

Breath of Fire II FAQ/Walkthrough

by JohnGreece

Updated to v1.2 on Sep 8, 2005

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1) LEGAL (AND UNAVOIDABLE) INFORMATION

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You are not authorized to steal, sell or claim this FAQ as your own work. I have put a lot of effort in this walkthrough so it would be good to leave it as is. This document may only be hosted by the site www.gamefaqs.com, noone else.

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3)VERSION INFORMATION

21/7/05 - Version 0.1 - I just started making this guide. I created the layout as well as started the main walkthrough and the monster list.

3/9/05 - Version 1.0 - The main walkthrough is complete. The monster list is also complete except for a few things that will be added as soon as possible.

4/9/05 - Version 1.1 - The spell list is complete.

7/9/05 - Version 1.2 - Some punctuation mistakes have been corrected.

4)WALKTHROUGH

NOTE:This is a spoiler-free walkthrough meaning that we will not reveal any*
part of the plot of the game. This is for you to discover. *

NOTE:The guide fulfills the no-shaman challenge and does not contain *
information about the TownShip except from the important things that are *
needed to achieve the best ending. Any e-mails in regard to those things *
won't get a reply. *

+++++++
+VILLAGE+
+++++++

ITEMS FOUND: Tree Pole, Herb x2

By starting the game you will see the opening scene of the game. After you take control of your party, you will definitely notice that the screen is in two colours: black&white. No, don't throw the GBA off the window, this means that this happens in the past. Check the cupboard near you for a Tree Pole. Now head out of the room and down the stairs. Answer yes to the priest's request and head through the southern door.

At the moment there is not much to do here. From where you are, head 1 space down, 7 east, all the way up and inside the building. In there, head north and upstairs at once. When upstairs, check the cupboard in the room for a Herb and leave the building.

Now, head even more north and enter the final building. Head north there and check the library for another Herb. You may now leave the house and go all the way behind it. You will see a patch of grass blocking the entrance to the forest. Examine it to cut it down and proceed through the forest.

+++++++
+FOREST+

++++++

(NOTE: Nice music huh?)

In the begining it may seem like a maze but it is not. There are three exits. The Upper-right ,the middle and the Upper-left.The right and left one lead to a dead end so go to the middle one and let other colours fill your screen. Follow the one-way path and you will finally find what you are looking for. But...wait! Is that a monster????

FIRST BATTLE IN THE GAME!!! vs Beak

Don't worry because you cannot die in this battle so DON'T USE ANY HERBS. If your HP drop to 6 or below a man will help you. Also, I tried to win many times but in vain. It seems that it is a one-way battle although you get to keep 10 exp. points and 15 coins.

After the battle, a scene takes place and when you have the option, you should choose "not true". In the next pair of answers, pick "yes" and then you get to control the hero (From now on I will call him Ryu) again.

OK, you should head all the way back to the village and inside the church. Speak to the priest and you will go to sleep. You will see a cut-scene and when you are asked for an answer, choose whichever you want (the outcome is the same either way). Anyway, after this, you will control your party so head down the stairs.Now you are free to exit the village which you should do.

++++++

+WORLD MAP+

++++++

Take a few steps west and it will start raining so you need to find a place to stay, don't you? Continue heading west and then north and go inside the cave you see.

+++++

+CAVE+

+++++

Follow the path north and now you will have to follow the tail. So when you find a fork head west and keep going. Time for another battle!

BOSS BATTLE vs BaruBary

Ok now don't get all excited. You can't win this battle either so lose and let the story progress.

After the battle, you will see the real opening of the game.

#####TEN YEARS LATER#####

++++++

+HOMETOWN+

++++++

MONSTERS OUTSIDE: Gonghead, E.Sludge, Hunchbak, Leech

WEAPON SHOP

ITEM SHOP

BronzeSD 250Z	Herb 8Z	Shrimp 20Z
FalseBW 300Z	Antdt 12Z	Urchin 10Z
Suede AR 300Z	LifePl 500Z	StickRod 300Z
SaladBwl 60Z	Smoke 100Z	
SteelAR 120Z	Worm 4Z	

ITEMS FOUND: LifePl, Antdt

--SCENE--

After the scene, check the library in this room for a LifePl. Now leave the room and talk to the people if you want. Head up the stairs and now you are outside. Head down, east and up in the second building. There, follow the path to the right and then go up the stairs. There are two rooms. Enter the north one that appears to be yours. In this room you are allowed to rest for free so keep this in mind. Now head out of this building and go east.

There you will find the INN, the Weapon shop and the item shop. If you keep going east you will find a statue where you will be able to save. Do so. Now head inside the inn and go upstairs. In the northern room check the cupboard for an Antdt. That's all for now so head outside.

+++++

+WORLD MAP+

+++++

TRAINING TIME!! Now that you are outside, you should train a bit. Our target is to reach level 10 for Bow and 9 for Ryu and to get some coins for the necessary equipment. If you need rest, head to your room. When you get the necessary money, head to the weapon shop and buy:

for Ryu: a BronzeSD, a SuedeAR, a SteelAR and a SaladBwl

for Bow: a FalseBW, a SuedeAR, a SteelAR and a SaladBwl

and equip them.

Also, you should ignore the circus for now. Nothing to offer.

#####

#INTRODUCTION TO HUNTING MINIGAME#

#####

Occasionally, in the world map you will see some kind of grass different from the normal terrain. If you examine them you will be transferred to an area with some animals. If you put Bow in the front (R button) and press the A button he will shoot arrows. Now what you have to do is aim to the animals and kill them. If you do so they will leave some useful items behind such as Roast. You should never miss the opportunity to hunt as it will be useful for later in the game. For the time being, you should hunt mostly boars and gather as much roasts as you can.

Anyway, you are now at level 10, you have bought all the necessary gear and you want to proceed with the story. From the hometown, head east and then south. You will find a forest and a mountain range. If you look carefully you will see that there is an entrance for the mountains. So enter.

+++++

+MT.FUBI+

+++++

PARTY LEVEL: Ryu 9, Bow 10
MONSTERS: S.Goblin, Leech, Widow, Gonghead
ITEMS FOUND: SaladBwl, FireRock

Welcome to the first dungeon of the game. From the entrance, follow the path, climb the second ramp and enter the following door. Head north and you will find a pool. If you drink water you will restore both HP&MP. Now follow the path and head out of the door to find yourself outside again. Prepare for the first beatable Boss Battle.

BOSS BATTLE vs Palo, Puti and Peach

Palo: 76-79 hp
Puti: 36-42 hp
Peach: 38-51 hp

In the high level you are now, you won't have any problem with this battle.
1st turn: Both attack on Palo.
Enemies'2nd turn :They will attack each other so Palo will be defeated.
2nd turn: Both attack anyone. It is the last turn.

EXP: 600
COINS: 81

Easy exp huh? Anyway continue west and up the three ramps. Examine the rock and push it down the cliff. Enter the door, follow the path but don't head through the next south door, instead continue south to find a chest with a SaladBwl. Now head through the door we ignored. In the next room, head south and soon the path will split. Head left first for a chest with a FireRock. Now go back and take the right path all the way and fall through the hole on the floor. Head out of the next room, go a bit east, down the two ramps and out of the area.

+++++++
+WORLD MAP+
+++++++

Head west to find a house. Enter it.

+++++++
+RUINS+
+++++++

Head north, save your game outside the house and then enter the house. When in the house, go north and examine the cockroaches.

MINI-BOSS BATTLE vs 6 Pests

Every pest: 45 or less hp

Like stealing candies from a baby. Just attack in every round and you will be done in a couple of turns.

EXP: 168
COINS: 180

BOSS BATTLE vs Roach

HP: 90-122

Piece of cake. Just attack normally and if you have the same level as me (Ryu 9 and Bow 11) you will have beaten it in three attacks.

EXP: 128
COINS: 45

--SCENE--

Now it is time to return to the hometown. So exit the house and go to the world map.

+++++++
+WORLD MAP+
+++++++

Just head east and enter Mt.Fubi again.

+++++++
+MT.FUBI+
+++++++

Head east and up the ramp. Continue east and down the next two ramps to appear in the world map again.

+++++++
+WORLD MAP+
+++++++

Head north and then west and enter the Hometown.

+++++++
+HOMETOWN+
+++++++

Visit your room if you want to rest. Then head to the Ranger's Guild and go to the old man there.

--SCENE--

After the scene you will be 500 coins richer so exit the Ranger's Guild. Say yes to Bow's question to be transferred to your room.

--SCENE--

After the scene you will wake up on your own. Exit the building and follow the path heading up. Now you have access to an area that you didn't before so head north up the stairs and talk to this strange-looking guy in front of the big house.

Go back to your room and talk to Bow. Answer no to his question and after the scene answer yes to his second question. Now you have control again. So it is time to return to Mt.Fubi. You remember how to go there right?

When you try to leave town, the guard will ask you a question. Whatever your answer is he will let you go so answer as you desire. Now go back to the old man beyond Mt.Fubi.

+++++++
+RUINS+
+++++++

--SCENE--

Bow is now officially out of your team. Head back to your hometown.

+++++++
+HOMETOWN+
+++++++

Now that you are here, rest at your room. It's daytime again. So head out of the building, go north and enter the church. Head upstairs and examine the cupboard for a Herb. Exit the church and then exit the town.

+++++++
+WORLD MAP+
+++++++

in the world map, head east, down and east again. Cross the bridge and go north to another bridge. Cross this one too and and enter the new town.

+++++++
+COURSAIR+
+++++++

PARTY LEVEL: Ryu 10
MONSTERS OUTSIDE: Biruburu, Devilkid, Eaterman, Tsi.Fly

WEAPON SHOP	ITEM SHOP
-----	-----
HexadST 250Z	Herb 8Z
BronzeSD 250Z	HelpBL 50Z
LeotrdCL 320Z	WFruit 200Z
SuedeAR 300Z	Antdt 12Z
RangerCL 510Z	Vtmn 200Z
SaladBwl 60Z	TearDr 100Z
BronzeHT 390Z	LifePl 500Z
SteelAR 120Z	Smoke 100Z

ITEMS FOUND: Herb x2, Bum's CL, Smoke

Head a little left and north into the weapon shop. Purchase a RangerCL and a BronzeHT and equip them on Ryu immediately. Also NEVER sell your old gear as you never know when you may need it. Now exit the shop and enter the church which is on the top left. Head upstairs and check the cupboard for a Herb. Go down and exit the church, head all the way east and inside the inn. Go up the stairs and check both cupboards for a Herb and a Bum's CL. Exit the inn and go into the pub. Go upstairs and check the cupboard in the southern room for a Smoke. Head back down and talk to the man behind the counter. Answer yes to his question. Now talk to the bulky guy standing a bit north of where you are and then exit the city. (You should save now, do not expect me to say it every time).

+++++++
+WORLD MAP+
+++++++

From the city, go north until you find a sign. Then, go north, up the ramp and go into the forest.

+++++++
+TAG WOODS+
+++++++

PARTY LEVEL: Ryu 10
MONSTERS: Bugbear, Eaterman, Harpy, Docaden
ITEMS FOUND: Herb x2, 100 Coins x2, Gold, Smoke

From the entrance go north and at the first intersection west to find a chest that contains a Herb. Now back at the intersection, head north this time and open the chest nearby for 100 Coins. Continue a bit north and now you can go either west or north. Go north first and follow the path for a chest with another Herb. Head back to the previous fork and this time go west, climb the ladder and go inside the door. You will be transported to the far north.

Climb down the ladder and go east to find another ladder. Don't go up yet. You should go south first and west along the narrow path for a Gold. Now head up and climb the ladder you just ignored and go inside the door. You will be transferred east.

Climb down the ladder and head northwest to find a chest with a Smoke. Head back and now you have two ways to go: south and southwest. They actually are the same path so choose whichever you like. Go all the way down to find a chest with 100 Coins. Now head a little north and west to find what you were looking for. Talk to the man to begin a boss battle.

BOSS BATTLE vs Baba

Recommended level: Ryu 10

HP: 165-175

It is very easy for a boss battle. Since you have only Ryu in your party you should just attack every turn (I don't think you will need any healing). You should watch out though because sometimes he will counter-attack.

EXP: 300
COINS: 300

After the fight take the way back to the world map.

+++++++
+WORLD MAP+
+++++++

Head back south to Coursair.

+++++++
+COURSAIR+
+++++++

Back in town, you should rest as you probably need it. Now head at the pub, talk to the bartender and answer yes to his proposal. Now talk to the same bulky guy you talked to before and head to the Coliseum.

In the Coliseum, head right and up and enter the door. In that room, talk to the receptionist and then enter the northern door. There, talk to the guy to start another boss battle.

BOSS BATTLE vs Dir.HR

Recommended level: Ryu 10

HP: 156-196

Another easy battle. Attack every turn and in four turns at most he will be down.

EXP: 338

COINS: 3

After the battle, head out of the room and enter the east door. When you are done with talking, head out of this room and enter the southern door. Now head all the way left and then up and enter the left door. Go up and check the chest for a very funny cut-scene. Now enter the right door and open the chest for 1000 Coins. Talk to the guard and examine the door.

--SCENE-- (answer yes to Rand's question)

After the scene, go up and enter the door. In the next room, head up and enter the northern door. In the stadium, head three steps up.

IMPORTANT!!!! READ BEFORE THE BATTLE!!!!

After the battle, there is a plot fork. This means that you have two options and if you take one, it will make your life much easier. Now here is what you should do: After the battle Rand will tell you "here comes the poison needle". When he says that immediately dash (B + Up) towards your opponent to save her. If you choose not to do this, one future boss battle will be much harder so it is up to you.

BOSS BATTLE vs Katt

Recommended level: Ryu 11

HP: 190-226

Easy battle. You should just attack as always. It is likely that you will need to heal once so cast cure in this case.

