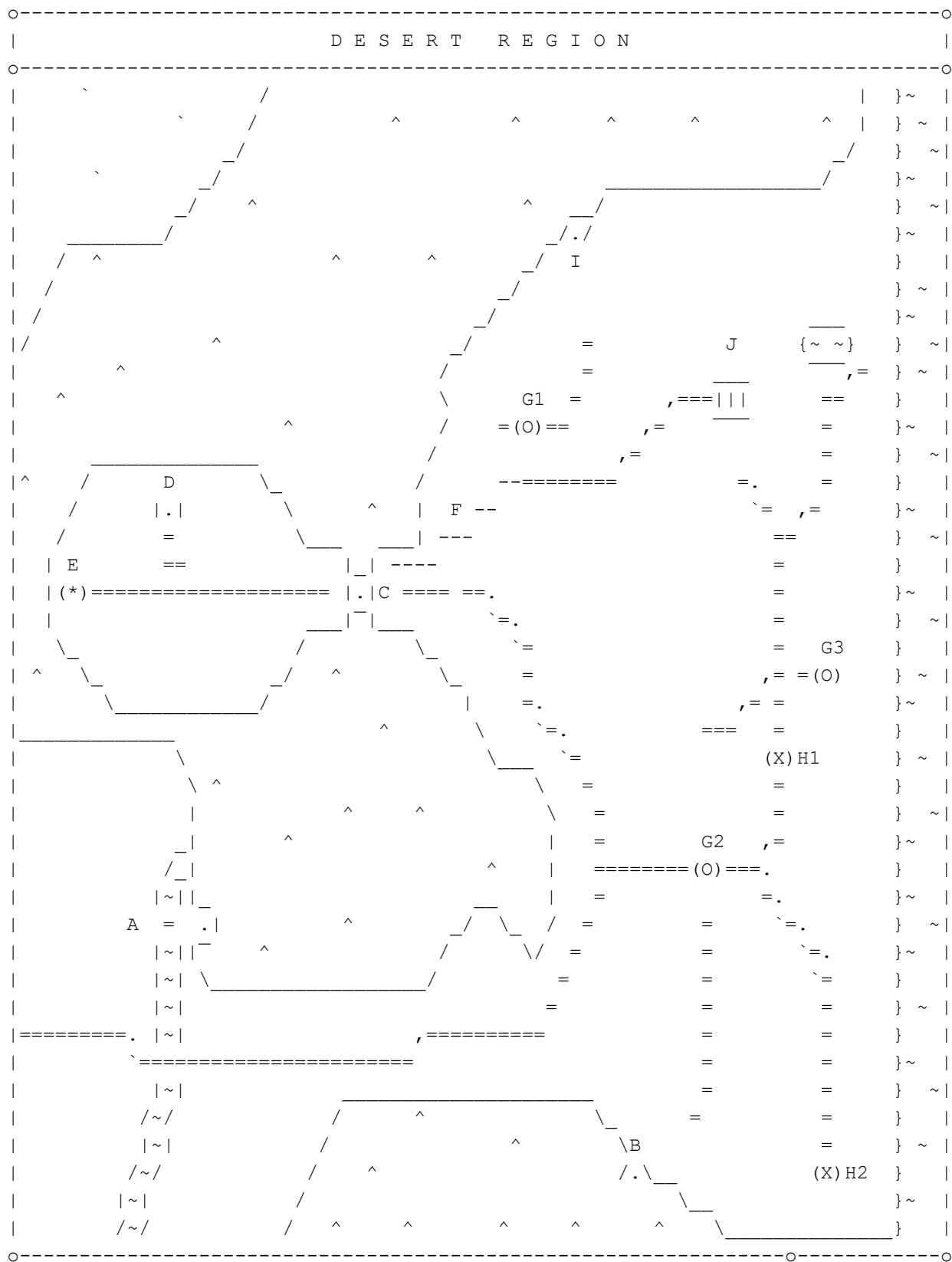
-----  
The entrance to the desert region can be walking east of the main path that passed by the Lake Cave. If you visited the Falls earlier in the game and picked up the Lightning Ring, you should already be familiar with the area (and if you missed the ring, now is a good time to get it). After traveling east, you will eventually come to another path that runs north-south before approaching the river. This area should appear on the eastern edge of the Lake Region in-game map. Follow the river until you come to the first bridge, then cross it and remain on the path. If you are even in the ballpark area mentioned above, you should slowly start to enter the desert, as evidenced by the sandy terrain and change in music.

=====

MILES AND MILES OF SAND

=====

The Desert Region is enormous and confusing. The in-game map offers very little help at this point, as only the western area along the mountains are shown on the map. The remaining 2/3 of the desert is uncharted so far. Luckily, you have this guide to fill in the blanks. Below is a complete map of the area:



|                           |  |                |  |
|---------------------------|--|----------------|--|
|                           |  | KEY            |  |
|                           |  | = Path         |  |
|                           |  | ~ Water        |  |
| LOCATIONS                 |  | ^ Mountain     |  |
| -----                     |  | } Shore        |  |
| A: Falls (Lightning Ring) |  | F: Hidden Path |  |

|                           |                        |         |
|---------------------------|------------------------|---------|
| B: Desert Cave            | G: Lion Statue (x3)    | o-----o |
| C: Quicksand Cave         | H: Glowing Emblem (x2) |         |
| D: Town of Miraj          | I: Wandering Healer    |         |
| E: Warp Point (Old Ruins) | J: Ortah Temple        |         |

The desert has a lot to see, but much of it is inaccessible right now. You'll be relatively safe if you stay on the main path, so try not to turn off it or begin exploring just yet.

Before going any further, it's important to analyze a few of the new desert denizens: the Purple Scorpion and Purple Sandworm. The Purple Scorpion is similar to its golden relatives from the Plains regions, though it has an added ferocity and a few new moves. It still likes to lash out with its venomous tail, and this move is forecasted by a short rattling sound. More dangerous is the unannounced charge, which occurs if you are standing directly in front of the Scorpion. This move is much more difficult to avoid, and the best defense is, as always, to stand either much higher or lower than the Scorpion. Lower is actually preferred, since it's possible to align your sword to hit the Scorpion while being outside of its own attacking range. Also, as before, the Hauza is ineffective, so use the sword.

The other desert inhabitant is the much tougher Purple Sandworm (don't let the color fool you). The sandworms burrow in the ground and randomly reappear, leaping in an arc as they hope to make contact. Their only vulnerable point is the head, which makes attacking them a true challenge. The best method involves a bit of guesswork. As soon as you see the sand start to shift at the worm's reemergence point, swing your sword directly over that area. It's not the most intuitive thing to do since it will feel like you're slicing at air, but the Sandworm should leap up and run into the sword if timed right. If you wait to swing until it's already emerged, you will either miss it or suffer damage, which is not preferred. You can protect yourself somewhat by standing about a step away from the spot where the sand whirls before the Sandworm emerges. From this spot, the Sandworm will leap overhead, missing you entirely. You may be in for a real challenge here, but the reward is a massive amount of EXP.

After getting to know the local baddies, you should stop by the Desert Cave. If you already visited there earlier to pick up the MP Star, you can skip the next section of the guide. If not, now's as good a time as any.

=====

3. D E S E R T C A V E DV06C

=====

Recommended Level: 21  
Valuable Items: MP Star

Enemies:

|         | Attack | Defense | EXP | Drops |
|---------|--------|---------|-----|-------|
|         | =====  | =====   | === | ===== |
| Piercia | 42     | 11      | 87  | 8-9   |

-----

The Desert Cave rests along the southern mountain walls of the desert and is denoted as location B on the map above. The easiest way to find it is simply by walking south until you hit the mountains, then traveling east until you

find it. You will wander off the in-game map in the process. The Desert Cave is the only one along the south wall, so you can't miss it.

You'll enter into a small foyer, then come to another small room above this. There will be a door on the right, a passage blocked by a statue above, and another passage on the left. You can't move the statue yet and the left path leads to a fiery dead end, so take the right door for now.

The next room is a long chamber containing a Piercia replica. Its stats and attacks are the same as when you met it at the Storehouse, though yours are now vastly superior. There's no real strategy involved, as Piercia will do minimal damage and can be killed in 2-3 hits. Dispatch her and collect the bounty of hearts that drop, then head through the right-side door.

This final room should contain a chest and two dragon statues. The chest houses a MP STAR, a valuable addition if you hadn't picked it up already. Once you're done, head back out of the cave and walk northwest until you meet up with the main path again.

```
=====
4. Q U I C K S A N D C A V E DV06D
=====
```

Recommended Level: 21  
Valuable Items: None

Enemies:

|                 | Attack | Defense | EXP | Drops |
|-----------------|--------|---------|-----|-------|
|                 | =====  | =====   | === | ===== |
| Blob (Earth)    | 68     | 99      | 784 | 3     |
| Gargoyle (Cave) | 72     | 97      | 493 | 2     |

-----

|                   |  |
|-------------------|--|
| KEY               |  |
| ===               |  |
| E: Entrance       |  |
| S: Shutter Door   |  |
| T: Triggered Door |  |
| P: Pitfall        |  |
| `: Drop Spot      |  |
| &: Lion Statue    |  |
|                   |  |
| a...z: Treasure   |  |
| 1...9: Stairs     |  |
|                   |  |

First Floor

```

 1 2 3 4 5

A |& &| |& &|
 | T P2 P2 T |

 | 1 | |
```

Basement 1

```

 7 8 9

 | a | |
 | S 2` 2` |

 | 1 | |
```

B E | | E | |  
|\_\_\_\_\_||\_\_\_\_\_| |\_\_\_\_\_||

## Treasure Guide

-----  
a: Old Woman

-----  
If you follow the main path from the Lake Region all the way to its end, you will eventually come to the Quicksand Cave entrance. If you happen to have gotten off track a bit, simply walk west until you hit the mountains, and then follow the path north or south depending on where you are (your in game map should display this area).

The first room in the cave is a large chamber, with a door along the top of the wall by the entrance and another near the far side of the room. There is also a lamp in the middle, which describes something called Boar Rage. This rage is a term given to the force causing quicksand whirls, and it can be subdued with the Horn. If you take the second door, you will enter a room with two lion statues. Take the right door and you'll come to another large chamber with two swirling quicksand pits. Both doors slam shut, so your only recourse is to let the pits consume you.

=====  
AN EXP TREASURE-TROVE  
=====

You should now drop into another long chamber, this one filled with 4 Blobs. Though these foes may seem intimidating at first, they shouldn't be. The Blobs leap in the air to attack, then roll along the ground as tiny balls until they reemerge. They are only open to damage when in upright "blob" form, so don't try to attack them as they leap or roll. They can also only damage you when they are in mid-air, so feel free to walk into them or even stand on top of them otherwise. The best strategy is to avoid the leap, then prepare to attack as soon as the Blob stops rolling and returns to its normal shape.

While the Blobs have a fairly high defense, their offense is low enough that you shouldn't be in too much danger. You may notice a few interesting things after clearing the room:

- 1.) The Blobs drop 3 items
- 2.) The Blobs can drop Gold Jade
- 3.) The Blobs give excellent EXP

Put these 3 together and you have one of the best leveling spots in the game. If you exit and reenter from the door on the left, the 4 Blobs will reappear. With 3 drops, you should almost fully fill your HP after each fight. You'll also be raking in the dough from all the Jade that gets dropped. This is an incredible source for both money and EXP. Ideally, you should stay here until level 24-25 and 2000 Jade. This will allow you to sail through most of the game until the final stages. At the very least, try to reach level 23 and 1000 Jade.

=====  
OLD WOMAN AND THE HORN

=====  
In the room to the left of 4 Blobs stands an old woman. When you speak to her, she asks if you have heard about the Mystic Sandworms. Obviously you haven't, so you should choose "No" as a response. She then tells you that these powerful beasts slither beneath the sands, and that a sorceress once offered herself to them. You should now hear the trigger sound, and the woman will tell you to head North in search of these beasts. If you talk to the woman again, she mentions that the sorceress allowed herself to be swallowed to protect the Horn. This sounds like it's related to the Horn mentioned on the first floor lamp, so finding it should be your next target.

=====  
5. FINDING THE HORN  
=====

DV06E

Recommended Level: 22  
Valuable Items: Horn

Enemies:

|                   | Attack | Defense | EXP  | Drops |
|-------------------|--------|---------|------|-------|
|                   | =====  | =====   | ===  | ===== |
| Sandworm (Purple) | 82     | 99      | 735  | 3     |
| Sandworm (Red)    | 82     | 99      | 1405 | Chest |
| Scorpion (Purple) | 76     | 91      | 515  | 2     |

-----  
Tracking down the Horn is probably one of the most confusing areas of the game. Odds are, if you only read this guide for one thing, it will be this section. The problem is due mainly to the cryptic information given by the old woman in the quicksand cave. Try to ignore what she said and focus on this instead: there is a Mystic Sandworm wandering about the desert in the form of a random battle somewhere. Your goal is to seek out this encounter.

While the woman mentions an area north of the cave, that information is irrelevant. The Mystic Sandworm exists within a mist cloud just like any other enemy, and it appears and disappears randomly, just as they do. You can encounter it anywhere in the desert region, and the northern area has nothing to do with it. Note that you cannot find this enemy until you have spoken to the old woman, which is her only real significance. The trigger sound you hear when speaking to her is the game's way of activating this enemy.

The easiest (and least frustrating) approach is simply to exit the Quicksand Cave, walk forwards a bit, and stop. The enemy mist clouds will come to you, and you need do nothing more. One of the random battles will eventually be the one you want, though you may have to fight a dozen or so regular enemies beforehand. At long last, a Red Sandworm will appear on the screen, and this is the fight you seek.

The Red Sandworm's stats are identical to the purple one, so you can use the same tactics for defeating it. Wait for the sand to swirl as it is about to emerge, then slice your sword in mid-air just before it leaps. By this point, you should be able to slay the Sandworm in 2-3 hits. When defeated, it leaves a chest in place of the normal drops, which contains the HORN.

The Horn is an interesting item that has close ties to the entire desert region. In addition to taming the violent whirls in the Quicksand Cave, the Horn also uncovers the secrets of the Lion Statues that rest throughout the

desert. Blowing it at these spots (on the overworld) will reveal the secrets. If you'd like to explore this part now (and pick up some nice treasure), go on to sections 6 and 7. If you'd rather continue with the plot and head for Miraj, see section 8 instead. Note that you can revisit sections 6 and 7 after completing Miraj with no penalty at all, so do whichever you feel comfortable with.

=====

6. THE THREE LIONS

=====

DV06F

Recommended Level: 23

Valuable Items: Hauza Technique, Magic Mirror

Enemies:

|                   | Attack | Defense | EXP | Drops |
|-------------------|--------|---------|-----|-------|
|                   | =====  | =====   | === | ===== |
| Gargoyle (Cave)   | 72     | 97      | 493 | 2     |
| Mummy             | 86     | 113     | 389 | 2     |
| Sandworm (Purple) | 82     | 99      | 588 | 3     |
| Warlock           | 72     | 101     | 467 | 2     |

|                   |
|-------------------|
| KEY               |
| ===               |
| E: Entrance       |
| S: Shutter Door   |
| O: One-Way Door   |
| L: Locked Door    |
| P: Pitfall        |
| `: Drop Spot      |
| T: Triggered Door |
| &: Statue         |
|                   |
| a...z: Treasure   |
| 1...9: Stairs     |
|                   |

North Lion, 1F

|       |    |    |   |   |   |
|-------|----|----|---|---|---|
| ----- |    |    |   |   |   |
|       | 1  | 2  | 3 | 4 | 5 |
|       |    | a  | E |   |   |
| A     |    |    | O |   |   |
|       |    |    |   |   |   |
|       |    | S  | 1 |   |   |
| B     | P2 | P2 | S |   |   |
|       |    |    |   |   |   |

North Lion, B1

|       |    |    |   |
|-------|----|----|---|
| ----- |    |    |   |
|       | 6  | 7  | 8 |
|       |    |    | 1 |
|       | 2` | 2` |   |
|       |    | S  |   |
|       |    |    |   |
|       |    |    |   |

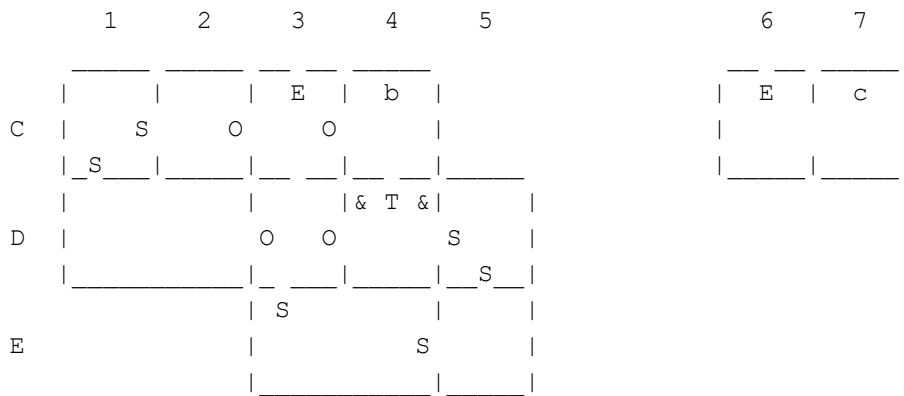
South Lion

-----

East Lion

-----





Treasure Guide

- a: Hauza Technique
- b: Magic Mirror
- c: Magic Crystal Trader

The Desert region holds many ancient mysteries, some still veiled in secrecy. Several of them, however, were based on sounds made by the magical Horn. Its thundering bellows would often reveal secret passages, uncover hidden pathways, or even raise enormous structures from the desert sands. The three Lion Statues are one of these long-forgotten puzzles related to the Horn. Each statue hides come special treasure, so it is worth your while to explore them all.

While you may have seen them if you explored earlier, the desert region houses three Lion statues dispersed in a triangular shape around the sands. Each can found by following one of the paths, though this can be quite a chore given the confusing roads that run throughout the desert. The Lion statues are displayed on the Ortah Map that you get in Miraj, as well as on the map in this walkthrough, above. If you'd feel more comfortable finding them with an in-game map to assist, jump to section 8 now, then return here later.

The three statues will be designated by their location in the desert. They are: North Lion (G1 on the regional map above), South Lion (G2), and East Lion (G3). A map for each can be found above.

=====  
NORTH LION  
=====

This statue is probably the easiest one to find. From the Quicksand Cave, head northeast and you should eventually bump into it. Once you're fairly close to the statue, select the Horn and give it a blow. The Lion statue will now vanish, uncovering a secret tunnel. Walk up to it and Alex will crawl down the hole, into the darkness.

The inner chambers of the North Lion reek with stagnant air and decaying flesh. These halls have obviously been cut off from the upper world for several hundred years, so there's no telling what might be lurking below. The North Lion is the only one to have multiple floors, but it's still fairly short despite that.

After falling down into the main room, take the door at the bottom. You should now come out in another small chamber with a staircase in the middle and a

doorway at the left. You'll want to go left at this point. The next room is a long chamber with two quicksand whirls and a Purple Sandworm. Be very careful not to get sucked into the quicksand, else you'll end up in the basement and have to make your way back up. The sandworm can be extremely tough to target since you can't get a solid footing, but one tactic that works well is to use the Ice Ring. Simply hold the Up-Button to keep yourself pressed safely against the top wall, then use the Ring as soon as the Sandworm appears. It will usually be hit by at least one of the falling ice crystals, and should be dead in 2-3 turns at most.

After dispatching the Sandworm, take the door on the top wall that now opens. You will enter into a room with a large tablet in the middle. Reading it teaches you the HAUZA TECHNIQUE, a powerful move that can be activated by pressing the X-Button.

A few notes on the Hauza Technique. Like the Sword Technique, it also adds 10 points of armor piercing damage to your attack, meaning you can use it to inflict serious damage on even the game's toughest foes. When used, Alex will spin around quickly and then unleash the Hauza in a discus-like motion. It will then travel very quickly in whatever direction you were facing and slice through all enemies along the way. Unlike the regular Hauza attack, this one extends off the screen, meaning you can even kill foes or bosses that cannot be seen. The downside, like with the sword, is that this move drains 8 HP each time it is used. It's also very slow to fire, meaning it's not the best choice when being swamped by enemies or when facing very agile foes. Still, this is a great attack to add to your arsenal, and will surely come in handy along the way.

After learning the new maneuver, take the right-hand door and you'll be back where you started. Jump onto the stone block and then up once more to exit the Lion.

=====  
SOUTH LION  
=====

The South Lion is also quite easy to find. Simply travel south along the main path that leads to the Quicksand Cave. When you come to a fork that heads east, take it. This should lead to the South Lion statue. Play the Horn and enter down into the chambers below.

The South Lion is clearly the longest of the three, but it's filled with a few dead-end loops that only serve to waste time. Before going on, it's also important to mention two of the new enemies that will be making your life very difficult: the Mummy and the Warlock.

The Mummies are all that remain of the ancient warriors buried in these desert catacombs. Don't let their decrepit state fool you, however, as they pack one hell of a bunch. They will usually appear in groups with other Mummies, making them even tougher to isolate. The Mummy has two primary attacks: an up-close breath attack and a semi long-range fist attack. Both inflict the same amount of damage, which should be relatively heavy at this point. The Mummies main weakness is their speed, which airs on the slow side. Their movement is also rather jerky, meaning you should be able to create some distance pretty easily. These two things lend themselves perfectly to the Hauza, which should be your weapon of choice in these battles. Though you'll need to be quick to take out several at once, this weapon will surely help lessen the likelihood of damage.

The other new face is the Warlock, who is probably the toughest enemy you've encountered so far. The Warlock teleports to either the left or right side of

the room and unleashes magical blasts towards you from afar. Its attacks are one of two types: magical blue bullets or fire rain. The blue bullets are always fired 3 at a time, and will home in on you to make contact. The fire rain covers the entire horizontal portion of the screen that the Warlock is facing. Both attacks are incredibly difficult to avoid. To make matters worse, the Warlock teleports to the other side of the room when you get too close. Once again, this should signal that the Hauza is the preferred weapon. Getting a shot off can be very difficult while trying to avoid damage, but you should still be able to land one or two good hits and take care of business. Your reward for winning isn't anything special either, meaning the Warlock is one adversary you can definitely do without.

Anyway, back to the start of the dungeon. There should be doors on the left and bottom, and a closed door on the right. The left-side door leads to a dead-end loop, so take the bottom door (unless, of course, you're looking for extra EXP). You should come out in another small room, this one with closed doors on the sides, an open one at the bottom, and a Gargoyle. Take out the pesky enemy and head through the bottom door. The next room is a long chamber filled with 3 Gargoyles and a series of laser traps. Each laser fires from a fixed position at a predictable interval (the beam will glow yellow twice before a shot is fired). You can either time your movement or jump over the laser, but it's best to take out the Gargoyles before proceeding.

After the long chamber you'll pass into a small room with 2 Mummies, then another above this with 2 Gargoyles and a Warlock. The latter room is extremely tough. Equip the Hauza and get off as many jump attacks as you can. You're bound to hit one of the enemies. Ideally, you'll want to take out the Gargoyles first, as this makes the difficult Warlock somewhat more manageable. Either way, take the left-side door once the room is clear.

The next room contains a closed door at the top and two Lion statues at the sides. The trick here is, once again, the Horn. Playing it will trigger the Lions to open the closed door near the top. Enter and you'll be taken to the final room of the dungeon, this one containing a chest. Its contents are the MAGIC MIRROR, a mysterious item that has several uses (which are explained in section 7).

Take the left-side door and you'll be back at the start of the dungeon. Exit from here once you're ready.

=====  
EAST LION  
=====

The final Lion statues is nearby the South one, and can be found easily by following the paths. From the South Lion, head directly west until you meet up with another path (should look like arrows). Follow that path directly north, over the glowing emblem, and straight until you come to a right-hand fork. Take this path east and you should be at the Lion statue.

Once inside, the contents are somewhat anti-climactic. The final Lion consists of only two rooms and no enemies. The second room is occupied by a wizard who will trade a Magic Crystal for 20 Fruit. While this is a pretty good deal (it takes less time to collect 20 Fruit than to collect enough Jade to buy the item), you should probably save the Fruit, at least until you get to the swamp region. Feel free to come back here later on if you have a Fruit abundance and a shortage of Crystals.

Recommended Level: 23

Valuable Items: Sword Energy (Lv.4), Hauza Energy (Lv.4),  
Ice Ring Upgrade (Lv.3), (Map Marking)

Enemies:

|                   | Attack | Defense | EXP | Drops |
|-------------------|--------|---------|-----|-------|
|                   | =====  | =====   | === | ===== |
| Fighting Mage     | 70     | 87      | 442 | 2     |
| Ice Man           | 64     | 73      | 370 | 3     |
| Sandworm (Purple) | 82     | 99      | 735 | 3     |
| Scorpion (Purple) | 76     | 91      | 515 | 2     |
| Snow Samurai      | 56     | 61      | 233 | 3     |
| Stone Man         | 78     | 95      | 597 | 3     |

-----

After clearing the 3 Desert Lions, you should have found an item called the Magic Mirror. This is one of the more fascinating tools in the game. When used in battle, it will create a reflective shield that protects you from any single attack at the cost of 3 MP. While this isn't needed against most normal enemies, it provides superb protection against foes with insanely high offenses. It can be invaluable if used at the proper times.

The Magic Mirror also has a function on the overworld. Do you recall seeing blue, glowing, triangular emblems along the journey? They are shaped like Triforce pieces from Zelda and likely stood out when you passed them. Well, these are related to the Magic Mirror, as one of the townspeople in Miraj explains. When you use the Mirror atop an emblem, you're "reflected" into the hidden cavern it covers. And as you might guess, some extremely valuable treasure must be hidden underneath glowing emblems for them to be so well concealed.

In case you haven't been keeping close track, all the glowing emblems accessible at this point are the following:

- 1.) Lake Region
- 2.) Snow Field
- 3.) Desert (center)
- 4.) Desert (south)
- 5.) Swamp\*

Note that while the swamp emblem can be reached, it's rather hard to do so now and not especially worth it. Reaching that emblem will be discussed more carefully in Part 7 of this walkthrough.

=====

MAPPING THE WAY

=====

Before searching for the emblems, you can make your journey a lot easier by visiting a Dragon Shrine in one of the towns (probably easiest to go back to Casdra). Talk to the green monk until he speaks of these emblems (he will mention one being found on Mt. Badsel, but don't worry about that yet, as you can't access it). After this conversation, the monk helps you by MAP MARKING each emblem in the game. You can now find the emblems by checking the in-game map, and this should make finding them much easier.

Feel free to proceed to each emblem in any order you want:

1. LAKE REGION: Head back to the main path that runs past the Lake Cave, and follow it south until you come to the old stump again (where you learned the Sword Technique). From here, walk southwest and should quickly come to the emblem.

Make sure the Magic Mirror is selected, and walk towards the center of the emblem. Walk around slowly while pressing the A-Button until you hear a hissing sound and transportation begins. You should enter into a one room chamber housing a chest, which contain HAUZA ENERGY. And yes, your weapon really is turning aqua blue.

2. SNOW FIELD: Head back to Casdra and take the warp point to the Snow Field. Once there, follow the main path north until it splits. Take the eastern branch, then follow the path until an offshoot appears on the left. Follow that trail all the way to the glowing emblem.

As with the previous one, use the Magic Mirror when over the center of the mark. This should take you to a couple of underground rooms, the second of which contains an Ice Wizard. Speak with him and he'll give you an ICE RING UPGRADE. This should bring the ring to its third and final level. If it's only at level 2, the other upgrade can be found in a small castle north of this emblem.

3. DESERT (CENTER): Travel back into the desert now, and head towards the South Lion, where you found the Magic Mirror. From there, walk northeast (or take the paths east, then north). You should now be at the emblem. Enter it by using the Mirror, as always, but don't expect much from this one. The wizard you meet cautions not to go further unless you have the Fire Boots, and he isn't kidding. You'll be facing guaranteed suicide at this point if you go on. Anyway, keep this place in mind later in the game for when you find those boots. This tunnel holds the final upgrade to the Fire Ring, just in case you were curious.

4. DESERT (SOUTH): You can reach the second desert emblem taking the trail south from the previous one. You can also find it by walking east from the Desert Cave. Any route will suffice. Once you're there, enter it with the Mirror and collect the chest inside. It holds SWORD ENERGY, a very nice upgrade at this time. Your sword should now turn aqua blue, the true color of heroes.

5. SWAMP: For more details on finding this emblem, see Part 7 of this walkthrough pertaining to the swamp region. This emblem holds an upgrade for the Lightning Ring, which is definitely not essential at this point.

Once you're done collecting these treasures, it's time to head back to the Quicksand Cave and proceed to Miraj.

Recommended Level: 23  
Valuable Items: None

Enemies:

|                   | Attack | Defense | EXP | Drops |
|-------------------|--------|---------|-----|-------|
|                   | =====  | =====   | === | ===== |
| Blob (Earth)      | 68     | 99      | 784 | 3     |
| Gargoyle (Cave)   | 72     | 97      | 493 | 2     |
| Sandworm (Purple) | 82     | 99      | 735 | 3     |
| Scorpion (Purple) | 76     | 91      | 515 | 2     |

Once you've picked up the Horn, head back to the Quicksand Cave. Stay on the first floor and take the far door from the first room, which should lead to another room with 2 Lion statues. If you haven't figured it out by now, Lion statues seem closely linked to the Horn. Give it a blow and the statues' heads will move back and forth, signaling the ceasing of the quicksand whirls in the next room. You can now pass right over them and through the open door at the far right side. Exit the next chamber and you've successfully made it out of the cave.

Before going on, you may have remembered the old woman in the basement who originally told you about the Horn. If you return to her now, she explains the story of her grand-daughter and asks you to blow the Horn one last time. At this point, she requests that you show her where you found it and vanishes. This remains a mystery, however, as the woman never reappears in the game again...

=====

### THE MIRAJ VALLEY

=====

Just a small stretch of sand and dunes keeps you from Miraj now. This new area is encircled by mountains and is very small, so there's no fear of getting lost. The only sights are the town (in the north) and a Warp Star (in the far west). If you activated it in the region south of the Lake Cave, you can use this Warp Star as a quick escape from the desert. Either way, touch the center to activate it and keep its location in mind. You will probably want to return to Miraj later on.

=====

## 9. T O W N O F M I R A J

=====

DV06I

Recommended Level: 24  
Valuable Items: Key, Heart Container

Not even a dozen steps into the desert town and Alex can see where its name came from. The streets of this ancient town are filled with some of the most beautiful women ever seen. The dry desert winds and blistering heat seem more bearable, and it's hard to believe the town is real, kept snug here in this valley for so long. As he looks around, a young woman approaches Alex and spots his pendant, the Guardrak. She then rushes off to inform a person she

calls Lord Yuna, leaving you to explore this enchanting desert village.

There are some interesting tales brewing in Miraj. One of the women near the town's entrance tells you that the sorceresses in Miraj are the guardians of Ortah Temple, which explains the high concentration of females. Another sorceress tells how demons used disguises to gain entrance into the Ortah Temple. She then pleads with you to slay the demons there. A few others mention the Magic Mirror, which you may have picked up already, and its various uses in and outside of battle.

Before moving on, don't miss the Wandering Merchant at the end of the second street. For 400 Jade, he sells you another HEART CONTAINER, which you should pick up. In the house behind him, you will find a wizard who claims he's lost his magic powers and asks for a Magic Crystal. You should give it to him if you have a spare. Though he laughs afterwards and gives the impression that you've been duped, he will reward you later on in the game.

Cutting to the chase, head to the last house on the first street, which houses Lord Yuna, the High Sorceress of the town. Apparently, Yuna is gorgeous, and Alex does not hesitate to notice. Even in 16-bits, her large chest is very distinguished, as is her tan skin and blond hair. Though it's hard to take her seriously (or even look her in the eyes), she gives Alex a new task. In order to enter the Ortah Temple, you must play a special melody. To learn more, she sends you to Ruth's house and tells you to get the key there.

Ruth lives in the second house on the back street. She cuts the chit chat and gives you a KEY to enter the underground cave. The entrance, she explains, is in the neighboring house. Walk over to the first house on the second street, use the key to open its door, and prepare to enter the underground.

=====  
NOTEBOOK  
=====

- You need to Sand Melody to enter Ortah Temple
- The key to entering Ortah is found in the underground cave
- Disguised demons gained entrance to the Ortah Temple
- Professor Methraton (from Keire Temple) visits this town occasionally
- The Magic Mirror reflects enemy attacks and can be used on glowing emblems

=====  
10. U N D E R G R O U N D    T E M P L E DV06J  
=====

Recommended Level: 24  
Valuable Items: Musical Score, Ortah Map

Enemies:

|                 | Attack | Defense | EXP | Drops |
|-----------------|--------|---------|-----|-------|
|                 | =====  | =====   | === | ===== |
| Beetle (Black)  | 40     | 23      | 73  | 1     |
| Gargoyle (Cave) | 72     | 97      | 493 | 2     |

-----

---

| KEY |  
| === |

```

| E: Entrance |
| S: Shutter Door |
| O: One-Way Door |
| P: Pitfall |
| `: Drop Spot |
| T: Triggered Door |
| &: Statue |
| >: Moving Floor |
| <: Moving Floor |
| =: Breaking Floor |
| |
| a...z: Treasure |
| 1...9: Stairs |
| _____|

```

Basement 1

```

 1 2 3 4 5 6 7 8
|_____|_____|_____|_____|_____|_____|_____|_____|
A | 2 P6 P6 | | | | | | | |
 | > > < < O P5 P5 |
 | _____|_____|_____|_____|_____|_____|_____|_____|
 | &E& | | | S | | | a | P11 |
B | P1 P1 >P3 S P4 | | O S |
 | _____|_____|_____|_____|_____|_____|_____|_____|
 | | | | | | | | | | | | | |
C | | | | | | | | | | | | | |
 | | | | | | | | | | | | | |
 | P8 P9====P9 P10 |
 | _____|_____|_____|_____|_____|_____|_____|_____|

```

Basement 2

```

 1 2 3 4 5 6 7 8
|_____|_____|_____|_____|_____|_____|_____|_____|
D | &2 | | & & |
 | 6` 6` 5` 5` |
 | _____|_____|_____|_____|_____|_____|_____|_____|
 | & | | | | | | | |
E | 1` 1` 3` O 4` | | | | | | | |
 | _____|_____|_____|_____|_____|_____|_____|_____|
 | | | | | | | | | | | | | |
F | | | | | | | | | | | | | |
 | | | | | | | | | | | | | |
 | 8` 9` 9` 10` 10` |
 | _____|_____|_____|_____|_____|_____|_____|_____|

```

Treasure Guide

```

a: Score

```

It will be obvious very quickly that the ancients who constructed these underground catacombs did not want explorers navigating about easily. With loads of dead ends, booby traps, and pitfalls, you will be in for a lengthy trek with a few wrong turns. Fortunately, the enemies you'll be facing are



very easy, consisting of Black Beetles and Gargoyles. This is of little solace if you're lost, however, so pay careful attention to the map and pitfall locations above.

There are a couple of things to be aware of before proceeding. The first is that you will need to master mid-air movement while jumping in order to cross certain areas. This means that after leaping, you will need to hold up or down to land on a different horizontal level from where you started. It can be tricky to get the controls down, but you don't have much choice. Secondly, you should be mindful of sliding floors, which try to pull you into the nearby pitfalls. Jumping while on them (instead of walking) should help avoid some of the hazards.

=====  
JUMPING AND FALLING  
=====

You will enter into a long room between two dragon statues (room B1 above). The dungeon wastes no time in testing your skills. When you approach the first pit, jump AND hold the Up-Button in mid-air. This will allow you to safely land on the upper ledge. Ignore the doorway near the center (it's where you come up if you happen to fall) and make another jump onto the small platform, this time holding the Down-Button as you jump. Be careful not to over-jump, as getting the landing down can be tricky. One more normal jump and you should be at the doorway. If you've made it this far without falling, you probably have the hang of the moving jump already. If you do take a plummet, don't worry too much. Defeat the Black Beetles that infest the basement and head for the northwest room, which leads back up.

