

Song Master (Import) FAQ/Walkthrough

by ritchie

Updated to v1.5 on Aug 15, 2007

SONG MASTER

(C) 1992 YANOMAN

(c) 1992 JAPAN ART MEDIA

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GUIDE

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VERSION HISTORY

v1.0 (01/18/05) - Initial release.

***I added some cheat codes and about the game.

Please use these cheat codes.

Infinite Gold 7E0B7A3F
 7E0B7B42
 7E0B7C0F
No Encounter 7E0E5C1B

 About the game

The story of the hero, a boy, is a singer who does a lot of miracles with his mysterious singing voice, and goes out for training to control that power. With an attack concept by leveling up and magic, the system that replaces everything with songs is a unique game.

Tiris

After getting 500G from Robinton, leave the school, and go to the dojo which is in front of the shrine. In the dojo, go to the upper right, and speak to Sion (the boy with blue hair). Now, leave the dojo, and go to the shrine. In the shrine, speak to the priest to get amushia talisman (1-4), and El Ran (LV10) will come by to join Yury. After that, leave the shrine, and go back to the school. In the school, go into the room on the far right, and speak to Robinton to get a temporary authorization document, sacred music, and circle. During the conversation, Sion will comeby to join the duo. Now, leave the school, and go to the lower right to Marsha's house. In Marsha's house, speak to Marsha to get the short sword and small shield. Leave Marsha's house, and go to the boat ticket shop which is behind Marsha's house. In the boat ticket shop, speak to man who is behind the counter to get a boat ticket. Leave the boat shop, and show the boat ticket to the man on the right who is blocking the path to the docks. The group will be taken to the town of Tiris Noah.

Tiris Noah

Go to the mediator shop which is a building with a red star sign, and speak to the mediator who is behind the counter. Choose "to accept any job" (#2). I choose "Mr. Thomas' request" (#2) instead. Now, go to Mr. Thomas' house which is in front of the weapon shop to 2F. On 2F, speak to Mr. Thomas, and reply with yes. Now, leave Mr. Thomas' house, and go across the bridge on the lower left to the West Forest.

West Forest

Now, go into the cave. Recommend LV4 for Yury & Sion. After that, go all the way down, and go down the stairs to B1. On B1, go to the lower right to where there is a magic circle on the ground. Now, search that magic circle to find the pendant that belongs to Mr. Thomas. There is a scene, and El Ran will stay behind. Now, leave the cave, and go back to Tiris Noah.

Tiris Noah

Go back to Mr. Thomas' house to 2F. On 2F, speak to Mr. Thomas to get 1000G, and reply with yes to get two elixirs. Recommend LV6 for Yury & Sion. Now, leave Mr. Thomas' house, and go to Davy's house which is on the lower right side of the town. In Davy's house, speak to Davy, and choose "to hear about the thing of the magic circle" (#1). Now, search the green memo on the brown board that in the upper right. After that, speak to Davy again, and El Ran will come by to rejoin the duo. Now, fight the Evil Spirit (4000HP). In battle, use the magic of water & ice on the Evil Spirit. After defeating the Evil Spirit, leave Davy's house, and go to the bar which is at the front of the inn/bar. At the bar, speak to blue-haired man who is drinking for he will mention something about a caravan. Now, leave the bar, and go to the inn/station which is nearby the south bridge. At the inn/station, speak to Gordon who is on the left side of the room by the table. Now, leave the inn/station, and go to the inn/bar which is on the right side of the mediator shop. At the inn/bar, speak to the red haired lady behind the counter, and choose "stay" (#1). Now, leave the inn/bar, and go back to the inn/station, and speak to the man who is on the left side of the room by the table. Make sure to buy new equipment for the trio at the weapon & protection shop. After that, leave the inn/station, and go to the north gate where the guard is at. At the north gate, speak to the guard, and reply with yes to go into Somberyu Forest. Recommend LV6 for Yury & Sion.

Somberyu Forest

Go to the upper left, and speak to the third injured person on the left that's lying down on the ground. There is a scene, and Yury will wake up in Bandit Fort.

Bandit Fort

There is a scene. During the conversation with Yury and Jack, choose "He is miserable, I will remove him" (#1). Now, Jack (LV10) becomes a friend, and El Ran rejoins Yury. In the next room with two doors, go to the front of the door on the left to eavesdrop on the conversation in that room. There is a scene. Fight Shiifu x2 (1400HP each) & Shiifu Master (1800HP). After defeating Shiifu x2 & Shiifu Master, Jack leaves the duo. Now, search the treasure chest for the sacred music and circlet. After that, leave the fort, and go back into Somberyu Forest. Recommend LV7 for Yury.