EXP: 400

COINS: 240

After the battle, do as I told you before and you should receive your second party member. Equip Katt with a SaladBwl and then head down the stairs. Exit the building and enter the weapon shop. Buy a HexadST, a LeotrdCL and a SteelAR and equip them all to Katt. Then head out to the world map and train your newly-acquired member to level 10.

After you are done, rest at the inn and then head to the Coliseum. In there, go to the right door and enter it. In the new room, head to the right door.

--SCENE--

BOSS BATTLE vs Augus

Recommended level: Ryu 12, Katt 10, Rand 6

HP: 668-697

This battle is of normal difficulty. Luckily, I hope you heard me and have three members in your party. Since Rand is at a very low level, he should be devoted to healing with Cure1 while Ryu and Katt should attack constantly. The bad thing is that Augus can attack twice in a turn for around 10 hp or save up energy and attack the same turn for around 35 hp damage. Hopefully, he should be down before one of your members die.

EXP: 923

COINS: 900

--SCENE--

After the battle, equip Rand with a SaladBwl. Go to the weapon shop and equip him with a BronzeHT and a SteelAR too. Now you should go back to the Ruins and this is located beyond Mt.Fubi.

+++++++

+RUINS+

+++++++

--SCENE--

After the scene you will again have only two members in your party so leave the ruins and head back to the Hometown.

+++++++

+HOMETOWN+

+++++++

From the entrance, head north.

--SCENE-- (Answer yes to Katt's question)

After the scene, head east and enter the big building (Magic School).

Climb up the stairs to your north and enter the easternmost room.

--SCENE--

After the scene, head out of the city and make your way to Coursair but instead of crossing the bridge heading north, go west and up the ramp and you will see a cave. Enter it.

+++++++

+MT.ROCKO+

+++++++

PARTY LEVEL: Ryu 12, Katt 10

MONSTERS: Hood, P.Spider, Bloodskr, Trickster, Willowsp, Ghoul

ITEMS FOUND: Lucky Candy, SilverDR, 100 Coins, 1000 Coins

From the entrance, head up and talk to the guard to end up in battle. After

the battle, head up until you meet another guard and an intersection. Take the upper right path and enter the door you see. In the next area, head north and talk to the guard. The correct answer to his question is Pain but if you don't answer correctly you will end up in battle. Anyway, the gate will open so go north and examine the hole. Then you will end up in a battle. Although it has the boss battle theme, it is very easy as you should just attack. After the battle, use an Antdt in Katt and go down the stairs to the north.

In this next area, head north as soon as you can to find a chest with a Lucky Candy which you should give to Ryu. Now you should continue along the path to the east, ignoring the door, to find a chest with a SilverDR which should be equipped immediately by Ryu. Now head back and enter the door you ignored. In this room, head along the east path to find a chest with 100 Coins. Head west a bit and climb up the stairs you find.

Go north and enter the door. Go right in the next room and go down the ladder. Talk to the guard and defeat him.

--SCENE--

Climb up the ladder to the left and follow the one-way path to another set of stairs.

--SCENE--

After the scene you will get to battle four hoods. After this battle, the real boss battle will take place.

BOSS BATTLE vs Joker

Recommended level: Ryu 12, Katt 12, Nina 8

Weakness: Ice

HP: 546-583

First difficult boss battle. Joker has some powerful attacks that affect all party and can poison you as well. Ryu's first priority should be healing as he is the only one that knows cure. When you don't need healing, just have him attack. Katt should only attack normally and Nina should keep casting Cold as it will do 60-80 damage every time.

EXP: 1800

COINS: 600

--SCENE--

After the scene, make your way back to the first area of the cave where you met the first intersection. This time go all the way west and south to find a chest that you couldn't reach before. Open it for 1000 Coins. Now exit the cave.

+++++

+WORLD MAP+

+++++

First of all, equip Nina with a SaladBwl (you should have one remaining right?) and head back to Coursair.

+++++++
+COURSAIR+
+++++++

Go the weapon shop and buy a LeotrdCL and a SteelAR for Nina. Rest at the inn and train Nina to level 10 (she should be 9 by now).

+++++++
+WORLD MAP+
+++++++

After you do this, head north of Coursair until you find a sign. From there, head west along the long path and enter the city you will see.

+++++++
+DEADAMZE+
+++++++

MONSTERS OUTSIDE: W.Bear, Sniphead, K.Goblin

Talk to the guard. Head along the path to find two exits. Head through the north one.

Next room: two exits. Head through the western one.

Next room: two exits. Head through the western one.

Next room: one exit. Head through it.

Next room: two exits. Head through the eastern one.

Next room: three exits. The southwest one and the east will take you to the same room with stairs. Take either one.

Room with stairs: Head up the stairs.

--SCENE--

+++++++
+WINDIA+
+++++++

PARTY LEVEL: Ryu 13, Katt 13, Nina 10

MONSTERS OUTSIDE: K.Goblin, Dethpede, D.Fly, Kimoto

WEAPON SHOP	ITEM SHOP
-----	-----
MagicRG 530Z	Herb 8Z
LongSD 620Z	HelpBL 50Z
RevetKN 460Z	WFruit 200Z
WoodenDR 290Z	Antdt 12Z
ChainML 720Z	Vtmn 200Z
HolyRB 530Z	TearDr 100Z
GlassRG 380Z	LifePl 500Z
BronzeSH 510Z	Smoke 100Z

ITEMS FOUND: TreeST, 100 Coins

Head south.

--SCENE--

From where you are, head down the south stairs and go west and in the weapon shop because we have some serious shopping to do. Here is the shopping list:

Ryu	Katt	Nina	Sten
LongSD	ChainML	MagicRG	ChainML
ChainML	GlassRG	HolyRB	GlassRG
BronzeSH		GlassRG	BronzeSH

Also, you should equip Sten with the SilverSD that you acquired earlier in the game. Now you should enter the building that is connected to the item shop in the west. This is apparently the inn. Head upstairs and examine the cupboard in the south room for a TreeST. Now check the one in the north room for 100 Coins.

Finally, head out of town and train Sten till he is at level 11. After you do this, head out of town and prepare for another journey.

+++++++
+WORLD MAP+
+++++++

Head west to find a sign. From the sign, head north around the mountain range and then again west. In the middle of the path, head north to find a small hut. Enter it and search the cupboard there for a HelpBL. Now exit the hut and keep going west and then north when you can to reach another town which you should enter.

+++++++
+CAPITAN+
+++++++

PARTY LEVEL: Ryu 14, Katt 14, Sten 11, Nina 12
MONSTERS OUTSIDE: Dethpede, Stooly, Kimoto

ITEM SHOP

Herb 8Z
HelpBL 50Z
WFruit 200Z
Antdt 12Z
Vtmn 200Z
TearDr 100Z
LifePl 500Z
Smoke 100Z

ITEMS FOUND: SuedeAR, Tolen, WFruit

No weapon shop? Pure luck!! Anyway, head to the inn and go upstairs. Examine the south cupboard for a SuedeAR and the north one for a Tolen. Exit the house (or rest if needed) and enter the house next of the inn. Go all the way north and search the library for a WFruit. Exit this building too and enter the house in the north -easternmost area of the town. There, check the library for a GutsBL which should be used on Ryu. Exit the house, go west and drop down from the well.

+++++++
+DRY WELL+
+++++++

PARTY LEVEL: Ryu 14, Katt 14, Sten 11, Nina 12
MONSTERS: Creon, Villagrs

ITEMS FOUND: Van.Ext, Charm

--SCENE-- (During the scene you will battle a Creon. It will not be listed as a boss battle as it is very easy-Answer yes to Ray's question).

Go all the way north and in the door you see. In this room, head north-west and board the first turtle. Then board the second one to fight another Creon. After the battle, board the west turtle to find a chest with a Van.Ext. Go back to the previous platform and this time board the turtle from the north. Let the turtle complete his trip into another platform with a chest and a monster. Beat the monster and open the chest for a Charm. Give it to Katt. Now board the turtle that brought you here but this time step on the next turtle when you have a chance and talk to the kid.

BOSS BATTLE vs Terapin

Recommended Level: Ryu 14, Katt 14, Sten 12, Nina 12

Weakness: none

HP: 1289-1360

Ryu - heal when necessary, if not, attack

Katt - normal attack

Sten - Cast Bomb, when not enough AP attack normally (you should use FireRock)

Nina - Cast Tornado, If AP run low just attack

It is high likely that one or more of your party members won't survive the battle. For me it was Katt.

EXP: 1800

COINS: 1500

After this rather difficult battle, exit this room by boarding all those turtles. Then talk to Ray.

--SCENE--

After the scene head south and out of the room. Enter the door just to the west of you and talk to the man. Exit the room and enter the door west of you this time. Talk to the man and defeat the monster. Head to the east door and talk to the man. Defeat him too and exit the room. Head through the south door and do the same to the next room (exit through the south door). You will be in the first room of the dungeon. Head through the east door and talk/defeat the man. Enter the west door and defeat the monster. Head back and enter the east door. Defeat the monster and proceed to the man. Defeat him and enter the door to the north. Talk to the man and now head all the way back to Ray and talk to him.

--SCENE--

After the scene, you are free to rest and save. Now we shall head back to the Ruins. But since you have no access to Windia Castle you can only get back by going south of Windia and use Sten's ability towards the pole to be warped to the other side. Now head back to the Ruins.

++++++

+RUINS+

++++++

Talk to Bow and then enter the main house. Now you should talk to all your party members (Katt, Nina, Sten in the next room - Rand 2nd floor first room and Bow outside) and then talk to Ray. Answer yes and select Ryu to learn a new spell. Now talk to the old man, pick up the same team and head for Capitan in order to proceed.

++++++
+CAPITAN+
++++++

When in Capitan, rest if needed and then talk to the woman next to the inn.

--SCENE--

++++
+HUT+
++++

ITEMS FOUND: LifePl

After the scene, check the cupboard of the house to find a LifePl and then go to the center of the big circle.

--SCENE--

After the scene, head south and back at Capitan.

++++++
+CAPITAN+
++++++

When in town, talk to the man next to the inn.

--SCENE--

++++++
+RUINS+
++++++

After the scene, head out of the building and go back to Capitan.

++++++
+CAPITAN+
++++++

Rest if needed, then talk to the dragon statue and select change. Change Sten with Rand and go to Windia.

++++++
+WINDIA+
++++++

Go to the weapon shop and buy for Rand a RevetKN and a BronzeSH. Then head outside of Capitan and train him to level 14. After this, enter Capitan.

++++++
+CAPITAN+
++++++

Enter the house in the north-east corner of the city. Talk to the man and say yes to his question. Exit the building and go up into a narrow path to the left of the wooden houses and talk to the man. Then exit through the gap near you.

Head north, down the stairs and west.

Head west, up the stairs and south.

```
+++++++
+WORLD MAP+
+++++++
```

Go up and west into the Woods.

```
+++++++
+WOODS+
+++++++
```

PARTY LEVEL: Rand 14, Katt 18, Ryu 17, Nina 16
MOSTERS: -
ITEMS FOUND: -

Go west along the path until you find a bunch of frogs. Try to go through them to trigger a scene.

--SCENE--

Go south to exit the Woods.

```
+++++++
+WORLD MAP+
+++++++
```

Go down the two ramps, immediately turn left and around the lake, climb the next three ramps up and go a little east to find a tower. Enter it.

```
+++++++
+WITCHTWR+
+++++++
```

PARTY LEVEL: Rand 14, Katt 18, Ryu17, Nina 16
MONSTERS: Monoped, M.Mummy, Ogre, H.Fly
ITEMS FOUND: CureAl, 1503 Coins, Herb, SilkLG, WizardRG, WiseRB, WiseHoop, WiseBL

Go north and step on the switch but make sure that RYU IS IN FRONT!!!! I can't stress this enough. After the first battle go south and on the same switch for one more time. After the second battle, proceed all the way north and open the chest for ...nothing! Talk to the man then and head through the west door. Go along the path in the next two rooms to find a chest containing a CureAl. Now head back to the very first room and go through the east door this time. In the next room, head up the stairs and continue along the path in to the next room. In the next room, head along the path and up the stairs. In this room, go up to find five moving platforms.

First, step on the second platform from the right. Go down the stairs and open all the chests for 1503 Coins! Go back up the stairs and on the platform. Now take the first platform from the left. Head through the right door and follow the path in the next room. In this room, head south and open the chest for a

Herb. Then head west through the next door. Go west to find three switches. Step on the middle one and go north. You will find three more switches in the shape of a "V". Step on the bottom one and open the chest to the south for a SilkLG. Give it to Nina. Now go north without stepping on any new switches and follow the path to find two chests with a WizardRG and a WiseRB. Give both to Nina unless you have found a FireRG (from a Monoped). Now head back to the "V" shaped switches and step on the left one. Head to the area with the two chests and this time go west and up the stairs.

In the next floor, there are two moving platforms. Make sure you open both chests for a WiseHoop (give to Nina) and a WiseBL. Head across the other side and go along the path to the south to find some stairs which you should take.

In the next floor, heal up and step on the switch. Then, go north.

--SCENE--

BOSS BATTLE vs Nimufu

Recommended Level: Rand 15, Katt 19, Ryu 18, Nina 17

Weakness: None

HP: 440-556

Hmph.Can it be any easier?

Rand - attack

Katt - attack

Ryu - attack (I don't think you will need healing)

Nina - Cast S.Boom

EXP: 3200

COINS: 1200

After the battle, head back south and down the stairs. Follow the path, go to the other side, head east and fall through the opening in the wall.

+++++

+WORLD MAP+

+++++

Head back to the Woods.

+++++

+WOODS+

+++++

Go up and talk to the giant frog. Then put Katt in front and talk to him again.

--SCENE-- (Do not change your party)

Head out of the Woods.

--SCENE--

After the scene, head all the way south until you find a bridge going west. Cross it and enter the house you will see.

