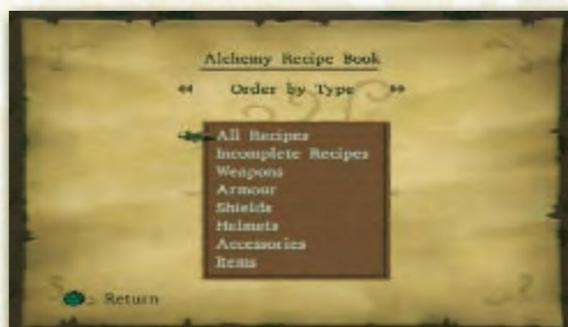
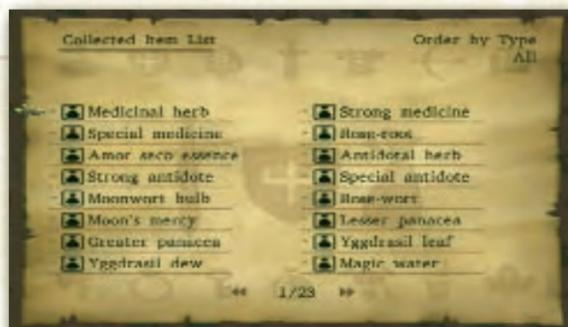


By pressing **L** or **R**, you can rotate the monster's image. Press **X** or **C** to view the monster in action.

Press down to move the cursor next to the name of any items listed under Items Obtained, and then press **C** to see a description of the item.

★ **Collected Item List (Fig. 15):** Items that you have picked up at least once are listed here. You can view lists according to different criteria (Weapons, Armour, etc.), or simply peruse the full list of items. Press left/right to toggle between sorting the list by Type or alphabetically.

★ **Alchemy Recipe Book (Fig. 16):** The Alchemy Recipe Book appears as soon as you obtain the alchemy pot. It lists all the recipes that you have acquired from books, during conversations or by simple experimentation. Selecting a recipe from the list takes you straight to the Alchemy Pot menu.



# IN THE WILD

## INTO BATTLE

Once you leave town, it won't be long before you are confronted by your first horde of monsters. These encounters are generally random, although their frequency and the combination of enemies are governed by strict rules. The most important thing is to always be prepared. In particular, try not to leave town until you have your full quota of HP and MP and take plenty of healing items with you. Make sure that you always have at least a small number of healing items in your characters' personal inventories in case you need to use them in battle. You should also always pack a chimaera wing in your bag to enable you to teleport back to town in an emergency. Sometimes you or your enemy may benefit from the element of surprise as battle commences, giving the opposing party little or no chance of retaliation.

The Hero and Yangus are little more than raw recruits at the beginning of the game, and are therefore bound to take a certain amount of damage during the first few battles. Let's start by having a look at the battle options in more detail:

- ★ **Fight:** Normal combat (see below).
- ★ **Flee:** You can attempt to flee, but whether you succeed is a matter of luck. If you fail to escape, the monsters will be able to freely attack you, so this option is not without risk. You will forfeit any EXP or gold coins if you flee from combat.
- ★ **Intimidate:** This is an attempt to force your opponents to flee by making threatening gestures. Intimidation is more likely to work if the enemies are much weaker than you. Monsters that have been scared away sometimes leave an item behind, but

you will be awarded neither EXP nor gold coins if a monster runs away. If the monsters stand their ground in the face of your team's taunts, they may then turn the tables on you and strike back.

★ **Tactics (Fig. 1):** You can have all the characters except the Hero fight automatically using pre-set tactics. (You can also access this menu from the Misc. menu.) Choose from the following options:

**Show No Mercy:** A full offensive. The main objective is to inflict as much damage on the enemy as possible. However, when faced with less powerful and weakened opponents, it is generally preferable to opt for a strategy that requires fewer MP.

**Fight Wisely:** This strategy favours actions that hamper the enemy by casting spells to render them Asleep, Confused or Paralysed.