Somberyu Forest

Go downward into the another area. In this area, go all the way to the right thru the trees, and then go to the upper left into Resa Village.

Resa Village

Go to the village mayor's house which is in the upper left. In the village mayor's house, speak to Sion, and Remi will give them potion x3, merajin x3, & a recovery water. Then, Sion rejoins the duo. After that, leave the village mayor's house, and speak to the blue-haired man who is nearby the north gate. After that, go thru the north gate, and go into Goblin Cave (1-3).

Goblin Cave

Go upward, speak to the blue-haired man named Harns. There is a scene. After that, go to the upper left, and speak to the brown-haired man. After that, go further up to where the stairs is at. Now, go up the stairs into Vanvar.

Vanvar

There is a scene. After that, go into the big building on the right, and buy new equipment for the trio from the goblins who are behind the counter. After that, leave the big building, and go to the lower left side to where the stairs is at. Now, go down the stairs into Goblin Cave. Recommend LV8 for Yury & Sion.

Goblin Cave

Go downward, and go down the stairs into 1F. On 1F, go to the left, and go down the stairs to B3. On B3, go to the left where the Goblin Prince and the Shiifu Masters & Shiifus are at. There is a scene. Fight the annoying Cyclops (5180HP). Jack joins the trio in battle against Cyclops. Don't use any magic attack on Cyclops. After defeating Cyclops, the scene switches back to the castle in Vanvar.

Vanvar

There is a scene, and Sion leaves the trio. Make sure to go back to the big building and buy new equipment for Jack. Now, leave the castle, and go to the right where the goblin is at. Speak to that goblin, and reply with yes. Then, Sion will come back to rejoin the group. After that, go thru the door into Rankarfarn Cave. Recommend LV10 for Yury & Sion.

Rankarfarn Cave

Go all the way to the lower left, and then go to the far upper right where the stairs is at. Now, go up the stairs into Saiberu Forest.

Saiberu Forest

After that, Jack leaves the group, go all the way around to the far upper left to Saiberu's Mansion.

Saiberu's Mansion

Go inside the mansion, and go into the room on the left where Queen Saiberu is at. Now, speak to Queen Saiberu who is behind the desk. There is a scene. Now, speak to Queen Saiberu again. After that, leave the mansion, and go to Parama Mountain. LV12 for Yury & Sion.

Parama Mountain

Go all the way to the lower left to Rankarfarn.

Rankarfarn

Make sure to buy new equipment for the group at the weapon & protection shop. Now, go to the bar, and speak to the red-haired man who is on the right side of the room drinking. Now, leave the bar, and go to the right thru the trees to the house with a red roof & steps. In this house, go upstairs to 2F, and speak to the man who will mention something about a mediator shop. Now, leave

that house, and go to the mediator shop which is on the left side of the bar. In the mediator shop, speak to the man behind the counter, and choose "to hear about Doofus (#2)" four times and then yes. Now, leave the mediator shop, and go to the prison which is on the right side of the house that has a red roof & steps. In the prison, speak to the guard. After that, go to the front of the prison door on the left, and speak to Benji. Choose "if I am looking for a part-time job? (#2)" to get the griffon's tears. Now, leave the prison, and go thru the path that's on the left side of the mediator shop into Virunee Peak. LV13 for Yury & Sion.

Virunee Peak

Go all the way to the left to Meritus.

Meritus

Go to the singer guild which is on the left side of the inn/bar. In the singer guild, speak to Eddie (the person with blue-haired) who is behind the counter. After that, leave, and choose Areshia which is south of Meritus.

Areshia

Go to the right-side of the village, and speak to four of the villagers who will mention something about Farion. (The four villagers are a blonde-haired boy who is walking back & forth in the upper right, the elder who is inside the house with a red roof, the old woman who is inside the house with a blue roof, and the green-haired woman by the water-well). After that, go into the house that is on the left-side of the village, and speak to Farion who will mention something about Meritus. After that, leave, and choose Meritus.

Meritus

Go back to the singer guild, and speak to Eddie. After that, leave, and choose Watts Peak which is northeast of Meritus. LV15 for Yury & Sion.

Watts Peak

Go all the way to the right to Farhan.