Rest and save there. Afterwards change your party so that it includes Jean and

train him to level 14. Also, equip him with the HolyRB. Then change your party back as it was.

From the house, head all the way west (don't cross the bridge) and then north. Enter the cave.

+++++++
+WILDCAT+
+++++++

PARTY LEVEL: Rand 17, Katt 20, Ryu 19, Nina 18
MONSTERS: Bouncer

Go along the path and talk to the guard. Say yes to his question. In the next room go along the path and try to enter the door. You will be stopped by a man so say no to his question to fight him. It's a normal battle so don't waste any Aps. After the battle proceed to the next room. Head along the path and do the same as before (say no). Another battle. In the next room do the same. Battle. In the next room do the same. Battle. In the next room, read the sign and choose the "Rare" option. Proceed in the next room.

BOSS BATTLE vs Wildcat

Recommended Level: Rand 17, Katt 20, Ryu 19, Nina 18

Weakness: None

HP: 577-631

If you chose Rare as an option before, you will have lost very few hit points at the start of the battle. That's good, yet, unavoidable.

Rand - attack

Katt - attack

Ryu - Cure1 to Nina and Katt, then attack

Nina - Cast S.Boom

EXP: 5600

COINS: 1200

After the battle proceed north and speak with the left cook. He will ask you a series of questions. Answer them in this order: No, Yes, Yes to increase Ryu's HP. Now leave the cave, head back to the house, rest and save. Also, put Jean in your team.

+++++++
+WORLD MAP+
+++++++

Cast Warp with Jean and go to the TownShip.

+++++++
+TownShip+
+++++++

Enter the house in your left and examine the library for a Charcoal. Exit the house and enter the left of the two connected houses. Search the library for a WiseBL. Now exit the house and Warp to SimaFort.

+++++++

+WORLD MAP+
+++++

Put Jean in the front and press the A button to transform into a frog. Jump into the lake and go a little northeast to find a city. Enter it.

+++++
+SimaFort+
+++++

PARTY LEVEL: Rand 18, Katt 21, Ryu 20, Jean 14
MONSTERS OUTSIDE: H.Fly, S.Idol, Stamen, Catfish, Pollen, J.Fish

WEAPON SHOP		ITEM SHOP	
-----		-----	
LongRP	1200Z	HelpBL	50Z
BronzeST	940Z	WFruit	200Z
IronKN	1000Z	CureAl	400Z
CrossBW	780Z	LifePl	500Z
IronAR	1350Z	Smoke	100Z
IronML	1400Z	Worm	4Z
KnightHT	790Z	Shrimp	20Z
Backlaw	990Z	Urchin	10Z

ITEMS FOUND: DluxRod

If it's night talk to the gurad and answer yes. If it's day enter the door.

--SCENE-- (Answer yes to the question)

For the time being, all the shops are empty. Enter the door to the far east and examine the library for a DluxRod. Exit the room and now the shops are open.

SHOPPING LIST

Ryu	Katt	Rand
LongRP	BronzeST	IronKN
IronAR	IronML	Backlaw
KnightHT	Backlaw	
Backlaw		

If your inventory is full, you may want to sell the oldest equipment possible. After you buy all this stuff, south out of the castle.

--SCENE-- (answer More Info in the question and then Help)

Head out of the room and out of the castle. Go down the stairs and follow the path to the east door which you should enter. Take the boat and head to the house. There add Nina to your party and head in the underground path again. Before that, make sure you buy her a Backlaw to increase her Defense. This time enter the northern door. In the next room, follow the straight forward path and go up the stairs. Go through the northern door and in the next room climb down the stairs to the north.

--SCENE-- (Answer yes to the question)

BOSS BATTLE vs Jailer

Recommended Level: Rand 18, Katt 21, Ryu 20, Nina 18

Weakness: None

HP: 352-497

Easy.

Rand - attack

Katt - attack

Ryu - attack

Nina - Cast S.Boom

EXP: 2304

COINS: 600

--SCENE-- (Answer "Help You")

After the scene, head out of SimaFort and go west in the WildCat.

+++++

+WILDCAT+

+++++

Enter the door to the north. There, enter the west door. Go up and check the toilet. Agree to jump in.

+++++

+BATHRM+

+++++

PARTY LEVEL: Rand 18, Katt 21, Ryu 20, Nina 19

MONSTERS: -

ITEMS FOUND: Royal Ring

Go west and a little south and examine the little shining thing in the river. Go northeast and through the narrow path to find this thing again. Examine it to acquire it. Now head out and go to SimaFort.

+++++

+SIMAFORT+

+++++

ITEMS FOUND: 1000 Coins

Go back to where Jean was and talk to him.

--SCENE--

After this lengthy scene head north and up the stairs, south through the two forthcoming doors and you will now be in the courtyard. Head south, east and then up again and climb up the stairs. You will be in the Throne room. Enter the door on the right side of the king and go up the stairs. Check the wall where the arrow is to reveal a hidden door. Take the stairs leading up and talk to the man there (agree to help him). Head back to the courtyard and talk to the woman south of the lake. Now head back on the roof and talk to the man (answer Info to the question). Head through the door on the west and open the chest there for 1000 Coins. Now exit and go through the door in the middle.

Head west and jump on the buckets heading down. Go through the door in the following room and do the same in the room after that.

++++
+SIMAFORT BASEMENT+
++++

MONSTERS: Mimic, Poltrgst, Arachnod, B.Roach
ITEMS FOUND: HelpBL, GutsBT, SoleSD, IronSH, RoyalHT, BreathAR

--SCENE--

BOSS BATTLE vs GoldFly

Recommended level: Rand 18, Katt 21, Ryu 20, Nina 19

Weakness: None

HP: 1100

This boss doesn't have a specific amount of hp in this battle. You have to inflict as much damage as you can in about 5 turns. Then he will flee. 1100 is the damage I managed to pull through.

Rand - attack
Katt - attack
Ryu - attack
Nina - Cast S.Boom

After the battle, it is strongly recommended that you rest back at the inn. Anyway, you have two doors to choose from. Enter the eastern first. Next room: Head through the door to the north. Next room: Enter the west door and open the two chests for a HelpBL and a GutsBT (Ryu). Go to the previous room and head to the north door. Try to reach the northern door, avoiding the roaches and enter it. Do the same in the next room. In the following room, head up.

BOSS BATTLE vs G.Roach

Recommended Level: Rand 18, Katt 22, Ryu 20, Nina 19

Weakness: Fire

HP: 1991-2046

Now that's a lot of HP. Thank God you carry a pesticide. The battle will be a breeze.

Rand - attack
Katt - attack
Ryu - attack/heal
Nina - Cast Spark

EXP: 4000

COINS: 0 :(

Head back to the very first room of the dungeon. If you want to, head back to the inn to rest. Anyway, head to the west door this time. Follow the one-way

path until you find a wooden bridge. Cross it.....

BOSS BATTLE vs J.Worm

Recommended Level: Rand 19, Katt 22, Ryu 21, Nina 19

Weakness: None

HP: 1082-1158

Somewhat tough. He can lure you to sleep.

Rand - attack

Katt - attack

Ryu - attack/Heal

Nina - Cast S.Boom

EXP: 3520

COINS: 600

After the battle, head back to where you fought the G.Roach. There head up in the next room and step north.

BOSS BATTLE vs GoldFly

Recommended level: Rand 19, Katt 22, Ryu 21, Nina 20

Weakness: None

HP: Depends on the previous battle.

Easy.

Rand - attack

Katt - attack

Ryu - attack

Nina - Cast Flame

EXP: 4160

COINS: 1200

After the battle, go back to rest at the inn and then go to the kitchen to talk to Jean. Then exit through the stairs to the north and then through the door. Talk to the cook in the south.

--SCENE-- (answer yes to the question)

After the scene, go to the kitchen and enter the WC. Examine the wall where the arrow is and head right through the opening. Follow the path and talk to Jean, then enter the door.

BOSS BATTLE vs Kuwadora

Recommended Level: Rand 19, Katt 23, Ryu 21, Nina 20

Weakness: Ice

HP: 1522-1651

This is a battle of medium difficulty. Watch out for his Rotten Breath attack that will zombify you.

Rand - attack
Katt - attack
Ryu - Cast IcePuppy/use healing items
Nina - Cast Cold

EXP: 12800
COINS: 2400

--SCENE--

After the scene, walk up and examine the sword to take a SoleSD which should be equipped to Ryu. Now head down and exit the room.

--SCENE-- (Change your party members - put Jean instead of Nina)

After the scene, go to the room with all the worms beyond the prison. In that room, head up and talk to the left of the two cooks. Say yes to his question and then go up the stairs to your right. In the next room, open the three chests for an IronSH (equip on Ryu), a RoyalHT (equip it on Nina afterwards) and a BreathAR (equip on Ryu). Now exit SimaFort.

+++++++
+WORLD MAP+
+++++++

Go to the tower north of SimaFort and then head west. You will find a lake. Turn into a frog there and head down the waterfall to enter a secret cave.

+++++++
+WATERFAL+
+++++++

PARTY LEVEL: Rand 20, Katt 23, Ryu 22, Jean 14
ITEMS FOUND: SokletAR, KmikzeBL

Head up and open the two chests to find a SokletAR (equip on Ryu) and a KmikzeBL. Then speak to the old man (with Ryu in the front). Now exit the cave and cast Warp to HomeTown with Jean.

+++++++
+HOMETOWN+
+++++++

PARTY LEVEL: Rand 20, Katt 23, Ryu 22, Jean 14
ITEMS FOUND: Antdt, Cake

Head north and speak to the guard in front of the huge mansion. Then enter the mansion.

--SCENE--

After the scene, head up, open the door and examine the library for an Antdt so you can proceed to the door on the far left. In there, there is a chest with a Cake. Take it. Exit this small room and head down the stairs on your right. Take the same stairs up afterwards.

--SCENE--

Go to the city's Dragon Statue and change Jean with Bow. Then go in the house to the left of the huge mansion. In the house, go to the far left and talk to the man with long hair while you have Bow in the front.

--SCENE-- (If you choose No, Bow will go alone which is difficult while if you choose Yes, Ryu will go along with Bow. It's up to you but I consider that you chose Yes twice)

+++++++
+TROUT+
+++++++

PARTY LEVEL: Bow 11, Ryu 22
MONSTERS: Footman
ITEM FOUND: Magic Hood

In the house, go in the upper left room with the stairs and go down them. Then go up again.

--SCENE--

Go down the newly approachable stairs and head all the way to the left where you should talk to the woman.

--SCENE--

BOSS BATTLE vs Trout

Recommended level: Bow 12, Ryu 22

Weakness: None

HP: 512-562

LOL! One turn KO ladies and gentlemen!
Bow - attack
Ryu - Cast T.Drgn
End of story

EXP: 6900
COINS: 3000

--SCENE-- (Choose either answer)

After you regain control, go towards the exit of the the town and talk to the girl blocking your path.

--SCENE--

After the scene, head to the Dragon statue and change your party members so you have Jean instead of Bow. Warp to SimaFort.

+++++++
+WORLD MAP+
+++++++

Turn into a frog and head south along a river to reach a sign. Then head east along the peninsula to find a house. Enter it.

+++++++
+W.CAPE+
+++++++

Change your party members so that they are like this: Rand, Katt ,Ryu, Nina. Now enter the house. Talk to the man standing in front of the fence, then head through the new exit. Head down the ladder, break the fence door with Katt's ability and head down the next ladder as well.

+++++++
+W.TUNNEL+
+++++++

PARTY LEVEL: Rand 20, Kat 23, Ryu 22, Nina 20
MONSTERS: G.Lizard, V.Head, Fastman, Cuttlecb, H.Crab, C.Sludge
ITEMS FOUND: SteelAR, 100 Coins, PwrFood,

--SCENE--

Head north in the next rooms. You will be in a maze-like room with a split path. Head east for another fork (north or east). Head east first to find a chest with a SteelAR. Head back and take the north path. You will find a door but before you enter it go all the way west to find a treasure box with 100 coins. Now head through the previously ignored door.

In the next room, head a little up to find yet another fork (north or west). Head north for another fork (north or east). Head east first and follow the path to find a chest with PwrFood which should be used on Ryu. Now head back and take the north path. In the next room there is another fork (west or north). Head north and through the door. Head up and here is another fork (north or west). Head west and follow the path in the door for a chest with a GoldAR. Also, give Ryu's BreathAR to Katt. Now head outside the room, go east and in the next door. In the next room, follow the path and go north when you can to reach another door which should be entered. From now on, follow the simple path to the last room.

--SCENE--

BOSS BATTLE vs Munmar

Recommended level: Rand 21, Katt 25, Ryu 24, Nina 22

Weakness: None

HP: 793-824

He is super easy. I defeated him with only Rand and Katt as the other two were asleep due to his sleep attack. Ryu and Nina didn't attack even once.

Rand - attack/heal if Ryu is asleep

Katt - attack

Ryu - Cast T.Drgn/attack/heal

Nina - cast Typhoon

EXP: 9200

COINS: 6000

After the battle, cast exit with Nina and reenter the dungeon in the room north of where you met the old man. Now hit the moving thing with Katt's ability once to achieve what you were here for.

--SCENE--

Go south and talk to the man. Say yes and then enter the cave near you. Look in the library there for a Herb and talk to the old man. Now exit the cave, face the ocean and press the A button. You now have a new transport.

#####SIDEQUESTS#####

Before you do the proceeding sidequests, make sure that you have explored all the map with the Whale as it will do your transportation much easier.

1)GETTING THE SECRET CHARACTER

Head to the Township and board the Grandpa in the beach. Head south and east along the coastline until you reach the southmost part and start heading up. In the first beach you see, unload your party (you will be in a desert). Now from the point you are DO NOT MOVE. Head 6 steps up and 1 east to be found in a house.