**Focus On Healing:** The character concentrates on healing whenever a teammate's HP falls below 50%. The emphasis here is on keeping MP consumption low, boosting Defence and reversing status changes.

**Don't Use Magic:** Besides magic, no abilities that require MP are used. If you want to save your MP for later, this is the strategy for you.

**Get Psyched Up:** This strategy focuses on building up tension (to a maximum of 50), unless the opponent can be felled with a single blow. The character does not spend time on healing.

**Follow Orders:** Disables the automatic fighting mode and enables you to issue the commands yourself. This is usually the best battle strategy.

## FIGHT: BATTLE COMMANDS

Selecting Fight provides you with the following options (Fig. 2):

- ★ **Attack:** Attack with the character's currently equipped weapon (or your bare hands).
- ★ **Abilities:** Use a battle ability learned by accumulating skill points. Most abilities can only be used if you have enough MP. Furthermore, abilities tend to be linked to a weapon and can therefore only be used when the relevant weapon is equipped.
- ★ **Spells:** Use a battle spell learned by accumulating skill points or by reaching a certain level. You can only cast these spells if you have enough MP.
- ★ **Items:** Use or equip an item from the character's personal inventory. For example, you can use a healing item during battle to heal an injured character. You can also swap weapons if you are carrying a second weapon. This action does not count as a turn, so you can then select another action, such as launching an attack with the new weapon.

Remember: you can't use items in your bag during combat.

## ATTACK: SPECIFYING A TARGET

If you have opted to attack, you generally need to specify a target (unless facing a lone opponent).

If you are using a weapon that only targets one enemy (e.g. a sword), proceed as follows:

A window listing the opponents opens to the right of the command window (Fig. 3). The list can take various forms: there may be several enemies of the same type in one group (e.g. slime x 3) or there may be a number of different types.

The cursor (a small dagger) automatically designates the first enemy as the target. If you want to attack a different enemy, press left/right (or up/down if there is more than one group). The monsters in a group always have a letter (A, B, C, etc.) after their name.



★ **Defend:** The character adopts a defensive stance. Enemy attacks only inflict half the usual amount of damage during this turn. The effect can be enhanced by building up tension. This action takes effect immediately, so the damage inflicted is still halved even if the enemy attacks before you see your character go into Defend mode on their turn.

★ **Psyche Up:** The character spends the turn building up tension. This increases his or her Attack for the next round.

One important point to bear in mind during combat is that you can easily reverse your decisions by pressing **A** or **C** and returning to the start of the strategy selection process. However, battle commences once you have made the selection for the last active character.





# KEYS AND COMMENTS

# Keys

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KEYS AND COMMENTS

THE HERO

YANGUS

JESSICA

ANGELO

As the values in the "Level" table show, the development of characters in Dragon Quest is far from random, and in fact follows a set pattern. It's no accident that in the early stages of the game the Hero is awarded less skill points than Yangus each time he levels up. Note how long it takes for each character to attain 100 skill points. You'll soon see that they all develop at their own pace. Careful consideration should therefore be given to the allocation of points when a character moves up a level. The following pages are designed to aid you in making these crucial decisions.

Note that weapon skills such as Swords, Axes and Staves are always linked to the use of an appropriate weapon. For example, the Hero can only use a sword ability if he is wielding a sword. The same applies to traits such as Attack +5 or MP max. +20: the effect is lost when you equip the character with a different type of weapon.

The reverse is true of Fisticuffs: these abilities can only be used (or the traits enabled) if the character is not carrying a weapon, i.e. if they are bare-handed.

Only the fifth category skills (Courage, Humanity, Sex Appeal and Charisma) work regardless of the selected weapon. For example, once the Hero has learned MP 3/4, the use of MP will be reduced for all spells.

When you learn a more advanced version of an ability, the basic ability will be deleted from your ability list. For example, the Hero's Thunder Thrust spear ability will eventually be replaced by the mighty Lightning Thrust.