The second room you'll enter has a moving floor and two Gargoyles. Your best bet is to equip the sword and remain still when you enter the room. If you jump-attack or move around, there's a good chance you'll be knocked into the pit. The Gargoyles should be killed in one hit, which you can get off when they swoop to attack. After this comes the challenging part. The game doesn't do the best job of depicting where Alex's feet really are, so it's very easy to fall off the ledge here when walking forward. Though it may not look it, you can walk due right from the position in which you enter the room. Your feet and shadow will be hanging over the ledge, but you will not fall. If you've moved around a lot already, simply leave and reenter the room. Let the moving floor carry you, then jump off at the last minute. You should make it safely.

The third room on the main floor has 3 more Gargoyles, a pitfall, and shutter doors. The correct path here is to drop down into the pit (this is room B4 above). You would have eventually figured this out through trial and error (or just error), but knowing to drop here will likely save 10-15 minutes of wasted exploring.

=====  
FINDING THE WAY  
=====

After falling down the pitfall, you should drop into a room with doors at the bottom and left. Take the bottom door, which leads you out right by two dragon statues. Head up the staircase on the left-side. All the rooms at the right lead to dead-ends, and are where you fall if the pits above consume you.

At this point, you should be on small screen with pits at the top and bottom and a bridge running across the middle (C4 above). Take the path at the right. The next room contains a booby-trapped bridge and a pesky Gargoyle. As soon as you enter, stand still. Let the Gargoyle come to you and allow the bridge to

crumble on its own. Defeat the enemy when it approaches, then simply exit and reenter the screen. The bridge will have returned, and you can now cross it without fear of being knocked off. Try not to waste too much time, as it will begin collapsing again after a few seconds.

The next room is probably the most difficult. It's a large room filled with several pots (containing hearts), a large gap, and a dragon statue. Walk towards the top of the screen when you enter, and proceed until you reach the end. Pause until you see three shots from the dragon statue pass by. They are always fired at this interval, and will hit you in mid-air if you jump. Once the coast is clear, jump and HOLD the Down-Button until you land. It will not be an easy jump, but you should make it to the platform if you position yourself just right. If you don't fall, start walking to the right before the dragon statue fires again. If you aren't so lucky and end up dropping, simply head all the way to the left and take the stairs back up.

The following chamber (B8 above) is the last challenge in the dungeon. You should see 2 Gargoyles and a pitfall upon entering. Stay as far right as you can, and let the Gargoyles once again come to you. Once they're dead, make a final diagonal jump over the pits. This one should be fairly easy if you've made it this far.

The next room has two more Gargoyles, but thankfully no pitfalls. Take them out, then nab the chest in the back that contains the SCORE. When you play the Horn, it will now echo the Sand Melody. The rock pile in the room can be destroyed with a bomb or Lightning Ring blast, though it doesn't hold any treasure. Take the door on the left and walk up the stairs, which lead back to Miraj and out of these dungeons.

=====  
MYSTERY OF ORTAH REVEALED  
=====

After emerging from the underground caverns, you come out in Yuna's room. She is delighted to see you, and describes the newfound power of the Horn and Sand Melody. Play the Horn after exiting the Quicksand Cave, she explains, and the echoing sound will open the path to Ortah Temple. To make your search easier, she gives you the ORTAH MAP, which displays most of the desert.

The remainder of the women in the town say mostly the same things, though some are now more emphatic about slaying the demons who infested the temple. One man on the second row remarks about a group of clown-like strangers who came to the town a while back, just before the demons appeared. Could this somehow be related to the invasion? Regardless, it's time to meet up with the 4 Dragon Lords at Ortah Temple.

=====  
11. O R T A H T E M P L E DV06K  
=====

Recommended Level: 26  
Valuable Items: Sword Energy (Lv.5), Key, Sektra Map

Enemies:

|                 | Attack | Defense | EXP | Drops |
|-----------------|--------|---------|-----|-------|
|                 | =====  | =====   | === | ===== |
| Gargoyle (Cave) | 72     | 97      | 493 | 2     |
| Mummy           | 86     | 113     | 389 | 2     |

|                   |    |     |     |   |
|-------------------|----|-----|-----|---|
| Sandworm (Purple) | 82 | 99  | 588 | 3 |
| Warlock           | 72 | 101 | 467 | 2 |

-----

Head back through the Quicksand Cave and towards the exit. If you aren't there already, it's advised that you spend a few minutes and train to level 26. This will make the tough (and numerous) enemies at Ortah Temple a lot easier.

=====

OPEN THE WAY

=====

Upon exiting the Quicksand Cave, you will notice a star symbol drawn upon the ground. You will also notice that the walls of the cave extend out diagonally, almost shaped like a megaphone. As Yuna hinted, stand on the star and play the Horn. The ground will shake and a path will appear in front of your eyes, leading northeast. This new road leads to the Ortah Temple. Follow is to the end and the building should emerge from the sands, revealing the entrance. Proceed whenever you're ready.

-----

|                   |  |
|-------------------|--|
| KEY               |  |
| ===               |  |
| E: Entrance       |  |
| S: Shutter Door   |  |
| O: One-Way Door   |  |
| L: Locked Door    |  |
| P: Pitfall        |  |
| T: Triggered Door |  |
| &: Statue         |  |
| X: Boss           |  |
|                   |  |
| a...z: Treasure   |  |
| 1...9: Stairs     |  |
|                   |  |

First Floor

-----

|   |           |   |           |     |     |   |   |
|---|-----------|---|-----------|-----|-----|---|---|
|   | 1         | 2 | 3         | 4   | 5   | 6 | 7 |
| A | 3 2       |   |           |     |     |   |   |
|   |           |   | S P10 P10 |     |     |   |   |
|   |           |   | S         |     |     |   |   |
| B | E 4` S P1 |   |           | &11 | S   | 9 |   |
|   |           |   |           |     | S O |   |   |
|   |           |   |           |     | S   |   |   |
| C |           |   |           |     | L   |   |   |
|   |           |   |           |     |     |   |   |

Second Floor

-----

|  |    |   |    |    |
|--|----|---|----|----|
|  | 8  | 9 | 10 | 11 |
|  | 3  |   | 12 |    |
|  |    |   |    |    |
|  | O  |   | S  | 11 |
|  | P4 | X |    |    |
|  |    | S |    |    |
|  |    | S |    |    |
|  |    |   | S  |    |
|  |    |   |    |    |

|   | 1         | 2         | 3    | 4 | 5 | 6 | 7 |  | 8 | 9 | 10 |    |
|---|-----------|-----------|------|---|---|---|---|--|---|---|----|----|
| D | 2         |           |      |   | 8 |   |   |  |   | d | c  | 12 |
|   |           | S 10` 10` |      |   |   |   |   |  |   |   | S  | S  |
|   | S         |           |      |   |   |   |   |  |   |   |    |    |
| E | 1` & O P7 |           | S P6 |   | S |   | S |  | 9 |   |    |    |
|   |           |           |      |   |   |   |   |  |   |   |    |    |

### Basement 2

|   | 1       | 2   | 3     | 4 | 5 |
|---|---------|-----|-------|---|---|
| F | & &     |     |       | 8 |   |
|   | T S     | S S |       |   |   |
|   | S       |     |       |   |   |
| G | 5 a     |     | b O   |   |   |
|   | S 7`    |     | 6`    |   |   |
|   | S_      |     | S_    |   |   |
| H | S &&&   |     | & & & |   |   |
|   | S & & & |     | & & & |   |   |

### Treasure Guide

- a: Sword Energy
- b: Key
- c: Dragon Lords
- d: Sektra Map

The once sacred resting place of the Ancients has been desecrated by the recent demon influx. The Ortah Temple was originally designed as the hallowed keep of the Dragon Lords, but little evidence of that remains now. What does still remain, however, are the booby traps and twisted maze of rooms that were built to keep out greedy treasure hunters. With attacks coming both fronts, Alex proceeds with great caution.

The Ortah Temple spares no time in bombarding you with attacks. The very first room houses a pesky Warlock, who can be skipped if you're not in the mood. Take the right-hand door into the next chamber, which contains a Gargoyle and a sand whirl. There's no way to go other than down, so let the sands engulf you.

You should land in a long room with a Warlock and 3 doors: one on the top left, one of the top right, and one of the right. The top-left door leads back to the entrance, so take it if you want to exit the temple. For now, head to door on the right-hand wall. The next room contains two statue traps, which will pound you with giant maces if you get too close. To avoid damage, walk against either the extreme top or bottom of the wall opposite the statue. This will put you far enough out of reach that they won't attack. Use this strategy for avoiding damage from all similar traps throughout the dungeon. Once you're safe, take the stairs leading down.

=====

#### SOME NICE ITEMS

=====

The stairs will lead to floor B2, where you will be greeted by yet another Warlock. Once defeated, you can pick up the chest containing SWORD ENERGY. If you've followed this guide and collected all the upgrades so far, your sword should now be at the fifth and final level (and orange colored). Even if you are under-leveled, your sword's attacking power should be enough to take out nearly every enemy in a single hit. It is certainly the weapon of choice for the remainder of the stage. Once you've collected the upgrade, take the right-side door.

Two Warlocks should greet you in the next room, and both should be slain by one swipe from your level 5 sword. Once they're out of the way, a chest will appear containing a KEY. With this item, you're done with floor B2 for now. Head back up the stairs in the next room, past the statues traps, and back into the large chamber.

=====

#### FINDING THE WAY

=====

From the large chamber that you first dropped into, take the door on the top-right wall. The next long room contains a lone Purple Sandworm, and the chamber to the right of that harbors a couple of Gargoyles and spiked floors. Neither should be too much trouble. Take the bottom door on the far right of the second room.

You should now be in a small room with two shutter doors, a sand whirl, and a Purple Sandworm. Though the Worm is very difficult to kill, you can simply skip him. The correct path here is to drop into the swirl. There's really no way of knowing this except for trial and error, so save the time of going to the next room and then backtracking.

You should fall into a small chamber with two Warlocks and two floor traps. The floor traps are two spiked balls that move along a fixed track (one moves horizontally; the other vertically). Stay near the bottom right to avoid them and take out the Warlocks when you get close enough. You might even want to switch to the Hauza if that's easier. Take the bottom door once it's opened.

You will now enter into another long room with statue traps aligning the top and bottom walls. You can avoid getting hit here by taking it slow and keeping your distance. The room to the left of this contains a Warlock and Gargoyle, as well as three regular statues. Each statue can be moved to reveal a small heart, so use this for a quick boost if your life isn't full.

Head up two rooms now until you come to a small chamber with a Warlock and two statues. You will need to move the left statue to the right in order to trigger the door open. After this, take the right-hand door through the next three rooms, until you come to a final one containing a staircase. The bottom paths in any of those rooms come out at one-way doors, which will require you to backtrack once again. Just keep right and you'll be okay.

=====

#### GOING UP

=====

After taking the stairs leading up, you begin the second leg of the trip through

Ortah Temple. Dispatch the 3 Mummies waiting for you atop the stairs, then take the door at the bottom of the room. Follow the path through the next chamber with two Gargoyles and into a third room with another 3 Mummies. Already, you're at another staircase. Take this one up to the first floor.

Two Warlocks welcome you this time, but these once tough enemies should be cake at this point. The room underneath that is a long chamber with laser traps and a Gargoyle. You can avoid damage from the lasers completely just by staying against the top wall and jumping over each one. At the end of the room, you should reach a locked door. This is where that Key you found in the basement will come in handy. If, by some chance, you missed it, prepare for a lengthy trek back to B2.

The room after the locked door contains 4 Mummies and two exits; the correct one is along the top wall. This will lead into a large chamber with 4 Gargoyles and 2 sand whirls. This room can be very tough, and if you fall into the sand here, you'll need to go a long distance to make it back. Hold the Up-Button as soon as you enter the room and don't let go. If you can't seem to kill the Gargoyles with standard weapons, the Ice Ring will take them out nicely within a few hits. Move carefully to the door at the far left once they're defeated.

Pass through the next small room containing 3 Mummies, and then work through the following long room with another 4 Mummies. The end of this room contains a statue that blocks the staircase. Push it from the left side and take walk on up yet again, this time to 2F.

Expect more of the same at the top (I know, it's getting old). There are 2 Mummies in the first room, followed by a Warlock and 2 Gargoyles in the second. The pot in the second room, by the way, contains a small heart. Take the left-hand door into the final room before the boss. This one has a bunch of laser traps and 2 Gargoyles. Rejoice that the wandering is over and take the door at the top left into the boss's room.

=====  
ORTAH TEMPLE BOSS - DEATH JESTER  
=====

Attack: 90  
Defense: 131  
EXP: 1798

Death Jester is probably the clown-like enemy you heard mentioned in Miraj. How he managed to slip by the ancient sorceresses looking the way he does is a complete mystery. You'll be having the last laugh on this matter, though.

Death Jester flies around the room and assaults you with two main attacks. The first is a projectile shot that he only fires while hovering. It's shaped like a crescent moon and moves slowly around the room until it hits you. Luckily, you can destroy the projectile with a single attack from your sword or Hauza, rendering this move ineffective. The second of the Jester's attacks occurs when he lands and attempts to hit you with his retractable staff. While this move is a bit more difficult to avoid, you can eliminate the threat by keeping your distance or staying on a different horizontal level.

With that in mind, the Jester is a joke when compared to previous bosses. Even though the sword is likely stronger, equip the Hauza for this fight. This allows you the distance to avoid all of Death Jester's attacks. You can destroy the projectile by simply hitting it with your Hauza, and you can walk

away as he looks to land and bash you with his staff. Combine this with a jump-attack offense and you should make quick work of this clown.

=====  
THE DRAGON LORDS  
=====

The stairs behind the boss's room lead to the third floor, the resting place of the 4 Dragon Lords. Upon entering the room, the Lords materialize from the small statues and ancient altar. They recognize the Guardrak and are willing to help, but explain that they were split by the wars of the past. Of the original 8 Dragon Lords, only 4 remain in Ortah Temple. The remainder are found in the swamp region, and a map is provided for you in the next room.

The chest they lead you to holds the SEKTRA MAP, which details the perilous swamp region you've probably already stumbled across. When you return to the Dragon Lords, they suggest heading to the town of Orusort to help find the entrance to the Sektra Temple. After this, they kindly warp you back to the overworld map, saving you the hassle of backtracking.

As a side note, the previous scene is loaded with spelling errors, so it's easy to get confused on a first play through. When you enter the floor, the game says "2F" when it's in fact "3F," though this is trivial. More importantly, the Dragons refer to obtaining the Guardrak (which you have; they mean to use another term for the upgrade), misspell Sektra as Sectra, and misspell Orusort as Orsort. These are all the same locations, however, so don't get thrown off by the misuse of the words. Why there are so many mistakes in this one section when the rest of the game seems free of them is a mystery.

=====  
P A R T   V I I :   S W A M P   C R A W L I N G DV07  
=====

With half of the Dragon Lord octet uncovered, the journey now begins for the other half. Perhaps even more unpleasant than the unending sand dunes are the loathsome swamps that surround the Sektra Temple. The journey through this unbearable region, mired with large insects and other mutations, is not a pleasant one. Though the marsh can be very confusing, the persistent explorer will be handsomely rewarded here. Alex should not overlook the twists and turns on his way to Orusort, the first stop in Sektra.

=====  
PART VII CONTENTS  
=====  
1. Take Heart.....DV07A  
2. Exploring the Swamp.....DV07B  
3. Wet Cavern.....DV07C  
4. Journey to Orusort.....DV07D  
5. Forest.....DV07E  
6. Town of Orusort.....DV07F  
7. Jade Mine.....DV07G  
8. Back at Orusort.....DV07H  
9. Sektra Temple.....DV07I  
=====

Recommended Level: 27

Valuable Items: Heart Container (up to 6)

Enemies:

|                        | Attack | Defense | EXP | Drops |
|------------------------|--------|---------|-----|-------|
|                        | =====  | =====   | === | ===== |
| Beetle (Blue):         | 18     | 0       | 2   | 1     |
| Fighting Mage          | 70     | 87      | 442 | 2     |
| Lizard Knight (Green): | 20     | 3       | 7   | 1     |
| Sandworm (Purple)      | 82     | 99      | 735 | 3     |
| Scorpion (Gold):       | 32     | 7       | 6   | 1     |
| Scorpion (Purple)      | 76     | 91      | 515 | 2     |
| Stone Man              | 78     | 95      | 597 | 3     |

-----

Before delving into the heart of the Sektra Swamp, now's a good time build up your HP as high as you can. You may recall the Wandering Merchants seen in previous towns who smuggle Heart Containers to you. Well, you've now been to all the towns that this wanderer visits. In fact, he always travels between them in the same order: Hujia -> Casdra -> Miraj, then back to Hujia. If you've missed any chances to pick up the hearts along the way, now's the perfect time to do so, as the added HP will be very useful in the swamp. The Merchant should be in Hujia now if you've purchased his wares each time you could. If not, backtrack through the three towns until you come across him.

Here is a table listing his locations and the price he offers each time. Until you've bought all 6 possible hearts, he will always be in one of these three towns, and travels in this exact order:

| ORDER | TOWN   | ASKING PRICE |
|-------|--------|--------------|
| ===== | =====  | =====        |
| 1     | Hujia  | 200 Jade     |
| 2     | Casdra | 300 Jade     |
| 3     | Miraj  | 400 Jade     |
| 4     | Hujia  | 600 Jade     |
| 5     | Casdra | 800 Jade     |
| 6     | Miraj  | 1000 Jade    |

If you don't have enough Jade to buy them all and would like a quick way to make some, visit the basement of the Quicksand Cave and fight in the room with the 4 Blobs. You should be able to pick up 1000 or so Jade in less than 10 minutes.

As a final note, when traveling between regions, it's easiest to use the Warp Points to save time. The Hujia-Casdra and the Old Ruins-Miraj points, in particular, will probably cut the time this traveling takes in half.

Recommended Level: 27



Valuable Items:     Lightning Ring Upgrades (Lv.2 and Lv.3), Large Bag

Enemies:

|                      | Attack | Defense | EXP  | Drops |
|----------------------|--------|---------|------|-------|
|                      | =====  | =====   | ===  | ===== |
| Blob (Water)         | 86     | 125     | 675  | 1     |
| Huge Bug (Green)     | 90     | 149     | 1248 | 2     |
| Lizard Knight (Blue) | 74     | 91      | 475  | 2     |

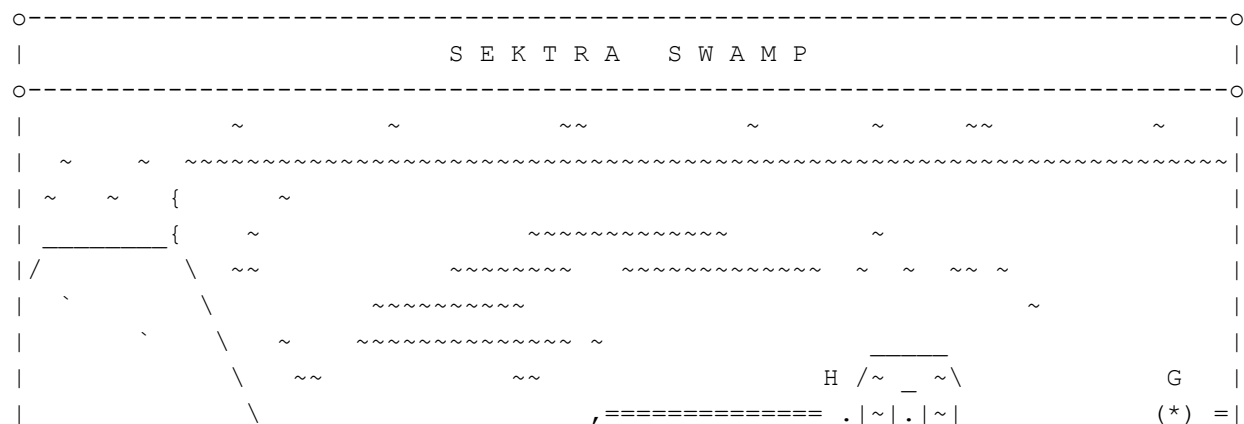
---

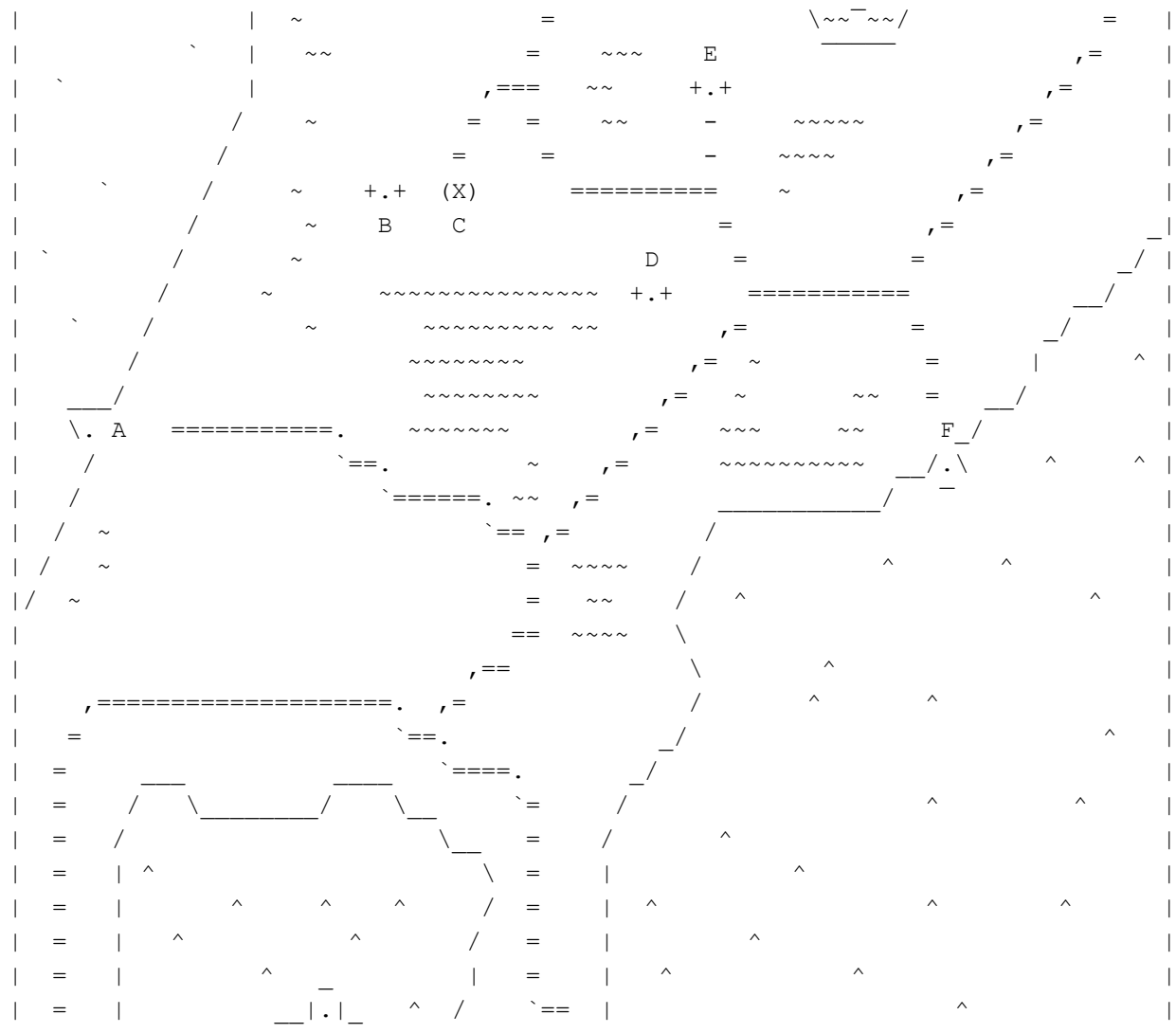
The swamp is the largest and most confusing region in the game. The entire area is filled with soggy marshes, dark skies, muddy trails, and dead ends at every corner. This is the section in which most players are likely to miss things, most notably the Large Bag. As you might also expect, the swamp features a couple of new enemies: Water Blobs and Huge Bugs. Blue Lizard Knights can also be found, but you should be familiar with them from Keire Temple.

Like all Blobs, the Water variety can only be harmed when upright and can only harm you in mid-air. While their attack shouldn't be too devastating if your level is in the upper 20s, they sport a high enough defense to give you some trouble. Avoid their assaults by moving up or down as they leap, then walk up and slash with your sword from either above or below. The Blobs are difficult to target, but the problems shouldn't go any farther than mere annoyance. These foes are also slightly weak against your Fire Ring, if that method of attacking suits you.

The other new enemy is not nearly as manageable. The Huge Bug, which resembles just that, can be incredibly difficult. While its attack is average, its defense is extremely high, meaning you'll likely be in for a long fight. The main weakness of this oversized insect, however, is its sluggish movement. The Bugs are not fast at all, and they move primarily by hopping around and occasionally making a long leap. You should be able to avoid getting hit all together by staying at either the top or bottom of the screen. As for inflicting damage, the Hauza is a better choice here. The Huge Bugs are easy to target from afar, and they even move slow enough that you can fend them off with the Hauza indefinitely. A few levels will make a huge difference in this fight, so try to train to at least level 25 before tackling these pests. On a positive note, they do leave outrageous amounts of EXP.

With the new enemies taken care of, it's time to enter the swamp. The following is a map of the main region surrounding the Sektra Temple. The swamp region extends slightly farther than this, however, and the area surrounding Orusort can be seen in section 4 below. For convenience, the swamp marshes have been included, and are denoted with a tilde (~) on the map below.





|                                |                                       |
|--------------------------------|---------------------------------------|
| -----o-----o                   |                                       |
|                                | KEY                                   |
|                                | = Path                                |
|                                | ^ Mountain                            |
|                                | ~ Swamp                               |
| A: Wet Cavern                  | E: Stump (Potion Trade)   { Shore     |
| B: Stump (Lit Wizard)          | F: Wandering Healer   ` Plains        |
| C: Glowing Emblem (Lit Wizard) | G: Warp Star (to Lake Region) o-----o |
| D: Stump (Large Bag)           | H: Sektra Temple                      |

=====  
WATER, WATER EVERYWHERE  
=====

All the hidden locations in the swamp are found a good ways off the main path, and this can be troublesome since much of the swamp is filled with water. This makes it extremely hard to orient yourself or do some meaningful exploration. The best way to go about searching is to begin on the path and deviate from it when near the hidden items.

You should enter the swamp from the Lake region end, as this makes it easiest to find everything. Take the path leading north on either side of the lake cave, and follow it until you come to a northeast branch along the path. Take this route and follow it, then go northeast again when the road splits. You should be fairly deep in the swamp by this point.

After traveling northeast, then due north along the path, you should eventually come to an intersection. Turn and face west, and a tree stump should be visible in the distance (location D above). The treasure hunting starts here.

=====  
THE LARGE BAG  
=====

Enter into the stump found at location D and you'll find a wizard in the underground cave. He offers to trade you the LARGE BAG for 50 Fruit. This total may seem rather high, but the bag is definitely worth it. It allows you to hold more of each staple item, which includes Potions, Crystals, Bombs, and Arrows. If you're short on Fruit at this point, the Meadow far south of the Lake Cave is an excellent source. You can easily rack up 50 Fruit in a couple of minutes (if you plan on going back, wait a short while and take the Warp Star).

Here's what the Large Bag lets you hold:

| ITEM    | NORMAL | WITH BAG |
|---------|--------|----------|
| ====    | =====  | =====    |
| Potion  | 3      | 5        |
| Crystal | 3      | 5        |
| Bomb    | 20     | 30       |
| Arrow   | 30     | 50       |

The ability to hold additional Potions and Crystals is the most useful aspect, as HP and MP quantities are more easily depleted in the coming stages. The additional Bomb and Arrow capacity may also be helpful if you use those items frequently.

Once you're finished, leave the stump and head east, back to the path

=====  
POTION TRADER  
=====

Once you return to the path, head directly north. The solid road will eventually give way to arrows, and finally another stump. You should be southwest of the Sektra Temple at this point, and at location E on the map above.

This stump takes you to a Potion Trader. The man will give you a Potion in exchange for 10 Fruit. This is quite a good deal if you have some extra Fruit, especially if you just purchased the Large Bag and have some new capacity. The man will make an unlimited number of transactions if you exit and return, so keep this location in mind when you stock up. 10 Fruit for 1 Potion is definitely a bargain.

Once again, when you're done in this cave, exit the stump and head south until you hit the main path again.

=====  
LIGHTNING POWER  
=====

The final two hidden treasures are within eyeshot of each, and may even be marked on the map if you spoke to the green monk at the right time. They contain the final two LIGHTNING RING UPGRADES. Continue to follow the main path all the way to a westward branch. This offshoot starts out going west, then hooks south. Follow this side path and you will come right out at a glowing emblem. This corresponds to location C on the map above.

Use the Magic Mirror atop the emblem to pass underneath it. Below you will find a Lightning Wizard, who kindly offers to upgrade your ring's power. If this upgrade takes you to Level 2, he will comment that you now have the power to destroy large boulders. This comes in handy later on.

Exit the emblem and, without walking, face directly west. Start moving forward and you should almost immediately run into another stump. The caves below hold a familiar sight: a Lightning Wizard. Members of this elemental family must not travel very far, but don't let this stop you from enjoying the reward. You will once again receive a ring upgrade, which should max out its level if you've visited the glowing emblem's wizard already.

```
=====
3. W E T C A V E R N DV07C
=====
```

Recommended Level: 27  
Valuable Items: Heart Container, 1000 Jade

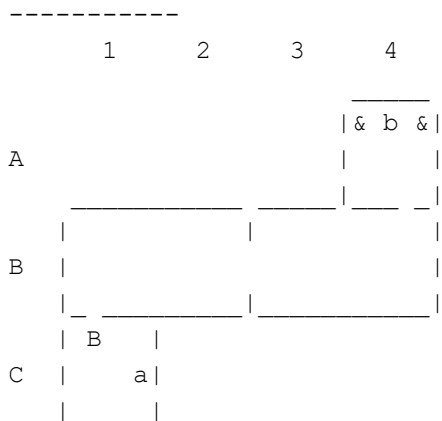
Enemies:

|                 | Attack | Defense | EXP | Drops |
|-----------------|--------|---------|-----|-------|
|                 | =====  | =====   | === | ===== |
| Gargoyle (Cave) | 72     | 97      | 493 | 2     |

```

| KEY |
| === |
| E: Entrance |
| B: Bombable Wall |
| &: Statue |
| |
| a...z: Treasure |
| 1...9: Stairs |
| |
```

First Floor



Treasure Guide

-----

a: Heart Container  
b: 1000 Jade

-----

The Wet Cavern is one of the more interesting locations found in the swamp region. You can find it by traveling due west and hugging the mountain walls as you travel south. You can also follow one of the offshoots of the main path to reach it (see map above). If you have been following this walkthrough from the start, you have probably been here at some point already, in which case you can now just pick up your treasure.

Once you enter the cavern, you will spot a chest and a wizard shrouded in a blue cloak. Don't go for the chest right away, otherwise the wizard will scold you and disappear. Instead, speak to him. His words come out as cheesy taunts, but he eventually asks if he hurts your feelings. The correct answer to give is "Very Much!" The wizard then wagers his treasure that you cannot defeat 100 enemies.

To complete the challenge, you'll need to defeat 100 enemies found in random overworld encounters. Enemies in dungeons do not count. This can take some time, but the difficulty of the enemy does not matter. This means that you can return to the Hujia region or some other easy area and breeze through the fights. Or you can use this as a chance to level up by fighting regular foes. The choice is yours.

After a few fights, the wizard will begin updating you on your progress as you return, by saying things like "You still have xx more left!" Use this as an occasional gauge for measuring your progress, and return to him once all 100 are killed. If you followed this guide's advice and spoke to the wizard earlier, you should be near if not over the 100 kills mark.

Once the 100 demons are defeated, speak with the wizard. Though he is shocked to see you've completed the challenge, he keeps true to his word and allows you to take the treasure chest. Inside you'll find a HEART CONTAINER. This may seem like a lot of work for a small life boost, so it's not a terrible thing to skip this side quest entirely if you wish. Either that or just fight enemies normally and return later on before the end of the game.

=====  
BOMBING FOR TREASURE  
=====

You may notice that the upper wall in the left-hand corner of the room looks a bit odd. Well, that hunch would be correct. The wall is concealing a passage behind it, and you can only reach the new caves by bombing the wall. Though bombs have been pretty useless until now, they will start to become a regular tool for reaching new areas within dungeons. This one just happens to be secret.

Simply select the bomb item and drop one in front of the wall. A new passage will now be opened, taking you into a section of two long rooms. Each room is filled with 4 Gargoyles (which should be very easy at this point) and a floor covered in spikes. You can avoid damage by carefully jumping and taking out the Gargoyles before you start moving. The end of the second screen has a door leading up, into another small room with a chest. There you'll find 1000 JADE. The money can be put towards buying Heart Containers from the Wandering Merchant or stocking up on staple items. If you choose the latter, be sure to do so in Hujia, as that town offers the best prices.

Once you're done, return back and exit the cave. If you walk forward from the entrance, you will come to the main path again. Follow it until it forks off, then take the north-most road. You should now be back in the heart of the swamp and ready to continue your exploration at Orusort.

=====

4. J O U R N E Y   T O   O R U S O R T

=====

DV07D

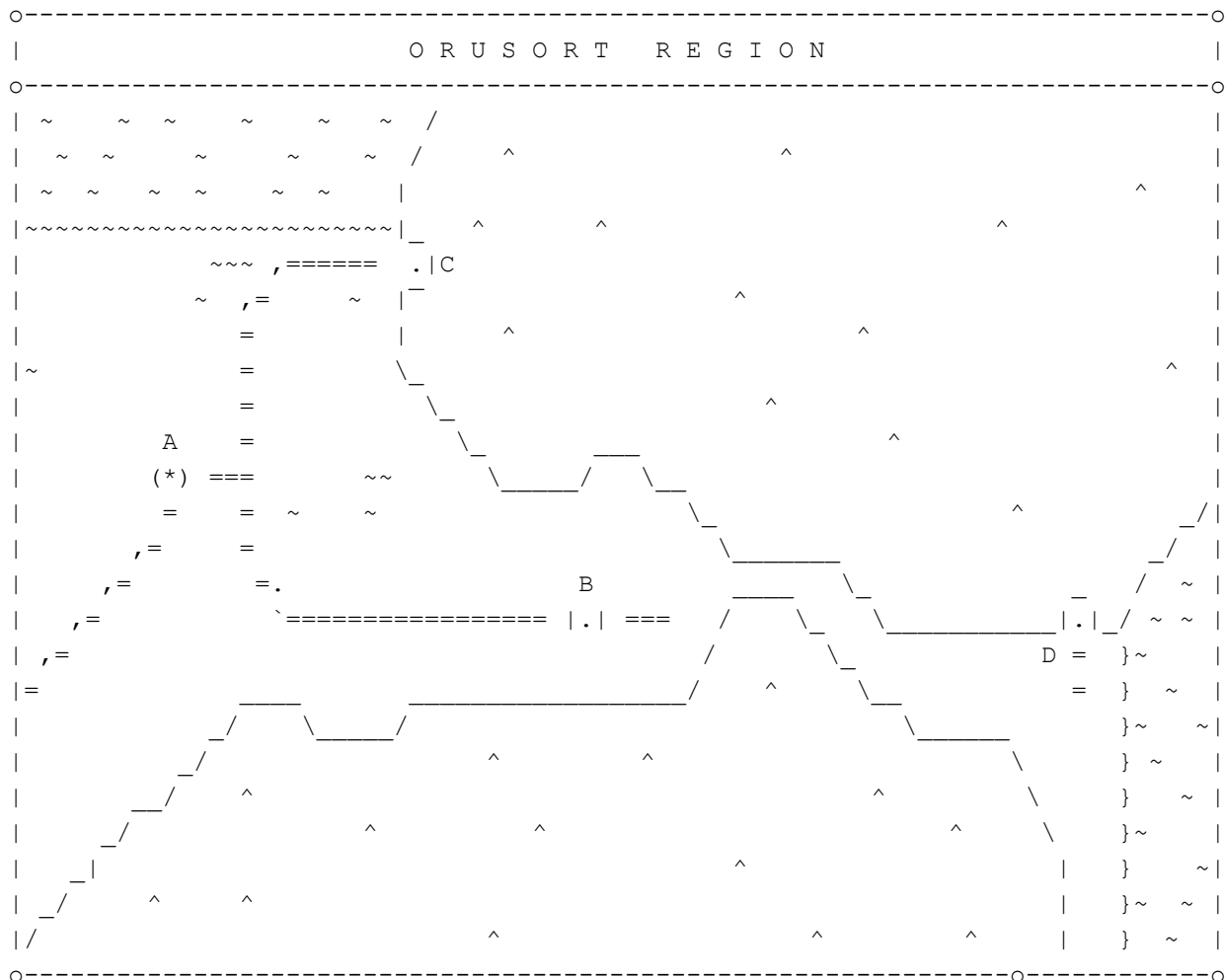
Recommended Level: 27  
 Valuable Items: None

Enemies:

|                      | Attack | Defense | EXP  | Drops |
|----------------------|--------|---------|------|-------|
|                      | =====  | =====   | ===  | ===== |
| Blob (Water)         | 86     | 125     | 675  | 1     |
| Huge Bug (Green)     | 90     | 149     | 1248 | 2     |
| Lizard Knight (Blue) | 74     | 91      | 475  | 2     |

-----

When you were at the Ortah Temple, the 4 Dragon Lords advised you to seek help in the Town of Orusort. They mentioned its location in the northeast part of the swamp, so this is the place to head now. This entire area, however, does not appear on the in-game map and can be very confusing. The map below should help clear things up. Note that this map connects on the west side to the swamp map and on the southeast side to the desert map. The Warp Star is the same as the one of the swamp map, so use that as a reference point.