+++++++
+BLEU'S HOUSE+
+++++++

ITEMS FOUND: Tolen, Cond.Up

Talk to the ghosts and enter the door to the northeast. Talk to the ghost, open the chest for a Tolen and search the library for a Cond.Up. Now head out and warp to HomeTown.

+++++++
+HOMETOWN+
+++++++

Go to the Magic School in the second floor. There head to the leftmost room and talk to the southwestern student. She will join your group so put her instead of Nina. Amazingly enough, she will be at level 35 so she will be a lot of help for the rest of the game.

2)GETTING A LOT OF EXPERIENCE

Warp to Capitan, go south and board the Grandpa in the nearby beach. Head west and up along the coastline until you reach the upper part of the continent. From there, head all the way east until you find a small island with a house. Unload there and start walking around until you find some monsters. These are super difficult but give an impressive amount of EXP.

MONSTERS FOUND:

Gonghead (giant edition) - Make him use Cure4 and then attack constantly
HP: 605-900
EXP: 20800
COINS: 3633
ITEM DROPPED: Van.Ext

A.Sludge - Use Bleu's Death for an easy victory
HP: 900

EXP: 24000
COINS: 2850

Chorking - Only items used for fighting work here as well as FireRG (USE it)
HP: 22
EXP: 25600
COINS: 4839
ITEM DROPPED: Charm, Extract

You should train all your party to the following numbers:

Ryu 33
Bow 23
Sten 22
Nina 31
Bleu 35
Rand 30
Katt 33
Jean 14

and your main party should be Rand, Ryu, Bow, Bleu

3)GETTING GOOD EQUIPMENT

From the point where you first met Grandpa, go south until you find land and then east. You will find a small island with a city on it. Remember the spot cause will be back here in a couple of minutes. Anyway from this island, head south to find another island. In its bottom part there is a beach. Unload there and head west to reach a town. Enter it.

+++++++
+GUNTZ+
+++++++

PARTY LEVEL: Rand 30, Ryu 33, Bow 23, Bleu 35
MONSTERS OUTSIDE: G.Lizard, DinoFung

WEAPON SHOP		ITEM SHOP	
-----		-----	
BrassSD	8500Z	HelpBL	50Z
BlindedAR	12000Z	WFruit	200Z
BlindedSH	8000Z	CureAl	400Z
BlindedML	6800Z	LifePl	500Z
		Smoke	100Z
		F.Spice	100Z
		ShaveIce	100Z
		Frizbee	100Z

ITEM FOUND: Tolen

Head to the first house you see and buy: three things for Ryu (not BlindedML), BlindedSH for Rand and two BlindedML for Bow and Bleu. Head to the northern house of the city and go north. Search the southeast library for a Tolen. Exit the city.

#####END OF SIDEQUESTS#####

+++++++
+WORLD MAP+
+++++++

Time to proceed with the story, isn't it? Head to the island north of Guntz and unload your party in the beach. Head north and in the city.

++++++
+TUNLAN+
++++++

PARTY LEVEL: Rand 30, Ryu 33, Bow 24, Bleu 35
MONSTERS OUTSIDE: Pima, S.Golem, Beetle

WEAPON SHOP		ITEM SHOP	
-----		-----	
MothDR	1900Z	HelpBL	50Z
IvyWP	1300Z	WFruit	200Z
TwinBW	3000Z	CureAl	400Z
StockRP	2400Z	LifePl	500Z
QuickCL	1300Z	Smoke	100Z
BreathAR	2500Z	Worm	4Z
CrmsnRB	950Z	Shrimp	20Z
CharmSH	1350Z	Urchin	10Z

ITEMS FOUND: Vtmn, Tolen

Since you can't talk to the people, just head in the weapon shop.

SHOPPING LIST

Rand	Ryu	Bow	Bleu
-	-	TwinBW	BreathAR
		QuickCL	
		CrmsnRB	

After you buy those, enter the house north of the weapon shop. In there, check the library to find a Vtmn. Do the same to the house in the east to find a Tolen and then exit the city and head to the circus.

++++++
+CIRCUS+
++++++

PARTY LEVEL: Rand 30, Ryu 33, Bow 24, Bleu 36

Talk to the man behind the counter and buy a ticket. Then, head through the door to the north and do the same in the next room. In the next room, talk to the old man and say yes. Then head through the north door. Talk to the man out of the cage.

--SCENE-- (Answer no, then yes)

Head out of the circus through the north door and go/warp to Windia. From there, head west on the way to Capitan and after you pass the mountain range, head a little north west and into the house. Go north and enter the forest.

++++++
+OWL.WOODS+
++++++

Head all the way north.

BOSS BATTLE vs Algernon, Suiki and Danielle

Recommended Level: Rand 30, Ryu 33, Bow 24, Bleu 36

Weakness: Fire

HP: 1464-1554 (Algernon), less than 200 (Suiki), less than 200 (Danielle)

Battle of medium difficulty. Danielle cures Algernon for 100 HP while Suiki casts Thunder for ~80 damage to the whole party. You should concentrate all your attacks to Algernon and at your level, he is a piece of cake.

Rand - attack Algernon

Ryu - Cast FireDrgn/attack

Bow - attack Algernon

Bleu - Cast fireball

EXP: 16149

COINS: 3600

After the battle, check one of the flowers and take it. Then exit the forest and the house. Warp to HomeTown.

+++++++
+HOMETOWN+
+++++++

When in the town, heal and save if you want and then board Grandpa in the beach south of the town.

+++++++
+WORLD MAP+
+++++++

When on Grandpa, head along the coastline to the west, north, east and north till you come to a cave near a bridge. Enter the cave.

+++++++
+UPACAVE+
+++++++

PARTY LEVEL: Rand 30, Ryu 33, Bow 24, Bleu 36

MONSTERS: Stinger, Sireen, Aruban

ITEMS FOUND: QuartrST, Gold, BusterSD, CharmSH

Head a little north until you are in a wide area. Head all the way west and up to find a door. Enter it and open the chest for a QuartrST. Exit the room and go in the water. Head east and up the first ramp you see for a chest with a Gold. After that, head down the ramp, go east, up and enter the underwater door.

Follow the path to come to two doors. Head through the south one first and open the chest for an OceanRB which should be equipped immediately to Bleu. Now exit the room and head to the northern door. In the next room, talk to the second man you meet and answer yes to his question for a piece of valuable information. Head north and through the next door.

In the final room of the dungeon, head north and west across a narrow path and up the two flights of stairs. Go all the way east and check the final hole. Say yes when asked and go west 4 spaces, east 1 and west 1. When the animal eats the food and tries to backtrack to the hole, run up to it and press the A button.

BOSS BATTLE vs Uparupa

Recommended level: Rand 31, Ryu 33, Bow 25, Bleu 36

Weakness: None

HP: 512-559

Super Easy. You will be done in one turn.

Rand - attack

Ryu - Cast FireDrgn

Bow - defend

Bleu - defend

EXP: 9787

COINS: 2400

After the battle, answer yes and open the chest for a BusterSD. Exit the room, go in again and open the same chest again for a CharmSH. Now exit the cave and warp to Tunlan.

++++++

+TUNLAN+

++++++

Rest there and go to the circus again.

++++++

+CIRCUS+

++++++

Go back to the last room of the circus and talk to the man outside the cage. Answer "I'll give you nothing!!".

BOSS BATTLE vs M.C.Tusk

Recommended level: Rand 31, Ryu 34, Bow 25, Bleu 36

Weakness: ??Fire??

HP: 1463-1807

Another easy fight. I think we are over-leveled...

Rand - attack

Ryu - Cast FireDrgn/attack

Bow - attack

Bleu - Cast fireball

EXP: 22021

COINS: 3900

--SCENE-- (Change your party so that it includes Spar instead of Bow)

Spar is only at level 12 so you should train him a little. Go to the island with the monsters that give a lot of EXP (see the sidequests from before) and train him to level 25. Also equip him with a BreathAR, a Backlaw and a GlassRG. After the training, warp to Tunlan and board Grandpa from the beach to the south.

+++++++
+WORLD MAP+
+++++++

With Grandpa, head all the way west until you reach the mainland and then go north and unload to the first beach you find. The beach is the one you used Grandpa for the first time. Put Spar in the front and head west and south into the forest. Keep going south until you find a large tree which you should enter.

+++++++
+G.W.TREE+
+++++++

MONSTERS OUTSIDE: C.Bear, Basilisk, Pollen

--SCENE--

After the scene, warp to Tunlan and enter it.

+++++++
+TUNLAN+
+++++++

Head a little north and talk to the man next to the first flight of stairs. Now you should train Sten to level 28 in the usual place. After you do that and while having Sten in your party, warp to Guntz.

+++++++
+GUNTZ+
+++++++

PARTY LEVEL: Rand 34, Ryu 37, Sten 28, Bleu 39

While in here rest, save and buy Sten a BlindedML. Also, equip him with an IronAR and an KnightHT. Head out of town then and board Grandpa from the beach to the south.

+++++++
+WORLD MAP+
+++++++

Head east and pass some little islands until you find a piece of land with a house. Unload in the nearby beach. Do not enter the house. Instead, go east and you will find a cliff. Climb all the way up and enter the castle.

+++++++
+HIGHFORT+
+++++++

PARTY LEVEL: Rand 34, Ryu 37, Sten 28, Bleu 39

MONSTERS OUTSIDE: S.Golem, DinoFung, Pollen, C.Sludge

ITEM SHOP

Herb 8Z
HelpBL 50Z
WFruit 200Z
Antdt 12Z
Vtmn 200Z
TearDR 100Z
LifePl 500Z
Smoke 100Z

ITEMS FOUND: Extract, MothDR, QuickCL, Tolen, D.Earing, 1000 Coins x2,
NinjaDR, CloakKN, MoonMask, Tolen, Collar

Go west and use Sten's ability to jump across (answer yes). Enter the door.

--SCENE--

After the scene, head through the door to the north and keep going north through a couple of doors and a flight of stairs. Then enter the door to the north.

--SCENE--

Head down the stairs to the right and the next stairs as well. Open the three chests for an Extract, a MothDR (equip on Sten immediately) and a QuickCL which should also be equipped on Sten. Go back to the room with the dragon statue and rest/save. Head through the door to the north and cross the bridge.

BOSS BATTLE vs Trubo

Recommended Level: Sten 28

Weakness: None

HP: As much as you can (297 for me)

This battle will last 3 turns so deal as much damage as you can. You will probably need to be healed in the last turn so use a healing item.

--SCENE--

BOSS BATTLE vs Trubo

Recommended Level: Sten 28

Weakness: None

HP: depends on previous battle (64-121 for me)

This battle will also last three turns so have Sten use Flame and he will be down in two turns.

EXP: 3773

COINS: 3000

--SCENE--

MONSTERS: D.Brnger, Pollen, Pharaoh, C.Sludge, Soulflik, Ralooba, Basilisk

After the scene, head in the door and save/drink water(rest). Then exit the way you came and head left. Use Sten's ability to cross the gap and keep going along the path until you enter a door. Inside, head north and take the stairs leading up. In the next room, enter the next door and you will find yourself in a fork. Head a little west and north into a door and open a chest for a Tolen. Exit the room and head south, east and all the way north into another door with a chest containing a D.Earing which should be equipped on Sten. Exit this room and head south, a little west, and south along the path and up the stairs. Head up the stairs in the next room as well.

You are in a fork now. Head west and open the chest after the stairs for 1000 coins. Now head back to the fork and take the east path and go up the stairs. Follow the path by using Sten's ability and go up the next stairs. Fork again. Head east as the west path leads to a dead end and take the first path going north and go up the stairs. Go up the next flight of stairs and in the next room you will find a fork. Head south and enter the second door along the way. In this small room head on the red switch and in the next room head up the stairs. Head west and go down the stairs and step on the other red switch. You have now access to three doors. Enter the left one first and open the chest at the end of the path for a NinjaDR (equip it immediately to Sten). Head back and enter the right door and open the chest at the end of the path for a CloakKN. Head back and take the middle door this time. Keep following the path until you come to a fork go west for 1000 coins and then go right and follow the path.

--SCENE--

Equip Rand with the CloakKN and change the formation so Rand is in the front and Bleu in the back. Go up and enter the door. Do the same in the next room to find yet again another fork. Take the left path and follow the path until you find another fork. Head left, south (ignoring the branches), east and up in the first path possible to find another fork. This time, go down and follow the path climbing up the stairs.

In this next room, follow the way up, right,down, right, down and left to find two paths leading up. Take the westernmost path to find a door which you ought to enter. Drink the water there and step on the switch. Open the chest for a MoonMask (give it to Sten). Now go all the way back where we found the two paths leading up and take the easternmost. Head right at the first turn and continue south along the path and up the stairs. In the next room, there are 3 switches. Step on the middle one.

--SCENE--

Head up and examine the door.

BOSS BATTLE vs Portal

Recommended Level: Rand 35, Ryu 37, Sten 29, Bleu 39

Weakness: None

HP: 1459-1578

This battle is tricky. Why you ask? For the simple reason that any spell will cure him. This means that Bleu is rather useless for this Boss.

Rand - attack/heal
Ryu - only attack (no dragon)
Sten - attack
Bleu - attack

EXP: 19575
COINS: 3750

After the battle, heal up and go up through the door. Follow the path and go up the stairs. Do the same in the next two rooms. In the following room, head up the stairs to find two more staircases. Take the left one first and open the two chests for a Tolen and a Collar. Now head back and take the right stairs. Follow the path and go up the stairs.

--SCENE--

BOSS BATTLE vs Shupukay

Recommended Level: Rand 65, Ryu 38, Sten 29, Bleu 39

Weakness: None

HP: 873-994

Easy battle. It will last about 3-4 turns.