Farhan

Go to the publishing office which is nearby the entrance. At the publishing office, speak to the man behind the counter, and reply with yes twice. The passing note cost 500G. Now, go to the weapon merchant who is standing under a tree nearby a camel, and buy new equipment for the group. The weapon merchant will mention something about Alstar. After that, go back to the publishing office, and speak to the man behind the counter to get the passing note. Also, make sure to buy new equipment for the group from the protection merchant. After that, go to the upper right, and speak to the man who is guarding the gate to get into Barahat Peak. LV16 for Yury & Sion.

Barahat Peak

Go all the way to the upper right, and there is a scene. After that, continue to go to the upper right to Alstar.

Alstar

Make sure to buy new equipment for El Ran at the weapon shop. Now, go to the right side of the town into a house that's on the left side of the weapon &

protection shop. In this house, speak to the old man, and reply with yes to get a very powerful sacred sword called barge blade which cost 18000G. Go to the left side of the town to the front of the medical treatment house which has a cross sign, and speak to the red-haired woman who is walking back & forth. Go to the singer guild which is in the upper left, and speak to the blonde-haired woman who is behind the counter. Go to the bar which is on the left side of the mediator shop, and speak to the blue-haired person named Hudson who is sitting at the lower left table on the right-hand side. Go back to the singer guild, and speak to Hudson who is behind the counter. Go to the upper right, and speak to the guard who is blocking the gate to get into Mercia Castle. In Mercia Castle, go thru the top middle door into another area. In this area, go thru the door on the right into the throne room, and speak to King Colman. During the night, there is a scene. Now, go thru the door on the bottom right that has a red mat on the floor into another area with two guards. In this area, go thru the top middle door into another area. In this area, go thru the top door on the left into King Colman's bedroom, and speak to King Colman who will mention something about a blue orb. Now, leave King Colman's bedroom, and go back to the area where the two guards are at. In this area, go thru the door on the top right into another room. In this room, go thru the top door on right into another room. In this room, go thru the door on the top right into a prison room. In this prison room, speak to the guard who will mention something about the panther. Leave the prison room, and go back into the other area where there is a guard. In this area, go thru the door on the left into another area. In this area, go thru the door on the left into the cook room. In the cook room, go behind the counter, and speak to the woman. Leave the cook room, and go back to the area where the two guards are at. In this area, go thru the top door on the left into the guardroom. In the guardroom, speak to the guard who is nearby the doorway. Now, go back to King Coleman's bedroom, and search the wardrobe on the top left. After that, go back to the prison room, and speak to the guard to get the prison key. Now, go to the front of the prison door to open it. There is a scene. Now, fight Minaretos (HP3600). After defeating Minaretos, the scene switches to the throne room. After the group gets the snake crest from the knight, they are sent to Palm Peak.

Palm Peak

Go all the way downward to Rankarfarn.

Rankarfarn

Go to the bar. At the bar, speak twice to the bartender who is behind the counter, and also choose twice "griffon's tears (#2)." There is a scene. After that, Sam will take the trio to Doofus.

Doofus

Go into the small building on the right, and speak to the red-haired man who will mention something about Ereus. Now, go to the left side of the town, and speak to the man dressed in blue who is walking back & forth will mention something about Jack. After that, go into the big building in the upper left thru the left door into the weapon shop. In the weapon shop, choose "to leave the shop (#3)," and there is a scene. After that, Jack joins the group. Jack is LV15. Make sure to buy new equipment for the group at the weapon & protection shop. Now, go all the way to far lower right side of town, and go thru the back of the building that's there to enter the mansion. Inside the mansion, go to the front of the door on the left to eavesdrop on the conversation. There is a scene. Now, fight Tera Spider (HP8000). In battle, don't use any magic on Tera Spider, just let the group attack it. After defeating Tera Spider, the group gets a circlet. The scene switches to King

Eric's castle in Rankarfarn.

Rankarfarn

Now, exit King Eric's castle, and go into the town area. In the town area, go to the shrine, and speak to the priest. Choose "to get the talisman (#2)" + yes to get Taramu talisman (2-4) for 500G. After that, leave thru the path on the lower left, and choose Palm Peak.

Palm Peak

Go all the way to the upper right to Alstar.