LOCATIONS

-----

- A: Warp Star (to Lake Region)
- B: Town of Orusort
- C: Jade Cave
- D: Forest

```

| KEY |
| = Path |
| ^ Mountain |
| ~ Water |
| } Shore |
o-----o

```

From the main path that runs throughout the swamp, take the right (east-most) paths at the first two opportunities, then take the northern path at the last. At this point, you should be near the right edge of the in-game map, just above the cave with the Wandering Healer. The path leading northeast connects to the map above.

=====  
COMPLETE STARDOM  
=====

The region near Orusort contains the final Warp Star in the game. Once the northeast path ends, face due north and walk onto the star. If you activated the star in the Lake region, the points will turn blue and the connection will be completed. This warp point is by far one of the most useful in the game. It's ideally located east of the Sektra Temple and west of Orusort, so keep this in mind when traveling throughout the lands.

=====  
FINDING THE TOWN  
=====

From the star, head directly east and you should meet up with the path again. After a few steps, the road will split, with one path going north and the other south. The northern branch leads to the Jade Cave, which you don't want to visit just yet. Take the southern branch, which loops east but leads directly to Orusort.

Now that you've found the town, you can either enter or pick up some quick treasure from a nearby cave first. If you'd like to get the goodies, keep reading this section, otherwise skip to section 6 for the Town of Orusort information.

=====  
THE HIDDEN FOREST  
=====

Right at the intersection of the Swamp and Desert regions, an ancient forest rests. To find it, walk east beyond Orusort and follow the trail as the mountain walls narrow into a thin canyon. The path winds southeast, but hug the northernmost wall and you won't get lost. Eventually, right near the ocean, you will come to the Forest. Be warned that the enemies within are very tough, so don't proceed unless you are at least level 25 or higher (and be sure to save first).

Recommended Level: 28

Valuable Items: MP Star, Fruit

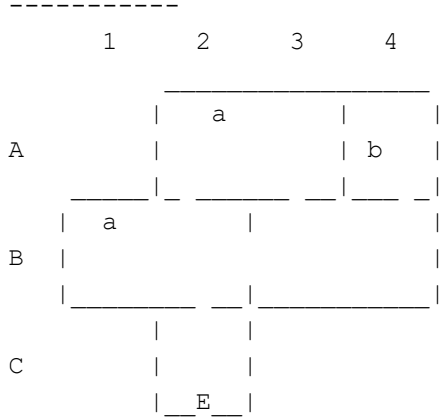
Enemies:

|                 | Attack | Defense | EXP | Drops |
|-----------------|--------|---------|-----|-------|
|                 | =====  | =====   | === | ===== |
| Giant (Green)   | 116    | 157     | 893 | 3     |
| Moth Bat (Gold) | 104    | 125     | 531 | 2     |

-----

|                 |  |
|-----------------|--|
| KEY             |  |
| ==              |  |
| E: Entrance     |  |
|                 |  |
| a...z: Treasure |  |
| 1...9: Stairs   |  |
|                 |  |

First Floor



Treasure Guide

-----

a: Fruit  
b: MP Star

-----

Lost over the passage of time is a small forest in the northeastern most corner of the map. Still active with inhabitants from ages past, the Ancient Forest is occupied by VERY hard enemies. You'll need more than brute force to escape alive with the treasures within.

=====

DEVASTATING DENIZENS

=====

The two new foes you'll be facing are the Gold Moth Bats and the Green Giants. The Moth Bats are the easier of the two, but don't let this fool you. Their attacks are the same as their colored brethren: they drop powder on you when overhead and swoop down to charge when the right distance away. However, their offense and defense are much higher, enough so to cause you some serious headaches. One low-risk strategy involves the Lightning Ring. With the



upgrades you picked up in the swamp, you should be able to charge this ring. One blast from a level 2 lightning attack will leave the Moth Bats with 1 HP or so, meaning a single hit should finish them. A Level 3 lightning attack will end the fight at once. Short of magical attacks, the sword is the better choice among standard weapons. Try to move multiple Bats to the same side of the screen, then attack them with a diagonal slash before they can fly overhead. If you find yourself getting slaughtered, don't hesitate to leave and return later.

As hard as they are, the Moth Bats are a cake compared to the Green Giant juggernauts that also occupy the forest. Their offense is high enough to literally hand you your own ass on a platter. Not to mention their iron clad defense, which basically invalidates your basic attacks. Make no mistake -- these enemies are lethal. However, like any true Goliath, the Green Giants have their weakness. The first is their sluggish speed. It's possible to outrun the Giants with a bit of fancy maneuvering, so you could probably avoid them all together and survive. It's also possible to keep them away indefinitely by using the Hauza, though this method is incredibly slow unless your level is in the low- to mid-30s. Either way, make sure you exploit that advantage and stay out of their attack range. Trying to slug it out with the sword is idiotic in this battle.

The second major weakness of the Green Giants is their poor elemental resistance. The Giants take heavy damage from all 3 elemental classes, though the most effective is clearly the ice family. If you can get all the Green Giants on the screen at once, a level 2 charged blast from the Ice Ring will finish them all in one shot. It's almost a marvel to behold. Since the Giants also have 3 drops a piece, you will almost certainly recover the 2 MP you've expended during the fight. In nearly every case, the Ice Ring should be your offensive weapon of choice.

=====  
COLLECTING THE PRIZE  
=====

Once you're familiar with how to handle the enemies, you can safely begin moving about the few areas of the forest. From the entrance screen with 2 Gold Moth Bats, take the path at the top. You will now be in a large areas with 3 Green Giants and pathways at the top-right and right-hand sides of the screen. At the far left end of this area, you can find some FRUIT in the tress by jumping and slashing the overhead branches with your sword.

The top path leads to another large area with 3 more Green Giants and more FRUIT by the left side of the screen. This room can be skipped completely if you don't want the Fruit, however. Either take the right path from the first area or the bottom-right path from this one. This takes you to one final large area with another 3 Green Giants. Confused? The map above should make things a bit clearer, though keep in mind that this area isn't all that complicated.

Take the top right door from the final large room and you'll come to a small area with a MP STAR resting on the floor. This is the coveted treasure of the Ancient Forest, and you can exit once you've found it. The areas should be empty now if you defeated the enemies along the way, so just walk back to the entrance as you came.

Once outside, follow the north-most mountain walls and start walking west. Once the canyon widens, leave the mountain walls and walk due west. You should be at the Town of Orusort in no time.

Recommended Level: 28  
 Valuable Items: None

-----

Orusort is a small mining town that rests within a valley in the northeastern corner of the swamp. Almost the entire populace of Orusort is involved with the excavation of the Jade Mine, which is clearly the source of the town's economy. Somewhere amidst the soot and mining gear lies a secret to unlock the Sektra Temple... or so the Dragon Lords said.

Not long after entering the town do you learn that a demon's voice now haunts the workers at the Jade Mine. The miners' resolve for finding Jade, however, is still strong (as you might expect, it's only the miner's wives that complain... which explains why these miners choose to take their chances with the demons instead). One woman comments that a man named Dr. Ortran, who seems to care little for Jade, also takes residence in the town. This might be an interesting lead...

The Doctor can be found in the last house on the top street. He boasts of his new invention that allows people to enter the Sektra Temple by creating a bridge of pure light. The machine resides deep within the Jade Mine and is protected by a special pedal combination. As you might anticipate from an ego-maniac like Ortran, he isn't about to give up this password so quickly.

The other important sight in Orusort is found in the first house on the lower street. This is the home of a newlywed couple -- Fess and Setia. Setia explains that her husband hasn't returned, and she is fearful with the rumors of demon's voices that something terrible has happened. She pleads with you to search the mine's for Fess, and this signals the "trigger sound" that allows you entrance into the mine.

Before leaving, visit the item shop on the top street and purchase at least 10 Bombs. They will be needed to blow open passages inside the mine. Once you're ready, exit the town and head west along the path. If you follow it without deviating (it eventually turns north, then east), you should come out right at the Jade Mine entrance.

=====

NOTEBOOK

=====

- Strange voices are heard from the Jade Mine in the northwest
- Setia's husband, Fess, is missing at the mines
- There is a machine within the mines that activates a light bridge to the Sektra Temple. The combination, however, is unknown.
- Strange boulders and a fallen star should be explored at Mt. Badsel

Recommended Level: 29

Valuable Items: Bomb (x4), Jade

Enemies:

|                       | Attack<br>===== | Defense<br>===== | EXP<br>=== | Drops<br>===== |
|-----------------------|-----------------|------------------|------------|----------------|
| Blob (Water)          | 86              | 125              | 540        | 1              |
| Gargoyle (Cave)       | 72              | 97               | 493        | 2              |
| Huge Bug (Purple)     | 90              | 149              | N/A        | 0              |
| Lizard Knight (Black) | 98              | 157              | 665        | 3              |

```

| KEY |
| === |
| E: Entrance |
| S: Shutter Door |
| O: One-Way Door |
| P: Pitfall |
| `: Drop Spot |
| T: Triggered Door |
| &: Statue |
| #: Bombable Floor |
| |
| a...z: Treasure |
| 1...9: Stairs |
| |

```

Basement 1

```

 1 2 3 4 5 6

| 2 | P4 |
A | & P3 |
| _____ |
| | | | | | |
B | P1 P1 | O #5 P6 S #11 d
| E | | | | | S |
| S | a | | | | |
C b #8 O P7 |b S #12 c
| S | | | S | |
| | | 10 | | |
D b#9 | c O b
| | | | |

```

Basement 2

```

 1 2 3 4 5 6 7 8

| 2 | a |
E | 3` O 4` |
| _____ |
| a | | | | 11` | X | & & & |
F | 1` | | 5` S 6` | | S S S e |
| | | | | | | T | | |
| | | | | | | O |

```

|   |      |      |     |
|---|------|------|-----|
| G | 8`S  | 7` O | 12` |
|   | _O_  |      |     |
|   |      | 10   |     |
| H | 9` S | S    |     |
|   |      |      |     |

Treasure Guide

- 
- a: Bomb
  - b: Blue Jade
  - c: Pink Jade
  - d: Gold Jade
  - e: Sektra Bridge Switch

-----

From the very first steps inside, the Jade Cave emits an eerie vibe. The hollowed walls are unnatural, with rock cut at odd angles that match the picks and shovels that forged them. The hundred years of greed and selfish toil that went into molding these tunnels is obvious. The cave is ripe for demon infestation, and it's only puzzling that such a perfect environment did not spawn them sooner.

The Jade Cave is a maze of similar looking rooms, all of which can become very disorienting if you get lost. One important thing to note is that the cracked floors can be blown open with bombs, revealing pitfalls into the rooms below. This will be essential to making it through the mines, so be sure you have at least a handful of bombs beforehand. It's also interesting to note that many of the cave's walls have free Jade for the taking. Simply jump and swipe the middle of the wall with your sword; 2-3 Jade crystals will be yours. The locations of these mining spots are noted on the map above (letters b, c, and d). It's kind of odd that the miners would be working so hard to find Jade when you come across it almost effortlessly... Oh well, that's probably why you're the suave Hero and they're uneducated, blue collar grunts.

One of the inhabitants of this cave is also a new face: The Black Lizard Knight. These armored fighters are the toughest of their class, and they possess a ferocity unmatched by many other opponents. Their defense is astronomically high at this point, so you'll be in for a tough time just inflicting damage. Their speed follows suit, and you'll have little time to escape their attacks among the crowded cavern walls. Even worse, these enemies are often found in groups, which make it tougher to manage the battle. You can be in some serious trouble very quickly if you get into a slugfest, so take your time and battle cautiously. The best tactic, still, is to stay on a different horizontal level for as much time as you can. Once close enough, you can move in to strike with your sword, minimizing the damage you suffer. The Black Lizard Knights are also slightly weak to Lightning attacks, so a charged shot or two from the ring will clear the room pretty quickly. That might be the optimal recourse if the sword isn't cutting it.

=====

THE TWISTED TUNNELS

=====

You enter the Jade Cave on small walkway that goes from the bottom to top of the screen, with pitfalls lining both sides. Try not to drop down, as the only thing you'll find in the basement are Lizard Knights ready to slaughter you.

The next room is a long chamber with a staircase coming up in front of you. These stairs lead back from the basement if you fall down the pits in either this or the previous room. In the middle, you'll see a statue resting upon a bridge trigger (should look familiar from other stages). Simply push the statue into the pit, step back, and watch the bridge unravel. Simple enough so far.

The next room has a miner who's still insistent on finding Jade, even though everyone with a larger brain fled when the demons arrived. He gives you a useful piece of advice about using bombs to destroy cracked floors, then returns to working. The pitfall in this room again leads to useless parts of the basement. Take the doorway at the bottom of the screen.

The next room has a cracked floor and 2 Gargoyles who shouldn't be any problem at all. Even though you might think this was a good place to bomb based on the miner's recent advice, it isn't. You'll just end up in returning to the first room again. Take the door on the right instead.

The chamber you enter into has a large pit in the middle and a single Gargoyle flying overhead. If you get stuck at any point in this stage, it's probably right here. Look carefully along the bottom of the screen and you'll notice a somewhat concealed doorway, just to the left of the pit. You'll need to enter through here to move on. Taking the pitfall now or following any other path will lead right back to the beginning.

The room below that has another large pit (don't take it) and 2 more Gargoyles. Head left from here, into a small chamber with 2 Lizard Knights. They might take a while to dispatch, but see the section above this for strategies on defeating them. Once beaten, a chest containing a single BOMB will appear (yippee!). Take the door at the left.

You'll enter now into a room occupied by 3 Gargoyles and several choices. There is a doorway at the top-left, a cracked floor, and doorway at the bottom. The top door leads you back 4 rooms, and the cracked floor will take you, once again, to useless parts of the basement. Take the bottom door for now.

At long last, you're in a room where the miner's advice comes in useful (room D2 above). Bomb the cracked floor along the left wall and drop down. Before doing so, you might want to jump and slash the wall for some Jade, which is always a nice find. After the pit is opened, waste no time jumping into it.

=====  
DEEP INSIDE  
=====

You will land in well excavated room that resembles those in the Storehouse back in Hujia. From here, you should see doors on the top-left and right sides of the screen. DO NOT take the top door! It's a one-way passage that takes you to the start of the dungeon. Head right instead, into the room with three Water Blobs. These foes should be fairly easy by now, so move right again when they are defeated. You should now be in a room with a stairway leading back up, which is where you want to go.

The stairs come up in a small room guarded by a Lizard Knight (D4 above). There should be an open door on the top-right, so take this route (don't miss the pink Jade on the left wall). The next room takes you out on the opposite side of the pit you saw before. Just keep moving and through the doorway directly above. The following chamber you've also seen, and it was the one with the tricky hidden doorway. Now that you're on the desired side of the pit, take the door at the right.

You should now pass into a long chamber occupied by 4 Gargoyles. Near the right-side, there will be a fairly large cracked area on the floor. While there is also a door after this, the pitfall here is the path you want to take (before doing so, jump-attack the right wall for some Gold Jade). Drop a bomb atop the cracked the floor, then fall into the hole once you're ready.

=====  
THE DARK HEART OF FESS  
=====

The pitfall from the large chamber drops you right into a room with the body of a miner lying on the floor. The music changes to a more dramatic tune, so something must be up. The injured man begins to speak when approached, revealing himself as Fess and mumbling about his desire for more Jade. Suddenly, he transforms into a Huge Purple Bug.

While the shock may catch you off guard, this Purple Bug is not much different from the Green ones you found in swamp. Its stats are the same, but its elemental resistances are lower (it's highly susceptible to Lightning attacks). A few rounds of any attack you have should flatten this oversized insect.

Once its life is depleted to zero, the bug transforms back into Fess and drops to the ground. He seems to have come to his senses now, saying how evil he acted in his pursuit of Jade, all for the wrong reasons. His immediate thoughts center only on returning to Setia, but he does offer you some useful advice. He recalls hearing Dr. Ortran mumble "Red, Blue, Green" as he worked on his device. Dr. Ortran, of course, was the odd guy from Orusort who built a machine to enter the Sektra Temple. Perhaps that is the code to operate it? Regardless, your only option now is the door on the right.

=====  
MINE CAVE BOSS - MINE DEMON  
=====

Attack: 96  
Defense: 137  
EXP: 2797

At long last, you face the demon that's been haunting the mines and ruining so many young lives in Orusort (and it's creatively named Mine Demon). The Mine Demon resembles a grayish-brown version of Efreet, and its attacks are identical. The only differences, in fact, are the stronger stats and smaller room you face him in. The latter happens to be a big problem.

Standing in the center of the room and duking it out with the Mine Demon is a very stupid move. His attacks come quick and hard enough to flatten you after a short while, and unless you like the idea of consuming several Potions during the battle, avoid this approach. A safe (though somewhat cheap) location can be found near the top-left side of the room. You should notice a slightly recessed area just left of the wall at the middle, and this is where to stand. For the most part, the Mine Demon cannot touch you here. All his projectiles will miss, and it will be a very long time before he works his way up to that level. From here, you are in control.

The best and least risky approach is to stay in this left-hand recess while the Mine Demon fires from the right side of the screen. From here, select the Ice Ring, charge it up as high as it goes, and unleash. The Mine Demon takes full damage from Ice, so each fully charged blast should deplete as much as 1/4 to

1/5 of its total life. Most likely, the Demon will rush to the left side of the screen once damaged (if not, just use the Ice Ring again). From here, walk down slowly and stand just above the Demon's shadow. Jump attack with your sword, and you should make contact even though you're not on the same horizontal level. Quickly move back up to avoid any counter attack, and repeat using the Ice Ring until the Mine Demon is finished. It's entirely possible to beat him without taking any damage at all. Proceed to the room on the right once you're done with this nemesis.

=====  
THE SEKTRA BRIDGE DEVICE  
=====

The room just after the Mine Demon contain the machine that Ortran told you about. How or why the machine rests within the deepest parts of the mine remains a mystery. Anyway, there are three large statues and three switches at the base of each. Touching the wrong one will get you smashed, while hitting the correct one will depress it.

Now, this puzzle is presented in a rather odd way. Fess told you that the order was Red, Blue, Green, but there don't appear to be any colors here. The way to get them to appear is to use your different elemental rings. Using the Fire Ring, for example, makes the Red button glow red. The same for Ice (blue) and Lightning (green). This, however, is not necessary. The switch depresses if pushed in the correct sequence, so you can figure this out using trial and error very easily. After all, there are only 6 total combinations in which you can possibly push the buttons. Not much of a secret, is it?

Anyway, the correct order to push the buttons is the following:

|   |   |   |
|---|---|---|
| o | o | o |
| 2 | 1 | 3 |
|   |   |   |

The machine will click and you'll get a message that it's on once you push those buttons. If you leave and reenter the room, the switches are reset and it may seem like the machine was turned off, but don't worry. Once you activate it once, it's on for good.

Return to the room where you met Fess and take the door at the bottom of the room. Conveniently, all the enemies in the mines disappeared once the Mine Demon was defeated, so this exit trip should be a short one.

A quick escape route:

- 1.) From Fess's room, go down, then left into another large room
- 2.) Go up, then up again, and finally left
- 3.) You should be in a cave section now. Go to the end and go up the stairs
- 4.) Go down twice and you're out of the Jade Cave

Make your way back to Orusort from here.

Recommended Level: 30  
Valuable Items: None

-----  
Upon returning to Orusort, the townspeople seem very happy that you've cleared the mines. Now that the greed and vileness of the monsters has been removed, these people can continue with their own greed and vileness as they pursue more Jade. Well, at least one person in the town learned his lesson, and you should stop by to see him before leaving.

On the lower street, both Setia and Fess express their eternal gratitude for how you've helped them. If you speak to either one of them a second time, they'll comment on how you should never stop searching for Katarina. How sweet. Fess also recites the color combination for the Sektra Bridge, in case you forgot to activate it the first time.

Dr. Ortran, in the last house on the upper street, says nothing of much use. He simply brags about his machine and can't wait to rub Methraton's face in it. This is obviously why he lives by himself at the far end of town.

After making your rounds, you might want to visit the Item Shop if you don't have at least 1 Magic Crystal in your inventory. The Sektra Temple will readily consume your MP at certain locations, and having a Crystal is good insurance. Once your shopping is complete, it's time to move on and seek out the remaining Dragon Lords in the swamp.

=====  
REACHING THE SEKTRA TEMPLE  
=====

The Sektra Temple is almost directly west from Orusort. You can probably reach it most easily by following the path back the Warp Star. From there, the Temple should be visible along the western horizon, but you can't access it from this side. Either take the main path around or navigate between the swampy areas yourself. You'll want to get to the western side of the moat and see the temple as you face east.

The location to look out for is a small dirt area surrounded by 6 rocks. Stepping on this spot automatically activates the light bridge and carries you across the water. It's still rather odd that Ortran would have built such an elaborate device to keep people out of a place that no one wanted to go anyway, but whose right is it to question these pixilated geniuses. Just head inside the temple when ready.

=====  
9. S E K T R A T E M P L E DV07I  
=====

Recommended Level: 30  
Valuable Items: Keys (x6), Crystals (x2), Gloves, Hauza Energy (Lv.5),  
200 Jade, Soldrak

Enemies:

|                  | Attack | Defense | EXP | Drops |
|------------------|--------|---------|-----|-------|
|                  | =====  | =====   | === | ===== |
| Huge Bug (Green) | 90     | 149     | 999 | 2     |
| Water Demon      | 94     | 141     | 714 | 2     |



|                   |  |
|-------------------|--|
| KEY               |  |
| ===               |  |
| E: Entrance       |  |
| S: Shutter Door   |  |
| O: One-Way Door   |  |
| L: Locked Door    |  |
| P: Pitfall        |  |
| `: Drop Spot      |  |
| T: Triggered Door |  |
| F: Fountain       |  |
| &: Statue         |  |
| ^: Prison Bars    |  |
| >: Stream Current |  |
| <: Stream Current |  |
| ~: Deep Water     |  |
| X: Boss           |  |
|                   |  |
| a...z: Treasure   |  |
| 1...9: Stairs     |  |
|                   |  |

First Floor

|   | 1 | 2     | 3 | 4 | 5     | 6        | 7 | 8 |
|---|---|-------|---|---|-------|----------|---|---|
| A | 1 |       | a |   |       |          |   |   |
|   |   | O P2  |   |   |       | P7 P8    | S |   |
|   |   |       |   | d |       |          |   | S |
| B |   |       |   | S |       | P9 < < g |   |   |
|   |   |       |   | S |       |          |   |   |
| C | L | ~     | ~ | c |       |          | S |   |
|   |   | ~ a ~ | L |   | b O S | X        |   |   |
| D |   |       |   |   |       | ~        |   |   |
|   |   |       |   |   |       | ~ a      |   |   |
|   |   |       | E |   |       |          |   |   |

Basement 1

|   | 1     | 2  | 3 | 4 | 5      | 6     | 7 |
|---|-------|----|---|---|--------|-------|---|
| E | 1 ~ ~ | 2` |   |   |        | 7` 8` |   |
|   | ~ F ~ | F  |   |   |        | F F   |   |
| F |       | S  | c | e | L 6    |       |   |
|   |       | S  | F |   | 9` > > |       |   |
| G |       | 3  |   | S |        |       |   |
|   |       | S  |   |   |        |       |   |

Basement 2

-----

|   | 1 | 2 | 3 | 4     | 5   | 6  | 7  |
|---|---|---|---|-------|-----|----|----|
| H |   |   |   |       | a & |    |    |
| I |   |   |   | & a & | &   | 6& |    |
| J | 4 | 3 | & | &     | ^   |    | L  |
| K |   |   |   |       |     |    | P5 |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |
|   |   |   |   |       |     |    |    |

Basement 3

-----

|   | 1   | 2 | 3    | 4 | 5  | 6 | 7  |
|---|-----|---|------|---|----|---|----|
| L |     |   |      |   | S  |   |    |
| M |     |   |      | & | &  | S |    |
| N | ^L& | 4 | ~~~~ |   | ^  |   | 5` |
|   | T^  |   | ~~~~ |   | a^ | L | F  |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |
|   |     |   |      |   |    |   |    |

Treasure Guide

-----

- a: Key
- b: Reflecting Pool
- c: Crystal
- d: Lamp (Water)
- e: 200 Jade
- f: Gloves
- g: Hauza Energy

-----

The dank walls of the Sektra Temple reek of mildew and stagnant air. Still, there is something almost calming about the flowing water that permeates through most of the temple's rooms. The remaining inhabitants are mainly enchanted creatures molded from the water itself. Though they will fight to impede Alex's passage, none possess a great deal of ferocity. Sensing the call of the Dragon Lords nearby, Alex wastes no time in exploring the temple.

The Sektra Temple is a rather unique stage, unlike any you've encountered thus far. The stage itself is highly interactive. The flooded floors and ornamental fountains all have practical uses that you'll have to uncover in order to move on. One thing to note is that the rooms are filled with water to varying heights. And unfortunately, either because he cannot swim or is weighed down by his armor and gear, Alex will take heavy damage from water that's deeper than he can stand. On the bright side, the water in this temple follows the laws of chemistry at least somewhat loosely. When in the presence of extreme cold, it will completely freeze over and allow to walk on top of it. Your Ice Ring is just the tool to provide this cold. Be careful when doing this, however, because if you are standing in the water when it freezes, you will be stuck there until it thaws.

Sektra's inhabitants are of the easier variety. None of the enemies you'll see are very powerful or quick moving, so fighting should be pretty light. Although they don't give massive experience, they are simple enough that you should gain 1-2 levels just from casual fighting. This stage sports the familiar Huge Bugs from the swamp, along with two new foes: the Water Knight and the Water Demon.

The Water Knights appear from pools along the floor, and they take shape to resemble a blue version of Alex. They'll come at you with a moderately strong sword attack, but they also tend to randomly pause as you're moving. This usually sets you up nicely to pile on an attack or two. Each time the Water Knight is hit, it will repel backwards and turn to a blob again for a quick moment. Use this time to get into position before it can strike again. A couple of sword hits should end the battle, and the 3 dropped items you get should be enough to restore any HP you lose in the fighting.

The Water Demons are a bit tougher, but nothing to really worry about. They move around in small puddles, during which time they're invincible. They then reform to shoot a gaseous projectile at you, and they can also replicate themselves if left unattended. The best strategy is actually to stay close to these enemies. They can't damage you unless you're in their range of sight, and they will often miss or choose not to attack when you're directly above or below. This also puts you in a great spot to take them out with a couple of sword slashes. As an alternative plan, the Water Demons are very weak against Lightning attacks, and a level 2 charge will probably clear the room.

=====  
WHERE THE WATER FLOWS  
=====

The Sektra Temple is very large, but, with the exception of a few rooms near the end, it's also pretty straight forward. Head through the right door in the opening room and you'll pass into a small chamber, filled with water in the center and occupied by 2 Water Knights. Since your movement is slowed in water, stay long the edges as you fight past the Knights. The room to the right is almost entirely filled with water, and there is a visible chest along the right wall. However, there is also deep water in front of it, so you'll be committing suicide if you attempt to wade over there. Instead, fire off a blast from the Ice Ring while you're standing on solid ground. This will freeze the water all allow to walk over to the chest, which holds a KEY. You only have a few seconds before the ice thaws, so don't waste too much time getting back.

After passing through to top door, you'll enter a room with a small reflecting pool. As soon as you enter, though, a force field seems to cover it. There is nothing you can do now that will undo this shield, but you will return here

later on. Just head through the door on the left. The next room is filled with 2 Huge Bugs and a chest that holds a CRYSTAL. From here, you can either head up or open the locked door on the left and proceed that way. The upper path takes you through a couple of rooms and ends with a lamp, which hints at how to freeze the water. You can skip that branch and head through the locked door.

The following chamber is a long one with deep water filling most of it. You'll need to freeze this as soon as you enter, then make way to the island in the middle where another KEY is found. If you're quick, you should be able to make it out before the water unfreezes. Head through the door on the left.

The next room has a pair of Water Knights and a locked door at the top, which is opened by the Key you obtained in the previous rooms. It leads into a chamber with a pair of Water Demons, then into a room with small pool above that. From here, you should see a closed door on the right and an open one on the left. Left is obviously the way to go. It takes you out in a chamber with 2 Huge Bugs and stairway leading into the deeper recesses of the Temple.

=====  
PUTTING THE WATER TO WORK  
=====

The first room of B1 is a long chamber filled almost completely with water. You should freeze it as usual, but you'll notice that the fountain in the middle of the room freezes as well. This will be a useful thing to keep in mind. The room to the right has another fountain and what looks to be a ledge above it. Use the Ice Ring to freeze the water, then use the elevated fountain to boost yourself to the ledge. This leads up a floor, back to 1F.

You should jump out of a pit and into a small room with doors on the left and right sides. The left door leads is a one-way type, so head right. This room contains 4 Water Knights that trigger a chest to appear once they're defeated. The chest holds yet another KEY. Head back to the previous room and back down the pit once you're done.

From the room with the fountain once again, take the door at the bottom and then the next door on the right. You'll be in a room with another fountain, only this time there's a CRYSTAL available on the upper ledge. If you have the space for it, freeze the water and nab it, then head through the right-hand door.

The next room has a chest with 200 JADE that you can pick up after killing the enemies. Continue along your way by taking the bottom door after this. You'll pass into a long chamber with shutter doors, occupied by 3 enemies. Take them out and head into the room on the left, then down the stairs. The two pots in the last room each contain a single small heart, if you need it.

=====  
OPENING THE FLOODGATES  
=====

The first room of B2 has doors leading both left and right, and the right one is the correct choice for now. Head up from the next room with the 2 dragon statues and into a dead end room with a chest. This one contains another KEY, and you should have 2 in your inventory at this point. After this, go back down and walk two rooms left, going pass the first room of B2. You should come to another room with a staircase, which leads down yet again.

Floor B3 is where the action starts. You come down into a large flooded room

with deep water all about. The far right side of the room has a door, but it appears to be submerged. The only route you can take is the one on the left.

You should now be in a small room with a statue in the middle and prison bars at the far left. Behind the bars are a shutter, which looks like it might be related to the water level. Without going too far near the bottom of the room, make your way to the left side of the statue and push it. It should slide right and reveal a keyhole. Insert one of your keys and the floodgates will open, lowering the water level on the entire floor.

Back in the pervious room, you'll notice that the water level has fallen and you can now pass through that door on the right. Go through it and into another small chamber with doors at the top and on the right. Make a quick stop through the right door and pick up a KEY, then backtrack and take the top door (at this point, you should still be carrying 2 Keys in your inventory). You should now be in a small room with a giant waterfall and dragon statues at the corners. The music should also have stopped. As you might have guessed, something isn't quite right with the falls. If you walk into it, you'll actually be able to pass right through into the next room.

The next few rooms are all uneventful. From the room behind the falls (L4 on the map above), head right in a large room, down into another large room, then down once more into a final large room with a locked door at the right. You should have already popped in here briefly to pick up the chest behind the bars on the far left. Open the door once the enemies are defeated and head into the next room, which contains a fountain. As before, freeze the water and use it as a platform for reaching the ledge above.

=====  
TWISTS AND TURNS  
=====

You should now be back on B2 and in room with several options: a locked door at the top-right, a door on the bottom-left, and a door on the left. All passages will eventually be explored, but you'll want to go about them in a certain order. In case you're a little confused, this room corresponds to J7 on the dungeon map above.

Start by taking the lower door into a large room, then left through the next two large rooms. The last chamber should have a pair of dragon statues in the corners and a trio of Huge Bugs to greet you. Take them all out, then pick up the chest on the left side of the room; it contains the GLOVES. The Gloves give you the strength to move incredibly heavy statues that would otherwise be immobile. You've likely seen a couple such statues in the North and Desert Caves already (which should be revisited afterwards). For now, just stay focused on completing this dungeon.

Head back right and take the door on the top-right side of the screen. From here, head up through the large room, then up again past the room with 2 dragon statues. You should come out in a small dead-end with a chest in the right corner and dragon statue in the left. The chest holds another KEY, and this is luckily the last one you'll have to find. From here, walk down, then down again, and finally head right through the large room. You should, at last, be back in the room you started (J7 on the map above).

Use a key to open the door at the top-right side of the room, then proceed on to the large chamber above. There is a statue at the left side of the room that guards a stairway. Push from the left and you'll receive a message that the Glove's strength allowed you to move it. See, they're already paying off. Take the stairs up to B1.

=====  
THE FINAL STRETCH  
=====

The boss is fairly close now, but there's still a few things to do first. You should come up the stairs into a large chamber with flowing rapids that drag you to the right side of the room. Fight off the current by jumping (or freezing the water), and take care of the Water Demons as soon as you can. Once they're gone, use the last Key on the door at the top-left side of the screen.

The next room contains two fountains, so you have a choice. Use the Ice Ring then take the first one (leftmost). It leads into a small room back on the first floor. Take the door at the bottom and you'll enter into a large chamber with a small pit and rapids flowing towards it. You'll be in for a slight challenge not to fall down. Once you make it over the pit, move towards the right and try to make some distance. You still have the Water Demons to contend with, and the Lightning Ring makes for a very safe alternative here. Once they're gone, open the chest at the far right to reveal HAUZA ENERGY. At long last, your Hauza should be at level 5, which is its final level. The added attack power makes this the weapon of choice for the rest of the stage.

Fall into one of the pits and return to the room on B1 with the two fountains. This time, take the second one. You'll enter again into a small room. Head right into another small chamber with 2 Huge Bugs, then down into a room with a lone Water Demon. This is now the last stop before the boss. If you're close to leveling up, you may wish to do it in the room above with the 2 Huge Bugs (they respawn each time you enter). The upgraded Hauza should take them down in 1-2 hits now. Whenever you're ready, proceed to the boss's chamber.

=====  
SEKTRA TEMPLE BOSS - WATER DRAGON  
=====

Attack: 32  
Defense: 161  
EXP: 3681

The Water Dragon is probably the most exotic boss you've faced so far, and it seems more like a prehistoric inhabitant of the Temple than a guardian sent by the forces of evil. The Water Dragon sports two superlatives: it has the highest defense of any boss you've fought so far, and the lowest offense of any boss you've fought so far. That's right, its offense is exactly the same as the Gold Scorpion from the Hujia region. This means that every attack you receive will be do a measly 1 damage, and it's almost impossible to die.