Rand - attack
Ryu - Cast T.Dragn/attack
Sten - attack
Bleu - Cast Bolt X

EXP: 19167
COINS: 3750

--SCENE--

After the rather lengthy scene, head down the stairs and go all the way south until you reach the very first room of the castle. There, save and talk to Trubo.

--SCENE--

Head out to the world map.

+++++++
+WORLD MAP+
+++++++

Warp to Tunlan.

+++++++
+TUNLAN+
+++++++

PARTY LEVEL: Rand 35, Ryu 38, Bleu 39, Sten 30

Go all the way to the castle and head up the stairs. In the second floor, take the stairs to your north up and in the next floor take the stairs to the south up. Go north and talk to the lady dressed in blue. Now exit Tunlan.

+++++++
+WORLD MAP+
+++++++

Warp to Hometown.

+++++++
+HOMETOWN+
+++++++

Exchange Sten with Katt, and equip Katt with the QuartrST. Then exit HomeTown.

+++++++
+WORLD MAP+
+++++++

Board Grandpa on the south beach and travel north and a bit west to reach an island. Unload in the south beach and enter the mountain to the north.

+++++++
+MT.MAORI+
+++++++

PARTY LEVEL: Rand 35, Ryu 38, Katt 33, Bleu 39

From the entrance, head north and enter the cave. Drink water (heal) if you want and enter the next door. Put Katt in the front and go towards the old man.

--SCENE--

After the scene, exit and warp to Tunlan.

+++++++
+TUNLAN+
+++++++

Go to the princess' room and go north.

--SCENE--

After the scene, warp to HomeTown and put Sten instead of Katt in your party. Then head back to the island where you met the old man and go to his room. Walk towards the man there.

+++++++
+MT.MAORI+
+++++++

PARTY LEVEL: Rand 35, Ryu 38, Sten 30, Bleu 39

MONSTERS: Banbhand, Venusfly, Meedid, Ganga, Atlas

ITEMS FOUND: MoonDrop, ThornWP, CureAl, FlameSD, FlameSH, MagmaAR, Mirror, HushRG

--SCENE--

Head out of the cave and cross the three gaps with Sten. Climb up the ladder and cross the gap to the right ignoring the nearby door. Follow the path by crossing the gaps and enter the next door you see. Cross the gap in the room and open the chest for a MoonDrop. Exit the room and head in the door that you previously ignored.

In the cave, go north and climb the ladder up. Then go south instead of east to reach a chest with a ThornWP. Now head back, continue going east and climb the ladder. Go west first to find a chest with a CureAl. Now go all the way east and exit through the door. When outside, cross the gap to the right and enter the next door. Back inside again, go a bit north and enter the door for a chest with a FlameSD. Exit the room and go up the two flights of stairs to the north. You will be in a fork (west-northeast). Go northeast, up the stairs and head east and south for a chest with a FlameSH. Now go back to the stairs and head west this time. Enter the first door you come to, head up the first stairs and go east for a chest with a MagmaAR which you should give to Sten. Head back a bit and climb the second stairs up. Follow the path to the mountaintop. Here, there are a lot of different mushrooms. Head around the path to a spot where you can use Sten's ability and do so. You will be in the middle island. There are three mushrooms forming a triangle. Pick up the south-east one.

--SCENE--

Open the chest to find the Mirror, exit the room and drink the water to heal. Now, before you leave Mt. Maori you should pick up the last treasure chest. Cross the three gaps to the west again and enter the door there. Go north and climb two flights of stairs, go east and climb another ladder and exit through the door. Cross the gap with Sten and enter the next door. Go north and up the two flights of stairs and head west through the door. Go to the west edge of the small platform and jump to the south. You will land near a chest so open it to find a HushRG and give it to Bleu. Now you are free to return to Tunlan.

++++++
+TUNLAN+
++++++

While in the city, heal up and save. Then go up to the queen's room and talk to the old man there. Answer yes to his question and...

++++++
+QUEEN'S BODY+
++++++

PARTY LEVEL: Rand 35, Ryu 38, Sten 31, Bleu 40
MONSTERS INSIDE: Ryusight, Pepshun, Hemoglod, Fatty

...in the next room fight two battles and proceed north. In the next room head through the door and fight two more battles to clear this area. Now enter the door to the southeast and fight two battles. Head to the southeastern door next and fight yet another two battles. There are three doors you can access now. Enter the southeasternmost one and fight one more battle to clear the second area too. After that, enter the door to the southwest so that you are in a blue coloured area.

Fight two battles here and enter the northwest door. In the next room fight one battle to clear the third area. Then enter the northern door and fight another pair of battles. Proceed through the door to the far north, fight two battles, go through the door to the northeast. Fight two battles and go back south twice. Enter the door to the southeast and then the door in the middle.

Fight another two battles and go back in the previous room. Head through the door to the east so you can fight two more battles. Go on in the door to the northwest and then enter the door to your east. Go in the room directly south of you and fight a couple of fights. Finally enter one of the doors to your west for the two final battles of the dungeon.

--SCENE--

Now we are free to visit the treasure room. Exit queen's room and head down the stairs. Do the same in the next floor as well but afterwards head west and enter the door. Speak to the woman there to accomplish your mission and head out of the castle. Rest, save and go somewhere to put Spar instead of Sten in your team. Equip him with the ThornWP and then warp to SimaFort.

+++++++
+WORLD MAP+
+++++++

Do not enter the town. Go east and then south instead passing through the big forest and going towards the big tree.

+++++++
+G.W.TREE+
+++++++

Go up and talk to the tree while having Spar in the front. Answer yes to his question.

+++++++
+DREAM+
+++++++

Enter the town next to you.

+++++++
+INHEART+
+++++++

PARTY LEVEL: Rand 36, Ryu 39, Spar 25, Bleu 40
MONSTERS OUTSIDE: Rapider, S.Idol, Ganga, C.Sludge

ITEM SHOP

BronzeSD	250Z
LongRP	1200Z
DoubleWP	8000Z
ChuckDR	5800Z
SuedeAR	300Z
SilverAR	5800Z
RistBand	10Z
WhiteSH	4300Z

Go in the item(weapon?) shop to the left of the entrance and buy a DoubleWP for Spar. Then talk to the people in the town and leave.

+++++++
+DREAM+
+++++++

Move east across the bridge and continue east to find another town. Enter it.

+++++++
+INHEART+
+++++++

PARTY LEVEL: Rand 36, Ryu 39, Spar 26, Bleu 41
MONSTERS OUTSIDE: Rapider, S.Idol, Ganga, C.Sludge

Talk to the people here and rest at the inn (it's free). Save and head out.

+++++++
+DREAM+
+++++++

Head a little west, then north and up the three ramps. You will find another town. Enter it.

+++++++
+INHEART+
+++++++

PARTY LEVEL: Rand 36, Ryu 39, Spar 26, Bleu 41
MONSTERS OUTSIDE: Rapider, S.Idol, Ganga, C.Sludge

ITEM SHOP

HelpBL	50Z
WFruit	200Z
CureAl	400Z
LifePl	500Z
Smoke	100Z
F.Spice	100Z
ShaveIce	100Z
Frizbee	100

Talk to the people then head out of town. If you answer yes to the kid asking if you want to go out of mind you will be transfered in the real world so say no.

+++++++
+DREAM+
+++++++

Enter the very first of the three towns you visited.

+++++++
+MEMORY+
+++++++

PARTY LEVEL: Rand 36, Ryu 39, Spar 26, Bleu 41
MONSTERS: RoadSlug, P.Eater, Rapider, Jacky
ITEMS FOUND: AutoBW, EarthAR, 1000 Coins, HeroBT, BlndedML

(NOTE: N=north, S=south, E=east, W=west)

This tower can be a little tricky. Go 2 spaces N, 5W, 11N, some spaces east and talk to the old man. Say yes. Talk to him again. Say yes. Open the two chests for an AutoBW and an EarthAR. Talk to the old man again. Reenter the

tower, follow the previous steps again, talk to the man and say yes again. From your current position, go 1E and 1N to proceed to the next area.

Go 1E, 4S, 2E, 4N for the next area.

Go 1W, 5S, 15W. Open the chest for a MisoSoup. Go 8E, 4N, 5W, 4N, 7E, 3N, 9W, 3S, 2W, 3N for the next area.

Go 1E, 2S, 2E, 2N for the next area.

Go 1W, 2S, 3E, 3S, 3W and open the chest for 1000 Coins. Go 3E, 6N, 4W, 4N, 2E, 3N, 2E, 1S then 2E, 6N, 4W and open the chest for a HeroBT (equip on Rand). Go back 4E, 16S, 8E, 3S, 2W and open the chest for a BlindedML. Go 2E, 4N, 6W, 7N, 2E, 5N, 2E, 1N, 5E, 1S, 1E then 6S, 2W, 7S, 2E, 4N for the next area.

Go 1E, 2S, 2E, 2N for the next area.

Go 1E, 3S, 2W, 8N and talk to the two men there. Go 9S, 8W, 5N, 1E, 3N and talk to the third man. Now go 3S, 4E, 5N, 1W, 1N for the next area.

Heal up, go all the way north and talk to the old man.

BOSS BATTLE vs Aruhamel

Recommended Level: Rand 36, Ryu 39, Spar 27, Bleu 41

Weakness: Fire

HP: 1491-1716

Very easy battle.

Rand - attack

Ryu - Use FireDrgn/attack

Spar - Cast Cold (Freeze if you have it)

Bleu - Cast Fireball

EXP: 26600

COINS: 3000

--SCENE--

After the scene head south out of the room. Go 1S, 1E, 4S, 4W, 3N and talk to the old man. Go 4S, 1W, 3S, 8E, 8N and talk to the two men there. Now cast Exit with Spar.

+++++++

+DREAM+

+++++++

Head to the third town and talk to the kid in the item shop to go back in the real world. Talk to the tree and ask him all four things. Exit the area then. Warp back to Capitan and heal/save/change party members so that you have Katt instead of Spar. Equip her with the BlindedML and exit Capitan.

+++++++

+WORLD MAP+

+++++++

Go south and board Grandpa from the beach. Go a little south until you find a tower at your left. Enter it.

+++++++

+SKYTOWER+

+++++

PARTY LEVEL: Rand 37, Katt 33, Ryu 40, Bleu 41
MONSTERS: Darious, Amonica
ITEMS FOUND: 1000 Coins, GutsBL, IceSH, NorthDR

Go left and go down the stairs. Talk to the fish that blocks your path twice and answer yes to enter the tower. In the next part of the tower you must be quick because you have a time limit.

From the entrance, head left and enter the door. Continue left ignoring the first door you see and enter the second one. Open the chest there for 1000 Coins, head back to the previous room and enter the door you ignored earlier. Climb up the stairs to find a safe room where you have no time limit. Exit the room through the door to the south and follow the one-way path to find a chest with GutsBL. Continue along the path and through the next door. Go up the stairs there. Second safe room. Yay!

When you are ready, head through the door to the north and follow the path till you appear in a large room with a strong current. Go the bottom of the room and stand just below the part of the current that flows southwards. Start dashing up and when you reach the stairs go right to climb them up. Open the chest nearby for an IceSH then follow the path to find another chest with a FrozenAR and a third one with a NorthDR. Now go up the stairs to your south. Follow the path around the room and climb the next stairs up. Go up and talk to the person there to complete your mission. Exit the tower.

(NOTE: There are a couple of items left to take in the right section of the tower but I will not guide you to them as they are not needed. They might be added in a future update.)

+++++
+WORLD MAP+
+++++

Go to Capitan, heal/save/put Spar in your party instead of Katt and warp to SimaFort. Don't enter the city but head east and south instead. Cross the big forest and the bridge and enter the canyon.

+++++
+FOG.VALY+
+++++

PARTY LEVEL: Rand 37, Ryu 40, Spar 28, Bleu 41
MONSTERS: B.Ogre

Go south and ignore the fork. Just straight south.

+++++
+WORLD MAP+
+++++

Go south and enter the town you will find.

+++++
+FARMTOWN+
+++++

PARTY LEVEL: Rand 37, Ryu 40, Spar 28, Bleu 41
MONSTERS (OUTSIDE): Stone, S.Golem, Stump, Bush, (Gallop, Crodworm, M.Golem)

ITEM SHOP

HelpBL 50Z
WFruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
Worm 4Z
Shrimp 20Z
Urchin 10Z

ITEMS FOUND: HelpBL, Gold, Plate

Go to the second floor of the inn and check the north cupboard for a HelpBL. Now head to the north part of the town to find a large house next to a smaller one. Enter the leftmost door and go upstairs. Search the cupboard to find a Gold. Exit this house and enter the door to your right.

--SCENE--

After the scene enter the house and enter the door in the middle.

--SCENE--

After the scene go north to the field and examine everything that stands in it to fight it. After you defeat everything head back in the house. You will fight an S.Golem which has a lot of HP but you should attack normally and defeat it in a couple of turns. Once in the house, before talking to the woman head to the door in the middle and check the cupboard for a Plate. Now go back and talk to the woman.

--SCENE--

After the scene, go to the field you cleared and talk to the woman. Now change Spar with Katt and save. Exit the town. Go west and north when you can to reach a ramp. Go up the ramp, steer east and go down to reach your next destination. Enter the cave.

+++++++

+NAMANDA+

+++++++

PARTY LEVEL: Rand 37, Katt 34, Ryu 40, Bleu 41

MONSTERS: Mimic, P.Eater, Banbhand, Tri. eye, Kiyhood, C.Sludge, Pollen,
V.Head, Aruban, Needle

ITEMS FOUND: Tolen

Enter the small house and search the cupboard for a Tolen. Talk to the man and leave the house. Go upwards and talk to the man blocking the entrance of the cave. Enter the cave afterwards. Go north and enter the next door. In the next area go north ignoring the man fighting the monster and enter the first door you see. Go north and you will see two men standing in front of a giant bell. Talk to the one in the left and leave the room. Continue going north and enter the final door. Inside you will find an altar. Examine it and donate 20 times. If it is more than 20, it's okay. Now head back out of the cave and go to FarmTown.