**1** →

Level	Name	MP	Target	Tension	Info
3	Heal	2	1	✓	Restores 30-40 HP to one character
4	Squelch	2	1	-	Cures one character of the Poisoned and Envenomated status changes

**2** →

Points	Name	MP	Target	Tension	Oomph	Info
4	Attack +5	-	Auto	-	-	-
9	Dragon Slash	0	1	✓	✓	Inflicts 150% damage on monsters from the dragon family (otherwise normal damage)

**1 Level:** With the exception of Yangus, the characters learn new spells by accumulating experience points and progressing through the levels. The "Level" column tells you which level the character must attain in order to master the relevant spell.

**2 Skill Points:** Abilities are never learned automatically. When the characters progress to the next level, they are awarded skill points, which you must then allocate to the five skill categories. The "Skill Points" column tells you how many points are required to learn the relevant ability.

**3 MP:** This column tells you how many magic points are required to use each spell and ability. They cannot be used if the character has insufficient MP.

**4 Target:** This column indicates the number of monsters or characters affected by the spell or ability, usually "1" (targeted action against one monster), "Group" or "All".

Exceptions are spells and abilities with targets "1-2" or "1-4", where one action consists of either two or four individual attacks. The targets for these attacks are randomly selected, so you cannot choose the actual number of victims.

There are three possible targets for actions used to heal or support your characters: "1" (you specify one character), "Party" (all four characters are affected) or "Self" (action is only directed at the character using the spell or ability).

"Auto" means that the relevant effect occurs automatically as soon as it has been acquired. This applies to all items listed under the heading "Traits" in the Attributes game menu.

**5 Tension:** "✓" indicates that the effect of the relevant ability or spell can be enhanced by building up tension (using the Psyche Up command: see page 19).

**6 Oomph:** "✓" indicates that you can enhance the effect of the relevant ability or spell using Oomph, a useful support spell available to Jessica and Angelo.

**7 Name:** Stats such as "Attack +5" or "Critical hit %" in the "Name" column refer to traits that are automatically triggered when the appropriate weapon is equipped. For example, "Attack +5" means that attack power (see page 14) is increased by 5 points.

Critical hit % means that there is an increased chance of achieving critical hits. Normal attacks on individual monsters have a small chance of becoming critical hits. The damage inflicted is much greater than normal and is unaffected by the enemy's defence, so a critical hit even enables you to inflict considerable damage on metal monsters.

**8 Info:** Important facts about the effects of abilities and spells.

Some effects only target specific enemies, e.g. monsters from the dragon family. Details of which family each monster belongs to can be found in both the Monster section of this guide (pages 68-99) and in the Defeated Monster List in the game (see page 15).

For some spells and abilities you will notice information such as: "Inflicts 158-190 points of damage on each member of a group (up to 239 at higher levels)." In other words, 158-190 is the minimum amount of damage you can inflict with this action (unless the monster has high resistance, as with metal monsters, for example). When the character progresses to the next level, the damage inflicted using this ability or spell also increases, but does not exceed 239.

Some spells and abilities cause status changes, the effects of which are described on page 20.

"Spell" indicates that the listed item is a spell rather than an ability, and as such is susceptible to the effects of Fizzle.

When the Hero has accumulated 100 points in the Courage skill, he learns two abilities: Kazap and Gigaslash. If he then also maxes out his sword skills (or if he has already mastered them all), Gigaslash is replaced by the more powerful version, Gigagash.



# THE HERO

# Hero

The Hero was a low-ranking royal guardsman in Trodain Castle. He was one of a small band who survived Dhoulmagus's deadly attack, along with his current travelling companions, Trode, Medea and Munchie, the faithful mouse who lives in the Hero's bag.

The Hero is a versatile character, as equally proficient in armed combat as he is in using healing spells and support magic. His preferred weapons are swords, spears and boomerangs.