This offensive impotence may seem rather odd, but its likely to compensate for anyone who gets here at very low levels. If your own offense is low, this fight will take ages as you peck away at the Water Dragon. If you've been following the level recommendations, however, you should be more than capable of slaying this foe in a dozen or fewer hits.

The best location to attack from is the far left, just in front of the door. Equip the Hauza and get your shots off whenever you can. Keep in mind that only the Dragon's head is vulnerable to damage, so a little timing may be required. Ice and Lightning elements are useless, though the Fire Ring can still dish out almost normal damage if you manage to land a hit. Though this fight will take a while, it isn't the least bit challenging. After receiving a

very nice sum of EXP, head through the door at the left.

=====  
THE DRAGON LORDS  
=====

The door to the left of the boss takes you back the room near the start with the Reflecting Pool. The shield that had appeared now fades, and the remaining 4 Dragon Lords materialize. By combining their power with the 4 Lords from Ortah, they transform the Guardrak into the Soldrak (I don't know who named these things), which now holds the power of these ancient dragons.

They go on to warn you, however, that you must stop Giza from corrupting the Prime Orb. If he succeeds, even they will be helpless before him. They advise that you hunt him down in the Underworld, where he has likely gone. Though the entrance is not clear, they believe it is located near the Illusion Forest to the south. You will, however, need the help of the Woodland Guardian to successfully navigate it. If you weren't confused enough, they issue one final command: that you seek out a sorceress in Hujia. Now might also be your chance to pick up those chests you saw way back at the start (the ones you needed "proof of your heritage" to open).

Conveniently, the Reflecting Pool is just a few rooms away from the entrance. Head back and out of the Temple, preparing to make the trek to Hujia.

=====  
P A R T   V I I I :   T H E   O L D   R U I N S DV08  
=====

So Giza is making his way to the Underworld and attempting to achieve ultimate power using the Prime Orb. But why has he taken Katarina with him? So many questions still circulate, but it's clear that Alex is getting closer to his ultimate goal. For now, it's best for him to return to Hujia and collect whatever information he can. The journey will shortly lead to the town of Neil and the mythical Illusion Forest... But not without recruiting some help first.

~~~~~

PART VIII CONTENTS

~~~~~

|                                        |       |
|----------------------------------------|-------|
| 1. Return to Hujia.....                | DV08A |
| 2. North Cave Revisited.....           | DV08B |
| 3. Desert Cave Revisited.....          | DV08C |
| 4. Exploring the Old Ruins Region..... | DV08D |
| 5. Town of Neil.....                   | DV08E |
| 6. Old Well.....                       | DV08F |
| 7. Return to Neil.....                 | DV08G |
| 8. Illusion Forest.....                | DV08H |

~~~~~

=====  
1.   R E T U R N   T O   H U J I A DV08A  
=====

Recommended Level: 32  
Valuable Items: Breeze Map, Fairy Statue

Enemies:

|                        | Attack | Defense | EXP | Drops |
|------------------------|--------|---------|-----|-------|
|                        | =====  | =====   | === | ===== |
| Beetle (Blue):         | 18     | 0       | 2   | 1     |
| Lizard Knight (Green): | 20     | 3       | 7   | 1     |
| Scorpion (Gold):       | 32     | 7       | 6   | 1     |

-----

Take care of whatever unfinished business you have in the swamp and elsewhere, then head back to the Town of Hujia. The path should be fairly familiar by now. You can head through the Galys Pass if you'd like to pick up some extra Fruit on the way, or simply take the Casdra warp point to save some time. Either will work just fine.

=====  
A SAD STATE  
=====

Hujia has certainly changed since the last time you visited, and not for the better. Most of the town is ill from a plague that seems to be spreading across the continent. The carefree men and women who used to wander the streets are now missing, and most of the homes are occupied by sick children and suffering adults. The few people who have the strength to speak implore you to help them. Things don't look well for the residents of Hujia, though you will notice this same problem in any other town you visit now. The forces of evil are rapidly working against you.

Putting aside the suffering, you should head to the last house on the first street. Randy (whose name you've probably forgotten) tells you about the two chests in the back, and now is finally your opportunity to obtain them.

The first chest you open (doesn't matter the order) will reveal the BREEZE MAP, which displays the Old Ruins region (no discernable reason why the map is called that). The second one contains the FAIRY STATUE, and upon receiving it, the Dragon Lords appear from the Soldrak. They explain that the statue once held the spirit of the Woodland Guardian, but no longer does. Perhaps Ogma of Neil village can summon the spirit back to the statue. The Lords suggest you head there now, and Neil can be found on the new map you just obtained.

In the previous room, Randy dejectedly remarks that he had hoped you'd find a magic potion or something in those chests to cure the plague. Indeed, after waiting for most of the game, those prizes are a bit anti-climactic. All you can do now is head to Neil and continue on your way, though you may wish to pick up some additional treasure beforehand (section 2 and 3). If you'd rather not, just skip to section 4 following this one.

=====  
BAD NEWS IN RYSIS  
=====

While you're in the Hujia region, you may wish to stop in on your old buddies in Rysis. Apparently, they were not immune to the effects of the plague either. Damme and Cyanth both tell you of Master Qunos's failing health, but Qunos maintains a tough front regardless. Hopefully, you'll be able to find a cure to their ailments in the near future.



Recommended Level: 32

Valuable Items: MP Star, 1000 Jade, [Bow]

Enemies:

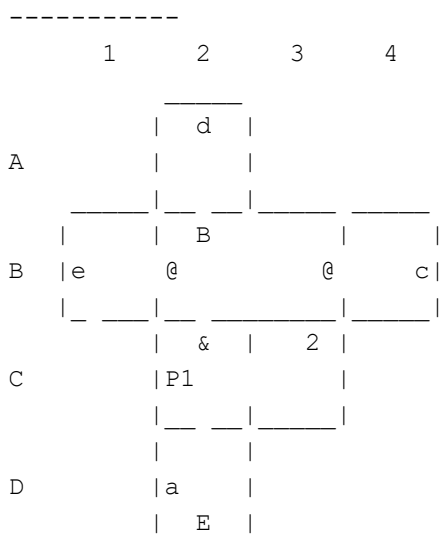
|                   | Attack | Defense | EXP | Drops |
|-------------------|--------|---------|-----|-------|
|                   | =====  | =====   | === | ===== |
| Gargoyle (Casdra) | 72     | 97      | 493 | 2     |
| Gargoyle (Cave)   | 72     | 97      | 493 | 2     |
| Stone Man (Cave)  | 58     | 78      | 296 | 3     |

```

| KEY |
| === |
| E: Entrance |
| S: Shutter Door |
| P: Pitfall |
| `: Drop Spot |
| B: Bombable Wall |
| @: Giant Rock |
| &: Statue |
| |
| a...z: Treasure |
| 1...9: Stairs |
|_____ |

```

First Floor



Basement 1



Treasure Guide

- ```

-----
a: Bow
b: Blue Jade
c: Pink Jade
d: 1000 Jade
e: MP Star
    
```

You should remember the North Cave from the brief trip you took here during the first visit to Casdra. There wasn't much to see then, as the enemies were far too tough and the route seemed blocked by a giant statue. Well, much has changed in that time. The enemies are now very easy and the once immovable statue can now be pushed thanks to the Gloves.

Enter into the cave and go up into the room with the statue. Take out the Gargoyle, and you can now push the statue (from the right side). It should fall into the pit and allow you to continue onward.

The next room is a long chamber, containing doors on both the left and right sides that are blocked by huge boulders. These rocks can be destroyed either with a bomb or a single shot from the Lightning Ring. The room on the far right contains a few enemies and some Jade embedded in the right-hand wall (jump and slash to get it). The left-side room holds a MP STAR, which is always a nice find.

There is also a secret room in this cave, and it can only be reached by bombing. From the door that leads into this long room, walk straight up to the odd rock pattern on the wall. Throw a bomb in front of it, and the wall should crumble away, revealing a door. The next room has a chest filled with 1000 JADE. A nice reward, as always. There is another odd rock pattern in the large chamber (on the right side), but bombing it doesn't reveal any new passages. This cave is rather small, and once you've collected these treasures, there's nothing more to do.

=====

3. D E S E R T C A V E R E V I S I T E D DV08C

=====

Recommended Level: 32

Valuable Items: Heart Container, 1000 Jade, Sword Technique (Lv.2),
[MP Star]

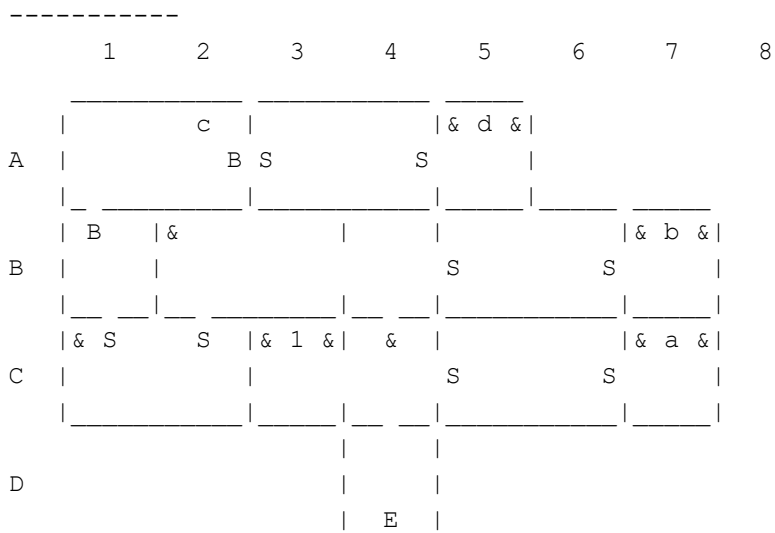
Enemies:

	Attack	Defense	EXP	Drops
	=====	=====	===	=====
Underworld Samurai	116	169	1030	3
Blob (Fire)	114	161	1103	2
Demon Knight (White)	130	175	1970	3
Fire Demon	48	31	92	2
Piercia	42	11	87	6-9
Wizard	126	165	1093	3

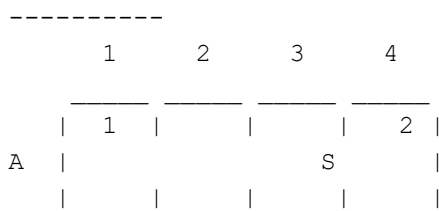
KEY	
===	
E: Entrance	
S: Shutter Door	
O: One-Way Door	
B: Bombable Wall	
T: Triggered Door	
&: Statue	

```
| a...z: Treasure |
| 1...9: Stairs   |
| _____ |
```

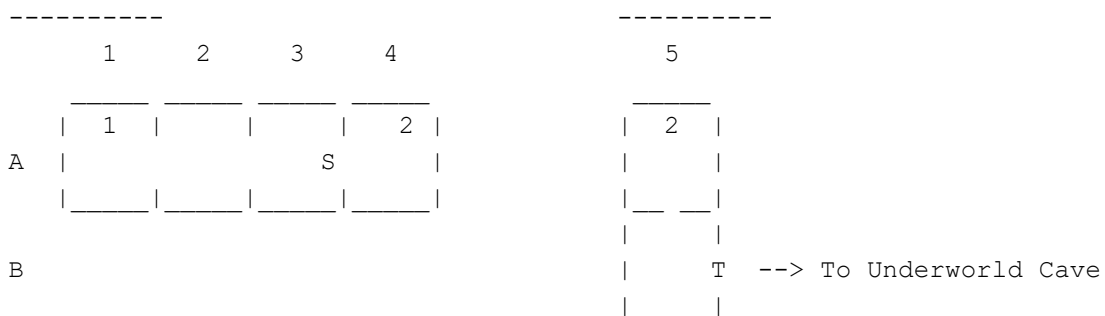
First Floor



Basement 1



Basement 2



Treasure Guide

- ```

a: MP Star
b: 1000 Jade
c: Heart Container
d: Sword Technique Upgrade

```

If you choose to revisit the Desert Cave, you have the opportunity to pick up one of the game's mightiest attacks well before you are likely supposed to. The "likely supposed to" part is added because the enemies here are far more powerful than the type you should be fighting. Most likely, the game expects you to come back here just before the end, but you can get a nice advantage for the duration by making a quick stop now.

The new sections of the Desert Cave all house some incredibly strong enemies, which include Demon Knights, Underworld Samurais, and Wizards. Detailed strategies for fighting all three enemies are given later in the guide and in the bestiary. For now, you'll need to be a little creative. For Demon

Knights, the Lightning Ring seems to be the best bet, as your weapons will only inflict puny damage at this point. For Underworld Samurais, try to keep them at bay by using the Hauza or Hauza Technique. Likewise for the Wizards, though you may also wish to use the Magic Mirror to avoid the Wizard's spell damage. The latter two enemies are all triple resistant to elemental attacks, so no help there. Just BE SURE TO SAVE before you tackle any of these foes, as they'll give you your money's worth.

Anyway, make your way to the Desert Cave any way you'd like. The easiest method is still to follow the mountain wall along the southern end of the desert. You are guaranteed not to get lost this way. After entering and passing through the entrance, you should come to a room with door on the right, a statue blocking a passage in the middle, and a passage on the left. If you came here before, you likely took the right-hand passage to pick up a MP STAR. If not, head that way. The left passage leads to the fiery basement, which is still inaccessible at this point. Skip that route entirely. The new areas are found by pushing the statue (from the right side) and moving on.

=====  
NEW AREAS REVEALED  
=====

It doesn't take long to get right into the action. The first room behind the statue is filled with two Demon Knights ready to make quick work of you. Given their sluggishness and the small size of this room, it's advised that you avoid them rather than try to kill them. From here, first take the door on the right.

You should pass into a large chamber occupied by Piercia, who is once again a joke. One or two sword slashes should win the battle. The next room contains a chest with 1000 JADE, which is always a welcomed gain. Head back into the first room with the Demon Knights after this, and take the passage on the left this time.

You should now come out in a large chamber with another two Demon Knights. There is ample room if you'd care to fight them this time. A combination of the Lightning Ring and Hauza should let you take them without too much hassle. If you'd rather not risk it, just take the door on the bottom and move on.

The next room is another large chamber with a pair of Wizards. This is where the danger is. It won't take more than 2-3 hits from their magic to kill you, so you'll need some protection. The Magic Mirror works well in this case, and will protect you from any individual hit. Combine this with some long range Hauza attacks and you should prevail. If, however, your levels are so low that the Hauza isn't doing any damage, you'll need to be more creative. The Sword Technique is one alternative, though it's very risky. You could also try elemental attacks, though keep in mind that the Wizard is highly resistant to all three. You'll likely expend all your MP in the process. Do what you have to win, then move on through the door on the top left.

You should now pass into what seems like a dead end room occupied by a lone Demon Knight. The key, once again, is putting your bombs to work. After defeating the Demon Knight, walk towards the top left and drop a bomb in front of the odd pattern on the wall. It will crumble, revealing a secret door to rooms beyond.

The final obstacle keeping you from the treasure comes in the form of 2 Underworld Samurais. These guys have a massive defense, higher than anything else in the cave. Your best bet, despite their resistance, is the Fire Ring. A few level 2 blasts will flatten both Samurais and let you continue exploring.

The chest at the end of the room contains a HEART CONTAINER, but the fun doesn't stop there.

Approach the wall at the far right end of the room and slash it with your sword. This should remove some of the rocks that were covering the closed door. Drop a bomb at the entrance now and the remaining rocks will shatter, revealing a secret passage. The next room contains another Piercia, who is easy as always. Take the door on the right once she's out of the picture.

=====  
MASTERING THE SWORD  
=====

The wizard in the next room kindly offers to increase your sword's power since you took the trouble to find him. Once he departs, Alex will use his sword technique, only now the outline is gold instead of purple. Indeed, the wizard gave you a SWORD TECHNIQUE UPGRADE, which can be a tremendous battle asset.

As before, the move still thrusts upward and adds 10 points of armor piercing damage on top of your standard attack. This means that you can take out any regular enemy in the game, regardless of its defense or your level, by using the maneuver. The upgrade cuts the HP drain from 8 HP to 4 HP, which is very manageable. Since you should have roughly 140 HP, and since enemies usually leave 2-3 drops, you can basically use this move as freely as you'd like now. Most enemies will fall in a single strike, and even the menaces that you had to pass by in this very cave can be taken down easily. This is truly an excellent score at this stage in the game, so be sure to incorporate the new technique into your active arsenal.

Once this new move is acquired, head out of the Cave and back towards the Lake Region.

=====  
4. EXPLORING THE OLD RUINS REGION DV08D  
=====

Recommended Level: 32  
Valuable Items: None

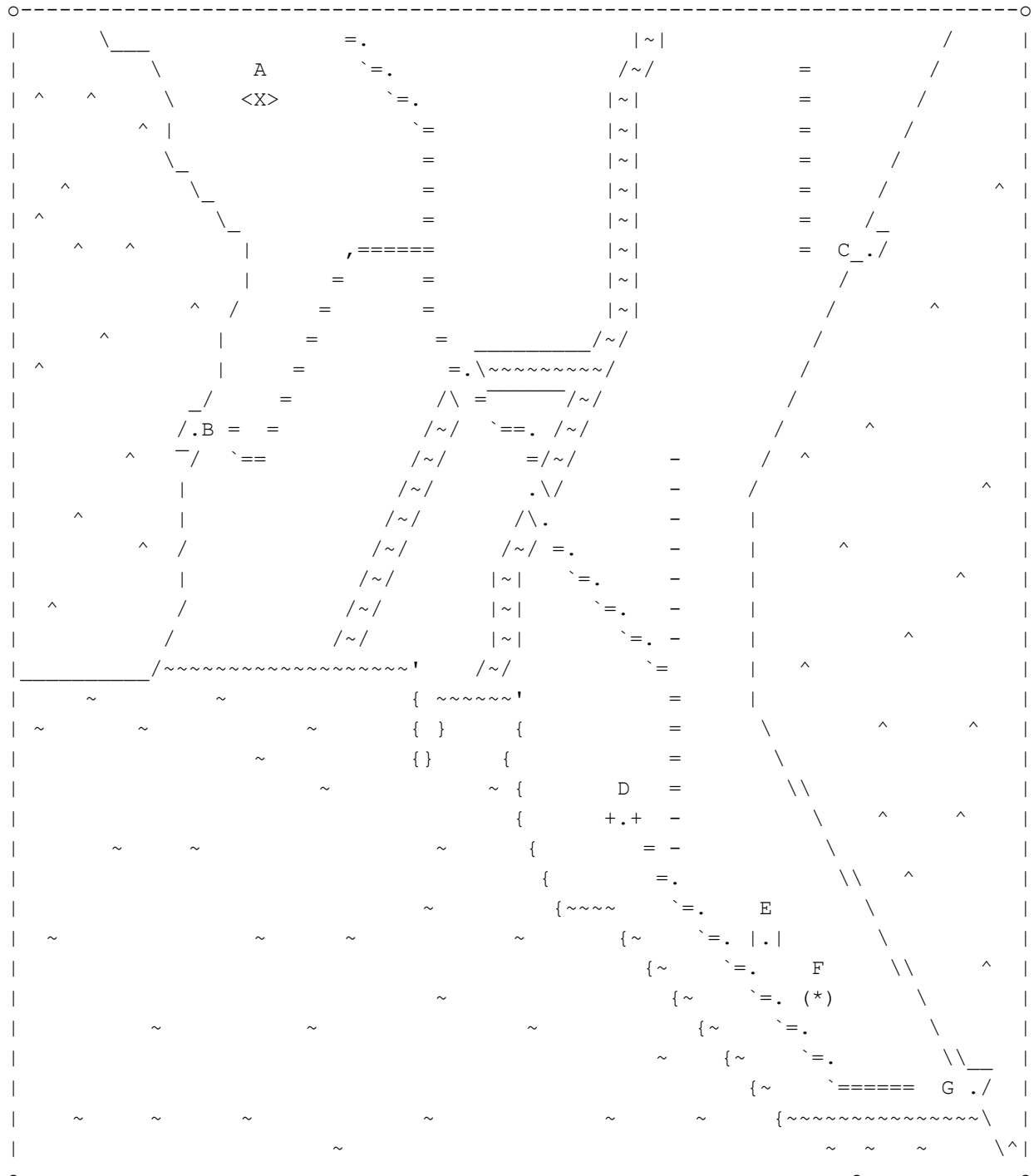
Enemies:

|               | Attack | Defense | EXP | Drops |
|---------------|--------|---------|-----|-------|
|               | =====  | =====   | === | ===== |
| Fighting Mage | 70     | 87      | 442 | 2     |
| Stone Man     | 78     | 95      | 597 | 3     |

-----  
The Old Ruins region, where you were told the Town of Neil can be found, sits just south of the Lake Region. In fact, just as with the Casdra Plains, there's really no way to tell where one ends and other begins. The terrain and enemies are identical, so it's pretty much a continuation of the other areas.

The Old Ruins region also doesn't have that much to see, or at least not much that you couldn't have already seen. Before proceeding, here is a full map of the region, including all the areas left out by the game:

OLD RUINS REGION



LOCATIONS

- A: Glowing Emblem
- B: Meadow
- C: Wandering Healer
- D: Old Well

- E: Town of Neil
- F: Warp Star (near Miraj)
- G: Illusion Forest

- | KEY
- | = Path
- | ^ Mountain
- | ~ Water
- | { Shore
- o-----o

If you haven't already visited the Meadow along the western mountain walls, take the time to do so now. You'll find a Heart Container and an endless supply of Fruit inside. This is basically all there is to see before heading to Neil. Make your way to the main path, then follow it south as far as you can. You'll cross the river twice on the way, but you should finally see the town appear on your left. If, by this point, you haven't activated the Warp Star south of here, do so now. This one takes you to Miraj, and makes a very nice shortcut if you haven't yet used it. Once you're ready, head into Neil.

Recommended Level: 32  
 Valuable Items: None

-----

The ancient village of Neil sits in almost complete ruin. No sound of inhabitant or sign of life is present (with the exception of the pristine Dragon Shrine). At first glance, it seems very unlikely that the man you seek -- Ogma -- is here.

The first house you pass by is completely empty, but on the way to the second, a sound emanates from the well. It would seem that someone or something is very far down there, but there's no way to enter from here. Ignore that for now and enter the second (and last) house in this small town.

Though the house appears empty, you find a letter written by Master Qunos on the desk. The note, which was obviously sent before the start of the game, discusses the developing love interest between Alex and Katarina. It also mentions, somewhat ominously, that Alex and Kat have a rather dark destiny. Not too much you can make of this now...

As you attempt to leave the house, two children pop out from behind a pair of barrels. The two are a pair of identical twins, one names Navi and the other Ivan (notice the "clever" name similarity). The twins begin crying, and they relay the story of the demons that ransacked the town and threw their grandpa in the well. They plead with you to rescue him, and note that the well can be entered from the stump to the northwest of the town. Since Alex can't refuse a crying child, he of course agrees to help them.

=====

OLD WELL ENTRANCE

=====

The old stump that the boys mentioned is easy enough to find. Return to the main path and follow it northwest. After a second or two, you should hit the old Stump. Before you proceed, make sure that you're carrying at least a few Arrows. The following stage is the sole area of the game that actually requires them, and it's best to stock up now instead of making a separate trip later.

Recommended Level: 32  
 Valuable Items: Heart Container

Enemies:

|               | Attack | Defense | EXP | Drops |
|---------------|--------|---------|-----|-------|
|               | =====  | =====   | === | ===== |
| Blob (Water)  | 86     | 125     | 540 | 1     |
| Giant (Green) | 116    | 157     | 893 | 3     |

---

|                 |  |
|-----------------|--|
| KEY             |  |
| ===             |  |
| E: Entrance     |  |
| S: Shutter Door |  |
| O: One-Way Door |  |
| P: Pitfall      |  |
| `: Drop Spot    |  |
| &: Statue       |  |
|                 |  |
| a...z: Treasure |  |
| 1...9: Stairs   |  |
|                 |  |

## First Floor

---

|   | 1   | 2    | 3 | 4    | 5  | 6 |
|---|-----|------|---|------|----|---|
| A | E 1 |      | a |      | c  |   |
|   |     | & P2 |   | e    |    |   |
|   |     |      |   |      |    |   |
| B | S   |      | S | 5    | S  |   |
|   |     |      |   | P6 d |    |   |
|   | O   |      | O |      |    | S |
|   |     | O    |   |      | 4  |   |
| C | S   | O    |   | O    | P3 |   |
|   | O   | S    |   | O    |    |   |
|   | S   | O    |   | O    |    |   |
| D | S   |      | O | O    |    |   |
|   |     |      |   |      |    |   |

## Basement 1

---

|  | 7 | 8  | 9 | 10   | 11 |
|--|---|----|---|------|----|
|  | 1 | 2` |   |      |    |
|  |   | b  |   |      |    |
|  |   | O  |   |      |    |
|  |   |    |   | 5    |    |
|  |   |    |   | 6`   |    |
|  |   |    |   |      |    |
|  |   |    |   | S    | 4  |
|  |   |    |   | b 3` |    |
|  |   |    |   |      |    |

## Treasure Guide

- 
- a: Tablet
  - b: Gold Jade
  - c: Heart Container
  - d: Petrified Dragon
  - e: Ogma
- 

It's rather odd the a rotting stump would connect to the base of an old well, but who are we to argue. The Old Well, despite having a complicated set of mazes, is rather short if you know the correct path. The enemies should all be familiar: Black Lizard Knights, Water Blobs, and Green Giants. Green Giants are the toughest of the lot, but they should be a lot easier now than they were while you were in the swamp. If your attack still isn't cutting it, remember that their elemental resistance is pathetic to all three types. That ought to do the trick.

You should enter into a long chamber with a stairwell near the entrance and a statue in the middle, holding down the retractable bridge. If this layout



looks familiar, that's because it's ripped straight from the Underground Temple back in Miraj. The only difference is that the statue here can only be moved once you have the added strength of the Gloves. Ignore the staircase and push the statue into the pit, then cross the bridge.

The next room has a large stone tablet in the middle, but, oddly enough, the inscription is completely faded. Nothing else you can do here, so head through the door at the bottom. You will now approach the start of the long and twisting maze portion of this stage.

=====  
CHOICES A PLENTY  
=====

The easiest way to describe the following section is with a list rather than a walkthrough, so that's what will be given. These directions start in the first room after the Tablet, which is marked as location B3 on the map above.

- 1.) From this first room with the Green Giant, take the door on the left
- 2.) In the room with the 4 Water Blobs, go down
- 3.) In the room with the Black Lizard Knights, go down
- 4.) After passing through a one way door, go right
- 5.) The doors should close and a Green Giant awaits in the this room; go up
- 6.) In the room with 2 Dragon statues and Water Blobs, go right
- 7.) This last room should have a large pit on the right side; drop down into it

=====  
CHOOSE FOR TREASURE  
=====

After dropping down the pit, you should land in a long chamber with Black Lizard Knights. There will be a shutter door on the upper left, and a staircase on the upper right. Take the stairs first.

You will come back up on the first floor, in a section that's separate from the previous one. Kill of the Green Giant in the first room, then the Water Blobs in the next. The third room has 4 Black Lizard Knights and a shutter door at the top left, which leads to a final small chamber. In this last room, open the chest and you'll acquire a HEART CONTAINER. Once getting the treasure, head back to B1.

From the basement now, take the door at the end of the large chamber. You'll walk into a room with a Water Blob and a staircase directly in front of you. These stairs are where you want to go. The left-hand path leads back to the start of the stage, so ignore that unless you're trying to exit.

=====  
THE OLD MAN IN THE OLD WELL  
=====

You will emerge from the staircase in a small room with a giant pit in the middle. On the far side is something that looks like a petrified dragon. There are also hardened arrows stuck in the wall around it. Was this the ancient beast that used to guard these caverns? Regardless, take a note from whoever was here last a fire an arrow at the creature. You'll need to stand at the center of the screen for your arrows to connect. Once the rock is destroyed, a retractable bridge will unfold. Cross over to the opposite side and head through the door at the top.

An old man sits in the next room, and you soon learn that he is Ogma. He seems

to recognize you from the letters sent to him by Qunos. He also appears extremely disappointed when you tell him that Katarina was taken by Giza. He does, however, understand why. She was one of the only people who could open the gate to the Underworld, as it was part of her bloodline. So, now that the game is 90% over, you learn why Kat was captured... nice. Ogma explains that once Kat touches the tablet at the entrance to this Well, a keyhole that opens the dark gate will be revealed. Of course, you're late on this one, too, as the keyhole has already appeared. Wasting no further time, Ogma commands that you rush back to the village; the game is kind enough to transport you back there directly.

=====

7. RETURN TO NEIL DV08G

=====

Recommended Level: 34  
Valuable Items: Blessing

-----

After the screen fades, you reemerge back in Ogma's home in Neil. He wastes no time in sending you to the Illusion Forest, but warns that the place is laid out like a giant maze. It may be possible, however, to pass through with the help of the Woodland Guardian.

Ogma asks you to pull out the Fairy Statue (or asks you to go get it from Hujia if you don't have it), then succeeds in luring the forest spirit back into it. The Fairy Statue now become the BLESSING, and will show you the correct path when used in the Illusion Forest. The forest leads to the mouth of the underworld, so it's the logical destination of Giza.

Once you're done with him, exit the village and follow the main path going south. It should lead directly to a cave opening, which is the Illusion Forest's entrance.

=====

8. ILLUSION FOREST DV08H

=====

Recommended Level: 34  
Valuable Items: (Map Marking) (x2)

Enemies:

|                       | Attack | Defense | EXP | Drops |
|-----------------------|--------|---------|-----|-------|
|                       | =====  | =====   | === | ===== |
| Giant (Green)         | 116    | 157     | 893 | 3     |
| Lizard Knight (Black) | 98     | 157     | 665 | 3     |
| Moth Bat (Gold)       | 104    | 125     | 531 | 2     |

-----

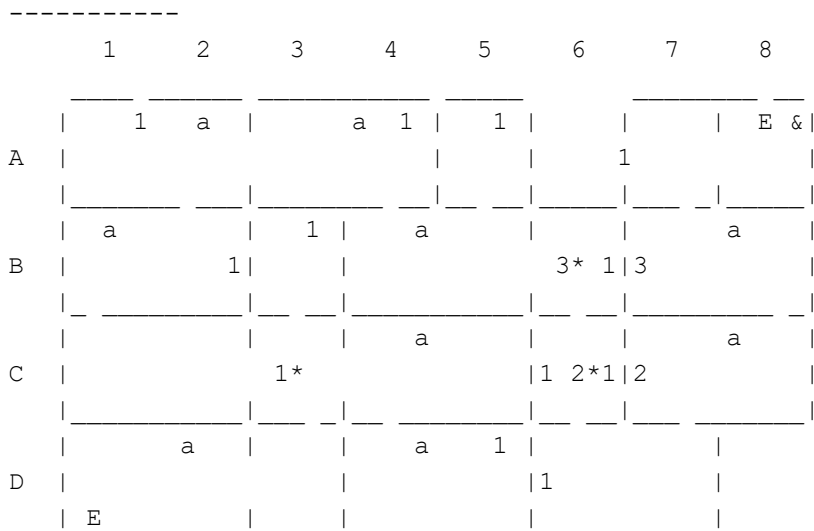
| KEY |  
| === |  
| E: Entrance |  
| &: Statue |

```

| *: Return Point |
| |
| a...z: Treasure |
| 1...9: Stairs |
|_____ |

```

### First Floor



### Treasure Guide

a: Fruit

The Illusion Forest is made of many bending pathways, all looking the same. The enchanted nature of these woods sends the traveler to strange locations when the wrong path is taken. Only someone who is guided by the Woodland Guardian can ever possibly reach the exit. For those foolish enough to enter on their own, they will likely travel in circles forever. Just like in the Blair Witch Project.

The map above shows the layout of this forest. All of the locations marked with a '1' lead back to the area marked with '1\*'. The same holds for the paths marked by '2' and '3'. However, the easiest way to find the correct path is just to use the Blessing item. On each screen it's used, a fairy will appear and fly towards the appropriate exit. You won't need to use the map above at all if you rely on her. Note that it's still possible to find your way through the forest without ever using the Blessing, and the paths will always be like the ones shown above.

The enemies inhabiting this forest are all familiar by this point: Green Giants, Black Lizard Knights, and Gold Moth Bats. They should all be fairly easy by now as well. The sword is probably the best all around weapon of choice, and the Lightning Ring makes the best offensive item (if you decide to use one).

One last thing to note is the abundance of Fruit found in the area. Almost every screen has a branch full at some point, and you can really stock up if you know where to look. You can find the Fruit by jumping and slashing your sword at the low hanging branches. The map above should also give you a better idea of the location (Fruit is denoted by the letter 'a').

=====  
A LABYRINTH OF TREES  
=====

As with the Well, the easiest way to describe the Forest route is by using a list rather than a detailed walkthrough. Keep in mind that the Blessing will show you the correct path on every screen, so it may just be easier to skip this section and rely on that item for guidance. If you're still interested, however, here is the correct path to take, starting at the entrance.

- 1.) Head to the far right and onto the next screen
- 2.) From this small area, take the top path
- 3.) This screen has a sign and is the returning point if you get lost. Go left
- 4.) This large screen had 3 Golden Moth Bats; take the top path on the left
- 5.) Another 3 Bats here; head up once again
  
- 6.) This screen has 2 Bats and a Lizard Knight; take the right-hand path
- 7.) 3 Lizards Knights greet you here; head down
- 8.) A screen with no enemies; take the right-hand path
- 9.) Small area with 2 Giants; head down
  
- 10.) Another small area; head down
- 11.) Lizard Knights and Bats greet you; take the top-right path
- 12.) 3 more Lizard Knights; take the top-right path again
- 13.) A Giant with 2 Moth Bats; take the upper-left path
- 14.) A small area, and the last of the Forest; head right

That should do it. Once you take the right hand path from that final screen, you should come out in a small area with the Woodland Guardian's statue on the right.

=====  
THE WISE GUARDIAN  
=====

As soon as you near the statue, the Soldrak glows and awakens the sleeping goddess. She explains to you that Giza has already opened the Underworld gate, at which point the game flashes to a less-than-exciting cut scene of Giza doing this. She asks you to climb Mt. Badsel, which is where the entrance to the Underworld rests. To help, she gives you a MAP MARKING that reveals the region on your overworld map (the Old Ruins Map).

The Guardian also informs you that Mt. Badsel has large boulders that require level 2 lightning to break. If you haven't upgraded the Lightning Ring yet, she will mark this spot on the Swamp Map. If you have, she simply wishes you luck. Now, there's no real point to having this extra mark on the map, unless you're playing a "100% game" or something. If you're at this point with a level 1 Ring, you've probably made the game a lot harder than you needed to, plus you have to waste time going back now to upgrade. It's better off that you got it sooner.

If you do need to leave the Forest, the good news is that it's simplified to one screen. The Guardian lifts the illusion, so you no longer need to wander through the woods to get here. The previous screen does still have a spot to collect Fruit, and it's strongly recommended that you have at least 50 in stock before moving one. Once you're ready, head on towards Mt. Badsel.

At last, Alex steps foot at Mt. Badsel, which extends far higher than any human can see. The journey up this perilous mountain, which few have survived, is rumored to lead to the Mouth of the Underworld. Surely, this is where Giza headed with Katarina. There is still a lingering suspicion that Giza killed her once she served his evil purposes, but there's no sense in double guessing now. The path is clear... and it leads straight up Mt. Badsel.

=====  
 PART IX CONTENTS  
 =====

1. Mt. Badsel, Part 1.....DV09A
2. Exploring the Badsel Region.....DV09B
3. Giant Boulders.....DV09C
4. Dead End Cave.....DV09D
5. Mt. Badsel, Part 2.....DV09E
6. Cave to the Underworld.....DV09F

=====

=====  
 1. M T . B A D S E L , P A R T 1 DV09A  
 =====

Recommended Level: 35  
 Valuable Items: Heart Container

Enemies:

|                 | Attack | Defense | EXP  | Drops |
|-----------------|--------|---------|------|-------|
|                 | =====  | =====   | ===  | ===== |
| Blob (Earth)    | 68     | 99      | 784  | 3     |
| Gargoyle (Cave) | 72     | 97      | 493  | 2     |
| Giant (Blue)    | 124    | 181     | 1432 | 3     |
| Giant (Green)   | 116    | 157     | 893  | 3     |
| Moth Bat (Gold) | 104    | 125     | 531  | 2     |

-----

|                   |  |
|-------------------|--|
| KEY               |  |
| ===               |  |
| E: Entrance       |  |
| S: Shutter Door   |  |
| P: Pitfall        |  |
| `: Drop Spot      |  |
| T: Triggered Door |  |
| @: Giant Rock     |  |
| &: Statue         |  |
| -: Tight Rope     |  |
| >: Moving Floor   |  |
| <: Moving Floor   |  |
|                   |  |
| a...z: Treasure   |  |
| 1...9: Stairs     |  |
|                   |  |

Outer Mountain