+++++++

+FARMTOWN+
+++++++

PARTY LEVEL: Rand 37, Katt 34, Ryu 40, Bleu 41

In FarmTown, go to the field you cleared the last time and talk to the knight.

BOSS BATTLE vs Paladin

Recommended Level: Rand 37

Weakness: None

HP: 372-558

You are over-leveled. In three rounds he will be down.

Rand - Attack

EXP: 2000

COINS: 2400

--SCENE-- (Answer yes to Rand's question)

After the scene, put Nina in your party instead of Katt, equip her with a BreathAR and warp to Windia.

+++++++
+WINDIA+
+++++++

PARTY LEVEL: Rand 37, Ryu 40, Nina 31, Bleu 41

ITEMS FOUND: Tolen, HelpBL, Bum'sCL, MoonDrop

Put Nina in the front and talk to the guard in front of the castle.

--SCENE--

After the scene, you will be in the castle. Go a bit left and north and enter the door right next to the stairs. Go right and north and enter the next door. In this next room go through the right door and check the cupboards for a Tolen and a HelpBL. Now head back to the very first room of the castle and go up the stairs.

In the next floor, go up the right stairs in the north and search the cupboard in the next room for a Bum'sCL. Now go back down and climb the left stairs. Search the cupboard in this room to find a MoonDrop and talk to the King (you should have Nina in the front).

--SCENE--

Go back to the very first room of the castle again and enter the door to the far right. Then go down the stairs in the north.

+++++++
+SKYCAVE+
+++++++

PARTY LEVEL: Rand 37, Ryu 40, Nina 31, Bleu 41

MONSERS: Barucuda, Gargoyle, R.Guard, RoadSlug
ITEMS FOUND: StormRG, WindBR, WindRB

From the entrance, follow the path until you come to a fork (north-west). To the north lies a strong weapon for Nina and to the west is where you should go. If you don't want the weapon skip the next paragraph.

Ok, go north in the fork and go down the stairs at the end of the path. In the next area, follow the path and go down the next flight of stairs. In this floor go north to reach three paths going east. Follow the middle one and you will soon come to a fork. Go left and follow the path to the next stairs. In the next two rooms go up the stairs and open the chest for a StormRG which should be equipped immediately to Nina. Now go back to the very first fork of the dungeon to proceed with the game.

Take the left path and go down the stairs. Go down the next two flights of stairs and enter the door in the next room. Go north and examine the statue. Say yes to his question to go to the next part of the dungeon. Now it is the tricky part as you only have Nina in your party and the enemies are hard. I recommend you escape from them before you have any major losses.

Anyway there are some moving rocks that may block your path and they move randomly so I cannot give any directions. You should go to the south-east corner of the room, go north by moving next to the east wall, go left when you can and climb up the stairs to the platform. Ignore the statue and go north to find a chest with a WindBR. Equip it on Nina and go back down. Now head for the south west corner of the room and go all the way north next to the left wall to find another chest with a WindRB. Equip it, go down, right when you can and up to the next platform you reach. Follow the path and enter the door.

--SCENE--

BOSS BATTLE vs Guardian

Recommended Level: Nina 32

Weakness: None

HP: 145-227

Two/Three turn battle.

Nina - Cast Hail once and then attack or Cast Hail twice

EXP: 5175

COINS: 2100

--SCENE-- (Answer yes to her question)

Go back to the previous room and make your way to the platform right of the one you are standing. Examine the statue and say yes. Now head out of the cave and go back in the first room of the castle. Head for the King's room and talk to him with Nina in the front.

--SCENE--

After the scene, examine the cupboard and head out of the room. Go all the way to the left and climb up the stairs in the bottom left of the room. Climb up the next three staircases.

--SCENE--

After the scene you will control the bird. Now it is the time to explore all the map that you haven't yet.

#####SIDEQUESTS#####

4)GETTING THE BEST ROD

Hop in the bird and go to the small island which is located in the centre of the southern part of the map. Enter the small house in the middle of the island and enter the building.

+++++
+HUT+
+++++

PARTY LEVEL: Rand 38, Ryu 41, Nina 32, Bleu 42

Go to the second floor and check the north cupboard to recieve the best rod in the game, the Charm Rod.

5)BUYING THE BEST EQUIPMENT YOU CAN IN THE GAME

From the hut you visited before, go east to find another small island with a house on it. Enter it.

+++++
+HUT+
+++++

PARTY LEVEL: Rand 38, Ryu 41, Nina 32, Bleu 42

MONSTERS OUTSIDE: D.Brnger

Enter the building.

SHOPPING LIST

Ryu	Rand	Nina	Bleu
DamageSD	----	AmberRG	AmberRG
MotherRB		MotherRB	MotherRB
SunMask		SunMask	SunMask
HolySH		HolySH	HolySH

NOTE: If you go to the island with the difficult monsters you will find out that a new monster has appeared and this is K.Sludge. Go train there a bit with your current party.

K.Sludge - It is ultra hard. Use all-targeting spells as well as dragons.

HP: 974-1063

EXP: 28000

COINS: 15000

#####END OF SIDEQUESTS#####

+++++
+WORLD MAP+
+++++

After you are done, go to the house where you got the Charm rod and go north.
You will see something like a castle. Enter it.

+++++++
+EVRAI+
+++++++

PARTY LEVEL: Rand 39, Ryu 42, Nina 35, Bleu 43
MONSTERS OUTSIDE: Kimaira, G.Idol, Mamot

ITEM SHOP

HelpBL 50Z
WFruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
F.Spice 100Z
ShaveIce 100Z
Frizbee 100Z

ITEMS FOUND: Tolen, WiseBL

Go up a little and enter the house on the right. Check the cupboard in the kitchen for a Tolen and get out. Go up a little more and enter the next house. Search the cupboard in the upper right part of the building for a WiseBL. Now it is a must that you talk to all the people in this town. Once you have made sure that you have spoken to everyone, leave the town. You will realize that you can't!!

If you talk to the people now they will say different things. Go to the house where you got the WiseBL and talk to the man standing in front of a statue.

--SCENE--

Examine the toilet.

+++++++
+JACKDOOR+
+++++++

PARTY LEVEL: Rand 39, Ryu 42, Nina 36, Bleu 43
MONSTERS: Titong, Cancer, Dinabehm
ITEMS FOUND: Tolen

From the start, head south and climb down two stairs. Continue right and up and enter the door. Go up to find a fork (northeast-east). Go northeast and enter the door. In the next room go left and enter the next door. Follow the path and climb the stairs you see. You will appear in a house. Check the cupboard for a Tolen and leave through the south door. Talk to the man for a free rest and to continue your mission. Exit the house, put Kat instead of Bleu in your party and exit to the world map. (Equip Katt with the SokletAR)

+++++++
+WORLD MAP+
+++++++

Hop in the bird (put Nina in the front and press A) and go to where FarmTown is

located (north-west of your current position). From there, fly a little south and you will find a small town. Enter it.

++++++
+COTLND+
++++++

PARTY LEVEL: Rand 39, Katt 35, Ryu 42, Nina 36
MONSTERS OUTSIDE: M.Golem, Tri.eye, Gallop

Put Katt in the front and start breaking the boulders. Go north and talk to the guard. Go east and enter the house with red flag.

--SCENE--

After the scene exit to the world map and hop in the bird.

++++++
+WORLD MAP+
++++++

Go back to Evrai and from there fly all the way east until you reach a desert. There is something like a castle there so enter it.

++++++
+THVSTOMD+
++++++

PARTY LEVEL: Rand 39, Katt 35, Ryu 42, Nina 36
MONSTERS: Kiyhood, Sheef, Anubus, D.Spider
ITEMS FOUND: ThndrGL, SunMask, BananaDR, DoubleWP, KramerBR

Go north and go down the stairs. In this floor there are 4 chests. I cannot guide you here because there are some constantly-moving holes. The chests contain a ThndrGL, a SunMask, a BananaDR and a Double WP. You should try to open them all but it might take you some time. If you fall in one of the holes. Climb up the stairs to your right to come back. If you got them all, you will want to equip Katt with the SunMask. After you get them all, fall in a hole.

You will land next to an old man. Talk to him to learn about the faces around you. Here is how it works. If you start a battle:

-on the purple face: after the battle you will lose money or be poisoned
-on the green face: after the battle you will be healed
-on the orange face: after the battle you may recieve either money or an item
-on the blue face: something of the above

The first thing you should do is put Nina in the front so you cannot fall into any holes. Now head right past the stairs leading down and when the path splits (north-south) go south and then left to reach a chest with a KramerBR. Give it to Katt. Continue left all the way and then go north following the path till you reach a door which you should enter. In the next room go north, left and south and step on the switch just below the gate. Then go up through the door.

--SCENE--

After the scene head up and examine the chest, then continue through the north door. Open the chest and head back to the room with the faces. Cast exit and go back to CotLnd.

+++++++
+COTLND+
+++++++

PARTY LEVEL: Rand 39, Katt 35, Ryu 43, Nina 36

Enter the house with the red flag.

--SCENE-- (you will be asked two questions. If you answer No in the first, you will fight a battle that is impossible to win. The same happens if you answer yes in the first and no in the second. So choose Yes twice to get on with it).

After the scene, talk to the woman next to you and exit to the world map. Before going to your destination, go to FarmTown to change your party so that it looks like this: Rand, Ryu, Bow, Nina. Equip Bow with the AutoBW and the SokletAR.

NOTE: At this time of the game, you should use Nina over Bleu as I think she is better and also has the bird.

Now hop in the bird and head at the southern end of the continent. There is a house there. Enter it.

+++++++
+BANDO+
+++++++

PARTY LEVEL: Rand 39, Ryu 43, Bow 26, Nina 36
MONSTERS: Lyverma, Maindstr, D.Spider, D.Spirit, Zombie
ITEMS FOUND: SnakeST, 1000 Coins

Enter the church, go north and talk to Katt and Tiga.

--SCENE-- (answer yes to the question)

From the stairs go north.

BOSS BATTLE vs Footman

Recommended Level: Rand 39, Ryu 43, Bow 26, Nina 36

Weakness: Thunder

HP: 844-1040

Another easy battle.

Rand - attack
Ryu - attack
Bow - attack
Nina - Cast Bolt X

EXP: 12948
COINS: 1800

After the battle continue north and go down the stairs. Step on the arrow pointing right once and enter the door to find a chest with a SnakeST. Head out and step on the same arrow three more times. Enter the door then and go down the stairs. Head down first and go up the stairs. Go left and open the chest

for 1000 Coins. Head back down the stairs and go all the way up and go down the stairs there. Head right and down, left and finally up when you can. Heal up and proceed to the middle area. You will first fight three Zombies. Attack normally and keep your health up because next is.....

BOSS BATTLE vs Necroman

Recommended Level: Rand 40, Ryu 43, Bow 30, Nina 37

Weakness: None

HP: 2252-2499

Battle of moderate difficulty.

Rand - attack/cast Heal when someone is zombified

Ryu - Cast FireDrgn/attack

Bow - Cast Def-UpX/Cast Heal when someone is zombified

Nina - Cast Bolt X

EXP: 32180

COINS: 6000

--SCENE--

After the scene, open the chest to find the EvraiRD. Now make your way out of the dungeon. When you are in the room with the arrows, press the one pointing left once, enter the room, talk to the people, head out, press the same arrow once, enter the room, talk to the people, head out and exit the dungeon.

--SCENE-- (Answer no to the first question, no to the second)

After the scene, exit to the world map and fly to Evrai. You may want to head to an inn first to heal up.

+++++++

+EVRAI+

+++++++

PARTY LEVEL: Rand 40, Ryu 43, Bow 30, Nina 38

Head to the house where you escaped from the last time and talk to the person in front of the statue.

--SCENE--

After the scene, try to enter the building and you will be asked a question. Say "Evans" and you are free to enter.

+++++++

+ST.EVACH+

+++++++

PARTY LEVEL: Rand 40, Ryu 43, Bow 30, Nina 38

MONSTERS: Assassin, D.Crsdr, R.Guard, R.Slug, Archer

ITEMS FOUND: ElemntAR, 1000 Coins, BlastKN, DmndBR, RainbWRB, CrmsnCL

Go north and enter the door.

--SCENE--

After the lengthy scene you will get to choose your party. Choose Rand, Katt and Nina. Give Katt the SnakeST. Go north and then enter the right door.

--SCENE--

BOSS BATTLE vs Ray

Recommended Level: Rand 40, Ryu 43, Bow 30, Nina 38

Weakness: None

HP: Unknown

Easy way to defeat him:

First round: attack normally

Second round: Use any Dragon spell with Ryu, attack normally with others.

Third round: attack normally

Fourth round: Use G.Drgn with Ryu, attack normally with others. You won.

You now have a new Dragon spell!!!!

After the battle, head up the stairs. In the next room follow the path and go up the stairs. Follow the path.

--SCENE--

After the scene, examine the switch to the left of the prison bars and talk to the woman. Next, put Rand in the front and press A while standing in front of the cracked wall. Head up the stairs. In the next room, go down to find a fork. Go left first and follow the path to find a chest with an ElemntAR .Go back to the fork and go down to find another fork. Go left first to open a chest with 1000 Coins. Go back to the fork and follow the right path to the next stairs up. In the next floor, head down and left and break the wall with Rand.

--SCENE--

After the scene, open the chest near you for a BlastKN which you should give to Rand. Continue following the path and go up the stairs. Go down and left.

--SCENE-- (Answer no to his question to fight two easy battles)

After the scene, cross the bridge and go to the left side of the roof. Talk to the man there.