## Level

Level	Strength	Agility	Resilience	Wisdom	HP	MP	Skill Points	Required EXP
1	8	6	0	5	22	0	0	0
2	9	7	0	6	25	0	0	17
3	11	8	5	7	28	5	0	44
4	12	9	9	8	30	9	2	93
5	13	10	14	10	34	14	4	180
6	15	11	19	12	37	19	7	310
7	17	13	23	14	42	23	9	505
8	19	14	26	16	45	26	12	797
9	22	16	29	18	52	29	14	1235
10	25	18	32	21	59	32	17	1892
11	27	21	34	24	71	34	20	2795
12	30	24	36	26	80	36	23	4036
13	33	28	38	28	90	38	27	5742
14	36	31	42	30	98	42	32	8087
15	39	35	44	32	109	44	38	11311
16	42	38	48	35	120	48	44	14938
17	45	41	52	38	129	52	49	19018
18	48	45	56	41	140	56	54	23608
19	51	48	60	43	153	60	59	28771
20	54	52	63	45	166	63	63	34579
21	57	54	66	49	179	66	68	41113
22	62	57	68	53	194	68	74	48463
23	66	60	72	57	210	72	80	56731
24	71	63	75	62	224	75	85	66032
25	74	65	81	68	237	81	90	76495
30	96	75	110	102	307	110	117	152012
35	111	90	159	139	358	159	150	288086
40	123	100	197	168	408	197	189	533287
45	139	110	227	192	442	227	222	975135
50	165	123	255	212	468	255	236	1526665
60	214	150	284	238	497	284	259	2629725
70	261	162	330	276	593	330	278	3732785
80	309	175	385	319	690	385	306	4835845
90	357	188	445	343	732	445	332	5938905
99	400	200	478	366	806	478	350	6931659

## spells

Level	Name	MP	Target	Tension	Oomph	Info
3	Heal	2	1	✓	-	Restores 30-40 HP to one character
4	Squelch	2	1	-	-	Cures one character of the Poisoned and Envenomated status changes
6	Evac	2	-	-	-	Teleports the player back to dungeon entrance. (Only works in dungeons.)
11	Sizz	4	Group	✓	-	Inflicts 13-19 points of fire damage on each member of a group. (Up to 35 points of damage with increased Wisdom.)
18	Midheal	3	1	✓	-	Restores 75-90 HP to one character
20	Sizzle	6	Group	✓	-	Inflicts 24-34 points of fire damage on each member of a group. (Up to 62 points of damage with increased Wisdom.)
27	Fullheal	6	1	-	-	Restores all HP to one character
29	Zing	8	1	-	-	Revives a dead character. Success rate: 50%. (50% of HP is restored.)
32	Kasizzle	10	Group	✓	-	Inflicts 79-90 points of fire damage on each member of a group. (Up to 170 points of damage with increased Wisdom.)
65	Dragon Soul	64	1	✓	-	Ability that inflicts more than 400 points of damage on one enemy

## swords

Points	Name	MP	Target	Tension	Oomph	Info
4	Attack +5	-	Auto	-	-	-
9	Dragon Slash	0	1	✓	✓	Inflicts 150% damage on monsters from the dragon family (otherwise normal damage)
15	Flame Slash	0	1	✓	✓	Inflicts 150% damage. (Reduced damage on enemies with a high resistance to fire.)
22	Attack +10	-	Auto	-	-	-
30	Metal Slash	0	1	✓	-	Each attack inflicts 1-2 points of damage on metal monsters. (Normal damage on other monsters.)
40	Critical hit %	-	Auto	-	-	-
52	Falcon Slash	0	1	✓	✓	2 slashes per attack at 75% strength. (4 slashes at approx. 55% strength with Falcon Blade.)
66	Attack +25	-	Auto	-	-	-
82	Miracle Slash	4	1	✓	✓	Inflicts 125% damage and restores your own HP by 50% of the damage inflicted
100	Gigaslash	20	Group	✓	-	Inflicts 158-190 points of damage on each member of a group. (Up to 239 points of damage at a higher level.)
100*	Gigagash	20	Group	✓	-	Inflicts 222-282 points of damage. (Up to 331 points of damage at a higher level.) *Requires prior knowledge of all Swords and Courage abilities