```

 1 2 3 4 5 6 7 8

A | | | 4 E | 2 |
 | | | PP PP | @ |
 | | | | |
B | | | 5 | |
 | | | @ | | PPP @ |
 | | | | |
C | | 3 | @ | 1 | |
 | PP @ | | | @ | PPP |
 | | | | |
D | | | | P P P | |
 | | | | E | |
 | | | | |

```

- 1 - Wandering Healer
- 2 - Chest Game
- 3 - Item Shop
- 4 - Wandering Healer
- 5 - Inner Cave (map below)

Inner Cave - 1F

```

 1 2 3 4 5 6 7

E | | P5 | P4 ---- | 2 |
 | P6<< P P | >P< | ----- P4 | P P P3 |
 | | | | |
F | P > P P7 | P P P P8 | >>> P9 < | a P |
 | | | | E |

```

Inner Cave - B1

```

 1 2 3 4 5 6 7

G | & & | | && | && 2 |
 | 6` | 5` | 4` | 3` |
 | S | S | | |
H | & | | | S |
 | 7` | 8` | 9` | 1` |
 | | | | |

```

Treasure Guide

-----  
a: Heart Container

-----  
At long last, Alex is close enough to Katarina that he can almost hear her desperate cries for help. The Gate to the Underworld is very near, and now is the time to put all the training and wisdom gathered along the way into practice.

This first section of Mt. Badsel isn't too hard if you can stay on the correct path. The stage is basically divided into an outer mountain section and an optional inner cave section. There are also various caves scattered throughout the stage that house wizards who offer useful services. You might want to take advantage of them if you have the Jade to spare.

The enemies on the outer mountain section should also be familiar: Green Giants and Gold Moth Bats. Both are weak to Lightning, so you should probably keep the Lightning Ring equipped. This ring also lets you destroy the boulders found along the way (many of which hold treasure), making it all the more useful.

=====  
THE RIGHT PATH IS THE LEFT ONE  
=====

After walking up the first set of stairs, the game wastes no time in presenting you with choices. From the starting screen, you can head right, left, or into the cave. The cave is home to a Wandering Healer, so it's probably worth visiting him to save the game or replenish your life if needed. The right path, incidentally, is the wrong one to take. It goes on for quite a ways and eventually leads to a dead end. The only highlight of that route is a Chest Game cave at the end, but there's no reason to make a trip for that. Take the left-hand path once you're ready.

The second screen is large areas that presents another three choices. The far left path takes you to the another screen that has an insanely overpriced item shop. Unless you're just dying for some of the staple goods, you can safely skip that route. The stairs at the top-left wind up towards the inner cave section, while the stairs leading down take you all the way around to the exit. For now, take the top-left path and head to the inner cave. It might also be worth noting that the large boulder can be destroyed for treasure here, either by a bomb or level 1 Lightning blast. The same holds true for nearly all the boulders you find in the stage.

To get to the Inner Cave section, take the top path and pass through the small area with the Gold Moth Bats. The next area has two Green Giants and a large boulder in the middle. Make your way to the right-hand edge, where the cave entrance can be found.

=====  
THE INNER CAVE  
=====

The Inner Cave is an optional area that's probably as long as the outer portion of the stage. It's also incredibly hard, so be warned in advance that the only treasure is a single Heart Container. If it isn't worth the hassle, feel free to head back and skip this section. Otherwise, prepare to have your jumping skills tested.

The first room teases you with the sights of the Heart Container on the far

left. Your goal will be making it all the way around to the other side of this screen, which is no small task. The pit here, as well as in all the other rooms, take you to a basement filled with Earth Blobs and fire spitting statues. There is nothing worthwhile down there, so don't feel the need to take a the plunge voluntarily. If you are unfortunate enough to land in the basement, always head towards the top-right corner of the dungeon, where the stairs can be found.

From the entrance, take the door at the top, which leads to a long chamber with a staircase, a few pitfalls, and some Gargoyles. The stairs are the ones described above, and they can be skipped (though you'll probably be climbing them more than you'd care to). Try to kill off the Gargoyles from the platform near the door, then begin the jumping. These jumps aren't too difficult, so just proceed carefully and take the left path when you get there.

The next room is rather interesting, as it has a long tight rope that stretches across the pits. Again, take out the Gargoyles before moving on, then jump on the rope when your shadow is aligned with it. Try to get on it while it still hangs over rock to avoid falling unnecessarily. You'll need to switch ropes mid-screen, but use the same basic approach. Once you've crossed the second one, pass through the door onto the next screen.

Here is where the fun starts. The room has a set of moving floors that drop right into a pit at the center. It also has a Blue Giant on the other side, who must be killed before you can pass. There's no way to cross the pit and kill him, so you'll need to use some ranged attack from the side you're on now. The Blue Giant, who should be making his introduction here, has a massive defense. He also has severe elemental weaknesses, and these can be exploited. Charge the Lightning Ring to level 2 and unleash a blast; the Blue Giant will vaporize before you. You can additionally use the Hauza, though it will be harder to line up the shots than with the ring. Once the Giant is gone, move to the center of the room and let the floor carry you for a bit. Just before the pit, jump off and proceed through the door.

The next chamber is a large one that has several pits and a pair of Blue Giants waiting across them. Once again, use either the Hauza or Lightning Ring to finish them (one Level 3 Lighting blast will kill both). At this point, stay near the center and make the set of jumps, then ride the moving floor to the end and exit it before the pit. Take the door at the bottom of the screen, which may be easy to miss, and move on. This cave is now half over.

=====  
HALF WAY THERE  
=====

The next room takes you out right in front of a Blue Giant, and there is no pit to protect you this time. The Lightning Ring works, but so does the Sword Technique, which should take care of business quickly. Just be careful where you are when you use it, as the forward motion may send you plummeting into the pit. After that, stay near the top of the screen and jump to the platform, then hold the Down-Button as you jump to the one after it. Memories of the Underground Temple should be flashing back here... But take the path at the right side of the screen once you're there.

The following room is where your jumping skills are truly put to the test. As always, kill the Gargoyles as soon as you enter. After this, the platforms alternate between the top and bottom of the screen. As you jump, you will need to hold either the Up- or Down-Buttons to move yourself into position. It can be very tricky if you don't have the feel for it, so just be patient. After crossing the entire set, head right once more.



The next chamber is the last before the treasure. There's another Blue Giant at the entrance to greet you, so take him out with your method of choice. After that, walk to the far top of the screen and board the moving floor. Just as it ends, you'll have the choice of jumping to the platform below or the one directly across. The straight jump is farther and a bit harder to land, but the bottom jump requires more maneuvering. Try to hit whichever one you're more comfortable with, then take the door on the right.

The next room takes you back to the start, and the HEART CONTAINER is now yours. The danger isn't over just yet, since you're forced to drop into the pit before you. This takes you out in small room with 2 Blue Giants, both of which can slay you quite easily. Since there isn't a whole lot of room for setting up attacks, you might just want to charge the Lightning Ring and use that method. It's probably your best bet in this situation, as most other tactics involved getting hit a bit more than you'd probably like. Once that threat is over, head up and take the stairs back to the first floor. Head down a couple of screens from there and you're back outside the cave.

=====  
EXITING MT. BADSEL  
=====

After a minor trek through the cave, you should be back out in the open air of Mt. Badsel. Head left a couple of screens, then back down. From this screen, head to the right and take the stairs at the bottom. Go left from the next two screen, then up from the two after that. The enemy resistance long the way should be light, consisting solely of Gold Moth Bats.

You should now be on another long screen with several Moth Bats. Walk towards the right end and take the stairs leading up. Head right from this new area, and you should come out on a screen with a Green Giant and a large boulder near the start. Take care of one or both using the Lightning Ring, then make your way to the right.

The next screen you come to should have only a tiny section of standing room. Near the top is a cave, which houses a Wandering Healer. At this point, it's probably a good idea to refresh yourself and save the game. Once done, take the stairs at the bottom. You'll come down in front of another Green Giant and a large boulder, neither of which are anything new. Head right, then take the stairs up from the next screen. You should come up right at an opening in the rocks, which leads out of the stage.

=====  
2. EXPLORING THE BADSEL REGION DV09B  
=====

Recommended Level: 35  
Valuable Items: Heart Container (x3), Armor Upgrade (Lv.4)

Enemies:

|                     | Attack | Defense | EXP  | Drops |
|---------------------|--------|---------|------|-------|
|                     | =====  | =====   | ===  | ===== |
| Badsel Samurai      | 116    | 169     | 1030 | 3     |
| Giant (Purple)      | 116    | 157     | 1116 | 3     |
| Grim Reaper (Green) | 118    | 161     | 1332 | 2     |

-----





LOCATIONS

- |                               |                               |
|-------------------------------|-------------------------------|
| A: Mt. Badsel, Part 1         | F: Mountain Cave              |
| B: Stranded Wizard's Cave     | G: Giant Boulder (Heart)      |
| C: Giant Boulder (Fire Boots) | H: Giant Boulder (Chest Game) |
| D: Mt. Badsel, Part 2         | I: Dead End Cave              |
| E: Glowing Emblem             |                               |

- |            |
|------------|
| KEY        |
| = Path     |
| ^ Mountain |
| ` Plains   |

The terrain is scattered with a few Giant Boulders, which can be opened by walking directly into them. It's also interesting to note the large area in the northeast that's not displayed on the map. That path leads to an extremely useful offensive technique that you don't want to pass up.

A FAMILIAR FACE

There's no need to go crazy with the wandering in this region, as most places worth visiting can be found just off the main path. The first destination will appear along the western mountain walls, and is found pretty close to the start of the path. Once you spot an opening, enter into it.

The back room of the cave is occupied by a wizard wearing a blue cloak -- or at least it should be. The man soon reveals himself as the fellow you helped in Miraj by giving him a Magic Crystal. Of course, if you didn't help him, he won't be here. You can still return to Miraj and help him if you missed it, however. For your generosity, he leaves a chest that holds a HEART CONTAINER. Not a bad repayment for your efforts at all. Exit the cave and return to the main path once you're done.

SKIP THE BOULDER, ENTER THE EMBLEM

As you head north, the first large boulder will appear on your right. You can enter it now if you want, though it's advised that you wait a short while. A map and walkthrough are available in the next section if you still wish to proceed.

Remain on the path as you head north and take the northwest route when the path forks. It should soon split again, but stay on the lower path, which leads straight ahead. If you follow it to the end, you should come out at a glowing emblem. As always, use the Magic Mirror when on top and you'll be transported below.

Unlike the other emblems, which held nice power-ups at no cost, there is a man here hoping to make some money... or Fruit, that is. He offers to upgrade your armor in exchange for 50 Fruit, and this is definitely an offer you should take. By now, you've been wearing the same armor for at least half the game, and its protection is surely outdated. If you don't have the Fruit, the best nearby source is the Illusion Forest. Once you pay him, he allows you passage into the next room, where the chest holds an ARMOR UPGRADE. The purplish color is not really the ideal choice for a hero, but the added protection is definitely appreciated. In this same room, you'll also spot a giant boulder that holds a nice supply of small hearts when destroyed. With your augmented defense, head back to the surface.

=====  
FORGOTTEN RIDGE  
=====

Backtrack from the glowing emblem until the path splits north, then follow the route that way. If you take it to the very end, you should come out at the mouth of a cave. This section will be just off the northernmost part of the in-game map.

The cave leads to another mountain region, appearing just the same as the original Mt. Badsel entrance. Don't let this fool you however, as there is nothing challenging ahead. Destroy the boulder, then walk left along the path at the top. It comes quickly to what seems like a dead end, but don't be so hasty. If you jump and attack the branches of the lone tree, a HEART CONTAINER will drop to the ground. A very nice find. There's nothing to see besides that, so head back to the path once again.

=====  
A GIANT BOULDER DELIGHT  
=====

As soon as you exit the cave, turn east and begin walking. You will quickly meet up with a path that leads that way, and a Giant Boulder will appear on the left (northern) side after a short time. Walk right into the boulder to smash it open, then climb down into it.

The area below consists of a few rooms, though nothing too difficult. You come down in small chamber with a closed door and cracked floor on the left. Bombing the floor is the way to go.

The drop lands you in a closed room with 2 Badsel Samurais. This isn't exactly the rosier place to be, but it's not terribly hard, either. Stay on the left side and attack with the Hauza. Once the Samurais spin towards you, simply move up or down out of the way. They cannot change their horizontal path once in motion. Take care of them, and similarly dispatch the 2 Samurais in the next room. You may wish to slash the left cave wall in the first room, as it has some Gold Jade embedded within it. After this, head up the stairs in the rightmost room.

Just as you come up the stairs, a HEART CONTAINER should be visible on the right. Collect it, then take the door on the left, which leads back to the

first room. You've now seen all this cave has to offer, so take the stairs back up the surface.

If you skipped the Giant Boulder at the center of the region earlier on (which was recommended), head back south now and revisit it. If not, continue going south east.

=====

3. G I A N T B O U L D E R

=====

DV09C

Recommended Level: 35  
 Valuable Items: Fire Boots

Enemies:

|                | Attack<br>===== | Defense<br>===== | EXP<br>=== | Drops<br>===== |
|----------------|-----------------|------------------|------------|----------------|
| Badsel Samurai | 116             | 169              | 1030       | 3              |
| Giant (Blue)   | 124             | 181              | 1432       | 3              |
| Blob (Earth)   | 68              | 99               | 784        | 3              |

|                 |  |
|-----------------|--|
| KEY             |  |
| ===             |  |
| E: Entrance     |  |
| S: Shutter Door |  |
| P: Pitfall      |  |
| `: Drop Spot    |  |
| &: Statue       |  |
| @: Giant Rock   |  |
|                 |  |
| a...z: Treasure |  |
| 1...9: Stairs   |  |
|                 |  |

First Floor

Basement 1

|   | 1 | 2    | 3     | 4   | 5 | 6    |
|---|---|------|-------|-----|---|------|
| A |   | P4   | @ 3   | d   |   | 3    |
|   |   |      |       |     |   | 4`   |
|   | S |      |       |     |   | S    |
| B | c |      | P2 P2 |     |   | 2` b |
|   | S |      |       |     |   | S    |
|   |   |      |       | E & |   |      |
| C | d | a P1 |       |     |   | d 1` |
|   |   |      |       |     |   |      |

Treasure Guide

-----

- a: Fire Boots
- b: Blue Jade
- c: Pink Jade
- d: Gold Jade

-----

The first Giant Boulder you find atop Mt. Badsel hides a small dungeon. This area has enough enemies and twists to make your life difficult, which is why it's advised you come here after picking up the Life and Armor Upgrades from the rest of the region. Once you're here, however, it's time to take care of business.

The first large room you enter into contains a pair of Badsel Samurais to welcome you. They are most easily defeated using the Hauza, so take that approach. The room has doorways at the left and top-left side of the screen, and you should take the upper path. Pass through the empty room with pits at each side and head into the chamber with a boulder blocking the left door. The stairs in the room lead back up from the basement, which doesn't have anything worthwhile except for a few pieces of Jade within the walls. Don't voluntarily go there, as you'll get the chance soon enough anyway. Instead, destroy the boulder and take the left door.

The next room has a huge pit and a Blue Giant at the other end of it. This is an ideal spot for this foe, as it has no way of harming you from across the gap. You, however, have plenty of ways to inflict damage, and the Hauza is the best choice. When the Blue Giant is defeated, a retractable bridge will unfold that lets you cross the pit.

The next few rooms have either a Blue Giant or then a pair of Badsel Samurais. There's nothing new about any of them, so head down after clearing the first two rooms and right after emptying the third.

You should now come out directly in front of a treasure chest, which holds the FIRE BOOTS. These Boots allow you to walk on flaming floors without taking damage, which will come in useful very shortly. You may also recall a cave earlier in the desert where a wizard warned not to travel without these Boots. You will have the chance to revisit that area soon enough, so don't worry about going back just yet.

Once you have the Boots, either head back left and walk around or take the plunge into the pit. The basement is filled with Earth Blobs, so neither route is that hard. Once you get to the room with the stairs, walk down a couple of screens and then exit the Giant Boulder.

=====

4. D E A D E N D C A V E DV09D

=====

Recommended Level: 36  
 Valuable Items: 1000 Jade, Hauza Technique

Enemies:

|                   | Attack | Defense | EXP | Drops |
|-------------------|--------|---------|-----|-------|
|                   | =====  | =====   | === | ===== |
| Scorpion (Purple) | 76     | 91      | 412 | 2     |

-----

```

| KEY |
| === |
| E: Entrance |
| S: Shutter Door |
| O: One-Way Door |
| B: Bombable Wall |
| P: Pitfall |
| `: Drop Spot |
| @: Giant Rock |
| |
| a...z: Treasure |
| 1...9: Stairs |
|_____ |

```

First Floor

```

 1 2 3 4
 | | | |
 | | | |
A | | | |
 | | | |
 | a 1 | | O |
B |@ | | 3` |
 |_E_ | | |

```

Second Floor

```

 5 6 7 8
 | | | |
 | | | |
 | c | b P4 |
 | | B @ |
 | | | |
 | 1 | | P3 B |
 |@ @ | @ P2 @ @ | @ |
 | | | |

```

Treasure Guide

- ```

-----
a: Gluttonous Man
b: 1000 Jade
c: Hauza Technique
d: Gold Jade

```

The Dead End Cave is often overlooked by many players, mainly because it's hidden at the very end of the Badsel region and well off the map. To get there, take the main path as far north as it goes, then walk east until you meet up with another path. You will begin walking into a narrow canyon with the path disappearing and reappearing at times. While you may change direction, you should generally be moving southeast. You'll pass a giant boulder to your left (which was described above), then another one on your right a short while later. This second boulder leads to the chest game, where you pay 10 Fruit and open a chest that contains a random staple item. It's generally never worth it to play this game more than once (you win an MP Star the first time you play), so just keep moving along the path. You will eventually come across a cave opening, and this is where you'll want to enter.

```

=====
A VERY ODD PLACE
=====

```

In the first room after you enter the cave, you'll see a gluttonous wizard who asks for 10 Fruit. Now, it doesn't really matter what you decide to do here, or even if you talk to this man at all. If you give the Fruit, he tells you

some cryptic "hint" about using the might of your sword arm to clear boulders. If you refuse his offer, nothing seems to happen. Talking to this man does not have any noticeable effect on the game later on, and he will reappear and repeat the same things each time you enter the cave.

Next to the wizard is a large, greenish boulder. This is the type that the Woodland Guardian mentioned. Unlike the normal grey boulder, which can be broken by a bomb or level 1 Lightning blast, these greenish rocks can only be cleared by a level 2 or higher Lightning Blast. The one in this room uncovers a bounty of hearts when destroyed, so take advantage of that if your life is running low. Whenever you're done, take the stairs in the back leading up.

The first room you enter on the second floor has two more greenish boulders. Clear them both with a level 2 Lightning blast and collect the small star boon uncovered by the left boulder. After this, pass into the room on the right.

You should now be in a long chamber with a bridge running across the middle and greenish boulders scattered along the way. Take each one out as you get to it, and be careful not to drop off the edges of the walkway. Enter the door on the right after the boulders are cleared.

You should now be in small room with a pitfall and boulder in the center. The room would appear to be a dead end, but there's a hidden passage you can find by bombing the wall at the top-right side of the screen. This uncovers a passage leading to the next room.

After passing through the door, you enter into a large chamber with a pit in the middle and a chest at the far left. Near the entrance, however, there appears to be an odd rock formation against the back wall, similar to the one you bombed to enter this room. When you bomb this one, debris will fall but nothing happens. Unlike the previous room, this one hides no secrets. It's simply there to make players wonder. The chest at the end of the room contains 1000 JADE, which is probably not too helpful at this point. The secrets don't stop there, however. If you attack the wall on the far left, some rock will fall away, revealing a door. This is probably what the man below meant when he said "the might of your sword arm" would clear certain passages. The door that's uncovered can once again be opened using bombs.

=====
MASTER OF THE HAUZA
=====

Inside the next room you'll find another wizard. He rewards you for your cleverness, he explains, by strengthening your Hauza. What he's actually done is upgraded your HAUZA TECHNIQUE to level 2 (or, if you haven't learned the first level yet, he tells you to visit the Lion statue in the desert).

Like the upgrade to the Sword Technique, the improvement to the Hauza is very useful. When using the maneuver, the HP drain is now 4 instead of 8. The move still sends your Hauza flying across the screen at rapid speeds, and it still adds 10 points of armor piercing damage to your base attack. This move becomes ideal now for taking out far away enemies (even off the screen) and slaying bosses. You should definitely take advantage of this added power, as it truly is a useful asset.

Once you've learned the new move, head back into the previous room and drop down the pit. You'll now have to fend off Purple Scorpions as you make your way to the exit, though this isn't any challenge at all. Exit the cave and proceed northwest along the main path, until you return to the region shown on the in-game map.


```

|      | 2      |      |      |
G |      | @   PP  |      |   P P P   P  |
|_____|_____|_____|_____|
|      |      3 |      | @  |
H |      | Pa |      |      |
|_____|_____|      | _E_ |

```

Inner Cave 2 - 1F

```

-----
      1      2      3
|_____|_____|_____|
I | 8  |      | b  |
|  c |      |      |
|_____|_____|_____|
J |      | #P9 #P10 |
|  4  |_____|

```

Inner Cave 2 - B1

```

-----
      4      5      6
|_____|_____|_____|
I | 8  |      |      |
|_____|_____|_____|
J |      | 9` | 10` |
|_____|_____|

```

- 1 - Wandering Healer
- 2 - Inner Cave 1 (1F)
- 3 - Inner Cave 1 (B1)
- 4 - Inner Cave 2
- 5 - Cave to the Underworld

Treasure Guide

- ```

a: Heart Container
b: MP Star
c: Gold Jade

```

It's time to continue the trek up the great Mt. Badsel. Take the main path that runs through the Badsel area and follow it to cave along the eastern mountains. The cave appears on your in-game map, and rests in the center of the region.

The second section of Mt. Badsel towers upwards into the stormy sky. The arcane sanctuary that likely rests atop this mountain is Alex's inevitable destination. Though the mountain shields him from the winds and rain of the overworld, the perilous trek continues...

Once you enter, you'll come to the typical mountain entrance screen, with a greenish boulder blocking the path. To destroy boulders of this color, you'll need to charge your Lightning Ring to level 2 or 3 and then release a blast. The rock will then shatter and let you pass.

From looking at the map above, it probably seems like this stage is enormous. While it does have many screen, most are arranged linearly and don't involve much more than simple walking. The two main foes you'll encounter on the outer mountain regions are Blue Giants and Green Grim Reapers, both of whom should be at least somewhat familiar. Keep in mind that the Blue Giants are weak to ice

elemental attacks and are easier to kill using the Hauza. Conversely, the Grim Reapers are better taken down with Lightning magic or the sword. It may be necessary to switch gear often to best survive this area.

=====  
STARTING TO CLIMB  
=====

The first screen you come to after passing the initial boulder is a long one with 2 Blue Giants patrolling. The Hauza will take them out quickly, so climb the stairs at the top-left once they're gone. On the next screen, you will find a cave on the far right that houses a Wandering Healer. Take advantage of this spot to recover and/or save the game, then head back and take the left path to the next screen. On the way, you'll pass by a bunch of skeletons strewn about the ground. How so many got here and it all there various "positions" is quite a mystery...

The next couple of screens have single Blue Giants, so finish them off and then head down the stairs. This should take you out on a screen with falling boulders and a visible Heart Container on the right. You can't access the heart yet, so don't waste any effort attempting to reach it. Head over to the left and take the stairs leading up. You will now come out in front of a greenish boulder that blocks a cave entrance. As always, a blast of level 2 Lightning will clear the path.

=====  
INNER CAVE 1  
=====

You will walk into the Inner Cave 1 region (as it denoted on the map above), which is a fairly small area. From the first room, bomb the floor on the right and fall into a small chamber with a Badsel Samurai and dragon statue. This enemy shouldn't be too hard at this point, so dispatch him and head right. In the next room, you'll notice doors on the top and bottom of the screen. The bottom route takes you out of the cave and right in front of the HEART CONTAINER that you saw before. If you've been following this guide carefully and have picked up all the Hearts along the way, this should be the final one you collect. Your life bar will now match that of the boss's. If you are short, there is an appendix at the end of this guide that lists all the Heart Container locations.

Anyway, head back into the cave and take the door at the back of the room. Take the stairs in the next room, then head through the door on the left in the chamber above. You should now pass into a small room with another Badsel Samurai, who once again needs to be taken down. The door at the bottom leads back to the start of the cave, and you should exit from here.

=====  
BACK ON TRACK  
=====

The path is pretty straight forward for a while now, so you shouldn't get lost in any of the upcoming screens. Take the stairs down, then head left. The list below details the next several areas:

- 1.) This is a small screen with falling boulders; take the stairs up
- 2.) Stairs lead up vertically from bottom to top, so just follow them up
- 3.) Large screen with more boulders; take the stairs at the top-right
- 4.) More falling boulders and some pitfalls; jump carefully and head right
- 5.) Continuation of pits and boulders; keep moving right

- 6.) Large screen with only a small area you can access; head down
- 7.) Blue Giant and Boulder on this screen; take the stairs going down
- 8.) More pitfalls and Green Reaper; head right
- 9.) Small screen; head up the stairs
  
- 10.) Right side of large screen that you were already on; head up the stairs
- 11.) Small screen; leap over the pits and head left
- 12.) A couple more pits; take the stairs up near the center
- 13.) Large screen with cave in the center. Stop here to enter it.

And from this part, proceed into the second Inner Cave area.

=====  
INNER CAVE 2  
=====

Once again, the Inner Cave region is fairly short. From the opening room, you have the options of going up or right; take the right-hand path. You should now come out in a room with cracked floors from one side to the other. There are several soft spots that you can fall through here, and that's not a very welcoming prospect. Instead of tip-toeing, a nice trick is to toss a bomb onto the floor. It will blast away all the loose ground and only leave the areas that you can walk on. Make the jumps, then take the door at the top right.

You should pass into a small chamber with a MP STAR resting in the middle. With this pick-up, you should have two full rows of magic stars aligning your status menu at the bottom (which comes to 18 stars). If you missed any along the way, there is an appendix at the end of this guide that lists the location of all MP Stars. You may wish to go back and pick up any missed ones, as they are all still accessible.

After getting the treasure, head back to the entrance of the cave. You can jump over the pits or fall below and come up through the basement. Be warned that the second method leads you through two Wizards, which can be quite difficult. Use your Hauza to combat them, and activate the Magic Mirror if your HP are low and you can't afford to take any damage. Once you're through, exit the cave.

=====  
ALMOST AT THE TOP  
=====

With this second cave out of the way, it's smooth sailing to the top. The remainder of this area is still uneventful, but this list details the last sections.

- 1.) From the screen with the Inner Cave entrance, head left
- 2.) Large screen with 3 Green Reapers; take the stairs leading up
- 3.) Three more Green Reapers; head right
- 4.) Four Green Reapers now; take the stairs up
- 5.) Skies become dark and cloudy; take stairs up behind boulders
- 6.) Final screen; take out the two Reapers and enter the cave

And with that, you should plunge into the cave leading to the Underworld and the final leg of the journey. The end is definitely within sight.

=====

=====  
 The final leg of Alex's journey plunges him right into the Underworld, a place that no mortal is equipped to survive. With the blessing of the Dragon Lords, however, Alex may be able to endure the horrors that lie within. All of Giza's toughest minions now pursue him, as his successful actions have drawn much attention. The fates of Kat, Giza, Argos, and the world are all in Alex's hands now. And only his decisions will determine their outcomes...

=====  
 PART X CONTENTS  
 =====

- 1. Cave to the Underworld.....DV10A
  - 2. Unfinished Business.....DV10B
  - 3. The World of Evil.....DV10C
  - 4. Palace of Giza.....DV10D
- =====

=====  
 1. C A V E T O T H E U N D E R W O R L D DV10A  
 =====

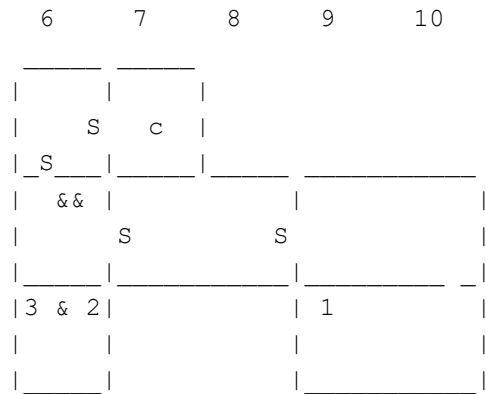
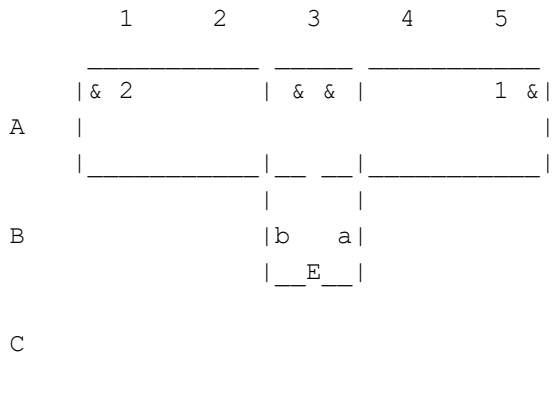
Recommended Level: 37  
 Valuable Items: Armor Energy (Lv.5)

Enemies:

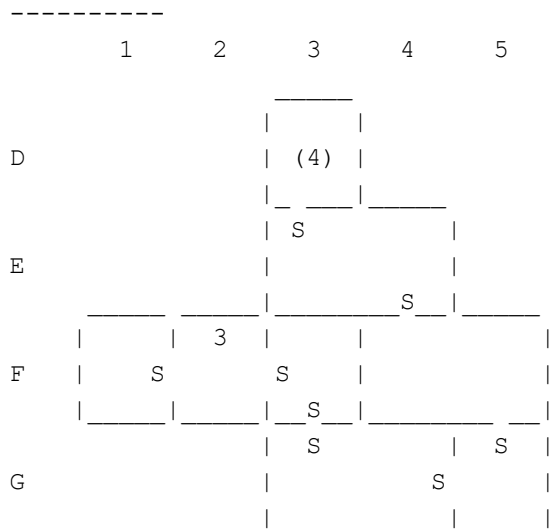
|                      | Attack | Defense | EXP  | Drops |
|----------------------|--------|---------|------|-------|
|                      | =====  | =====   | ===  | ===== |
| Underworld Samurai   | 116    | 169     | 1030 | 3     |
| Blob (Fire)          | 114    | 161     | 1103 | 2     |
| Demon Knight (White) | 130    | 175     | 1970 | 3     |
| Efreet               | 120    | 165     | 3466 | 6-9   |
| Fire Demon           | 48     | 31      | 92   | 2     |
| Gargoyle (Cave)      | 72     | 97      | 493  | 2     |
| Piercia (1)          | 42     | 11      | 87   | 6-9   |
| Piercia (2)          | 102    | 137     | 1348 | 6-9   |
| Wizard               | 126    | 165     | 1093 | 3     |

-----

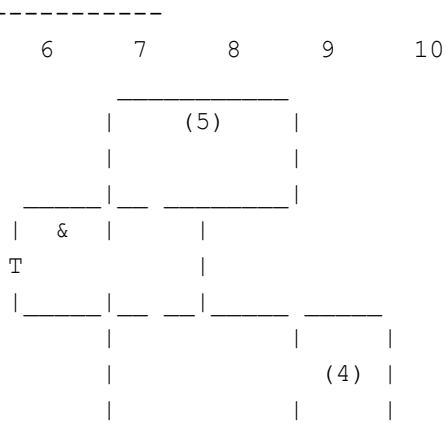
|                 |
|-----------------|
| KEY             |
| ===             |
| E: Entrance     |
| S: Shutter Door |
| O: One-Way Door |
| &: Statue       |
|                 |
| a...z: Treasure |
| 1...9: Stairs   |
|                 |



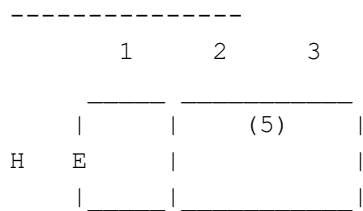
Basement 2



Desert Cave



Underworld Cave



Treasure Guide

- 
- a: Pink Jade
  - b: Gold Jade
  - c: Armor Energy
- 

At last, you've reached the final stop before Giza's realm. Though it's unknown where these maze-like caverns may take you, it's certain that the Gate to the Underworld is hidden somewhere within. Also hidden is the final upgrade to your armor, which should definitely be sought out in your exploration.

The first room of the Cave has Jade embedded in the walls on each side, and this is the last spot you'll come across free money. The next chamber has two

dragon statues and a wizard, who warns you not to go on without the Fire Boots. He's right, by the way, and if you don't have them at this point, you'd better backtrack to the Badsel region and find them (in a Giant Boulder). Most likely, though, you should have them. There are paths leading left and right, and you should take the right one first.

=====  
RIGHT PATH FIRST  
=====

Make your way through the next large room to the stairs, then through another large room on B1. Take the door at the top right and you should enter the fire cavern part of the stage. The music and backgrounds will change, as lava now covers the floors. Here is where those Fire Boots come in handy.

You'll be introduced now to a new enemy: the Fire Blob. Just like previous Blobs, this one can only be harmed when upright. If you've kept up to pace with armor and level recommendations, you should be able to take these foes out fairly easily. The Sword Technique is a useful strategy, as is the Ice Ring for clearing the room quickly. Once you've taken care of these pests, head left.

This next large chamber is where the true danger is. You'll have to fight replica of Efreet from the Fire Cavern, only this version gets a massive stat and speed boost. It's very difficult to play a successful game of hit and run, either using the sword or the Hauza. What does work fairly well is charging the Ice Ring to level 3 and unleashing an attack. If you can get off 3-4 charged shots, Efreet's life will be more than halved. The Sword Technique is a great way to lower his HP further, though make sure you watch your own life carefully. After a rather unpleasant fight, you should prevail over Efreet once again. Pick up the life and take the door on the left.

The next room has two statues that can be moved but do nothing. The room above this contains another powered-up Efreet. This time, however, you are confined to a small room. While it may seem like just the opposite, the lack of space is actually an advantage for you, because Efreet has a much harder time changing horizontal position. Take note of this and stay above or below him, then get off hits when you can. This fight should be a bit easier than before even without using the Ice Ring at all. Head right once he's been extinguished.

The last room of this section has a chest with ARMOR ENERGY. This is the final defensive upgrade, and it changes your armor to a respectable gold color. The enhanced defense is also the equivalent of gaining 5 levels, which will help you enormously. There's nothing more to see after gaining this boost, so backtrack to the wizard's room by the entrance.

=====  
THEN THE LEFT  
=====

After picking up the Armor Energy, take the left path from the wizard's room near the entrance. The first room you come to will put that new armor to the test, as two Demon Knights accost you. These foes are some of the hardest in the game. Their shield deflect both sword and Hauza attacks, so hitting them dead on will do nothing. They are vulnerable when they attack you, but you'll probably be wanting to get out of the way rather than look for ways to strike at that moment. A good tactic is to select the Hauza, jump and throw it, then let it cut through the enemies from behind as it returns to you. If you can get enough space between you and these enemies, this method will work every time.

Once these foes are taken care of, take the stairs down twice until you hit B2. You'll come down in small room with two doorways and a pair of Underworld Samurais. These foes can cause some problems, but the best method for handling them is to use the Hauza. Try to lure them both to one side of the screen, then fire away. If they begin the spin attack, be sure to move up or down out of the way. This fight shouldn't be all that hard. From here, the left path is a dead end, so the right side is the way to go.

You'll enter into a room with a Piercia replica from the Storehouse. This one has the same measly stats, so 1-2 hits will end the fight. Take the door at the bottom of the screen.

This next large chamber holds another Piercia, only this one has superior stats and different coloring. Still, this fight shouldn't be too tough, either offensively or defensively. Four or five sword slashes should be enough to end things. Take the right-hand door after this.

The next couple of rooms each have 4 Fire Blobs, so take them out using the method of your choice. This is followed by a long chamber that houses another powered-up Efreet. No sense in repeating the same info as above, though this battle should be somewhat easier since your defense is higher. Once Efreet is killed, take the warp point in the next room.

=====  
BACK IN THE DESERT?  
=====

Surprisingly, that tremendous trek up Mt. Badsel lead... back to the Desert Cave. From the warp point, head left into the large chamber with the Blobs, up, and then left again. You should now be in a room with a statue and a pair of Blobs. If you move the statue (from left to right), it triggers open the door on the left. If the next few rooms look familiar, it's probably because they are. This is the basement section of the Desert Cave! If you walk through these rooms and up the stairs, you can exit right into the desert. Don't worry about returning, as the triggered door will remain open permanently now. You are now free to wander about and take care of any unfinished business (see next section). But first, you might wish to return inside and travel a bit further into the cave.

=====  
THE UNDERWORLD CAVE  
=====

Go back into the Desert Cave and into the room where the statue and triggered door was. From here, head right and then up, which should take you to the giant swirling portal you saw Giza and Argos enter before. Step into it and prepare to enter the Underworld...

You emerge inside some cave in what must be the netherworld of existence. Head into the room at the left, and prepare for a long-awaited discovery: Argos is before you at last. Having waited long enough, Alex demands to know where Katarina is. Suddenly, a Demon Knight enters and declares Argos a traitor. He then attacks the old wizard, who falls to floor as death grips him. It's rather odd that the same wizard who effortlessly swatted Alex away in Rysis is now felled by a single hit from a Demon Knight... What happened to his powers?

Before leaving, the Demon Knight questions how Alex could have possibly survived the passage into the Underworld. He then runs off, leaving only our hero and the fallen wizard. In his dying breath, Argos explains that he never



intended for things to become as they are, and he regrets helping Giza. He asks that you do whatever it take to stop him, and then creates a save and recovery spot to mark the final resting place of his body. The old wizard then fades out of existence...

It doesn't take Alex very long to get over this whole ordeal, as Argos was the source of all his grief. Before moving on, be sure to take advantage of this newly created save point, as it also restores your life and magic for free. The entrance on the left leads to the Underworld, but it's recommended that you head back to the Desert Cave first and take care of the remaining business on the overworld.