You are now in a four-way intersection. Head north first and enter the door to find a chest with a DmndBR. Head back to the intersection and go left now. Enter the door and open the chest for a RainbwrB which you should give to Katt. Now go up the stairs to the northeast. Follow the path to find a platform with some arrows on it. Step on the bottom-left arrow first and from there go 1N, 1E, 1N, 2S, 1E, 2W, 2N, 2S, 4E and open the chest for a CrmsnCL which you should give to Katt. Now fall down to the floor below and head back up again. Go to the same platform and step on the bottom-left arrow. From there go 1N, 1E, 1S, 1E, 1W, 2N, 2S, 2E and head down the stairs. Follow the path and enter the door. Go all the way up and heal after you pass through the laser-shooting eyes. Search the altar and.....

BOSS BATTLE vs Guardeye x3 and Oldman

Recommended Level: Rand 41, Katt 36, Ryu 44, Nina 38

Weakness: None

HP: 529-650 (Bottom), 445-581 (Top-left), 500-599 (Top-right)

This battle might prove difficult if you don't know how to handle it. Whatever you do, DO NOT ATTACK THE OLD MAN! Do not use All-targeting spells. Go for the bottom eye firstly, the top-left next and the top-right finally.

Rand - attack/heal

Katt - attack

Ryu - attack

Nina - Cast Freeze

EXP: -

COINS: -

--SCENE--

After the scene, warp to Guntz and enter the northern house. Talk to the old man there and then go up to the north wall between the bookcases. Head east to find a secret room. There is a man there hiding in the south wall. Talk to him and answer yes. Go back to HomeTown and fall in the well in the top-right part of the town. Enter the north door.

--SCENE--

+++++++
+WORLD MAP+
+++++++

After the scene you will have the flying township!! It is a must if you want the best ending of the game. And now you don't need Nina so trade her back with Bleu. If you want to move the township, head to the well and talk to the man. Go one more time in the island with the difficult enemies and train a bit. Make sure that your current party is at least level 40. Then, from the island, head south until you find a village surrounded by forest. Enter it.

++++++
+GATE+
++++++

PARTY LEVEL: Rand 42, Katt 40, Ryu 45, Bleu 45
MONSTERS OUTSIDE: Mamot, G.Idol, M.Golem, Kimaira

Head north from the entrance and save if you want. Now proceed all the way up and into the forest. In the forest, go around the big patch of grass and go up to the next area. Follow the path and speak to the man blocking your way.

--SCENE--

After the scene you will not be able to use the bird so if you don't have the flying township (which you should if you followed this guide) you will have a hard time travelling. Anyway head out of town and fly/warp to Cotlnd.

+++++++

+COTLND+
++++++

PARTY LEVEL: Rand 42, Katt 40, Ryu 45, Bleu 45

Speak to the man outside of the house with the red flag. Now exit to the world map and warp to SimaFort.

++++++
+WORLD MAP+
++++++

Do not enter the city. Instead, go west ignoring the bridge and then continue north and enter the cave. Follow the path until you find the restaurant. Talk to the man on the right behind the counter and leave. Warp to TownShip and fly to the southern tip of the south-eastern continent to find the big desert. Enter the ThvsTomd and talk to the man on the right. Now leave and warp to the TownShip.

++++++
+TOWNSHIP+
++++++

Go up and enter the house where your party rests. Ascend to the second floor and enter the second room. Talk to the woman and go back to Gate.

++++++
+GATE+
++++++

PARTY LEVEL: Rand 42, Katt 40, Ryu 45, Bleu 45

Save and go back to where the explosion scene took place. Talk to the man again.

--SCENE--

After the scene, make sure you are ready and talk to the man in front you.

BOSS BATTLE vs Habaruku

Recommended Level: Rand 42, Katt 40, Ryu 45, Bleu 45

Weakness: None

HP: 2391-2549

This must be the first kind-of tough battle in the game. If he uses Bolt X twice you are dead. (except for Rand)

Rand - attack/heal
Katt - attack
Ryu - Cast G.Drgn/attack
Bleu - Cast Bolt X

EXP: 30993
COINS: 15000

--SCENE-- (If you answer "Wait" you will see the bad ending, if you pick

"Defeat" you will continue for the best ending)

After the scene, go back to a town and save/heal. Also, buy as many WFruits you can. 70 of them will do. Put Sten in your party instead of Bleu for a moment. Equip him with the BananaDR, the EarthAR and the DmndBR. Then come back here and enter the door to your north.

+++++++
+INFINITY+
+++++++

PARTY LEVEL: Rand 42, Katt 40, Ryu 45, Sten 33
MONSTERS: Racegude, Humus, Ifeleet, E.Dragon, G.Rider, Ganet, Dadelous, BigHand
ITEMS FOUND: ShinyBR, BusterBW, NatureWP, ShinyHT, HeroAR, MotherRB, CrsntSD, HolySH, SunMask, ImortlRG, DreamBR, FinalKN

From the entrance, head right, up, left, down the stairs, left, cross the gap with Sten, down the first stairs, right, open the chest for a ShinyBR (give it to Ryu instead of his GutsBT), go back left, down the next stairs and down the stairs in the middle.

Go down the three flights of stairs and continue right, cross the gap with Sten, go down, open the chest for a BusterBW, go back up, cross the gap again, go down the next two flights of stairs, go all the way left past the door, up the three flights of stairs, open the chest for a NatureWP, go back down and right to the door and enter it. There are tow paths leading up. Follow the left one first and open the chest for a ShinyHT (give to Ryu), go back and follow the right path and go down the stairs to the next area.

Go down the first stairs, go left and around the room past the stairs leading up, open the chest for a Stamina (use on Ryu), go back around the room ignoring the stairs again, go down the second flight of stairs, go down, right, up, down the next stairs, down, left, up, open the chest for a PwrFood (use on Ryu), go back around the room, down the next stairs and climb down the stairs in the middle to proceed to the next area.

Go left and follow the path until you find a fork (left-right). Go right and down to find two chests with a HeroAR (equip on Ryu) and a MotherRB (equip on Katt). Go back to the fork, head left, down, right, up, open the chest for a CrsntSD (equip on Ryu), go all the way back to the entrance of this area, go right, down the stairs, all the way to the left, up, down the stairs and down the stairs in the middle to proceed in the next area.

In the next 6 rooms the path is one-way so follow it.

Head south and down all the stairs you find and open the chest for a HolySH which should be given to Katt. Head left and up all the stairs to find a chest with a SunMask (equip on Sten). Head back at the entrance of the area, go right, down the two flights of stairs, go east and up to find a chest with an ImortlRG, then down all the way to find another chest with a ShadowDR (equip on Sten). Head up two flights of stairs, go left and follow the path until you find a fork (right-left). Go right, down and open the chest for a DreamBR. Go up one flight of stairs, go right, down and you will reach a fork (left-down). Go left, down the two flights of stairs and open the chest for a FinalKN (equip on Rand). Continue along the path to find a fork (south-north). Go south all the way and take the stairs to the next area. Finally, head all the way south and enter the door.

--SCENE--

+++++++
+DOLOGANY+
+++++++

PARTY LEVEL: Rand 45, Katt 43, Ryu 47, Sten 39

ITEM SHOP

HelpBL 50Z
Wfruit 200Z
CureAl 400Z
LifePl 500Z
Smoke 100Z
Worm 4Z
Shrimp 20Z
Urchin 10Z

After the scene, talk to the man below you and head out of the house.

Go and talk to every one in the town and then head back in the house in front of which you appeared.

--SCENE--

After the scene, head out of the forest (you know how right?) and when you are in town, enter the southern building (the church). Go up and left and talk to the man there.

--SCENE--

After the scene, enter the church and go upstairs. Talk to the boy and head down again.

--SCENE--

After the scene, head out of the church and go to the forest to the north. Head to the door from which you appeared (the same you entered with Ryu) and examine it.

--SCENE--

Now talk to the people of the town if you want. In the lower level, the southern house has an inn and an item shop. First talk to the Dragon God statue and save and change your party members to Rand, Ryu, Katt, Bleu. Equip Bleu with the ImortlRG and sell all the unnecessary equipment. Now is the time to stock up on curative items like HelpBL, Wfruit, CureAl and LifePl. After you are ready head in the tower just above the inn/item shop (you must have Ryu in the front). In there, step on the purple tile.

+++++++
+INFINITY+
+++++++

PARTY LEVEL: Rand 45, Ryu 47, Katt 43, Bleu 45

MONSTERS: Skeleton, Dragoon, Ganet, Carm, Magicmas, Conch, DPaladin, Amom

ITEMS FOUND: Noe'sRB, RiotST, HolyRP, DragonSH, DragonAR, DragonSD, HolySH

Head left and down 7 flights of stairs to find a fork (south-northeast). Go down and at the next fork go left and follow the path to find a chest with a

Noe'sRB. Give it to Katt and go back in the first fork. Go north-east this time and enter the door. Go north and talk to the man in red. Answer "yes".

--SCENE--

After the scene, head to all 7 doors and talk to your party members at the end of the hallways. After you do that, enter the room that the man in red was blocking and continue through the hallway. Talk to the familiar man there :D. Answer "yes" to the question and then head back and talk to the man in red. Afterwards, head in the room that he was blocking again and talk to the man inside. Answer "no" to all his questions.

--SCENE--

After the scene, examine the pool near you and head back to the dungeon. Make your way to the second fork and go right this time. Follow the path and go down the stairs.

Go left and enter the first door you see. You will come to a fork. Head left and down to find a chest with a RiotST (equip on Katt). Go back to the fork and go right this time. Follow the path and enter the first door you come to. Go up and climb down the ladder.

You will immediately be in a fork. Go down, follow the path and enter the door to find a chest with a HolyRP. Go back to the fork and go left this time. Follow the long path and climb down the ladder.

You will be in a room with many doors and a flashing orb. Don't step on it. Follow the narrow path to the upper right of the room and enter the door. Open the chest for a DragonSH and go back to the previous room (equip the shield on Ryu). Enter the door at the upper-left this time and climb down the ladder.

Go up to find another flashing orb. Ignore it and continue going up in the narrow path to find a chest with a DragonAR in it. Give it to Ryu and head down. This time follow the south-western path, ignore the ladder, save at the dragon statue and climb down the ladder you ignored.

Go left, up, ignore the flashing orb and enter the door. Open the chest to get a DragonSD (equip on Ryu) and head back again. Go and climb back up the ladder from which you came. Save again if you want and then keep going back until you find the flashing orb. Step on it.

You now have two choices. You can either enter the door just above you to proceed with the story or grab a few chests first and come back here later. If you chose the first, skip the next paragraph.

From where you appear, go north-east and climb up the ladder. Follow the path and climb up the next ladder as well. Keep going until you hit another fork. To the north lies a door with a fountain that restores your health. Use it and then go back at the fork and proceed to the left, climbing up the ladder. You will find another fork. Go down first and open the chest for a HolySH. Go back and take the left path this time. Climb up the ladder at the end. Follow the path for another fork. Go north-east and open the chest for a DragonHT (equip on Ryu). Head back to the fork, go south and climb up the ladder. Follow the path in the next room and enter the door. Follow the path and enter the door you find. In the room, go down the ladder, go all the way to the left and follow the path to a ladder that you should climb down. You will now be in a familiar room. Enter the door to the upper left of the flashing orb and go down the ladder. In the next room, follow the south-western path if you want to save (which I strongly recommend). If not, step on the flashing orb, heal up and

enter the door to your north. Go a few steps north and...

BOSS BATTLE vs Barubary

Recommended Level: Rand 47, Ryu 49, Katt 46, Bleu 47

Weakness: None

HP: 1300-1415

Use normal attacks for a couple of turns. Do not worry, it is far from over.

Barubary will offer you a challenge. Fight him with all your party or only Ryu. If you choose the second, he will be weaker.

FIGHTING WITH PARTY

HP: 4948-5209

Toughie. He has all those spells which hurt the party so Rand will not attack.

Rand - Constantly cast Cure 3

Ryu - Cast G.Drgn and then constantly attack

Katt - Constantly use Wfruit on Rand

Bleu - Cast Bolt X. When out of AP, Cast Drain and repeat.

EXP: 32000

COINS: 15000

FIGHTING ALONE

HP: 3732-3996

Very tough.

Ryu - Cast G.Drgn first turn. In the next turns attack and use healing items. You don't want to let your health drop below 110. That's where all your Roasts and Extracts come into play.

EXP: 8000

COINS: 15000

After the battle go north to find a much wanted dragon statue and a fountain to restore your health. After you are done saving and healing step on the flashing orb to the south-east.

Go all the way north and enter the door. Your guess is right. The final battle is near. Before the battle though I will list my stats for my party for you to see if they match yours.

RYU

LV: 49

HP: 383/383

AP: 85/ 85

STRNGTH	190	OFFENSE	315
STAMINA	130	DEFENSE	297
AGILITY	110	VIGOR	115
WISDOM	133	COND	EXCLNT
LUCK	118	GUTS	5

WPN: DragonSD SHD: DragonSH
ARM: DragonAR HLM: DragonHT
ETC: Charm ETC: ShinyBR

RAND

LV: 47

HP: 493/493
AP: 177/177

STRNGTH	238	OFFENSE	296
STAMINA	234	DEFENSE	300
AGILITY	55	VIGOR	5
WISDOM	139	COND	OK
LUCK	77	GUTS	1

WPN: FinalKN SHD: BlndedSH
ARM: StoneAR HLM: BronzeHT
ETC: Charm ETC: HeroBT

KATT

LV: 46

HP: 255/255
AP: 17/ 17

STRNGTH	198	OFFENSE	288
STAMINA	78	DEFENSE	216
AGILITY	175	VIGOR	171
WISDOM	71	COND	EXCLNT
LUCK	158	GUTS	4

WPN: RiotST SHD: HolySH
ARM: Noe'sRB HLM: SunMask
ETC: Collar ETC: KramerBR

BLEU

LV: 47

HP: 331/331
AP: 310/310

STRNGTH	146	OFFENSE	229
STAMINA	177	DEFENSE	311
AGILITY	210	VIGOR	202
WISDOM	255	COND	EXCLNT
LUCK	179	GUTS	0

WPN: ImortlRG SHD: HolySH
ARM: MotherRB HLM: SunMask
ETC: DreamBR ETC: None

Now proceed north.