## spears

Points	Name	MP	Target	Tension	Oomph	Info
3	Attack +5	-	Auto	-	-	-
7	Mercurial Thrust	0	1	✓	✓	The character is the first to attack in the round of fighting. Attack power: 80%
12	Thunder Thrust	3	1	✓	-	A hit is highly likely to be a critical hit. (Hit chance: 50%.)
18	Attack +10	-	Auto	-	-	-
25	Multithrust	4	1-4	✓	✓	3-4 thrusts per attack at 50% strength. (Each target is selected at random.)
34	Critical hit %	-	Auto	-	-	-
45	Clean Sweep	0	Group	✓	✓	Group attack. The initial damage is approx. 80% and decreases from one enemy to the next
59	Lightning Thrust	0	1	-	-	More powerful version of the Thunder Thrust: every hit is a critical hit. (Hit chance: 50%.)
77	Attack +25	-	Auto	-	-	-
100	Lightning Storm	25	All	✓	-	Inflicts 190-220 points of damage on all enemies

## Boomerangs

Points	Name	MP	Target	Tension	Oomph	Info
6	Crosscutter Throw	2	All	✓	✓	The first enemy is hit twice, otherwise the same as a normal boomerang attack
12	Attack +5	-	Auto	-	-	-
18	Power Throw	4	All	✓	✓	Slightly less damage than normal, but damage is inflicted on all enemies equally
25	Attack +10	-	Auto	-	-	-
32	Firebird Throw	6	All	✓	-	Points of damage: 36-44 (all enemies)
40	Attack +15	-	Auto	-	-	-
52	Super Throw	4	All	✓	✓	More potent version of the Power Throw. Attack power approx. 150%
66	Attack +20	-	Auto	-	-	-
82	Starburst Throw	8	All	✓	-	Points of damage: 76-84 (all enemies)
100	Gigathrow	15	1	✓	-	Inflicts 145-177 points of damage on one enemy. (Up to 284 points of damage at a higher level.)

## SKILL TIPS

**Swords** pay off if you are in pursuit of metal monsters, with Metal Slash (30 points) being particularly useful. If you accumulate 100 Swords and Courage points, you learn the almighty Gigagash, although this takes quite some time to achieve.

**Spears** are ideal for hunters of metal monsters in particular, with the Thunder Thrust (12 points) and Lightning Thrust (59 points). The Multithrust (25 points) is also worth a try against single enemies, but not if the individual attacks are distributed among several enemies.

**Boomerangs** are a real boon at the beginning of the game because the weapon strikes all enemies. Later, however, this skill becomes less useful (over 40 points: Attack +15), so it is then advisable to switch to developing different skills. Not even the more powerful boomerang abilities are really worth the effort, as they simply don't inflict enough damage on enemies.

**Fisticuffs** is largely ineffectual compared to the other skills, although some actions are worth a try, e.g. Thin Air (42 points). The Hero can only make a real impression with Fisticuffs when you increase the skill to its highest level (Attack +50).

## fisticuffs

Points	Name	MP	Target	Tension	Oomph	Info
4	Attack +5	-	Auto	-	-	-
11	Defending Champion	0	Self	✓	-	More powerful Defend action. Reduces damage by 90%
17	Stones' Throw	0	Group	✓	-	Points of damage: 8-20 (group attack)
24	Knuckle Sandwich	2	1	-	✓	Inflicts 150% points of damage. (Tension has no effect, accumulated tension is not reduced.)
33	Attack +20	-	Auto	-	-	-
42	Thin Air	2	All	✓	-	Inflicts 39-48 points of damage on all enemies. (Up to 132 points of damage at a higher level.)
52	Critical hit %	-	Auto	-	-	-
70	Multifists	0	1-4	✓	✓	4 blows per attack at 33% strength. (Random targets selected from all enemies.)
82	Boulder Toss	4	All	✓	-	Inflicts 72-104 points of damage on all enemies
100	Attack +50	-	Auto	✓	-	-