```
=====
2. U N F I N I S H E D B U S I N E S S DV10B
=====
```

Recommended Level: 37  
Valuable Items: Fire Ring Upgrade (Lv.3)

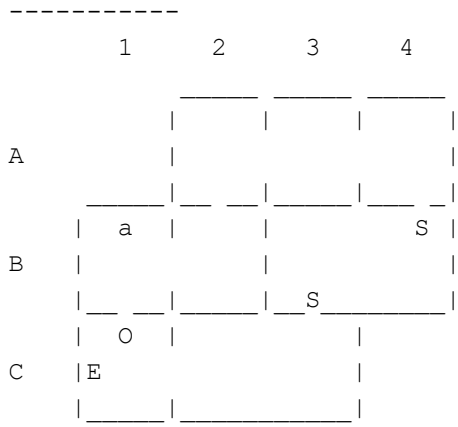
Enemies:

|             | Attack | Defense | EXP  | Drops |
|-------------|--------|---------|------|-------|
|             | =====  | =====   | ===  | ===== |
| Blob (Fire) | 114    | 161     | 1103 | 2     |
| Efreet      | 120    | 165     | 3466 | 6-9   |
| Fire Demon  | 48     | 31      | 92   | 2     |

-----

|                 |  |
|-----------------|--|
| KEY             |  |
| ===             |  |
| E: Entrance     |  |
| S: Shutter Door |  |
| O: One-Way Door |  |
|                 |  |
| a...z: Treasure |  |
| 1...9: Stairs   |  |
|                 |  |

First Floor



-----  
a: Flame Wizard  
-----

The freedom of the overworld! As you might recall, one of the places you couldn't access before was the fire cave below the desert. More specifically, the ones accessed from the glowing emblem near the region's center. Well, now that you have the Fire Boots, that's the place to head. From the entrance of the Desert Cave, the glowing emblem is northeast (on the in-game map). It might just easiest to walk north until you hit a path, then follow it east to the correct location. Once there, enter by using the Magic Mirror as always.

=====  
LAST GLOWING EMBLEM  
=====

You should appear in a small chamber with a wizard, who warns not to proceed without the Boots. Luckily, that's not a problem. This cave is rather straight forward, so it's probably easiest to describe with a list:

- 1.) From the entrance, head right
- 2.) The next room is a long chamber with a pair of Fire Demons; head up
- 3.) You meet up with Efreet once again; head up once he's defeated
- 4.) Small chamber with 3 Fire Blobs; head left
- 5.) Another small room with 2 Fire Demons; head left
- 6.) Two more Fire Demons; head down
- 7.) Empty room; head left

You should now be in a room with a man who identifies himself as a Flame Wizard. He then offers a FLAME RING UPGRADE to boost your fire magic. When charged, the Fire Ring now unleashed a flood of lava, which damages anything along the ground.

While it may seem like it should be powerful given the time you acquire it, the level 3 Fire Ring upgrade is not that spectacular. For one, there aren't too many enemies, especially at this point, that are weak to fire magic alone. Secondly, many of the upcoming enemies are airborne, meaning this attack still doesn't reach them. Thirdly, the Ice and Lightning Rings both offer moves of identical power with larger attack areas and less targeting involved. In other words, this is an upgrade you probably won't use.

After the wizard vanishes, take to door leading down. You'll now be back at the start of the cave, and can exit from here.

=====  
THE FINAL STOP  
=====

Before you head back to the Underworld, this is the last chance you'll have to stock up on items or retrieve whatever treasures you previously missed. Here's a quick check list of things to do:

- [ ] Max out your inventory with Potions, Crystals, Bombs, and Arrows
- [ ] Make sure your Sword, Hauza, and Armor are at level 5
- [ ] Make sure your Rings are at level 3
- [ ] Learn the Sword and Hauza Techniques and upgrade them to level 2
- [ ] Check that your MP and HP are at maximum. You should have 18 MP stars and a life bar as long as the bosses have.

If you've missed any upgrades or items along the way, the appendices at the end of the guide have some quick lists that should help you find them. Spend whatever money you have on any remaining Heart Containers from the Wandering merchant and then on maxing out your staple items. Once you're ready, head back to through the Desert Cave and into the Underworld.

=====

### 3. THE WORLD OF EVIL

=====

DV10C

Recommended Level: 37  
Valuable Items: None

Enemies:

|                    | Attack | Defense | EXP  | Drops |
|--------------------|--------|---------|------|-------|
|                    | =====  | =====   | ===  | ===== |
| Gargoyle (Giza)    | 126    | 175     | 2176 | 3     |
| Grim Reaper (Blue) | 134    | 183     | 2611 | 3     |

-----

After a long journey, the Underworld is finally before you -- the world of evil itself. Created from the evil and hatred of humanity, this final region has only one edifice: the Palace of Giza. Swirling above and all around are the void, a place where humans souls consumed by evil are sentenced to wander for eternity. Littered across the landscape are totems of evil and skeletal tributes, made to honor the tyrannical Giza. These monuments of death are all that stand between you and the destined battle against Giza.

The Underworld is home to a pair of the fiercest enemies in Giza's army: the vaunted Giza Gargoyles and Blue Grim Reapers. Both of these new foes give incredible amounts of experience, and this makes them pretty good for leveling. Since the Underworld Cave has a healing point right at the entrance, you might want to stay here and fight your way to level 38 or so before going on.

=====

#### FACES OF DEATH

=====

The easier of the two new demons is the Giza Gargoyle. They follow the same patterns as all their brethren, but these have quicker reflexes and a ferocity to match. Not to mention, they also have high enough stats to cause some serious annoyance. The best way to take them out is with the Sword Technique, which, when combined with a single sword slice, should defeat these foes. Any other attacking combination will likely take more life out of you, as the Gargoyles usually manage to get off at least a single hit. Just be sure to return to the cave for healing if your HP get too low.

The more difficult of the new faces is the Blue Grim Reaper, who has the highest offense and second highest defense of any regular enemy in the game. This will \*not\* be an easy fight. The Reapers are excellent at moving across the screen and hitting you from above. You also lose the ability to change horizontal levels, as they come armed with a phantom projectile that will seek you down at any height. This fight is trouble no matter how you slice it. Once again, the best method is the Sword Technique, though make sure you connect with your hits. The Reaper will often hover so high that it leaves the screen, but you can track its motion by following the shadow. Once it gets near, prepare the use the Sword Technique and do so once it's within sight.



```

| KEY |
| === |
| E: Entrance |
| S: Shutter Door |
| O: One-Way Door |
| P: Pitfall |
| `: Drop Spot |
| X: Boss |
| |
| a...z: Treasure |
| 1...9: Stairs |
|_____ |

```

First Floor

```

 1 2 3 4 5
|_____ |
| 2 11` |12 13|
| P6 P7 | |
|_____ |
	S	3
	S	S
	S S	
	10`	
P4 P5		

1	S S	
	S 9` S 8`	
E		

```

Second Floor

```

 6 7 8 9
|_____ |
| | | 12 |
| P11 P11 | |
|_____ |
		3
		S
P10 P10		

		S
S		
	S P9 P8	

```

Basement 1

```

 1 2 3 4
|_____ |
| | 2 | 13 |
| 6` S 7` | |
|_____ |
		14
	S	
4` S 5`		
	S	
1		
	S	

```

Basement 2