--SCENE--(At some point you must constantly press the D pad to free yourself)

After you regain control, head north.

--SCENE--

BOSS BATTLE vs Deathevn

First things first, cast Anfini.

--SCENE--

FINAL BOSS BATTLE vs Deathevn

Weakness: None,duh.

HP: 10489-10581

Finally, a tough battle.

Ryu - Cast G.Drgn when full on ap/attack

Rand - Cast Cure 3

Katt - Use WiseBLs on Ryu, when you are out use WFruits on Rand

Bleu - Cast Bolt X. When out of ap, use WFruit on Rand and let Katt attack.

EXP: -

COINS: -

After the battle, go south and exit the room.

CONGRATULATIONS!!!!!!YOU HAVE BEATEN A WONDERFUL GAME!!!!!!SIT BACK AND ENJOY
THE ENDING!!!!!!

5)MONSTER LIST

Gonghead

HP: 21

EXP: 12

COINS: 9

E.Sludge

HP: 12-14

EXP: 4

COINS: 6

Hunchbak

HP: 16
EXP: 8
COINS: 9

Leech

HP: 20 or less
EXP: 8
COINS: 6

S.Goblin

HP: 38 or less
EXP: 8
COINS: 18

Widow

HP: 36 or less
EXP: 20
COINS: 12

Biruburu

HP: 26-36
EXP: 18
COINS: 15

Devilkid

HP: 29-36
EXP: 12
COINS: 60
ITEM DROPPED: Gold

Tsi.Fly

HP: 18-34
EXP: 8
COINS: 9
ITEM DROPPED: Antdt

Bugbear

HP: 37-39
EXP: 24
COINS: 30

Eaterman

HP: 27-34
EXP: 14
COINS: 18
ITEM DROPPED: CureAl

Harpy

HP: 40 or less
EXP: 18
COINS: 42

Docaden

HP: 31
EXP: 18
COINS: 24

Hood

HP: 49-81
EXP: 180

COINS: 150

P.Spider

HP: 194-242

EXP: 120

COINS: 90

Bloodskr

HP: 44 or less

EXP: 48

COINS: 24

Trickster

HP: 41 or less

EXP: 44

COINS: 78

Willowsp

HP: 34-52

EXP: 80

COINS: 33

Ghoul

HP: 90 or less

EXP: 64

COINS: 33

W.Bear

HP: 40-78

EXP: 120

COINS: 69

Sniphead

HP: 39-139

EXP: 114

COINS: 48

K.Goblin

HP: 30-46

EXP: 150

COINS: 51

Dethpede

HP: 132-138

EXP: 212

COINS: 48

ITEM DROPPED: Antdt

D.Fly

HP: 63-71

EXP: 160

COINS: 42

Kimoto

HP: 53-77

EXP: 216

COINS: 54

ITEM DROPPED: BronzeSD

Stooly

HP: 65-83
EXP: 192
COINS: 48

Creon
HP: 267-300
EXP: 480
COINS: 150

H.Fly
HP: 37 or less
EXP: 163
COINS: 24
ITEM DROPPED: Herb,HelpBL

S.Idol
HP: 167-229
EXP: 725
COINS: 123
ITEM DROPPED: StoneAR

Stamen
HP: 133-209
EXP: 512
COINS: 96

Monoped
HP: 49-94
EXP: 304
COINS: 66
ITEM DROPPED: FireRG

M.Mummy
HP: 52 or less
EXP: 240
COINS: 69

Ogre
HP: 45-124
EXP: 400
COINS: 99

Catfish
HP: 52-147
EXP: 816
COINS: 162

Pollen
HP: 68-103
EXP: 801
COINS: 54

J.Fish
HP: 49-85
EXP: 416
COINS: 72

Bouncer
HP: 173-262
EXP: 400

COINS: 120

Mimic

HP: 63-115

EXP: 304

COINS: 138

Poltrgst

HP: 56-62

EXP: 712

COINS: 90

Arachnod

HP: 65-124

EXP: 448

COINS: 96

B.Roach

HP: 159-170

EXP: 480

COINS: 99

H.Crab

HP: 45-113

EXP: 978,5

COINS: 126

Footman

HP: 64-128

EXP: 431

COINS: 300

G.Lizard

HP: 114-122

EXP: 896

COINS: 249

V.Head

HP: 97-132

EXP: 896

COINS: 132

Fastman

HP: 89-172

EXP: 520

COINS: 9

Cuttlecb

HP: 64-80

EXP: 744

COINS: 90

C.Sludge

HP: 4-7

EXP: 9012

COINS: 153

DinoFung

HP: 288-316

EXP: 2414

COINS: 228

Pima

HP: 159-161

EXP: 1313

COINS: 186

S.Golem

HP: 397-490

EXP: 3988

COINS: 1476

Beetle

HP: 47-126

EXP: 81,3

COINS: 576

Stinger

HP: 103

EXP: 1141

COINS: 171

Sireen

HP: 104-144

EXP: 1298

COINS: 285

Aruban

HP: 106-146

EXP: 954

COINS: 264

ITEM DROPPED: Extract

C.Bear

HP: 240-270

EXP: 1703

COINS: 384

Basilisk

HP: 148-404

EXP: 2177

COINS: 252

D.Brnger

HP: 168-223

EXP: 2879

COINS: 405

Pharaoh

HP: 130-197

EXP: 2145

COINS: 492

Souflik

HP: 70-90

EXP: 2199

COINS: 105

Ralooba

HP: 191-297

EXP: 2414
COINS: 477

Venusfly
HP: 136-185
EXP: 1745
COINS: 183

Meedid
HP: 173-199
EXP: 2707,5
COINS: 501

Banbhand
HP: 114-207
EXP: 1476
COINS: 318

Ganga
HP: 246-384
EXP: 4078,5
COINS: 360

Atlas
HP: 161-197
EXP: 2120,5
COINS: 288

Ryusight
HP: 52 or less
EXP: 2283
COINS: 0

Pepshun
HP: 41-172
EXP: 5872
COINS: 0

Hemoglod
HP: 64 or less
EXP: 1468
COINS: 0

Fatty
HP: 460-618
EXP: 8700
COINS: 0

Rapider
HP: 120-148
EXP: 2901
COINS: 489

RoadSlug
HP: 172-251
EXP: 3183,5
COINS: 525

P.Eater
HP: 112-285

EXP: 1263,5
COINS: 660
ITEM DROPPED: Gold

Jacky
HP: 4
EXP: 922,5
COINS: 999

Darious
HP: 205-333
EXP: 6296,5
COINS: 630
ITEM DROPPED: BreathAR

Amonica
HP: 97-139
EXP: 2373
COINS: 661,5

B.Ogre
HP: 235-347
EXP: 4014,5
COINS: 672

Stone
HP: 9
EXP: 1662
COINS: 0

S.Golem
HP: 1596-1610
EXP: 13499
COINS: 1245

Stump
HP: 962-1021
EXP: 2493
COINS: 0

Bush
HP: 394-575
EXP: 1662
COINS: 0

Gallop
HP: 162-241
EXP: 3246
COINS: 414

Crodworm
HP: 101-160
EXP: 5831,5
COINS: 624

M.Golem
HP: 231-407
EXP: 6443
COINS: 900

Tri. eye
HP: 85-227
EXP: 3278,6
COINS: 528

Kiyhood
HP: 123-188
EXP:
COINS:

Needle
HP: 178-337
EXP: 3231
COINS: 576

Barucuda
HP: 135-169
EXP: 3197
COINS: 918

Gargoyle
HP: 159-212
EXP: 4918
COINS: 915

R. Guard
HP: 168-207
EXP:
COINS:

Kimaira - Cast Death for easy victory
HP: 921-1095
EXP: 30382
COINS: 1656

G. Idol
HP: 347-427
EXP: 9950
COINS: 1440

Mamot
HP: 665-950
EXP: 14061
COINS: 906

Titong
HP: 250-297
EXP: 4812
COINS: 867

Cancer
HP: 143-210
EXP: 4853
COINS: 579

Dinabehm
HP: 251-328
EXP: 5179
COINS: 660

Sheef

HP: 132-238

EXP: 2975,3

COINS: 942

Anubus

HP: 127-138

EXP: 4613

COINS: 837

D.Spider

HP: 161-194

EXP: 3748

COINS: 561

Lyverma

HP: 272-323

EXP: 10117,5

COINS: 603

Maindstr

HP: 214-235

EXP: 7182,5

COINS: 810

D.Spirit

HP: 147-206

EXP: 5394

COINS: 936

Zombie

HP: 550-691

EXP: 8468,3

COINS: 1500

Assasin

HP: 146-202

EXP: 6600

COINS: 1245

D.Crsdr

HP: 263-312

EXP: 6334

COINS: 1536

R.Slug

HP: 197-260

EXP:

COINS:

Archer

HP: 184-335

EXP: 2492

COINS: 300

Racegude

HP: 224-299

EXP: 13770

COINS: 1545

Humus
HP: 203-263
EXP: 7747
COINS: 1266

Ifeleet
HP: 677-729
EXP: 29301
COINS: 1860

E.Dragon
HP: 624-691
EXP: 33197
COINS: 2055

G.Rider
HP: 232-378
EXP: 13972
COINS: 1545

Ganet
HP: 5
EXP: 4078
COINS: 6

Dadelous
HP: 502-516
EXP: 16508
COINS: 2106

BigHand
HP: 901-987
EXP: 20480
COINS: 1272

Skeleton
HP: 223-494
EXP: 7360
COINS: 1563

Dragoon
HP: 233-325
EXP: 10080
COINS: 2055

Carm
HP: 146-210
EXP: 10080
COINS: 1770

Magicmas
HP: 117-260
EXP: 13216
COINS: 1671

Conch
HP: 274-399
EXP: 10800
COINS: 948

DPaladin
HP: 292-336
EXP: 11312
COINS: 1926

Amom
HP: 529-678
EXP: 18576
COINS: 2691

6) SPELL LIST

RYU

SPELLS - LEARNT

Timewarp - LV 2
Cure1 - LV 7
FirPuppy - In the game
IcePuppy - In the game
T.Puppy - In the game
Smoke - LV 19
FireDrgn - In the game
IceDrgn - In the game
T.Drgn - In the game
G.Drgn - In the game
Anfini - In the game

BOW

SPELLS - LEARNT

Cure1 - LV 2
CurePsn - LV 3
Def-Up - LV 6
Cure2 - LV 16
Renew - LV 20
Heal - LV 23
Def-UpX - LV 26
Cure3 - LV 30
Cure4 - LV 33
RenewX - LV 36
CureX - LV 40

KATT

SPELLS - LEARNT

Fireball - LV 11
Hail - LV 13
Bolt X - LV 15

RAND

SPELLS - LEARNT

Cure1 - Already learnt
CurePsn - Already learnt
Thunder - LV 9
Cure2 - LV 17
8.0 - LV 24
Renew - LV 27
Heal - LV 31
Cure3 - LV 35
Cure4 - LV 37

NINA

SPELLS - LEARNT

Tornado - Already learnt
Cold - Already learnt
Thunder - Already learnt
Spark - Already learnt
Ag.Down - LV 9
Pwr.Down - LV 10
Exit - LV 12
S.Boom - LV 13
Def.Down - LV 15
Drain - LV 17
Flame - LV 20
Typhoon - LV 22
Freeze - LV 24
Angel - LV 26
Death - LV 28
Hail - LV 31
Bolt X - LV 36

There are more I think but I don't know which they are.

STEN

SPELLS - LEARNT

Spark - Already learnt
Bomb - LV 10
Flame - LV 15
Fireball - LV 33
Missile - LV 38

JEAN

SPELLS - LEARNT

Ag-Up - Already learnt
Hush - LV 12
Warp - LV 14
Pwr.Down - LV 16
Cold - LV 18
Idle - LV 20
Angel - LV 30
Death - LV 32

Renew - LV 34

SPAR

SPELLS - LEARNT

Cold - Already learnt

Cure1 - Already learnt

Ag.Down - Already learnt

Pwr.Down - Already learnt

Def-Down - Already learnt

Hush - Already learnt

Ag-Up - Already learnt

Def-Up - LV 14

Idle - LV 16

Exit - LV 18

Warp - LV 19

Sap - LV 21

Drain - LV 22

Cure2 - LV 26

Freeze - LV 28

Shield - LV 30

Def-UpX - LV 32

BLEU

SPELLS - LEARNT

S.Boom - Already learnt

Bomb - Already learnt

Flame - Already learnt

Freeze - Already learnt

Death - Already learnt

Ag.Down - Already learnt

Pwr.Down - Already learnt

Def-Down - Already learnt

Ag-Up - Already learnt

Def-Up - Already learnt

Atk-Up - Already learnt

Sap - Already learnt

Drain - Already learnt

Exit - Already learnt

Warp - Already learnt

Fireball - LV 36

Hail - LV 37

Missile - LV 38

Bolt X - LV 39

7) TO-DO LIST

Here I will list all the things that I will add in this guide in the future.

-add a couple of details missing from the monster list. Those are

-Add a zombie-like monster that I missed in Mt.Fubi

-Add the EXP and COINS given by the Kiyhood

- Add the EXP and COINS given by the R.Guard
- Add the EXP and COINS given by the R.Slug
- Add any other monster that I have missed and I am unaware of

Any mistake/addition found can be e-mailed at johnjohnjohn6662003@yahoo.com

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Other walkthroughs by the writer:

-Zoids Legacy (GBA)

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