## courage

Points	Name	MP	Target	Tension	Oomph	Info
8	Zoom	1	-	-	-	Teleports player to the entrance of listed known locations. Once you have visited at least eight destinations, you can use left/right to scroll through the pages. (Only works outdoors.)
16	Tingle	2	Party	-	-	Spell that cures all characters of the Asleep and Paralysed status changes
28	Holy Protection	4	-	-	-	Random battles against weaker monsters are avoided for a certain time (in the wild and in dungeons)
40	Fizzle	3	Group	-	-	Spell that prevents an enemy group from using magic (status change: Fizzle)
48	Zap	6	All	✓	-	Spell that inflicts 40-56 points of damage on all enemies. (Up to 88 points of damage at a higher level.)
56	MP 3/4	-	Auto	-	-	Spells only use 75% of the usual MP
70	Kamikazee	1	All	-	-	The Hero sacrifices his own life. Enemies are wiped out (although no EXP is awarded) or sustain a high level of damage. (Doesn't work with all enemies.)
82	Omniheal	36	Party	-	-	Spell that restores full HP to all characters
90	MP 1/2	-	Auto	-	-	Spells only use 50% of the usual MP; fractions are rounded up
100	Kazap	15	Group	-	-	Spell: 100-140 points of damage on each member of group. (Up to 220 points of damage at a higher level.)
100	Gigaslash	20	Group	✓	-	Inflicts 158-190 points of damage on each member of a group. (Up to 239 points of damage at a higher level.)

**Courage** is extremely useful as a means of learning traits that reduce MP consumption (at 56 and 90 points), and which also have the benefit of operating independently of the equipped weapon. Don't ignore the advanced attacks either (Zap, 48 points and Kazap, 100 points), or the Omniheal healing spell (82 points).

**Suggested strategies:** Learn Courage up to 8 points (for Zoom) initially, then learn Boomerangs up to 40 points (for Attack +15), followed by Courage up to 100 points. Next, increase your Swords skill to 66 points (Attack +25) or your Spears skill to 59 points (for the increased chance of critical hits).

Another option would be to forgo Boomerangs altogether and start by dividing the points equally between Swords and Courage (up to Sword 66), then switching to Spears and Courage.

However, since you come across some extremely effective spears in the opening stages of the game, you may prefer to concentrate on mastering Spears from the outset.