Alstar

Go to the upper right, and speak to the guard who is blocking the gate to get into Mercia Castle. In Mercia Castle, go to the throne room, and speak to King Colman. During the night, there is a scene. After El Ran who is ill leaves the group, Serena joins the group. Serena is LV17. Leave the castle, and go into the town area. In the town area, go upper left to the singer guild, and speak to Hudson. Make sure to buy new equipment for Serena. After that, leave thru the gate that's on the leftside of town to Barahat Peak. LV 17-19 for the group.

Barahat Peak

Go all the way to the lower left to Farhan.

Farhan

Leave thru the gate that's on the left side to Watts Peak.

Watts Peak

Go all the way to the left to Meritus.

Meritus

Leave, and choose Areshia.

Areshia

Go to the house that's on the far lower right, and speak to the old man with the cloak. After that, leave the village (there is a scene) to go back to Meritus.

Meritus

Go to the singer guild, and speak to Eddie. After that, leave, and choose Areshia. LV 19-20 for the group.

Areshia

The village has changed. Now, go to the lower right, and speak to the old man, Ferion, with the cloak on. There is a scene. Now, fight Magic Knight (HP6000), Sword Knight (HP7500) & Kight Guard (HP7000). In battle, don't use any magic on the three mysterious knights, just attack them. Also, Ferion will help the group in the battle. After defeating Magic Knight, Sword Knight & Knight Garder, the group gets the yellow orb, and Ferion joins the group. Ferion is LV24. After that, leave, and go back to Meritus.

Meritus

Go to the shrine, and speak to the priest. Choose "to get the talisman (#2)" + yes to get Aarimu talisman (3-4) for 700G. Now, go to the station which is on the right side of the curio dealer shop, and speak to the man behind the counter. Choose "I would like to ride on the ferryboat (#1)" which cost 500G and yes. On the world map, choose Alstar.

Alstar

Go to the shrine, and speak to the priest. Choose "to get the talisman (#2)" + yes to get Aramu talisman (4-4) for 1000G. Now, go to Mercia Castle to the throne room, and speak to King Colman. There is a scene. After getting the letter from King Colman, Serena leaves the group, and El Ran rejoins the group. The group will automatically go to Lismore.

Lismore

Now, go to the house on the left that's in the upper right side of the town, and speak to the red-haired boy. Choose "I cannot afford to overlook it! (#1)." Now, leave that house, and go into the other house that's in front. In this house, speak to the red-haired man, Lewis. Make sure to buy new equipment for the group. After that, go thru the path on the leftside of the town, and choose the Troll Cave which is in the north mountain. LV22-LV26 for the group.

North Mountain

In the forest, go all the way upward to the dead end area. On the lower right side of the dead end area, you will see a path on the far right side of the forest that is blocked by trees. There is an opening between those trees. Now, go straight thru those trees onto the path, and go to the upper left into the Troll Cave.

Troll Cave

Go all the way upward to where Troll Lord is at. Fight Troll Lord (HP6800) & Troll (HP3500) x4. After defeating Troll Lord & Trollx 4, go thru the door into the prison area, and speak to Lewis' daughter Roller. The group will automatically go back to Lismore with Roller.

Lismore

Go into Lewis' house, and speak to Lewis to get 5000G. Now, leave Lewis' house, and speak to blue-haired man who is walking back & forth nearby the exit that's at the bottom right of the town into the Triangle Gate.

Triangle Gate

In the forest, go upward to the open area, and go thru the trees on the top right into the path. Now, go upward into Dwarf Cave.

Dwarf Cave

Go thru the passage on the right, and go all the way around to the upper left. Now, go down the stairs on the left to B1. On B1, go thru the passage on the left, and go all the way around to the far lower left. Now, go up the stairs that's nearby into the town of Durham.

Durham

Go into the house that's nearby the entrance area, and go thru the door on the left, and speak to the dwarf who will mention something about the four talismans. Reply with yes to get Gaia's sword. Make sure to buy new equipment for the group. Now, go into the upper left area to where Northumbria Castle is at, and go to the front of the castle gate to make the bridge lower. Now, go inside the castle, and go thru the middle door into the throne room. Speak to Minister Heidol, and there is a scene. After that, the scene switches to the Mine.