```

 5 6 7 8 9
|_____ |
| | | 14 |
| | S X | |
|_____ |
S		
	S	S
	S S	

```

As he enters the twisted fortress of mechanized terror, Alex still has hope that Katarina is alive. That is what he has been fighting for, and that single

goal never once faded from his mind. The treacherous Giza rests somewhere within these walls, and it's only a matter of time before he corrupts the Prime Orb and achieves immortality. Without a doubt, the final battle will occur within this evil palace. It's time for Alex to fulfill his destiny...

Though probably not what you expected, Giza's Palace combines medieval torture with science fiction architecture. It's not incredibly large, as you might have expected, but it has several obstacles that send you to an earlier part in the stage. It also has many possible paths, most of which all lead to the same place if you follow them consistently.

The new enemy that you'll encounter here is the Golden Demon Knight, which is nearly identical to the white variety. The Hauza-behind-the-back attack, which you can activate by jumping and throwing the Hauza, then letting it return at shoulder level, is still the best method. By now, you should be able to handle these enemies rather easily, though each battle will still require 2-4 hits.

You enter the Palace with two choices right off the bat. The stairway on the top left is a return path from the basement. You will probably be taking it back up several times if you mess up along the way, and there's nothing of interest down there in itself. You can safely ignore that route and head right.

=====  
FINAL PLACE TO LEVEL  
=====

The room to right of the entrance is probably the best place to level up for the remainder of the game. It's a room filled with 4 Giza Gargoyles, each of which leave 1741 EXP when defeated. A few seconds can net you over 6900 EXP. Even at this rate, however, leveling will probably proceed at a snail's pace. You can speed things up by using the Sword Technique as your primary form of attack. You can often hit multiple Gargoyles in one swoop, and a single strike will leave them near death. Though it may take a while, it's strongly advised that you spend the time to get to level 39 while in this room. The difference in offense and defense will be very noticeable during the final boss fight.

If you decide to train to higher than level 39 (which is a very good idea), the battles will go at least somewhat quicker. At level 39, one Sword Technique attack will kill a Gargoyle. At level 41, a normal sword attack will kill the Gargoyles. In case you're wondering, the highest level in the game is 46 (which is displayed on the screen as "MASTER"). It will probably take several hours to get enough EXP to hit that mark, though. There's really no point in doing so unless you just want to accomplish everything possible in the game. For fighting purposes, levels 39-40 should suffice. Once you're done training to whatever level you want, SAVE THE GAME. The two minute trip back to the Underworld Cave will be well worth it.

=====  
CLIMBING THE PALACE  
=====

After leveling to your heart's content, it's time to make way towards Giza. The palace is actually fairly easy to navigate IF you know the right path. The following is a list of which rooms to take, since this is likely less confusing than a walkthrough. Note that if you fall down a pit, you'll need to deviate from this course. In that case, either see the map above or proceed until you hit one of the rooms mentioned below.

- 1.) From the entrance, head right
  - 2.) Room with 4 Gargoyles and shutter doors; take the top-right door
  - 3.) A Gold Demon Knight and Gargoyle pair; take the top-right door again
  - 4.) Small room with a single Demon Knight; take the stairs up to 2F
- 
- 5.) First room on second floor, with technicolor blobs; head down
  - 6.) Small chamber with a Reaper and a Wizard; head down

At this point, you should come out in a large room with psychedelic floors that distort where the pits are. These are the hardest obstacles in the Palace. Wait until the blurring stops, then time your jumps very carefully. If you're in mid-air when the movement starts again, watch your shadow and try to land on a solid area. Though it may take a while, only move when the screen is still and you can make the jump most easily.

The room to the left of this has 3 Gargoyles; take the top-left door after killing them. You should now come out in another room with moving floors. This one is a bit easier, since there are only 3 main solid parts, each fairly large. Wait for the blurring to stop and you should make it across the room in a single attempt. After this:

- 1.) Right of the blurry room is a small chamber; head up
- 2.) Large room with 3 Reapers and more technicolor blobs; go left
- 3.) Small room with 2 Wizards; head up

You should now be in another large room with blurring floors, and this is by far the hardest one yet. From the start, there is a small platform just to the right, then a larger L-shaped one behind that. What might not be obvious is that the small platform extends all the way to the back wall, so you have a larger area for landing than you might suspect. The L-shaped island is very easy to miss, since it's situated below the small platform even though it appears on the same level. You might want to press down slightly when jumping to be safe. From here, the jumps are a bit easier, and you should be able to safely clear the room just by being patient. The room to the right has stairs leading down, and you're now half-way through the Palace (and past all the difficult parts).

=====  
INTO THE DEPTHS  
=====

Once again, the route is easier to follow using a list than a walkthrough. I've you've managed to make it this far, however, you're pretty much in the clear as far as obstacles go. The remainder of the trek is pretty straight forward.

- 1.) From the last room on 2F, take the stairs down
  - 2.) 1F is just a single room, with another staircase; head down it once again
  - 3.) On B1 now, in a small room with a Demon Knight; head down
  - 4.) Small chamber with 2 Wizards and shutter doors; head down
  - 5.) Long chamber with 2 Demon Knights and a Wizard; take the top-right door
- 
- 6.) Small chamber with a Demon Knight and a staircase; take it heading down
  - 7.) First room on B2, a long chamber with 2 Wizards; take the lower-left door
  - 8.) Small empty room; head down
  - 9.) Large room with 4 Gargoyles; head left
  - 10.) Another large room with 2 Demon Knights; take the top-right door

At this point, you should enter into a room with Efreet, who is laughably easy at the recommended levels. Unlike other encounters, this Efreet can be fought

repeatedly by reentering the room. He's an excellent source for EXP, so, if you're even close to gaining a level, you might want to fight him until you do. Efreet also leaves 6 to 9 small hearts each time he is killed, so this an ideal spot to fill you HP before moving on to tackle Giza. Once you're ready, both in terms of level and health, take the door at the top, then head right. The hour is upon you...

=====  
GIZA, AT LAST!  
=====

As Alex enters his chamber, Giza in the midst of finalizing his plans to warp the Prime Orb towards the side of evil. Alex calls him out, and Giza laughs, commenting that his poor Katarina is already dead. Fury fills Alex's body, and Giza continues his taunts. Just as the fight at Keire started, Giza hurls a few blasts at Alex. This time, however, Alex manages to bat them away; Giza is impressed. Then, Alex holds high the Soldrak and calls upon the power of the ancient dragons. Giza's shield of invincibility is shattered, but he continues to laugh off Alex's attacks. That is, at least, until Alex levels him with a mighty blow to the chest. Now on his knees, Giza combines his power with the that of the Prime Orb, and his body begins to transform into a truly demonic shape...

=====  
FINAL BOSS - GIZA  
=====

HP: 184  
Attack: 154/178  
Defense: 207

Now transformed, Giza stops the parlor tricks and seeks only to tear you apart. He glides and leaps around the room, unloading a series of projectile attacks upon you. When his life gets low, Giza will charge up and unleash a wall of flaming shots at you, inflicting massive damage (this is the second attack number above). For this reason, DO NOT let your HP get below the midway point. You don't want to risk an instant death if you accidentally touch these projectiles.

Giza's defense is also mighty. In addition to a high physical resistance, he is immune to all elemental attacks and your Sword Technique. He is also capable of blocking standard sword swipes. This does not make for an easy fight...

Luckily, there is a sure-fire strategy that can easily defeat Giza 100% of the time. Your secret weapon in this battle is the Hauza Technique, and your secret defense is the Magic Mirror. Stand on one side of the room and face Giza. Even if he's not on the screen, use the Hauza Technique. You will likely hit him if he's near the center, and the damage will be noticeable. Meanwhile, use the Mirror to create a shield around yourself, which will last until you are hit. This will reduce all the threat of Giza's attacks to nil. You will likely need to use a Magic Crystal or Potion along the way, but this is a small price to pay for victory. Continue assaulting him with the Hauza Technique, preferably from off the screen, and he will quickly fall.

=====  
THE ENDING?  
=====



With Giza defeated, the game now goes into an ending sequence. Since there's nothing more you need to do but watch, this walkthrough will stop here and let you enjoy these scenes unspoiled. The fate of Katarina, the Prime Orb, the sick villagers, and even the world will all be cleared up for you. Just one small note: be sure to continue watching the ending even after the credits. It'd be a shame to miss out on the whole thing. The game is truly over only when the words "The End" appear on the screen.

At this point, our journey together comes to an end. I truly hope that this guide has been useful to you, enriching your experience of Dragon View along the way. If you have any comments at all about the guide, please feel free to contact me. Thanks for reading, and enjoy the ending of Dragon View.

---

---

## A P P E N D I X

---

---

The appendix includes a quick reference for finding any weapon, item, armor, or other upgrade in the game. Also included are a detailed bestiary, stats for every enemy and boss in the game, a shop listing, level-up spots, unsolved mysteries, and PAR codes. The following sections are included below:

1. Weapons & Armor Upgrades.....DV0K
2. Rings.....DV0L
3. Items.....DV0M
4. Life & Magic Upgrade.....DV0N
5. Experience Chart.....DV0P
6. Shop Listing.....DV0Q
7. Level-Up Locations.....DV0R
8. Unsolved Mysteries.....DV0S
9. Bestiary.....DV0T
10. PAR Codes.....DV0U

---

---

### 1. WEAPONS & ARMOR UPGRADES DV0K

---

---

The following section offers a quick listing of the attack power, color, and location of all weapons and armor upgrades in the game. This should be useful for finding any upgrades that you may have missed along the way.

=====  
SWORD  
=====

This is Alex's primary weapon. The sword changes color and strength as you find Sword Energy hidden in chests throughout the game. The Attack listed below is added to your base ATP to determine your total attacking power. The following table offers a quick summary of the colors, damage, and location of each upgrade for the sword. Note that you do not have to get the upgrades in this order, but this is when they are first made available.

| Level   | Color      | Attack | Location                          |
|---------|------------|--------|-----------------------------------|
| Level 1 | Light Grey | +15    | Start with it                     |
| Level 2 | Gold       | +25    | Fire Cavern, 1F                   |
| Level 3 | Grey       | +35    | Castle in Keire Region            |
| Level 4 | Aqua Blue  | +45    | Glowing Emblem in Desert (South)* |
| Level 5 | Orange     | +55    | Ortah Temple, B2                  |

\* Use Magic Mirror when standing atop the glowing emblem

=====  
HAUZA  
=====

The Hauza is a bladed, boomerang-like weapon that can be used to attack enemies from afar. Like the sword, the Hauza also changes color and strength as you find Hauza Energy hidden in chests throughout the game. The Attack listed below is added to your base ATP to determine your total attacking power. The following table offers a quick summary of the colors, damage, and location of each upgrade for the Hauza. Note that you do not have to get the upgrades in this order, but this is when they are first made available. The first upgrade you acquire will give you the Hauza itself.

| Level   | Color      | Attack | Location                       |
|---------|------------|--------|--------------------------------|
| Level 1 | Light Grey | +20    | Hujia Arsenal                  |
| Level 2 | Gold       | +30    | Castle on Snow Field           |
| Level 3 | Grey       | +40    | Fortress, 1F                   |
| Level 4 | Aqua Blue  | +50    | Glowing Emblem in Lake Region* |
| Level 5 | Orange     | +60    | Sektra Temple, 1F              |

\* Use Magic Mirror when standing atop the glowing emblem

=====  
OTHER WEAPONS  
=====

A few items that have other purposes can also be used for damage. The table below lists their attack powers, which is again added to your base ATP to determine total attack power.

| Weapon | Attack | Notes                                     |
|--------|--------|-------------------------------------------|
| Bombs  | +50    | Also destroys boulders, floors, and walls |

|                |     |                                           |
|----------------|-----|-------------------------------------------|
| Silver Arrows  | +30 | Requires Bow to use                       |
| Serpent Scales | +10 | Qunos can give more; is NOT ice elemental |

=====  
 ARMOR  
 =====

Armor is your main line of defense against enemy attacks, and it is upgraded just as your weapons are. Also like your weapons, the color of your armor changes with the upgrades. Unlike the weapons, however, upgrades to the armor are FAR more valuable. Each armor level is the equivalent of 5 level-ups worth of added defense. Picking them up is clearly the best way to cut the damage that you take. The table below lists the color, added defense, and location of each armor upgrade. Note that you can acquire the upgrades in any order, but they are listed below in the order they first become available.

| Level   | Color     | Defense | Location                      |
|---------|-----------|---------|-------------------------------|
| Level 1 | Dark Grey | +10     | Start with it                 |
| Level 2 | Lavender  | +20     | Hujia Storehouse              |
| Level 3 | Grey      | +30     | Ice Cavern in Keire Region    |
| Level 4 | Purple    | +40     | Glowing Emblem on Mt. Badsel* |
| Level 5 | Gold      | +50     | Cave to Underworld, B1        |

\* Use Magic Mirror when standing atop the glowing emblem

=====  
 2. R I N G S DVOL  
 =====

Rings are your main source of inflicting elemental damage. In addition to being require for certain parts of the plot, they also make excellent offensive tools that should be incorporated into any player's arsenal.

=====  
 FIRE RING  
 =====

The table below lists the damage, location, and any special effects for the Fire Ring at the different power levels. Once the ring has been upgraded, you can use the charged attack by holding down the A-Button. The listed Attack value will be deducted from the enemy's HP (after taking resistances into account), and will use up 1 MP per level. Descriptions of the attacks at each level are described below the table.

| Level | Attack | Location | Special Effects |
|-------|--------|----------|-----------------|
|-------|--------|----------|-----------------|

| Level   | Attack | Location                           | Special Effects  |
|---------|--------|------------------------------------|------------------|
| Level 1 | 20     | Fire Cavern, 1F                    | Melt Ice Pillars |
| Level 2 | 30     | Stump on Casdra Plains             | -----            |
| Level 3 | 40     | Glowing Emblem in Desert (center)* | -----            |

\* Use Magic Mirror when standing atop the glowing emblem

Level 1: A small fireball hits a single target, shoulder level only

Level 2: A larger fireball travels through multiple target, still shoulder level only

Level 3: Large wave of lava sweeps across the floor in front of Alex, hurting enemies even off the screen

=====  
ICE RING  
=====

The table below lists the damage, location, and any special effects for the Ice Ring at the different power levels. Once the ring has been upgraded, you can use the charged attack by holding down the A-Button. The listed Attack value will be deducted from the enemy's HP (after taking resistances into account), and will use up 1 MP per level. Descriptions of the attacks at each level are described below the table.

| Level   | Attack | Location                          | Special Effects |
|---------|--------|-----------------------------------|-----------------|
| Level 1 | 10     | Ice Fortress, 2F                  | Freezes Water   |
| Level 2 | 20     | Castle at northeast of Snow Field | -----           |
| Level 3 | 40     | Glowing Emblem in Snow Field*     | -----           |

\* Use Magic Mirror when standing atop the glowing emblem

Level 1: Ice chunks fall from the sky, hitting enemies; may hit more than once

Level 2: Larger ice chunks fall, more likely to hit all enemies

Level 3: Blizzard sweeps the screen, hitting all targets

=====  
LIGHTNING RING  
=====

The table below lists the damage, location, and any special effects for the Lightning Ring at the different power levels. Once the ring has been upgraded, you can use the charged attack by holding down the A-Button. The listed Attack value will be deducted from the enemy's HP (after taking resistances into account), and will use up 1 MP per level. Descriptions of the attacks at each level are described below the table.

| Level | Attack | Location | Special Effects |
|-------|--------|----------|-----------------|
|-------|--------|----------|-----------------|

|         |    |                                  |                  |
|---------|----|----------------------------------|------------------|
| Level 1 | 10 | Falls, Lake Region               | Destroy boulders |
| Level 2 | 20 | Stump in Sektra Swamp, northwest | Destroy boulders |
| Level 3 | 40 | Glowing Emblem in Sektra Swamp*  | -----            |

\* Use Magic Mirror when standing atop the glowing emblem

Level 1: Single lightning bolt, hits closest target or boulder

Level 2: Two bolts come down; destroys greenish boulders

Level 3: Huge bolt crashes down, damaging all enemies on screen

### 3. ITEMS

DVOM

Aside from the staple items that are sold in stores, there are also many others that you will come across along during your explorations. Most are required, but some are optional. The following list is alphabetized and does contain some spoilers.

- Blessing:** The Blessing is a small statue that houses the spirit of the Woodland Guardian. This item is required to successfully pass through the Illusion Forest. The Blessing replaces the Fairy Statue on the item menu, and you'll need the help of Ogma to coax the spirit back into it.
- Bow:** The Bow allows you to shoot silver arrows once you find it. While it does belong to the Hunter in Casdra, he kindly allows you to keep it if you manage to bring it back. It's hidden in the Cave to the north of Casdra, and is required to pass by a certain part late in the game.
- Dynamite:** Used by Tylon to make bombs, the Dynamite is kept in the Storehouse. You'll need to return it to him to get his production back underway. The Bombs replace this item on the inventory screen once you hand it over.
- Fairy Statue:** This is an ancient relic that once housed the spirit of the Woodland Guardian. It's rumored to be found somewhere in Hujia.
- Fire Boots:** These shoes allow you to walk on fiery floors and over lava. While you don't technically need to find them, it's almost impossible to survive without them. The Boots have long been hidden under a giant boulder on Mt. Badsel.
- Fruit:** Fruit serves many purposes in the game. You can use it directly to restore a very small amount of HP, but this a waste. You can also sell it at any item shop in the game for 1 Jade each, but that's equally useless. The most valuable use that Fruit has, surprisingly, is in bartering. There appear to be many wizards in the game who will trade you all sorts of goodies just for a few Fruit. Everything

from Potions to Crystals to Armor Upgrades can be yours for the right price. Fruit can be found in the branches of many trees, and its stock always replenishes when you exit and reenter the stage. Look throughout the walkthrough for locations to find some.

**Gloves:** The Gloves enhance your pushing strength and allow you to move even the heaviest statues in the game. You will come across a few places early on where such statues stand in your way. Be sure to revisit them once finding the Gloves, which rest inside the Sektra Temple.

**Horn:** The Horn is a lost relic of the ancient sorceresses of Miraj, a desert town. It has several ties to the desert, some of which include taming quicksand, moving lion statues, and even raising a buried temple from the sands. This item is found in a random desert encounter with a Red Sandworm, though an old woman must inform you of it first.

**Key:** Keys are used to open locked doors throughout the game, and apparently all Keys are capable of opening any door. The game usually supplies you with a Key shortly before you need to use it, so you should never have to search hard, nor should you be carrying a surplus.

**Large Bag:** One of the most missed items in the game, the Large Bag lets you store a greater quantity of the basic items. The specific effects are the following:

- Can hold 5 Potions
- Can hold 5 Crystals
- Can hold 30 Bombs
- Can hold 50 Arrows

The Large Bag is traded for Fruit from a wizard in the swamp. He occupies a stump in the center of the region (see map in walkthrough for the specific location).

**Magic Mirror:** The Magic Mirror allows you to enter the glowing, triangular emblems on the overworld map. Simply use the Mirror when you're standing over them to pass underneath. In battle, the Mirror casts a protective shield that blocks any 1 attack at the cost 3 MP. This effect can be extremely useful if used in the correct situation. The Mirror is another optional item, and is hidden in the southern lion statue in the desert.

**Musical Score:** This ancient scroll teaches you the Melody of the Sand, a tune which is played on the Horn. Alex is a quick learner, and he memorizes the melody as soon as he picks up the scroll. It's said that this is needed to raise the hidden Ortah Temple from beneath the desert sands, but only if used in the right location. The score is hidden in the caverns beneath Miraj.

**Pendant:** Passed down to Alex across generations, the Pendant is a token from the Dragon Lords. It serves mainly as a way to identify Alex and allow him to converse with the dragons.

**Serpent Scales:** These scales are somehow charged with the ability to douse

flame pillars, and they are needed to pass through the Fire Cavern. They can also be used as an offensive weapon, but the damage they inflict is quite minimal. You get them originally from Master Qunos, and will continue to give you 10 more once your reserve drops to 9 or less.

=====

4. L I F E & M A G I C U P G R A D E S

=====

DV0N

Life and Magic upgrades are among the most numerous and easiest to miss in the game. This section has a full listing of the locations for all these goodies, as well as the corresponding maximum HP and MP values once you acquire them.

=====

HEART CONTAINERS

=====

The following is a list of all the Heart Containers found in the game, organized in the order they become available. If you miss any of these upgrades along the way, you can return to get them at any point in your journey. Each Heart Container picked up adds 8 HP to your maximum. Keep in mind that, at maximum life, your life bar should be as long as the boss's.

| No. | HP Total | Location                                       |
|-----|----------|------------------------------------------------|
| 1   | 56       | Wandering Merchant, Town of Hujia (200 Jade)   |
| 2   | 64       | Mt. Galys Pass, Inner Cave                     |
| 3   | 72       | Wandering Merchant, Town of Casdra (300 Jade)  |
| 4   | 80       | Meadow (south of Lake Cave)                    |
| 5   | 88       | Landslide, return path from Snow Field         |
| 6   | 96       | Wandering Merchant, Town of Miraj (400 Jade)   |
| 7   | 104      | Wandering Merchant, Town of Hujia, (600 Jade)  |
| 8   | 112      | Wandering Merchant, Town of Casdra, (800 Jade) |
| 9   | 120      | Wandering Merchant, Town of Miraj, (1000 Jade) |
| 10  | 128      | Wet Cavern (Sektra Swamp), kill 100 demons     |
| 11  | 136      | Desert Cave (once you have Gloves), bomb wall  |
| 12  | 144      | Old Well, 1F                                   |
| 13  | 152      | Mt. Badsel Part 1, Inner Cave                  |
| 14  | 160      | Mt. Badsel region, man from Miraj cave         |
| 15  | 168      | Mt. Badsel region, hidden in tree at cave      |

|    |     |                                         |
|----|-----|-----------------------------------------|
| 16 | 176 | Mt. Badsel region, boulder in northeast |
| 17 | 184 | Mt. Badsel Part 2                       |

=====  
MP STARS  
=====

The following list includes all the MP Star upgrades in the game, organized by the order in which you can first acquire them. Each upgrade adds 2 total stars to your maximum MP total, and you can have a total of 18 MP by the game's end (2 full rows). If you miss any of these upgrades along the way, you can return to get them at any point in your journey.

| No. | MP Total       | Location                                                                   |
|-----|----------------|----------------------------------------------------------------------------|
| 1   | ****           | Fire Cavern, B1                                                            |
| 2   | *****          | Snowfield Cave, found along eastern mountains of the Snow Field region     |
| 3   | *****          | First prize won whenever you play chest game, found in a Snow Field Castle |
| 4   | *****<br>*     | Ice Fortress, 2F                                                           |
| 5   | *****<br>***   | Desert Cave, 1F                                                            |
| 6   | *****<br>***** | Forest, found in cave at the intersects of Desert and Swamp region         |
| 7   | *****<br>***** | North Cave (north of Casdra), accessible once you have the Gloves          |
| 8   | *****<br>***** | Mt. Badesl Part 2, Inner Cave                                              |

=====  
5. EXPERIENCE CHART DVOP  
=====

This chart lists the base stats and experience for all levels in the game. Note that the final level is 46, and the game displays this level as "MASTER" once you reach it. A few of the terms mentioned below are the following:

Level: Obviously, this is Alex's level, as shown on the status bar.

ATP: Base attack power. This is added to Alex's weapon to get total attack power.



DFP: Base defensive power. This is added to the defense of Alex's armor to get total defensive power.

EXP: This is this experience needed to go to the NEXT level from the one listed. So, at level 1, you need 8 EXP to reach level 2.

| Level | ATP | DFP | EXP    | Level  | ATP | DFP | EXP     |
|-------|-----|-----|--------|--------|-----|-----|---------|
| 1     | 0   | 0   | 8      | 26     | 100 | 50  | 19,682  |
| 2     | 4   | 2   | 26     | 27     | 104 | 52  | 21,952  |
| 3     | 8   | 4   | 64     | 28     | 108 | 54  | 24,388  |
| 4     | 12  | 6   | 124    | 29     | 112 | 56  | 27,000  |
| 5     | 16  | 8   | 216    | 30     | 116 | 58  | 29,790  |
| 6     | 20  | 10  | 342    | 31     | 120 | 60  | 32,768  |
| 7     | 24  | 12  | 512    | 32     | 124 | 62  | 35,936  |
| 8     | 28  | 14  | 728    | 33     | 128 | 64  | 39,304  |
| 9     | 32  | 16  | 1000   | 34     | 132 | 66  | 42,874  |
| 10    | 36  | 18  | 1330   | 35     | 136 | 68  | 69,984  |
| 11    | 40  | 20  | 1728   | 36     | 140 | 70  | 101,304 |
| 12    | 44  | 22  | 2196   | 37     | 144 | 72  | 137,180 |
| 13    | 48  | 24  | 2744   | 38     | 148 | 74  | 177,954 |
| 14    | 52  | 26  | 3374   | 39     | 152 | 76  | 224,000 |
| 15    | 56  | 28  | 4096   | 40     | 156 | 78  | 275,680 |
| 16    | 60  | 30  | 4912   | 41     | 160 | 80  | 333,396 |
| 17    | 64  | 32  | 5832   | 42     | 164 | 82  | 397,530 |
| 18    | 68  | 34  | 6858   | 43     | 168 | 84  | 468,512 |
| 19    | 72  | 36  | 8000   | 44     | 172 | 86  | 546,744 |
| 20    | 76  | 38  | 9260   | 45     | 176 | 88  | 681,352 |
| 21    | 80  | 40  | 10,648 | MASTER | 180 | 90  | -----   |
| 22    | 84  | 42  | 12,166 |        |     |     |         |
| 23    | 88  | 44  | 13,824 |        |     |     |         |
| 24    | 92  | 46  | 15,624 |        |     |     |         |
| 25    | 96  | 48  | 17,576 |        |     |     |         |

6. SHOP LISTING

DV0Q

The table below lists the item prices (in Jade) at the five main shops throughout the game. It always helps to shop around and find the best price before stocking up on these staple goods.

| Town   | Potion | Crystal | Bombs | Arrows |
|--------|--------|---------|-------|--------|
| Hujia  | 100    | 200     | 20    | 5      |
| Casdra | 200    | 400     | 40    | 10     |

|         |     |      |     |    |
|---------|-----|------|-----|----|
| Miraj   | 200 | 400  | 40  | 10 |
| Orusort | 300 | 600  | 60  | 20 |
| Badsel  | 500 | 1000 | 100 | 25 |

=====

7. B E S T I A R Y

=====

DVOR

The Bestiary lists full statistics and strategies for every enemy in the game. Though it may not seem like such detail is needed for most foes, an advanced strategy will allow you to safely defeat enemies at any level. Enemy statistics are also vital in formulating your own leveling and fighting tactics.

Before going on, here is an explanation of the statistics used below:

- Name: Rather self-explanatory, this is the name given to the enemy throughout the guide. In many cases these names are unofficial.
- (HP): All enemies have 40 HP. This value is omitted from the enemy table below because it's the same for all of them.
- Attack: The offensive power of the enemy, similar to Alex's ATP.
- Defense: The defensive power of the enemy, similar to Alex's DFP.
- EXP: The numerical experience left by the defeated enemy.
- Drops: The number of items the enemy will drop when defeated.
- Jade: The maximum value of the Jade dropped by this enemy. Lower values can always be dropped, but higher values can't.
- Elements: List the elemental resistances of enemies. This can be rather complicated, as weaknesses are not standard across all enemies. Generally, an enemy is weak to an element if it takes more than 50% the normal damage. Conversely, it's strong to an element when it takes less than 50% of the normal damage. A definition of the shorthand used below:

- F = Fire; I = Ice; L = Lightning
- 0 = normal damage; W = weak; S = strong

For example, seeing "F:0 I:S L:W" would mean that the enemy is neutral to Fire attacks, strong to ice attacks, and weak to Lightning attacks.

=====

ENEMY STATISTICS LIST

=====

A quick table listing enemy statistics is found below. More in-depth strategies are found after this section.

| Name                       | Attack | Defense | EXP  | Drops | Jade | Elements    |
|----------------------------|--------|---------|------|-------|------|-------------|
| Badsel Samurai             | 116    | 169     | 1030 | 3     | Gold | F:0 I:0 L:0 |
| Beetle (Blue)              | 18     | 0       | 2    | 1     | Blue | F:0 I:0 L:0 |
| Beetle (Black) (1)         | 40     | 23      | 91   | 1     | Blue | F:S I:W L:0 |
| Beetle (Black) (2)         | 40     | 23      | 73   | 1     | Blue | F:S I:W L:0 |
| Blob (Water) (1)           | 86     | 125     | 675  | 1     | Pink | F:W I:0 L:0 |
| Blob (Water) (2)           | 86     | 125     | 540  | 1     | Pink | F:W I:0 L:0 |
| Blob (Earth)               | 68     | 99      | 784  | 3     | Gold | F:S I:S L:0 |
| Blob (Fire)                | 114    | 161     | 1103 | 2     | Gold | F:S I:W L:S |
| Cave Man                   | 48     | 35      | 89   | 2     | Pink | F:0 I:W L:0 |
| Demon Knight (White)       | 130    | 175     | 1970 | 3     | Pink | F:S I:S L:0 |
| Demon Knight (Gold)        | 132    | 187     | 2310 | 3     | Gold | F:S I:S L:0 |
| Fighting Mage              | 70     | 87      | 442  | 2     | Pink | F:0 I:0 L:0 |
| Fire Demon                 | 48     | 31      | 92   | 2     | Blue | F:W I:W L:W |
| Gargoyle (Keire)           | 50     | 53      | 213  | 2     | Blue | F:W I:0 L:0 |
| Gargoyle (Casdra)          | 72     | 97      | 493  | 2     | Pink | F:W I:0 L:0 |
| Gargoyle (Cave)            | 72     | 97      | 493  | 2     | Pink | F:W I:0 L:0 |
| Gargoyle (Giza) (1)        | 126    | 175     | 2176 | 3     | Gold | F:0 I:S L:0 |
| Gargoyle (Giza) (2)        | 126    | 175     | 1741 | 3     | Gold | F:0 I:S L:0 |
| Giant (Green)              | 116    | 157     | 893  | 3     | Pink | F:W I:W L:W |
| Giant (Purple)             | 116    | 157     | 1116 | 3     | Pink | F:W I:W L:W |
| Giant (Blue)               | 124    | 181     | 1432 | 3     | Gold | F:0 I:W L:0 |
| Grim Reaper<br>(Green) (1) | 118    | 161     | 1332 | 2     | Gold | F:S I:S L:0 |
| Grim Reaper<br>(Green) (2) | 118    | 161     | 1066 | 2     | Gold | F:S I:S L:0 |
| Grim Reaper<br>(Blue) (1)  | 134    | 183     | 2611 | 3     | Gold | F:S I:S L:0 |
| Grim Reaper<br>(Blue) (2)  | 134    | 183     | 2089 | 3     | Gold | F:S I:S L:0 |
| Huge Bug (Green) (1)       | 90     | 149     | 1248 | 2     | Pink | F:S I:S L:S |

|                              |     |     |      |       |      |             |
|------------------------------|-----|-----|------|-------|------|-------------|
| Huge Bug (Green) (2)         | 90  | 149 | 999  | 2     | Pink | F:S I:S L:S |
| Huge Bug (Purple)            | 90  | 149 | N/A  | 0     | None | F:0 I:0 L:W |
| Ice Man (1)                  | 64  | 73  | 370  | 3     | Pink | F:W I:S L:0 |
| Ice Man (2)                  | 64  | 73  | 296  | 3     | Pink | F:W I:S L:0 |
| Lizard Knight<br>(Green) (1) | 20  | 3   | 7    | 1     | Blue | F:0 I:0 L:0 |
| Lizard Knight<br>(Green) (2) | 20  | 3   | 6    | 1     | Blue | F:0 I:0 L:0 |
| Lizard Knight<br>(Blue) (1)  | 74  | 91  | 475  | 2     | Pink | F:0 I:0 L:0 |
| Lizard Knight<br>(Blue) (2)  | 74  | 91  | 380  | 2     | Pink | F:0 I:0 L:0 |
| Lizard Knight<br>(Black)     | 98  | 157 | 665  | 3     | Pink | F:S I:S L:W |
| Moth Bat (Green)             | 38  | 3   | 3    | 1     | Blue | F:0 I:0 L:W |
| Moth Bat (Pink)              | 44  | 15  | 23   | 1     | Blue | F:0 I:0 L:W |
| Moth Bat (Gold)              | 104 | 125 | 531  | 2     | Pink | F:W I:0 L:W |
| Mummy                        | 86  | 113 | 389  | 2     | Pink | F:0 I:W L:0 |
| Sandworm (Purple) (1)        | 82  | 99  | 735  | 3     | Pink | F:S I:W L:0 |
| Sandworm (Purple) (2)        | 82  | 99  | 588  | 3     | Pink | F:S I:W L:0 |
| Sandworm (Red)               | 82  | 99  | 1405 | Chest | None | F:S I:W L:0 |
| Scorpion (Gold) (1)          | 32  | 7   | 6    | 1     | Blue | F:0 I:0 L:0 |
| Scorpion (Gold) (2)          | 32  | 7   | 5    | 1     | Blue | F:0 I:0 L:0 |
| Scorpion (Purple) (1)        | 76  | 91  | 515  | 2     | Pink | F:S I:W L:0 |
| Scorpion (Purple) (2)        | 76  | 91  | 412  | 2     | Pink | F:S I:W L:0 |
| Sentry (Silver)              | 34  | 7   | 7    | 1     | Blue | F:0 I:0 L:W |
| Sentry (Gold)                | 54  | 57  | 190  | 2     | Blue | F:W I:S L:0 |
| Snow Samurai                 | 56  | 61  | 233  | 3     | Pink | F:W I:S L:0 |
| Stone Man (Field)            | 78  | 95  | 597  | 3     | Pink | F:S I:S L:S |
| Stone Man (Cave)             | 58  | 78  | 296  | 3     | Pink | F:W I:S L:0 |
| Underworld Samurai           | 120 | 187 | 1283 | 3     | Gold | F:S I:S L:S |
| Warlock                      | 72  | 101 | 467  | 2     | Pink | F:S I:S L:S |
| Water Demon                  | 94  | 141 | 714  | 2     | Pink | F:W I:0 L:W |

|              |     |     |      |   |      |             |
|--------------|-----|-----|------|---|------|-------------|
| Water Knight | 94  | 133 | 638  | 3 | Blue | F:W I:0 L:W |
| Wizard       | 126 | 165 | 1093 | 3 | Gold | F:S I:S L:S |

=====

MONSTER ENCYCLOPEDIA

=====

This section includes tactics and strategies for fighting every enemy in the game. Also included are the various locations listing where each foe can be found.

-----

Name: BADSEL SAMURAI

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 1030 | Strong: | None |
| Attack:  | 116 | Drops: | 3    | Weak:   | None |
| Defense: | 169 | Jade:  | Gold |         |      |

Locations: Mt. Badsel Part 2, Giant Boulder

Badsel Samurais are the large, multi-armed enemies that dwell within the caves of Mt. Badsel. Like all members of the Samurai family, this type fires projectiles from afar and spins towards you when in line. Also like all other members of the family, this Samurai is best dispatched with the Hauza. Take shots from afar, jump over the projectiles, and move up or down when it begins spinning. Despite its high defense, it's possible to safely take out this foe.

-----

Name: BEETLE (BLUE)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 2    | Strong: | None |
| Attack:  | 18 | Drops: | 1    | Weak:   | None |
| Defense: | 0  | Jade:  | Blue |         |      |

Locations: Hujia Region, Casdra Plains, Lake Region

The Blue Beetle is a small enemy that borrows into the ground and spits deadly acid/fire from its breath when it emerges. While it's not the most agile foe, it does move around erratically enough to get off some dangerous shots. Your Hauza can't damage it, so use your sword and try to stay airborne (by jumping) until you're near the Beetle. You can even stand on top of this enemy's shell without taking damage, allowing you to attack from above. Whatever tactic you employ, just be sure never to walk towards it from straight ahead. You're just throwing HP away by doing so.

-----

Name: BEETLE (BLACK) (1)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 91   | Strong: | Fire |
| Attack:  | 40 | Drops: | 1    | Weak:   | Ice  |
| Defense: | 23 | Jade:  | Blue |         |      |

Locations: Fire Cavern Region

Like its blue-colored brethren, the Black Beetle borrows into the ground and moved about to find an ample attacking spot. This variety is only found in the ashy and charred landscapes surrounding the Fire Cavern. Its attack patterns are essentially the same, but it moves noticeably quicker and has an attack and defense to be reckoned with. At the time you can first encounter these foes, they make an excellent source of experience for leveling-up.

---

Name: BEETLE (BLACK) (2)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 73   | Strong: | Fire |
| Attack:  | 40 | Drops: | 1    | Weak:   | Ice  |
| Defense: | 23 | Jade:  | Blue |         |      |

Locations: Fire Cavern

This is the indoor variety of the Black Beetle mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: BLOB (WATER) (1)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 675  | Strong: | None |
| Attack:  | 86  | Drops: | 1    | Weak:   | Fire |
| Defense: | 125 | Jade:  | Pink |         |      |

Locations: Sektra Swamp

The Water Blobs are the staple enemies of the swamp, and their very essence is likely spawned by the foul waters all about. Like all members of the Blob family, the Water type can only be harmed when standing upright and can only harm you when leaping through midair. This feature makes them easy to avoid but difficult to kill. If your levels are low (under 20) when you first meet them, the Fire Ring is a good bet, as they are moderately weak to this element. At more reasonable levels, you can engage in hand-to-hand combat. Stay below them and move up for a sword strike when you're close enough. You can use the Hauza, but it's a lot more difficult to target them with that weapon.

---

Name: BLOB (WATER) (2)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 540  | Strong: | None |
| Attack:  | 86  | Drops: | 1    | Weak:   | Fire |
| Defense: | 125 | Jade:  | Pink |         |      |

Locations: Jade Mine, Old Well

This is the indoor variety of the Water Blob mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: BLOB (EARTH)

|         |    |        |     |         |           |
|---------|----|--------|-----|---------|-----------|
| HP:     | 40 | EXP:   | 784 | Strong: | Fire, Ice |
| Attack: | 68 | Drops: | 3   | Weak:   | None      |

Defense: 99

Jade: Gold

Locations: Quicksand Cave, Mt. Badsel I, Dead End Cave

These gelatinous opponents are found in some of the oldest caves Alex will ever explore. They attack by lunging into the air, then rolling along the floor as a small ball until they take form once again. The only time they can harm you is in midair, meaning this foe is relatively harmless during most of the fight. You can only inflict damage when it's in blob form, however, which also adds a layer of protection on the enemy's part. While its defense is fairly high, its offense is low enough that the threat of severe damage is minor. Simply take this enemy out at your leisure. It's also interesting to note that the EXP and drops given are excellent, especially at the time you first encounter this Blob. This is a great enemy to use in training.

---

Name: BLOB (FIRE)

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 1103 | Strong: | Fire, Lit |
| Attack:  | 114 | Drops: | 2    | Weak:   | Ice       |
| Defense: | 161 | Jade:  | Gold |         |           |

Locations: Desert Cave, Cave to Underworld

Fire Blobs are animated from the very magma flowing deep within the caves they're found in. These are the toughest members of the Blob family, but they move and attack in basically the same way. They only inflict damage when in midair and can only be harmed when standing upright. By the time you encounter these foes, you should have the Ice Ring and one or two upgrades. The Blobs are highly weak to this attack, and a charged ice blast will even clear an entire room quickly. Short of this, stay on a different horizontal level and move in from the top or bottom to strike.

---

Name: CAVE MAN

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 89   | Strong: | None |
| Attack:  | 48 | Drops: | 2    | Weak:   | Ice  |
| Defense: | 35 | Jade:  | Pink |         |      |

Locations: Fire Cavern

Less evolved forms of humans still exist in the current time, as evidenced by these enemies. They seem to have taken up a permanent residence in the Fire Cavern, as this is the only place you will ever spot one. Despite their seeming lack of intelligence, the Cave Men can move around quickly, in some very difficult attack patterns. Most notably, they love to "hit-and-run," as well as jump off the walls and leap into the air. Your best bet is to stay on a different horizontal level from them, as this makes you immune to most of their attacks. Creep up near them and get a shot off with your sword when nearby. While the Hauza can work against these enemies in open spaces, they are generally quick enough that it's not the best tactic.

---

Name: DEMON KNIGHT (WHITE)

|     |    |      |      |         |           |
|-----|----|------|------|---------|-----------|
| HP: | 40 | EXP: | 1970 | Strong: | Fire, Ice |
|-----|----|------|------|---------|-----------|

Attack: 130                      Drops: 3                      Weak: None  
Defense: 175                      Jade: Pink

Locations: Desert Cave, Cave to Underworld

Demon Knights are animated from the corrupted remnants of great soldiers from the past. These armored foes are the premier warriors in Giza's army. Along with their Gold-colored brethren, these Knights carry shields that can deflect any physical attack, as well as a far-reaching mace for quickly deciding hand-to-hand combat. It should be obvious that attacking with a sword is not preferred, but their shields can also deflect any attack from the Hauza. This is where a bit of ingenuity comes in. The best way to inflict damage is to jump and launch the Hauza over their heads, then, once you land on the ground, allow the Hauza to return to you there. It should cut through the back of the Demon Knight and inflict some serious injury. If you're lucky, this method will also throw the Demon Knight back a short ways, allowing you to repeat it several times as needed.

---

Name: DEMON KNIGHT (GOLD)

HP: 40                      EXP: 2310                      Strong: Fire, Ice  
Attack: 132                      Drops: 3                      Weak: None  
Defense: 187                      Jade: Gold

Locations: Giza's Palace

Demon Knights are animated from the corrupted remnants of great soldiers from the past. These armored foes are the premier warriors in Giza's army. Along with their White-colored brethren, these Knights carry shields that can deflect any physical attack, as well as a far-reaching mace for quickly deciding hand-to-hand combat. It should be obvious that attacking with a sword is not preferred, but their shields can also deflect any attack from the Hauza. This is where a bit of ingenuity comes in. The best way to inflict damage is to jump and launch the Hauza over their heads, then, once you land on the ground, allow the Hauza to return to you there. It should cut through the back of the Demon Knight and inflict some serious injury. If you're lucky, this method will also throw the Demon Knight back a short ways, allowing you to repeat it several times as needed.

---

Name: FIGHTING MAGE

HP: 40                      EXP: 442                      Strong: None  
Attack: 70                      Drops: 2                      Weak: None  
Defense: 87                      Jade: Pink

Locations: Casdra Plains (after Keire), Lake Region (after Keire)

The long-lost and somewhat evolved cousin of the Cave Men, the Fighting Mages take over the Plains regions once you liberate Keire temple. Unlike their prehistoric brethren, these enemies shoot magical projectiles from their wrists. Before doing so, the Fighting Mage will pause for a second, charge up, and then unleash in your direction. This attack, while somewhat powerful, is fairly easy to avoid since it is so clearly forecasted. The Mage also retains the charge and aerial body slam attacks, though they come at you more slowly now and can be easily dodged. The Fighting Mage isn't all that tough, and you



can make your life even easier by using the Hauza to combat him.

---

Name: FIRE DEMON

|          |    |        |      |         |                |
|----------|----|--------|------|---------|----------------|
| HP:      | 40 | EXP:   | 92   | Strong: | None           |
| Attack:  | 48 | Drops: | 2    | Weak:   | Fire, Ice, Lit |
| Defense: | 31 | Jade:  | Blue |         |                |

Locations: Fire Cavern, Desert Cave

These interesting incarnations are bred from the molten lava of the caves they inhabit. Their primary form attack comes from the superheated balls of gas they blast at you, making them very troublesome from afar. To make matters worse, the Fire Demons can replicate themselves instantly, and tend to do this when left alone for too long. You can solve both problems by standing nearby these foes. If you are just above or below them, they won't be able to target you with their gas blasts. This also puts you in perfect range to get a few sword slashes off, which should be enough to finish these Demons in short order.

---

Name: GARGOYLE (KEIRE)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 213  | Strong: | None |
| Attack:  | 50 | Drops: | 2    | Weak:   | Fire |
| Defense: | 53 | Jade:  | Blue |         |      |

Locations: Ice Fortress, Keire Temple

Gargoyles are probably the most annoying form of enemy in the game. Every member of the species flies quickly overhead and swoops down to attack when nearby. These enemies are very agile and fairly intelligent, which is a deadly combination. The Gargoyles' main weakness is their sadistic sense of humor. Every time they manage to attack you, they will pause for a second or two to cackle. This is the perfect time to strike. Short of that, you can either move slowly towards them and attack when in diagonal slash range, or you can jump-attack with the Hauza. Neither method is all that great, however.

---

Name: GARGOYLE (CAVE)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 493  | Strong: | None |
| Attack:  | 72 | Drops: | 2    | Weak:   | Fire |
| Defense: | 97 | Jade:  | Pink |         |      |

Locations: Quicksand Cave, Lion Statues, Underground Temple, Ortah Temple, Wet Cavern, North Cave, Jade Mine, Mt. Badsel Part 1, Cave to the Underworld

Probably the most common enemy in the game, the Cave Gargoyles will always be a serious annoyance. They seem to pop up in rooms with pitfalls or in other situations where their high pitched cackle is an unwelcome sound. Whenever you enter a room with them, it's best not to move around. Simply stand where you are and strike with the sword when they draw near. If you try to jump or walk underneath them, they will attempt to charge at quick speeds and get a hit off. As always, if they do hit you, take advantage their "gloating" by returning the

favor with an attack of your own. Though always a pest, these enemies don't have to be a major problem with a little planning in advance.

---

Name: GARGOYLE (CASDRA)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 493  | Strong: | None |
| Attack:  | 72 | Drops: | 2    | Weak:   | Fire |
| Defense: | 97 | Jade:  | Pink |         |      |

Locations: North Cave

This Gargoyle is identical to the Cave variety in every way, only its coloring is slightly different. You will only find this rare breed in the North Cave, and it's a mystery why this special variety exists.

---

Name: GARGOYLE (GIZA) (1)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 2176 | Strong: | Ice  |
| Attack:  | 126 | Drops: | 3    | Weak:   | None |
| Defense: | 175 | Jade:  | Gold |         |      |

Locations: Underworld

The strongest member of the Gargoyle family, this breed is only found in the Underworld and in the chambers of Giza's Palace. Its attack patterns consist of the same swooping-when-overhead and charging-when-in-midair patterns as other Gargoyles. By the time you face these guys, however, you should have the Sword Technique and an ample supply of HP to use it liberally. This is a much better offensive tactic than the regular sword slash you used before. Whatever HP you expend using the technique will likely be made back by the small hearts you find in defeat.

---

Name: GARGOYLE (GIZA) (2)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 1741 | Strong: | Ice  |
| Attack:  | 126 | Drops: | 3    | Weak:   | None |
| Defense: | 175 | Jade:  | Gold |         |      |

Locations: Giza's Palace

This is the indoor variety of the Gargoyle mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: GIANT (GREEN)

|          |     |        |      |         |                |
|----------|-----|--------|------|---------|----------------|
| HP:      | 40  | EXP:   | 893  | Strong: | None           |
| Attack:  | 116 | Drops: | 3    | Weak:   | Fire, Ice, Lit |
| Defense: | 157 | Jade:  | Pink |         |                |

Locations: Ancient Forest, Old Well, Illusion Forest, Mt. Badsel Part 1

Giants are some of the most ferocious enemies in the game. They tower over all

other enemies, and are armed with a lethal axe that they have no qualms about using. By the time you first meet this foes, they can likely slaughter you mercilessly. Fortunately, they have two glaring weaknesses. The first is their extremely sluggish movement, and the second is their intolerance to all elements. Both make excellent bases for attack. To exploit the first weakness, simply make some distance and launch the Hauza. With constant contact, the Giants shouldn't even get close. This won't work when facing multiple Giants, and that's where elemental attacks truly shine. The Ice Ring is the weapon of choice, and a charged level 2 shot will take out a full screen. Using a little planning against these Goliaths will quickly turn you into a modern day David.

---

Name: GIANT (PURPLE)

|          |     |        |      |         |                |
|----------|-----|--------|------|---------|----------------|
| HP:      | 40  | EXP:   | 1116 | Strong: | None           |
| Attack:  | 116 | Drops: | 3    | Weak:   | Fire, Ice, Lit |
| Defense: | 157 | Jade:  | Pink |         |                |

Locations: Mt. Badsel region

Despite their coloring, these Giants are actually identical to the Green kind in every way except EXP (the Purple ones give more). Refer to the description above for appropriate strategies.

---

Name: GIANT (BLUE)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 1432 | Strong: | None |
| Attack:  | 124 | Drops: | 3    | Weak:   | Ice  |
| Defense: | 181 | Jade:  | Gold |         |      |

Locations: Mt. Badsel Part 1, Giant Boulder, Mt. Badsel Part 2

The Blue Giants are basically the same as their Green brethren, except with a better defense. And this addition can be a problem, because an improved resistance to physical and elemental attacks means for a very tough fight. Luckily, these Giants are still very sluggish and susceptible to the Hauza, though it will likely take several hits to bring them down. When facing multiple Giants, that approach won't work. Though they are now stronger against Fire and Lightning damage, the Blue Giants can still be severely harmed by Ice attacks. When in small chambers or against multiple foes, use this tactic. The alternative is not very bright. As a final note, be EXTREMELY careful if you do choose to attack with the sword or Sword technique. All Giants have an immediate counter-attack that is very hard to dodge. You'll have no chance to get off consecutive hits, so just move out of the way when the chops start coming.

---

Name: GRIM REAPER (GREEN) (1)

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 1332 | Strong: | Fire, Ice |
| Attack:  | 118 | Drops: | 2    | Weak:   | None      |
| Defense: | 161 | Jade:  | Gold |         |           |

Locations: Mt. Badsel region

The Grim Reaper is sent from the Underworld to claim the souls of those recently killed by the minions of evil. With the sole purpose (no pun) of consuming all living entities, you can expect a vicious fight. The Reapers, unlike most enemies, can not be avoided simply by changing horizontal level. They have a cyclone attack that homes in on its targets at all levels, eliminating the escape routes. If you move to their level, they can quickly swoop towards you and chop from overhead with their sickle. They also have a nasty habit of flying off the screen and dropping down to pound you. The best way to deal with these foes is with the sword, odd as that may sound. Stand near the top of the screen and slash away once they approach. If overhead, follow the shadow and begin attacking once it gets near. You will be in for a difficult fight no matter what, but the best recourse is to take the Reaper out as quickly as possible.

---

Name: GRIM REAPER (GREEN) (2)

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 1066 | Strong: | Fire, Ice |
| Attack:  | 118 | Drops: | 2    | Weak:   | None      |
| Defense: | 161 | Jade:  | Gold |         |           |

Locations: Mt. Badsel Part 2

This is the indoor variety of the Grim Reaper mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: GRIM REAPER (BLUE) (1)

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 2611 | Strong: | Fire, Ice |
| Attack:  | 134 | Drops: | 3    | Weak:   | None      |
| Defense: | 183 | Jade:  | Gold |         |           |

Locations: Underworld

This breed of Grim Reaper is called upon to drain the soul from the mightiest and strongest willed warriors who fall on the fields. There are little more than myths to describe this foe, as no one has ever seen it and lived to recall the tale. The Blue Reapers have a similar method of hunting you down, only this kind sends phantoms to home in on your locations. The Blue Reaper are also a lot more likely to fly above the screen, making your planning that much more difficult. Like before, the sword is your best bet. This time, however, the Sword Technique is preferred. That maneuver can reach off the screen to inflict damage, and it often gets the jump on Reapers before they slice with their sickles. Regardless of your approach, be prepared for an extremely difficult fight.