Item	Function	Buy	Sell	Shop	Location	Monster	Created From	Mix To
 <b>MEDICINAL HERB</b>	Restores 30-40 HP (one character)	8	4	Various item shops	Farebury, Alexandria, Port Prospect, etc	Slime, Candy cat, Lips, etc	-	Strong medicine = 2x Medicinal herb Rose-root = Strong medicine + Medicinal herb Rose-root = 3x Medicinal herb Strong antidote = Medicinal herb + Antidotol herb Special antidote = Medicinal herb + 2x Antidotol herb Rose-wort = 2x Medicinal herb + Moonwort bulb Mystifying mixture = Medicinal herb + Antidotol herb + Moonwort bulb
 <b>STRONG MEDICINE</b>	Restores 50-68 HP (one character)	-	88	Saleswoman in Port Prospect	Baccarat, Argonia	Treeface, Treevil, Hades condor, etc	2x Medicinal herb	Rose-wort = Strong medicine + Moonwort bulb Special medicine = 2x Strong medicine Rose-root = Strong medicine + Medicinal herb Amor seco essence = Holy water + Strong medicine
 <b>SPECIAL MEDICINE</b>	Restores 90-120 HP (one character)	-	170	-	Marta's Cottage, Empycchu	Jabberwocke, Boss troll	2x Strong medicine	Lesser panacea = 2x Special medicine Greater panacea = 3x Special medicine
 <b>ROSE-ROOT</b>	Restores 70-92 HP (one character)	-	118	-	Herb Grotto	-	Strong medicine + Medicinal herb or 3x Medicinal herb	Greater panacea = Lesser panacea + Rose-root + Rose-wort
 <b>AMOR SECO ESSENCE</b>	Restores 60-70 HP (one character)	120	60	Pickham, Baccarat, Orkutsk, Desert Chapel, etc	Pickham, Baccarat, Arcadia, Orkutsk, etc	Slime, Healslime, Frogface, King cureslime, Cyclops, etc	Holy water + Strong medicine	Holy water = Amor seco essence + Rock salt Mild cheese = Plain cheese + Amor seco essence Cured cheese = Fresh milk + Premium mould + Amor seco essence Silver shield = Mirror shield + Amor seco essence + Magic water
 <b>ANTIDOTAL HERB</b>	Cures poisoning (one character)	10	5	Various item shops	Farebury, Tower of Alexandria, Peregrin Quay, Ferry, Swordsman's Labyrinth	Bubble Slime, Bodkin fletcher, Ghoul, Merking, etc	-	Strong antidote = Medicinal herb + Antidotol herb Special antidote = Medicinal herb + 2x Antidotol herb Mystifying mixture = Medicinal herb + Antidotol herb + Moonwort bulb
 <b>STRONG ANTIDOTE</b>	Cures poisoning and restores 30-40 HP (one character)	-	95	Saleswoman in Port Prospect	Argonia	Blue Fang	Medicinal herb + Antidotol herb	Special antidote = 2x Strong antidote
 <b>SPECIAL ANTIDOTE</b>	Cures poisoning and restores 60-80 HP (one character)	-	275	-	Marta's Cottage, Dark Empycchu	-	2x Strong antidote or Medicinal herb + 2x Antidotol herb	-
 <b>MOONWORT BULB</b>	Heals the Asleep and Paralysed status changes in battle (all party members)	30	15	Ascantha, Baccarat, Arcadia, Argonia, saleswoman in Port Prospect, etc	Alexandria, Tower of Alexandria, Neos	Lips, Hell hornet, Man o' war, Jab, Soulspawn, etc	-	Rose-wort = Strong medicine + Moonwort bulb Rose-wort = 2x Medicinal herb + Moonwort bulb Mystifying mixture = Medicinal herb + Antidotol herb + Moonwort bulb Moon's mercy = 3x Moonwort bulb
 <b>ROSE-WORT</b>	Restores 60-80 HP and heals the Paralysed status change (one character)	-	148	-	Herb Grotto	-	Strong medicine + Moonwort bulb or 2x Medicinal herb + Moonwort bulb	Greater panacea = Lesser panacea + Rose-root + Rose-wort
 <b>MOON'S MERCY</b>	Restores 110-120 HP and heals the Paralysed status change (one character)	-	308	-	-	Cureslime, Spintnik, Hell hopper	3x Moonwort bulb	Moon axe = Golden axe + Moon's mercy
 <b>LESSER PANACEA</b>	Restores all HP and heals the Poisoned, Evenomated and Paralysed status changes (one character)	-	550	-	Kingdom of Trodain, Arcadia, Isolated Plateau	-	2x Special medicine	Greater panacea = Lesser panacea + Rose-root + Rose-wort
 <b>GREATER PANACEA</b>	Restores all HP and heals the Poisoned, Evenomated, Paralysed, Asleep and Confused status changes (one character)	-	880	-	-	-	Lesser panacea + Rose-root + Rose-wort or 3x Special medicine	-

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## 4 1 DRACKY 2

Bird 3



HP	4	10	Attack	6	12	Agility	8	8
MP	5	0	Defence	7	9	Level	9	2

Item (Chance)	10	Medicinal herb (1.56%)
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Rare Item (Chance)	11	Chimaera wing (0.78%)
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EXP	12	2	Gold	13	3	Intimidate	14	A
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Habitat	15	Farebury region, Waterfall Cave, Kingdom of Trodain, Isolated Plateau, Godbird's Eyrie
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Special Property	16	Often dodges attacks
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**1. No.:** As listed in numerical order in the Defeated Monster List: see page 15 in the How to Play chapter.