Mine

After speaking to Gimushii, go to the left, and go down the stairs to B2. On B2, speak to the dwarf who is walking back & forth nearby the stairs that you just came down for he will mention something about Ribura. Now, go around to the lower right, and go down the stairs to B3. On B3, go downward to the lower left to where there is a dwarf who is walking back & forth nearby the treasure chest with the item of potion for he will mention something about Ribura. Now, go back up the stairs to B2. On B2, speak to the dwarf soldier who is nearby the treasure chest with the item of high nitron x5 & the stairs that you just came up for he will mention something about Ribura. If this is done correctly, Ribura will come by and speak to the group. After speaking to Ribura, you will get a gold. Now, go back to B3, and speak to the dwarf soldier who is blocking the stairs to B4. There is a scene. On B4, go all the way down, down the long stairs, and then go to the right to where there is another stairs. Now, go up the stairs to B3. On B3, go to the left, and speak to the dwarf soldier is blocking the stairs. Fight Burowaaru (HP3600). After defeating Burowaaru, go up the stairs, and speak to King Rinbelt. There is a scene. After speaking to Rinbelt, you will get an amulet. Now, go back to B4. On B4, search the wall on the right to get thru the hidden passage into another area. In this area, go upward, and go up the stairs on the right into a room where there is an orb. In this room, pick up the orb, and there is a scene. Heidoru & Ragunas appear before the group. Now, fight Rock Baby (9652HP). In battle, don't use any magic on Rock Baby. After defeating Rock Baby, leave the room, and go up the stairs on the left into King Rinbelt's bedroom that's inside Northumbria Castle.

Durham

In Northumbria Castle, go into the throne room, and speak to King Rinbelt. After speaking to King Rinbelt, you will get bronze ring. After that, leave the castle, and go back into the town area. In the town area, go to the back of the weapon shop that's in the upper right side of the town, and search the crack that's between the wall. Then, Yury will use the bronze ring on the crack to make an entrance. Now, go upward into the Byroad.

Byroad

Go around to the lower left where there are four short narrow passages in a line, and then go futher around to the upper right into another area. In this area, go thru the short narrow passage on the right into another area. In this area, go downward, and the ground will shake. Now, fight Emerald Worm (HP12500), Amethyst Worm (HP11000), & Ruby Worm (HP13000). In battle, defeat Amethyst Worm first. After defeating Emerald Worm, Amethyst Worm, & Ruby Worm, go to the right, and then go all the way up the stair into Noldolbol Forest.

Noldolbol Forest

Go downward to the right, and walk onto the small spot surrounded by grass into another area. In this area, go to the top right area, and walk onto the small spot surrounded by grass into another area. In this area, go to the top left, and walk onto the small spot surrounded by grass into another area. In this area, go around to the far lower right, and walk onto the small spot surrounded by grass into another area. In this area, go to the right, and walk into the small spot surrounded by grass into another area. In this area, go all the way to the right into the Great Wall.

Great Wall

Go upward, and go thru the door into the building. In the building, go up the stairs on the right to the roof. On the roof, go to the right, and go down the stairs to 3F. On 3F, go down the stairs on the right to 1F. On 1F, go thru the door on the left into Tailnanorg.

Tailnanorg

Go into the shrine to the throne room, and speak to the elf Queen, Eiria. There is a scene. After El Ran leaves, Eiria joins the group. Eiria is LV34. Leave, and go back to the Great Wall.

Great Wall

Leave, and go into Golgos Mountain.

Golgos Mountain

Go all the way down to the lower left to the town of Tiris Noah.

Tiris Noah

Now, go to the singer guild. Inside of the singer guild, speak to the old man who's behind the counter for he will mention something about Master Robinton. After that, go to the shrine, and go thru the door on the right, and speak to the old man, Master Robinton who's on the top left side. There is a scene. After Sion rejoins Yury, go back to the shrine, and speak to Master Robinton who will mention something about Nimens. Now, leave the shrine, and go to the bar. At the bar, speak to Nimens with the cape on who's sitting by the table that's on the lower right side of the room. Nimens will join the duo. Nimens is LV55. Make sure to buy new equipment for the trio. After that, go to the inn/station, and speak to the man behind the counter. Choose "I would like to ride on the ferryboat (#1)" which cost 500G and yes. On the world map, choose Alstar.

Alstar

Go to the boatkeeper's house with the anchor sign on the front, and speak to the boatkeeper. Arthur will come by, and the trio will be taken to Emerald Sea.

Emerald Sea

On the ship, speak to Arthur, and then go thru the door into a room with four doors. Now, go thru the door on the far left, and speak to Serena. There is a scene. Now, fight Sauzandomas (HP21000). In battle, Arthur & Serena will join the trio, and make sure to use fire magic on Sauzandomas. After defeating Sauzandomas, the ship reaches the town of Elus Noah.