---

Name: GRIM REAPER (BLUE) (2)

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 2089 | Strong: | Fire, Ice |
| Attack:  | 134 | Drops: | 3    | Weak:   | None      |
| Defense: | 183 | Jade:  | Gold |         |           |

Locations: Giza's Palace

This is the indoor variety of the Grim Reaper mentioned above. It is identical

in every way except for the amount of EXP it leaves.

---

Name: HUGE BUG (GREEN) (1)

|          |     |        |      |         |                |
|----------|-----|--------|------|---------|----------------|
| HP:      | 40  | EXP:   | 1248 | Strong: | Fire, Ice, Lit |
| Attack:  | 90  | Drops: | 2    | Weak:   | None           |
| Defense: | 149 | Jade:  | Pink |         |                |

Locations: Sektra Swamp

Mutated by the disgusting filth that now permeates the Sektra Swamp, these huge bugs have adapted well to their environment. They sport a tremendous defense, which protects them from all elements and all but very powerful physical attacks. Their own offense is also quite powerful. These giant insects are very slow, however, and this is their main weakness. They move primarily by hopping around and occasionally making a long leap. You should be able to avoid getting hit all together by staying at either the top or bottom of the screen. As for inflicting damage, the Hauza the best choice here. The Huge Bugs are easy to target from afar, and they move slow enough that you can fend them off with the Hauza indefinitely. Just be mindful that if your level is less than 22 or so, you'll be in for a very long fight using normal attacks.

---

Name: HUGE BUG (GREEN) (2)

|          |     |        |      |         |                |
|----------|-----|--------|------|---------|----------------|
| HP:      | 40  | EXP:   | 999  | Strong: | Fire, Ice, Lit |
| Attack:  | 90  | Drops: | 2    | Weak:   | None           |
| Defense: | 149 | Jade:  | Pink |         |                |

Locations: Jade Mine, Sektra Temple

This is the indoor variety of the Huge Bug mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: HUGE BUG (PURPLE)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | N/A  | Strong: | None |
| Attack:  | 90  | Drops: | 0    | Weak:   | Lit  |
| Defense: | 149 | Jade:  | None |         |      |

Locations: Jade Mine

You encounter this foe in a special battle within the Jade Mine. Its stats are identical to the Green Bugs, except that this variety does not have the same elemental weaknesses. Use the same approach as above, or throw in a Lightning Ring attack or two to make things even easier.

---

Name: ICE MAN (1)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 370  | Strong: | Ice  |
| Attack:  | 64 | Drops: | 3    | Weak:   | Fire |
| Defense: | 73 | Jade:  | Pink |         |      |

Locations: Snow Field, Keire Region

Ice Men look and move almost like huge, blue robots. From their offensive and defensive values, they may as well be. These enemies will cause some serious havoc for unsuspecting heroes. By the time you first encounter them, their fighting capabilities are enough to turn you into a colorful snow cone. Your only real hope, aside from massively over-leveling, is to use the Fire Ring. Ice Men go down in one hit, making your life considerably easier. Once you start to hit level 20 and higher, these foes become easy enough to slay with regular attacks.

---

Name: ICE MAN (2)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 296  | Strong: | Ice  |
| Attack:  | 64 | Drops: | 3    | Weak:   | Fire |
| Defense: | 73 | Jade:  | Pink |         |      |

Locations: Snowfield Cave, Ice Fortress.

This is the indoor variety of the Ice Man mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: LIZARD KNIGHT (GREEN) (1)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 7    | Strong: | None |
| Attack:  | 20 | Drops: | 1    | Weak:   | None |
| Defense: | 3  | Jade:  | Blue |         |      |

Locations: Hujia Region, Casdra Plains, Lake Region

The Lizard Knights are some of the most common soldiers among the ranks of evil. This green variety can be found in the earlier parts of the game, and it offers an assortment of agile attacks. The Green Lizard Knight loves to charge at you or leap through the air, meaning you'll need some quick reflexes to avoid damage. The sword gets to nod over the Hauza for this reason. You should also try to stay at a different horizontal level to help ward off surprise or quick-attack damage. Sneak up on the Lizard Knight from above or below, and take it out with a welltimed sword slash.

---

Name: LIZARD KNIGHT (GREEN) (2)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 6    | Strong: | None |
| Attack:  | 20 | Drops: | 1    | Weak:   | None |
| Defense: | 3  | Jade:  | Blue |         |      |

Locations: Arsenal

This is the indoor variety of the Green Lizard Knight mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: LIZARD KNIGHT (BLUE) (1)

|     |    |      |     |         |      |
|-----|----|------|-----|---------|------|
| HP: | 40 | EXP: | 475 | Strong: | None |
|-----|----|------|-----|---------|------|

Attack: 74                      Drops: 2                      Weak: None  
Defense: 91                     Jade: Pink

Locations: Keire Region, Sektra Swamp

The proverbial middle child in the Lizard Knight "family," this nimble foe will give you your money's worth. It's faster than the Green Lizards, and it favors aerial acrobatics a lot more (wall jumps, lunges). You'll be very hard pressed to win a close match at fairly low levels by getting into a melee, so the Hauza is the weapon of choice here. Stay on a different horizontal level, then move up or down for a Hauza shot when you have an opening. It makes sense to try to keep as much distance as possible to avoid the damage. When you meet up with these foes later on in the swamp, you'll be powerful enough to dispatch them with the sword, and that method is quicker by then.

---

Name: LIZARD KNIGHT (BLUE) (2)

HP: 40                      EXP: 380                      Strong: None  
Attack: 74                   Drops: 2                      Weak: None  
Defense: 91                   Jade: Pink

Locations: Keire Temple

This is the indoor variety of the Blue Lizard Knight mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: LIZARD KNIGHT (BLACK)

HP: 40                      EXP: 665                      Strong: Fire, Ice  
Attack: 98                   Drops: 3                      Weak: Lit  
Defense: 157                   Jade: Pink

Locations: Jade Mine, Old Well, Illusion Forest

Their very exterior emanates the vileness that has corrupted their souls. Black Lizard Knights are the toughest enemies in their class, and their ferocity is unparalleled. They still possess the blazing speed that the Blue Lizards did, but they don't use acrobatic attacks as often. This might be because their natural environment is in underground caves, where there's not much room for such maneuvers. As for fighting these foes, they have a defense that's insanely high for the time you likely first meet them. Since it may take a while to kill them, their general method of attack is to wear you down and attempt to slay you as you chip away at their HP bars. Since you face these foes in cramped quarters, the sword is recommended over the Hauza for damage. If that really doesn't cut it, the Black Lizard Knights are slightly weak to Lightning attacks. A charged blast or two will often clear an entire pack. No matter what your approach is, these foes are certainly a force to be reckoned with.

---

Name: MOTH BAT (GREEN)

HP: 40                      EXP: 3                      Strong: None  
Attack: 38                   Drops: 1                      Weak: Lit  
Defense: 3                   Jade: Blue

Locations: Storehouse

Moth Bats are an interesting breed of enemy. They flutter slowly overhead to get into position, then either swoop at you or drop poisonous powder when overhead. They also have a unique ability to bend nearby light and make themselves invisible for a short period, after which they reappear somewhere else. These foes are only found in the Storehouse, and its musky, stagnant atmosphere seems like the perfect natural environment for them. The best way to take them out is by approaching and slashing with the sword. Don't jump to attack (otherwise they charge), but simply remain on the ground and strike when they are just in front of you. This should send the Moth Bat flying back and end the fight within a round or two.

---

Name: MOTH BAT (PINK)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 23   | Strong: | None |
| Attack:  | 44 | Drops: | 1    | Weak:   | Lit  |
| Defense: | 15 | Jade:  | Blue |         |      |

Locations: Galys Pass

The Pink Moth Bats have evolved to survive outdoors, and, in the process, they've picked up some added offensive and defensive powers. Your method of attack should remain the same, but it's important to get all Moth Bats on one side of you when they appear in large groups. From there, a single diagonal sword thrust will often hit multiple targets. Fighting these foes early on is a great way to gain a few levels, so it's best to hone your fighting technique as soon as you can.

---

Name: MOTH BAT (GOLD)

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 531  | Strong: | None |
| Attack:  | 104 | Drops: | 2    | Weak:   | Lit  |
| Defense: | 125 | Jade:  | Pink |         |      |

Locations: Ancient Forest, Illusion Forest, Mt. Badsel Part 1

The ultimate member of the Moth Bat family, this type is more aggressive than its weak brethren. Their stats are not astronomical, but they may be high enough to give you a serious headache. One of the easier ways to handle these foes, especially if your sword attack isn't sufficient, is to use the Lightning Ring. A level 2 blast will leave the Moth Bats with 1 HP, at which time any attack will finish them. Once you reach level 30 or so, these foes become easy enough to take out with 1-2 sword attacks. This is a better idea for regions like Mt. Badsel, where they appear in high frequencies.

---

Name: MUMMY

|          |     |        |      |         |      |
|----------|-----|--------|------|---------|------|
| HP:      | 40  | EXP:   | 389  | Strong: | None |
| Attack:  | 86  | Drops: | 2    | Weak:   | Ice  |
| Defense: | 113 | Jade:  | Pink |         |      |

Locations: Lion Statues, Ortah Temple



The Mummies are all that remain of the ancient warriors buried in the desert catacombs. Don't let their decrepit state fool you, however, as they pack one hell of a bunch. They will usually appear in groups with other Mummies, making them even tougher to isolate. The Mummy has two primary attacks: an up-close breath attack and a semi long-range fist attack. Both inflict the same amount of damage, which should be relatively heavy at the time you first meet them. The Mummies main weakness is their speed, which airs on the slow side. Their movement is also rather jerky, meaning you should be able to create some distance pretty easily. These two things lend themselves perfectly to the Hauza, which should be your weapon of choice against these foes. Though you'll need to be quick to take out several at once, this weapon will surely help lessen the likelihood of damage. The Ice Ring will also do the job in crowded rooms.

---

Name: SANDWORM (PURPLE) (1)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 735  | Strong: | Fire |
| Attack:  | 82 | Drops: | 3    | Weak:   | Ice  |
| Defense: | 99 | Jade:  | Pink |         |      |

Locations: Desert Region

One of the two natural desert inhabitants, the giant Sandworms remain underground until some movement disturbs them. Once activated, the Sandworms burrow in the ground and randomly reappear, leaping in an arc as they hope to make contact. Their only vulnerable point is the head, which makes attacking them a true challenge. The best method involves a bit of guesswork. As soon as you see the sand start to shift at the worm's reemergence point, swing your sword directly over that area. It's not the most intuitive thing to do, since it will feel like you're slicing at air, but the Sandworm should leap up and run into the sword if timed right. If you wait to swing until it's already emerged, you will either miss it or suffer damage. You can protect yourself somewhat by standing about a step away from the spot where the sand whirls before the Sandworm emerges. From this spot, the Sandworm will leap overhead, missing you entirely. You may be in for a real challenge here, but the reward is a massive amount of EXP.

---

Name: SANDWORM (PURPLE) (2)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 588  | Strong: | Fire |
| Attack:  | 82 | Drops: | 3    | Weak:   | Ice  |
| Defense: | 99 | Jade:  | Pink |         |      |

Locations: Lion Statues, Ortah Temple

This is the indoor variety of the Sandworm mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: SANDWORM (RED)

|          |    |        |       |         |      |
|----------|----|--------|-------|---------|------|
| HP:      | 40 | EXP:   | 1405  | Strong: | Fire |
| Attack:  | 82 | Drops: | Chest | Weak:   | Ice  |
| Defense: | 99 | Jade:  | None  |         |      |

Locations: Desert Region

Red Sandworms (which are erroneously referred to as gold at one point), are an extremely rare find. In fact, you'll only come across one in the entire game. This legendary enemy is said to have swallowed the bearer of the Horn. As for fighting them, their stats and maneuvers are identical to Purple Sandworms. They do, however, give far more EXP and a drop a chest when defeated. Guess what's hidden within...

---

Name: SCORPION (GOLD) (1)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 6    | Strong: | None |
| Attack:  | 32 | Drops: | 1    | Weak:   | None |
| Defense: | 7  | Jade:  | Blue |         |      |

Locations: Hujia Region, Casdra Plains, Lake Region

Scorpions are one of the most common denizens of the Plains regions. They move about slowly and rely on their razor sharp tail for defense and offense. At the start of the game, these enemies can be very difficult. Luckily, they always forecast their tail attacks. You can use this time to react and avoid damage. As for defeating them, they move slowly enough that you're safe when standing above or below. When the opportunity presents itself, move in for a quick strike, then back off while it counters. The Hauza cannot damage these foes, so the sword is the obvious choice.

---

Name: SCORPION (GOLD) (2)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 5    | Strong: | None |
| Attack:  | 32 | Drops: | 1    | Weak:   | None |
| Defense: | 7  | Jade:  | Blue |         |      |

Locations: Galys Pass

This is the indoor variety of the Scorpion mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: SCORPION (PURPLE) (1)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 515  | Strong: | Fire |
| Attack:  | 76 | Drops: | 2    | Weak:   | Ice  |
| Defense: | 91 | Jade:  | Pink |         |      |

Locations: Desert Region

The Purple Scorpion is similar to its golden relatives from the Plains regions, though it has an added ferocity and a few new moves. It still likes to lash out with its venomous tail, and this move is forecasted by a short rattling sound. More dangerous is the unannounced charge, which occurs if you are standing directly in front of the Scorpion. This move is much more difficult to avoid, and the best defense is, as always, to stand either much higher or lower than the Scorpion. Lower is actually preferred, since it's possible to

align your sword to hit the Scorpion while being outside of its own attacking range. Also, as before, the Hauza is ineffective; use the sword instead.

---

Name: SCORPION (PURPLE) (2)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 412  | Strong: | Fire |
| Attack:  | 76 | Drops: | 2    | Weak:   | Ice  |
| Defense: | 91 | Jade:  | Pink |         |      |

Locations: Dead End Cave

This is the indoor variety of the Scorpion mentioned above. It is identical in every way except for the amount of EXP it leaves.

---

Name: SENTRY (SILVER)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 7    | Strong: | None |
| Attack:  | 34 | Drops: | 1    | Weak:   | Lit  |
| Defense: | 7  | Jade:  | Blue |         |      |

Locations: Storehouse

Sentry guards are used to secure areas of recent evil activity. The silver type are only found in the Storehouse, and they often protect some valuable treasures. Sentries carry large spears and use them once they are within range. Their movement is very slow, so this allows you to evade attacks or get off a few of your own. In fact, a good offense is probably the best defense against these foes. As soon as they approach, beat them back with a well timed sword slash. Sentries also make for great EXP sources early on, so use that to your advantage.

---

Name: SENTRY (GOLD)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 190  | Strong: | Ice  |
| Attack:  | 54 | Drops: | 2    | Weak:   | Fire |
| Defense: | 57 | Jade:  | Blue |         |      |

Locations: Ice Fortress

Gold Sentries are nearly identical to the silver type. This variety is exclusive to the Ice Fortress, and it guards several vital tunnels and passageways. Like before, these foes move slowly and can easily be batted away with a well timed sword blow. They also make great sources for EXP, so be sure to exploit them for a level-up or two when you can.

---

Name: SNOW SAMURAI

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 233  | Strong: | Ice  |
| Attack:  | 56 | Drops: | 3    | Weak:   | Fire |
| Defense: | 61 | Jade:  | Pink |         |      |

Locations: Snow Field, Keire Region

The Snow Samurais are large and nimble, and their attacks consist of shooting projectiles and spinning directly at you. They can be avoided rather easily if you remain on the opposite end of the screen, and this is advised. Move up or down for a strike with the Hauza as soon as you have an opening. Using the Fire Ring is also effective, and a level 1 shot will lower their HP to 1.

---

Name: STONE MAN (FIELD)

|          |    |        |      |         |                |
|----------|----|--------|------|---------|----------------|
| HP:      | 40 | EXP:   | 597  | Strong: | Fire, Ice, Lit |
| Attack:  | 78 | Drops: | 3    | Weak:   | None           |
| Defense: | 95 | Jade:  | Pink |         |                |

Locations: Casdra Plains (after Keire), Lake Region (after Keire)

The Stone Men are spawned from the hardened earth below the Plains regions. They begin to inhabit those areas once you clear Keire Temple, and it can only be imagined what these thugs did to the enemies they replaced (\*gulp\*). Similar to the Ice Men, Stone Men look and move somewhat like robots. They also have a defense to match, which means inflicting damage can be quite a challenge at low levels. To make matters worse, the Stone Men are resistant to all three elements, so no help there either. Its Achilles Heel is its lack of speed, and this is what you should exploit. They lumber around at a snail's pace until you are in range, then they charge. You can virtually eliminate the danger by remaining on a different horizontal level from them. When you get the chance, hurl the Hauza at them and move back away. This strategy should be ideal until your level reaches the low to mid 20s, at which point the Stone Men become more manageable.

---

Name: STONE MAN (CAVE)

|          |    |        |      |         |      |
|----------|----|--------|------|---------|------|
| HP:      | 40 | EXP:   | 296  | Strong: | Ice  |
| Attack:  | 58 | Drops: | 3    | Weak:   | Fire |
| Defense: | 78 | Jade:  | Pink |         |      |

Locations: North Cave

These enemies \*look\* like the indoor versions of the Stone Men from the field, but they are likely some distant cousin that only bears a similar resemblance. This is the case because the indoor Stone Men have lower stats, give less EXP, and have different resistances. They are a lot easier on all grounds, though their movement and attack patterns are the same as the outdoor variety. Once again, use the Hauza to get business done most easily. You shouldn't have too hard of a time unless you are still at a very low level (mid teens or lower).

---

Name: UNDERWORLD SAMURAI

|          |     |        |      |         |                |
|----------|-----|--------|------|---------|----------------|
| HP:      | 40  | EXP:   | 1283 | Strong: | Fire, Ice, Lit |
| Attack:  | 120 | Drops: | 3    | Weak:   | None           |
| Defense: | 187 | Jade:  | Gold |         |                |

Locations: Desert Cave, Cave to the Underworld

These masters of the Underworld have the highest defense of any enemy in the

game. They also have triple resistance to all elements, so taking them down will be a challenge. As with all Samurais, the Hauza works well for inflicting damage from afar. If this isn't cutting it, you can still use the Fire Ring, though it will take at least a few charged shots given the resistance. Definitely not an easy foe, but its lack of offensive potency works to your advantage.

---

Name: WARLOCK

|          |     |        |      |         |                |
|----------|-----|--------|------|---------|----------------|
| HP:      | 40  | EXP:   | 467  | Strong: | Fire, Ice, Lit |
| Attack:  | 72  | Drops: | 2    | Weak:   | None           |
| Defense: | 101 | Jade:  | Pink |         |                |

Locations: Lion Statues, Ortah Temple

Warlocks are arcane sorcerers whose wills have been twisted to the side of evil. The Warlock teleports to either the left or right side of the room and unleashes magical attacks on you from there. Its attacks are one of two types: magical blue bullets or fire rain. The blue bullets are always fired 3 at a time, and will home in on you to make contact. The fire rain covers the entire horizontal portion of the screen that the Warlock is facing. Both attacks are incredibly difficult to avoid. To make matters worse, the Warlock teleports to the other side of the room when you get too close. Once again, this should signal that the Hauza is the preferred weapon. Getting a shot off can be very difficult while trying to avoid damage, but you should still be able to land one or two good ones and take care of business. Your reward for winning isn't anything special either, meaning the Warlock is one adversary you can definitely do without.

---

Name: WATER DEMON

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 714  | Strong: | None      |
| Attack:  | 94  | Drops: | 2    | Weak:   | Fire, Lit |
| Defense: | 141 | Jade:  | Pink |         |           |

Locations: Sektra Temple

Water Demons are animated from the evil waters found in the Sektra Temple. They move about in small puddles, during which time they're invincible. They then reform to shoot a gaseous projectile at you. They can also replicate themselves if left unattended, which is not a welcomed occurrence. The best strategy is actually to stay close to these enemies. They can't damage you unless you're in their range of sight, and they will often miss or choose not to attack when you're directly above or below. This also puts you in a great spot to take them out with a couple of sword slashes. As an alternative plan, the Water Demons are very weak against Lightning attacks, and a level 2 charge will probably clear the room.

---

Name: WATER KNIGHT

|          |     |        |      |         |           |
|----------|-----|--------|------|---------|-----------|
| HP:      | 40  | EXP:   | 638  | Strong: | None      |
| Attack:  | 94  | Drops: | 3    | Weak:   | Fire, Lit |
| Defense: | 133 | Jade:  | Blue |         |           |

Locations: Sektra Temple

The Water Knights appear from pools along the floor, and they take shape to resemble a blue version of Alex. They'll come at you with a moderately strong sword attack, but they also tend to randomly pause as you're moving. This usually sets you up nicely to lay on an attack or two. Each time the Water Knight is hit, it will repel backwards and turn to a blob again for a quick moment. Use this time to get into position before it can strike again. A couple of sword hits will end the battle, and the 3 drops you get should be enough to restore any HP you lose in the fighting.

-----

Name: WIZARD

HP: 40 EXP: 1093 Strong: Fire, Ice, Lit  
 Attack: 126 Drops: 3 Weak: None  
 Defense: 165 Jade: Gold

Locations: Desert Cave, Mt. Badsel Part 2, Cave to the Underworld,  
 Giza's Palace

The Wizards are essentially the same as the Warlocks, differing only in their garb and the color of their projectiles. Use the Hauza from afar to inflict damage, and activate the Magic Mirror to provide immunity from their magical attacks. This foe can be brutal if faced at low levels.

=====

BOSS STATISTICS LIST

=====

The following table lists the relevant stats for each boss in the game. Detailed strategies can be found in the relevant section of the walkthrough.

| Name          | HP  | Attack  | Defense | EXP  | Drops | Elements    |
|---------------|-----|---------|---------|------|-------|-------------|
| Piercia (1)   | 184 | 42      | 11      | 87   | 6-9   | F:0 I:0 L:0 |
| Efreet (1)    | 184 | 52      | 47      | 483  | 6-9   | F:S I:0 L:S |
| Frozen Horror | 184 | 64/76   | 81      | 1850 | 6-9   | F:W I:0 L:0 |
| Giza (Keire)  | 184 | 74      | 179     | N/A  | N/A   | N/A         |
| Death Jester  | 184 | 90      | 131     | 1798 | 6-9   | F:S I:S L:S |
| Mine Demon    | 184 | 96      | 137     | 2797 | 6-9   | F:S I:0 L:S |
| Water Dragon  | 184 | 32      | 161     | 3681 | 6-9   | F:0 I:S L:S |
| Piercia (2)   | 184 | 102     | 137     | 1348 | 6-9   | F:0 I:S L:S |
| Efreet (2)    | 184 | 120     | 165     | 3466 | 6-9   | F:S I:0 L:S |
| Giza          | 184 | 154/178 | 207     | N/A  | 0     | F:S I:S L:S |

While you shouldn't have to devote much time to training, there are many advantages to knowing where the good spots are to do so. This will save both time and effort, and allow you to reach your desired fighting condition most easily. The list below contains 7 of the most valuable spots to level-up. Each spot is also rated on how useful it is on a scale from 1 to 5 (1=worst, 5=best).

1. SENTRIES IN THE STOREHOUSE

The very first place to power-up is found in one of the rooms in the Hujia Storehouse. Specifically, it's found in the first room above the chest with Armor Energy, which houses two Silver Sentries. Now, these foes don't leave a massive amount of EXP, but they are easy to defeat and they can be fought repeatedly by entering and reentering the room. It's a good idea to stay here until level 5 or 6 before facing the boss. This whole endeavor shouldn't take more than 5 minutes.

USEFULNESS: \*\*

2. THE BATTY GALYS PASS

On your way to the Casdra Plains, you have the opportunity to gain a few quick levels by fighting the Pink Moth Bats. The ideal place to do this is on the first long screen, just above the Hujia side entrance. This screen contains 4 Pink Moth Bats that leave 23 EXP each and reappear each time you reenter. If your level is pretty low to this point, this makes for an excellent place to fight. Stay here until about level 7 or 8, which should more than prepare you for fighting on the Plains.

USEFULNESS: \*

3. FIRE ON THE PLAINS

Even though you don't go there for a while, you can access the Fire Cave region as soon as you enter the Casdra Plains. The advantage of doing this is the Black Beetle fights that permeate the region. The Beetles aren't that difficult, but they do leave 91 EXP when defeated. This is a lofty sum at the time, and you can easily train to level 11 or 12 while camping here. If your HP run low, simply step back into the safety of the Plains and heal in Casdra. This is probably the best level-up spot so far, so be sure to take advantage of it.

USEFULNESS: \*\*\*

4. GAMBLING IN THE SWAMP

For the thrill seekers, there is the potential for massive EXP gaining early in the game by fighting in the swamp. The swamp, in case you can't find it, is found by taking any path north from the Lake region. Now, the catch is that most foes there are insanely difficult at low levels, likely slaughtering you in a single hit. It's also impossible to inflict damage with normal weapons, so some ingenuity is required. This comes in the form of the Lightning Ring and the Sword Technique, both of which ignore defense. The Sword Technique will slay any foe in 4 hits or less, and the Lightning Ring can take out the Lizard Knights and Water Blobs. Your reward for this

risk can be in excess of 1000 EXP per fight, which, at the time, will instantly raise your level by 1 or 2. You can probably fight your way to level 20 here and breeze through the next third of the game. There is a save point south of the Falls, so use that spot frequently. The choice is yours, but this is the ultimate spot for over-leveling.

USEFULNESS: \*\*\*\*

#### 5. ICE FORTRESS GUARDS

If you're having trouble killing enemies with normal attacks by the time you reach the Ice Fortress, you have a good opportunity now to train. On the first floor of the Fortress, head all the way left and then all the way north. You will end up in a room with two Gold Sentries who reappear to battle you each time you enter. While these foes only give 190 EXP each, they can be killed very quickly, meaning you will still rack up lots of EXP in little time. The Sentries are a great source of levels until 17 or 18, at which point you can easily handle the rest of the stage.

USEFULNESS: \*\*

#### 6. QUICKSAND CAVE BASEMENT

The basement of the Quicksand Cave, just below the room with the sand whirls, has a large chamber with 4 grayish Earth Blobs. By level 20 or 21, these enemies can be killed quite safely, and they leave HUGE amounts of EXP when killed together. Each Blob leaves 784, so clearing the room will net you 3136 EXP! The Blobs reappear each time you enter, so you can stay here and fight as much as you want. In addition, the Blobs also leave 3 dropped items and can drop Gold Jade, so you'll be making lots of money and replenishing your HP and MP all at the same time! With a little effort, you can easily gain 5 levels in less than 10 minutes. With some dedicated effort, you could even train to level 30 or so and simply glide through the rest of the game. Regardless, do not pass by this spot without taking advantage of it. There isn't a better place to level again until the very end of the game.

USEFULNESS: \*\*\*\*\*

#### 7. LAST DANCE IN GIZA'S PALACE

The very last place to gain levels before completing this game can be found right near the start of Giza's Palace. The room just to the right of the entrance has 4 Gargoyles, which can be fought repeatedly by reentering the room. Each Gargoyle leaves 1741 EXP, so that yields a total of 6964 for the whole room. You will not find a quicker means to gain this much EXP anywhere else in the game. When you first start fighting, it's best to use the Sword Technique (at level 2, of course) to inflict damage most quickly. As you approach and pass level 40, single hits from the Technique and then normal attacks will kill the Gargoyles. It is advised that you fight here until at least level 39. Leveling after that point becomes extremely slow paced, so if you want to reach the final level (which is 46), you'll need to devote a few hours to doing so.

USEFULNESS: \*\*\*\*

---

#### 9. MONK'S MESSAGES

DVOT

---

The green monks located in the temples in various towns give very useful hints throughout the game. Some even place helpful markings on your map, showing the route to various items and special locations. In some instances, you will want



to go out of your way to get these markings, as they make navigation a lot simpler.

The table below lists all the monk's messages, including what triggers the initial message and what causes the message to disappear. You may never see certain messages if you collect the relevant item or visit the location before speaking with the monk. The monk will give up to two messages at a time, which alternate each time you speak with him. Sometimes a particular event will trigger multiple messages (such as the first time you exit Galys Pass). You will need to satisfy criteria for eliminating some of these messages before others can be displayed.

The list below may not be 100% complete, so if you find any other messages, please email me.

| Starts After                                   | Message                                                                                                                                                                                                                                         | Ends When                            |
|------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|
| Game Begins                                    | Old legends speak of magic arts of travel. When the two stars upon the earth awake, no distance remains between them. Such stars are shown on maps of this land, but no one knows how they work. Seek out this lost art to hasten your travels. | Visit the star in Hujia region       |
| Game Begins                                    | A grassy plain extends north from the base of Mt. Galys. In the northwest corner lies Casdra. North of the plains, the land turns swampy. A powerful demon dwells in the swamps, so you must be strong enough before venturing there.           | Exit Galys Pass on Casdra side       |
| Exit Galys Pass on Casdra side (in Casdra)     | Visit the person that guards the mystic path to Dragon Temple                                                                                                                                                                                   | Collect Lake Map                     |
| Exit Galys Pass on Casdra side (not in Casdra) | Seek out the person who guards the magic path in Casdra                                                                                                                                                                                         | Collect Lake Map                     |
| Exit Galys Pass on Casdra side                 | Be sure to explore the cave on Mt. Galys.                                                                                                                                                                                                       | Collect heart container on Mt. Galys |
| Exit Galys Pass on Casdra side                 | When two stars upon the earth awake, no distance remains between them. There is such a star in Hujia.                                                                                                                                           | Visit the star in Casdra region      |
| Exit Galys Pass on Casdra side                 | Find the fallen star on the great plains to enter an Enchanter Forest. There you can gather more fruit!                                                                                                                                         | Collect heart container in Meadow    |
| Collect Lake Map                               | Pay your respects to Rodister, in the cave by the lake.                                                                                                                                                                                         | Speak with Rodister                  |
| Speak with Rodister (note 1)                   | Go south, then west. There you will find the Fire Cave. Bring the Serpent's Scales! The blaze will be hard on you.                                                                                                                              | Collect Fire Ring                    |

|                                           |                                                                                                                                                                                                                                        |                                                |
|-------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|
| Collect Fire Ring                         | Go east, beyond the Forest and you'll come upon a river                                                                                                                                                                                | Collect Lit. Ring                              |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Fire and Lit. Rings (note 2)      | When you have the Strength, seek out the Castle in the Snow Fields. You'll find it marked on your map.                                                                                                                                 | Collect Hauza upgrade in Snow Field            |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Fire and Lit. Rings (note 3)      | A sword and armor are hidden there. Follow your map to find them.                                                                                                                                                                      | Collect sword upgrade in Keire region          |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Fire and Lit. Rings               | The Snow Fields are bordered by rugged peaks. Many caves can be found in their slopes.                                                                                                                                                 | Collect Temple Map                             |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Temple Map and Fire Ring (note 4) | West of Casdra, within the stump of a great oak, there lives a fire wizard.                                                                                                                                                            | Collect fire ring upgrade from stump           |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Temple Map (note 5)               | Find three desert lions standing eternal vigil over the barren waste. A secret lies within. Perhaps your map will show you the way.                                                                                                    | Collect Magic Mirror                           |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Magic Mirror                      | When two stars upon the earth awake, no distance remains between them. A fallen star upon the earth is found on the map of Hujia. Follow your map adventurer.                                                                          | Visit the star near Miraj                      |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Magic Mirror (note 6)             | I know something of the Magic Mirror... Find the crests of three points each, and use the Mirror. It will guide you from there. 1 crest is in the grass plains, 1 in the snow field, 2 in the desert, and 1 is half way up Mt. Badsel. | Collect Sektra Map                             |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Sektra Map (note 7)               | When two stars upon the earth awake, no distance remains between them. Don't you see such a star on your North Swamp map?                                                                                                              | Visit star in Sektra Swamp                     |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Sektra Map and Magic Mirror       | One glittering crest can be found in the north of the forest. It is wise to trust your map.                                                                                                                                            | Collect upgrade from Casdra glowing emblem     |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Sektra Map and Magic Mirror       | The Snow Fields hide a shining crest. Do not fail to explore it.                                                                                                                                                                       | Collect upgrade from Snow Field glowing emblem |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Sektra Map and Magic Mirror       | Find a shimmering earthbound star in the northern swamp. It's on your map...                                                                                                                                                           | Collect upgrade from Sektra glowing emblem     |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Sektra Map and Magic Mirror       | One of the glittering three pointed crests is in the south of the desert.                                                                                                                                                              | Collect upgrade from southern desert emblem    |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |
| Collect Sektra Map and Magic Mirror       | A fallen star rests halfway up Mt. Badsel.                                                                                                                                                                                             | Collect upgrade from Mt. Badsel glowing emblem |
| -----                                     | -----                                                                                                                                                                                                                                  | -----                                          |

|                    |                                          |                 |  |
|--------------------|------------------------------------------|-----------------|--|
| Collect Sektra Map | Halfway up Mt. Badsel lies a great       | Collect Fire    |  |
| and Magic Mirror   | boulder. Examine it closely and you may  | Boots           |  |
| (note 8)           | be surprised.                            |                 |  |
| -----              | -----                                    | -----           |  |
| Visit Mt. Badsel   | Another magic pathway can be accessed in | Collect upgrade |  |
| region             | the center of the desert.                | from northern   |  |
|                    |                                          | desert emblem   |  |
| -----              | -----                                    | -----           |  |
| Visit Mt. Badsel   | To find new treasures, utilize bombs in  | ???             |  |
| region (note 9)    | caves you explore.                       |                 |  |
| -----              | -----                                    | -----           |  |

NOTES

-----

1. The monks give this advice from any temple, even though the directions only make sense from Casdra. Probably an oversight by the designers.
2. Puts an X marking on the Snow Field map where the castle containing the Hauza upgrade is located. Also, there is a spelling mistake in the message.
3. Puts an X marking on the Temple Map where the castle containing the sword upgrade is located.
4. Puts an X marking on the Casdra map where the Fire Ring upgrade is located.
5. Puts three X markings on the Ortah Map where the lion statues are located. If you do not have the map when you receive this message, the markings will be placed as soon as you collect it.
6. Puts five X markings on your various maps where the glowing emblems are located. This include 1 on the Lake Map, 1 on the Snow Field Map, 1 on the desert Map, 1 on the Sektra Map, and 1 on the Old Ruins Map. If you do not have any of these maps, the markings will still appear as soon as you receive it.
7. The monk mentions this star being located on your map, but this is not true. Perhaps the designers intended to add a northern swamp map for the area around Orusort but later omitted it.
8. Puts an X marking on the Old Ruins Map where the boulder containing the Fire Boots is located.
9. This seems to be the final message, even if you bomb all the relevant cave walls in the game. If you find any way to eliminate this message, please let me know.

=====  
10. UNSOLVED MYSTERIES DV0U  
=====

Although most of the loose ends in Dragon View are cleared up, there are a few things that the game leaves mysterious. This could either be because there's more to the story, or simply because the game's creator's overlooked some things. You get to be the judge. A full account of these enigmas are listed below. If you have any information that helps clear any of them up, please email me.

1. CHEST GAME BOW UPGRADE

One of the odder mysteries in the game comes when you play any of the chest games, which are the ones where the wizard lets you open one of 3 chests in exchange for 10 Fruit. This wizard mentions several things you might find, and his list includes "Potions, Crystals, Bombs, and Bows." Now, a new Bow would be very nice, as the old one loses its usefulness very quickly. However, you can never seem to win one from him. You can win arrows,

though, leading to the possibility that this was just a typo by the programmers. On a deeper level, no upgrades to the Bow can be found even through hacking, so it's safe to assume that there are no other Bows (unless it's some very well hidden secret). While it's likely that there's nothing to this mystery, no one knows for sure if an upgrade was ever meant to exist in Dragon View.

## 2. PRIZE IN THE FIRE CAVERN

Possibly the weirdest off all the mysteries, this one only occurs after you beat the Fire Cavern, venture to the Snow Field, and then return to the Fire Cavern. If you make it all the way back to Efreet's empty room, Alex will raise his sword upon entering and the victory music will play. This leads to the conclusion that you've gained some new upgrade or ability, but nothing ever seems to change. This is also a one time occurrence, so returning at any point later will do nothing. There are no hints or plausible explanations for this (other than it being a bug), so this mystery is truly an elusive one.

## 3. OLD WOMAN IN QUICKSAND CAVE

You have to wonder what the deal is with the old woman in the Quicksand Cave. She is several mysteries all wrapped up in one. For one thing, it's rather odd that her great-great-granddaughter was the one who sacrificed herself to the Sandworms. You'd think this woman would be the descendant of that line, judging by her speech the first time you meet her. It's also odd that she refers to the Red Sandworms as Golden ones, but this is hardly a big deal.

Upon returning to this woman with the Horn, she asks that you play it for her again. After you do so, she requests that you show her where you found it, then she vanishes. No matter what you do or where you go, however, this woman is never seen again. It raises the question of who exactly she is and what she's speaking about. One popular theory is that this woman is a ghost, likely kept on each to oversee the passing of the Horn (of course, she doesn't know this). Once the Horn is recovered, she can safely pass into the afterlife. No one knows for sure what to make of this odd woman or of her request to see the Horn's resting place, though.

## 4. STUBBORN ROCK WALLS

One of the better kept secrets in the game are the hidden doors and passages that can only be uncovered by bombing. These exist in several places: the Desert Cave, North Cave, Dead End Cave, etc. After finding a few of them, you'll begin to recognize the strange rock formations that holds the hidden paths. Many of these reveal the secret passages when bombed, though a few don't. Instead, when you place a bomb, debris will fall and nothing else will happen. This raises a very interesting issue of what, if anything, is behind those rocks. Is there some other way to clear them? Were they originally supposed to hold valuable treasure? One piece of evidence against their having any real use would be the rock formation in the middle room of the Desert Cave. The formation appears on a wall that has another room behind it. There's no way this could lead to any secret chambers, so it's entirely possible that these things are just red herrings, meant to confuse or distract curious players.

## 5. OLD MAN IN DEAD END CAVE

Anyone who's been to the Dead End Cave has likely spoken with the odd man near the entrance. He asks for 10 "Fruit of Knowledge" in exchange for his

help. When you fulfill his request, he gives you a cryptic reply about using the might of your sword arm to clear passages. He then vanishes, and nothing seems to change at all. His hint may just be referring to the secret caves that are bombed later on (and the doors cleared by swiping you sword), but this is unknown. Even stranger, the man simply returns when you reenter the cave and shows no signs that you helped him or ignored him previously. The true intent of this man's sermon or his subsequent actions remain mysterious.

#### 6. GREEN MONKS FINAL WORDS

The green monk in the Dragon Shrines offers you helpful playing tips all throughout the game. Whenever you fulfill one of the objectives he describes, his message is updated in future visits. This seems consistent for every part of the game. His final message, however, is that you can use bombs to explore new areas in caves. Even after visiting all such places (in the Wet Cavern, North Cave, Desert Cave, and Dead End Cave), he doesn't update his message. This could mean that the trigger hasn't been met yet, and that there is some other place that needs to be bombed. OR, it could just mean that the programmers chose not to add any other messages. This mystery is actually solvable if anyone can find additional hidden rooms (and if you do, please email me).

=====  
11. P A R C O D E S  
=====

DV0V

These are a listing of some PAR codes that should come is useful. PAR codes, in case you're unfamiliar, are inputted either with a Pro Action Replay device or in an emulator's cheat console. The latter is the far more common scenario, as all known SNES emulators support PAR codes.

=====  
POWER-UP CODES  
=====

Use these codes to start off strong, either by maxing out your HP and MP or boosting your stats through massive level ups.

7E6FCBB8            Start with 184 HP (maximum)

7E6FCAB8 +        Infinite Life  
7E6FCBB8 +  
7E6FCCB8

7E6FCE12           Start with 18 MP Stars (maximum)

7E6FCD12 +        Infinite Magic  
7E6FCE12

7E70970E           Win enough EXP from any battle to max out your levels

7E21310F +        Start with 9999 Jade  
7E213227

=====

WEAPONS & ARMOR CODES

=====

Use these codes to increase the value of your weapons and armor to desired levels. Please note that entering values outside the recommended ranges can glitch the game.

7E211A0x +           Sword Level, where x is 1 to 5.  
7E211B0x

7E211C0x +           Hauza Level, where x is 0 to 5  
7E211D0x

7E21200x +           Armor Level, where x is 1 to 5  
7E21210x

7E200B20             Start with Sword Technique only, Level 1

7E200B40             Start with Hauza Technique only, Level 1

7E200BFF +           Start with BOTH Sword and Hauza Techniques, Level 1  
7E200C00

7E200BFF +           Start with BOTH Sword and Hauza Techniques, Level 2  
7E200C0F

=====

ITEM CODES

=====

Use these codes to start off with whichever items you desire. Be sure to stay within the specified ranges for some codes to avoid glitches.

7E210803 +           Start with 3 Potions  
7E210903

7E210603 +           Start with 3 Magic Crystals  
7E210703

7E210314             Start with 20 Bombs

7E21051E             Start with 30 Arrows

7E211064 +           Start with 99 Fruit  
7E211164

7E211514             Start with 20 Serpent Scales

7E2123xx +           Start with xx Keys, where xx is 00 to 64  
7E2124xx

7E210A0x +           Fire Ring level, where x is 0 to 3  
7E210B0x

7E210C0x +           Ice Ring level, where x is 0 to 3  
7E210D0x

7E210E0x + Lightning Ring level, where x is 0 to 3  
7E210F0x

7E211601 + Start with Horn  
7E211701

7E211201 + Start with Magic Mirror  
7E211301

7E212501 + Start with the Bow  
7E212601

7E212B01 + Start with the Large Bag  
7E212C01

7E212301 + Start with the Fire Boots  
7E212401

7E212901 + Start with the Gloves  
7E212A01

7E212701 + Start with Musical Score  
7E212801

7E211E0x + Pendant Level, when x is:  
7E211F0x 0 = None; 1 = Pendant; 2 = Guardrak; 3 = Soldrak

=====  
COMBAT CODES  
=====

Enter these to improve your performance in battle or even avoid battles all together.

7EFBCE00 + NO RANDOM ENEMY ENCOUNTERS. You may still see stationary  
7EFBEE00 + mist clouds, but they will never move from their spot to  
7EFBDAFF + pursue you.  
7EFBFAFF +  
7EFBCD00 +  
7EFBED00

7E70C600 + Enemies and bosses only do 1 HP of damage when they hit you.  
7E71C600 +  
7E72C600 +  
7E73C600 +

7E70CA00 + All enemies and bosses die in a single hit.  
7E71CA00 +  
7E72CA00 +  
7E73CA00

=====

## MAP CODES

=====

These codes can be used to start off with some of the later maps in the game. Your location will be displayed on them correctly as you travel. Note that there are A LOT of glitches involved with using these codes, since acquiring maps often triggers other story events. DO NOT SAVE WITH THESE CODES ON. They should be used mainly for exploratory purposes.

7E2002FF Start with Casdra & Miraj Maps

7E2003FF Start with Ortah Map

7E2004FF Start with Snow Field & Sektra Maps

7E2005FF Start with Lake Region & Keire Maps

7E200DFF Start with Old Ruins Map

=====

## MISCELLANEOUS

=====

Here a couple of random codes that might be of interest.

7E6F5C64           The 100 Demon kills requirement is filled in Wet Cavern the first time you visit

7E190004           Enables the "World of Evil." This is a very interesting code that changes the entire overworld to that of burning hellfire and lava. This is how the landscape would look if the forces of evil were victorious. Note that all enemy encounters are Black Beetles. It is NOT advised that you save with this code on.

---> Any other codes you know of or would like to see and aren't here? Feel free to email me and I will include them in future revision.

=====

## C O N T A C T   I N F O R M A T I O N

DVOW

=====

Thank you for taking the time to read through this guide. I hope you found it informative and useful in your adventures through Dragon View. If you have any comments on the guide, whether they be corrections, suggestions for future revisions, spelling/grammar mistakes, formatting problems, additional strategies, or any other type of feedback, please let me know. I am sure there are at least a few areas I missed, with particular attention to caves with bombable walls. Anything contributed will be credited in detail to the sender.

I can be reached regularly at the following email address:

Admiral1018@yahoo.com. Please include "Dragon View" or something along those lines in the email subject heading if you can, so I don't accidentally delete the email.



Version 0.99 - July 25, 2003

- Preview Version

Version 1.0 - July 26, 2003

- Initial Release

Version 1.1 - August 21, 2003

- Added "Level-Up Locations" section to the appendix
- Added "Unsolved Mysteries" section to the appendix
- Added information about the Magic Mirror to glowing emblem descriptions
- Clarified some areas for easier understanding
- Corrected major spelling, grammar, and syntax errors

Version 1.2 - February 20, 2005

- Corrected minor spelling, grammar, and formatting

Version 1.3 - October 8, 2007

- Added "Monk's Messages" section to the appendix
- Corrected Ice Ring upgrade level found in the glowing emblem
- Added tip about the Purple Sandworms
- Removed certain extended ASCII characters that cause problems in some browsers
- Corrected minor spelling, grammar, and formatting.

Big thanks to everyone who helped me with this guide, especially the members at the GameFAQs message boards -- this guide would not have been possible without your ongoing support. Particular thanks to the following people:

- Trace Jackson (Meowthnum1): For introducing me to this great game that I never would have played otherwise. Also, for help figuring out the Dead End Cave and for writing another excellent FAQ for this game. This guide wouldn't have been possible without you.
- Jarrold Ng: For writing the original Dragon View guide and for originally finding a few of the PAR codes that appear in this guide.
- To ElderBrujah: For helping me with the loathsome task of proofreading and revising the guide.
- Dr Nemo: For helping me clear up how the Wet Cavern kill requirement works.
- Andy Blumson (blumsha@juno.com): For a useful tip on fighting the Purple Sandworms.
- Everyone else for reading this guide and emailing me with feedback on it, especially Psycho Penguin, Whelkman, Kusanagi, and Magus911. I always appreciate all your support.

=====END OF GUIDE=====

This document is copyright The Admiral and hosted by VGM with permission.