Elus Noah

Make sure to buy new equipment for Serena. Now, go to the shrine, and speak to Arthur or Uthur. There is a scene. Now, go all the way down the stairs to B3, and search the top row of the third bookshelf (counting from left to right) to find an old book written in the ancient Melrose language. There is a scene. Fight the Silver Dragon (HP9100). After defeating Silver Dragon, there is a scene, and Arthur joins the group. Arthur is LV35. The group will be taken back to Alstar.

Alstar

Now, go to the inn/station which is on the left side of the shrine, and speak to the man behind the counter. Choose "I would like to ride on the ferryboat (#1)" which cost 500G and yes. On the world map, choose Tiris Noah.

Tiris Noah

Make sure to buy new equipment for the group. Go to the shrine, and speak to Master Robinton. After speaking to Master Robinton, leave the shrine, and go to Macpherson's mansion which is on the left side of the shrine. Inside Macpherson's mansion, go thru the middle door, and speak to Ferion who is lying in bed. There is a scene. After that, go to the boatkeeper's house which is on the left side of the inn/station, and speak to the boatkeeper. The group will be taken to the village of Onsa.

Onsa

Go to the elder's house which is on lower right side of the village, and speak to the elder. After that, leave the elder's house, and go thru the path on the right to the Ruins of Melrose.

Ruins of Melrose

Go upward, and go into the center of the stone circle. There is a scene, and Yury is taken up into Tiamat which is a space ship.

Tiamat

There is a long scene. After speaking to Hilda, go thru the door at the top to Ruins of Rekutoa.

Ruins of Rekutoa

In the cave, go upward, and go up the stairs into a forest area. In the forest, go all the way downward passing the stone circle to the town of Christ.

Christ

Go to the upper right side of the destroyed town, and fight Kurowadol Soldier x8 (HP6500) who is standing still. After defeating Kurowadol Soldier, there is a scene, and the group will taken to the underground which is the hideout of the resistance. After speaking to Prince Vergil, you get laser plot & riiibera ring. Now, go upward, and go all the way up the stairs back into the town area. After that, leave, and choose North Shield.

North Shield

Fight Kurowadol Soldier x2 who are blocking the main door. After defeating Kurowadol Soldier, go thru that door. Now, go to the right, and go around to

the lower left. Fight Kurowadol Knight (HP6700) who is blocking the stairs. After defeating Kurowadol Knight, go up the stairs to 2F. On 2F, go around to the upper right, and then go down the stairs to 1F. On 1F, fight Kurowadol Knight who is blocking the stairs. After defeating Kurowadol Knight, go up that stairs to 2F. On 2F, go all the way to the lower left, and fight Kurowadol Knight who is blocking the door. After defeating Kurowadol Knight, the group gets star tiara. Now, go thru that door into the room where Ragunas is at. Fight Ragunas (HP10000) & Feedain x6 (HP7500). In battle, don't use any magic on Ragunas. After defeating Ragunas & Feedain, there is a scene. After Nimens leaves, Hilda (LV70) joins the group. Now, the group will be taken back to Ruins of Rekutoa.

Ruins of Rekutoa

Go upward, and go into the center of the stone circle. The group will be taken to Tiamat.

Tiamat

There is a scene. In the room, the three robots are Denebu who cure & sells medicine, Siris who recovers HP & MP, and Aldebaran who sells items. Buy some poison darts for 1600G & a lot of babrof for 2500G. Make sure to equip the group with the items that you found inside the treasure chests which are in some of the rooms that are ajoined to the room where the three robots are at. After that, go back to the room with the three robots, and go thru the top middle door into the fortress of Foon. Recommend LV40-LV71 for the group.

Foon

Go all the way to the far upper left, and go thru the door into a room where there are two Kurowadol Knights who are blocking the doorway to the room where the final boss is at. In this room, go upward, and fight Kurowadol Knights. After defeating Kurowadol Knight, there is a scene. Now, fight Zeno (HP25000). In battle, use the magic of "burning" four times each on Yury, Hilda or Sion to raise their attack power in order to give Zeno serious damage. Also, use the items of poison darts & babrof on Zeno. After defeating Zeno, there is a scene. Now, fight the final boss Ahhal (HP50000). In battle, use the magic of "burning" four times each on Yury, Hilda or Sion to raise their attack power in order to give Ahhal serious damage. Also, use the items of poison darts & babrof on Ahhal.

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THE END

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Version 1.5

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