**2. Name** of the monster

**3. Family:** Indicates the type of monster.

**4. HP:** The "hit points" (or damage points) indicate the minimum amount of damage you must inflict to defeat your enemy. It is important to bear in mind that some monsters can heal themselves.

**5. MP:** This is the amount of MP (magic points) available to your enemy during combat. If the value indicated is zero, the monster is unable to cast spells. This also means that a spell such as Drain Magic, which transfers MP from the enemy to your character, will have no effect.

**6. Attack:** This attribute determines your enemy's strike power in combat.

**7. Defence:** This indicates your enemy's defensive capability.

**8. Agility:** This attribute determines the point in a battle turn at which the enemy engages in combat. Enemies with a high Agility level can also occasionally dodge attacks.

**9. Level:** This indicates the monster's level. This information is important if you want to use the "Intimidate" command to frighten a monster away.

**10. Item:** An enemy sometimes leaves a valuable item behind after a battle. This could be a normal item or a rare one.

**11. Chance:** This indicates the likelihood of the monster leaving an item behind after combat. The chance of acquiring one of these items tends to be between 0.39% and 12.5%.

**12. EXP:** All characters who have survived a battle are awarded experience points for the monsters that they have defeated.

**13. Gold:** Defeated monsters generally leave a certain number of gold coins behind after a battle.

**14. Intimidate:** This indicates how a monster will react if you use the "Intimidate" command in combat.

**15. Habitat:** This information is helpful if you are in search of a particular monster, as it lists typical locations in which that monster may be lurking. Further details can be found in the relevant sections of the Walkthrough.

**16. Special Property:** This details some of the special skills that a monster may use in combat and occasionally provides handy hints for tackling said monster.

"Concentrated attacks" indicates that the monsters focus their attacks on one party member.

## INTIMIDATE

The likelihood that you will force a monster to flee by making threatening gestures is not down to pure chance, but is in fact governed by strict rules. The crucial factor in the monster's reaction is often the difference between the level of the monster and the level of the Hero. As a general rule, the Hero should be at least three

levels higher than his enemy, otherwise you are unlikely to intimidate your opponent. "Neutral" means that either the monster does not react at all or that it will merely be startled. The latter is of no use to you, but is preferable to the monster launching a counterattack. Note: All boss monsters are classed as category G.

### effect of intimidate

Monster's Behaviour	Level Difference	Flight	Neutral	Attack
A May flee whatever the strength of the Hero	3 or more	100%	0	0
B Only flees if the Hero is slightly stronger	Up to 3	20%	60%	20%
C Normally flees	3 or more	100%	0	0
	Up to 3	0	70%	30%
D Only flees if the Hero is much stronger	3 or more	90%	10%	0
	Up to 3	65%	25%	10%
E Varies	15 or more	90%	10%	0
	Up to 15	0	10%	90%
F No reaction	-	25%	50%	25%
G Always attacks	-	0	100%	0
	-	0	0	100%

The game will not be as much fun if you simply consult the table to ascertain the level of each monster and calculate your chances of making the monster run away. It makes much more sense to defeat the monsters and accumulate experience points. This information is really designed for situations when your characters are on their last legs and fighting for survival, when their next battle could be their last.

## BOSS MONSTERS

The boss monsters, which only appear at certain points in the game, are described in the relevant parts of the Walkthrough, so there's

no need to worry about coming across spoilers in this chapter that could give away information about key events later in the game.

**1 SLIME** *Slime*

HP	7	Attack	10	Agility	6
MP	0	Defence	8	Level	1
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Amor seco essence (1.56%)				
EXP	1	Gold	1	Intimidate	A
Habitat	Farebury region, Waterfall Cave, Kingdom of Trodain, Isolated Plateau, Howlwind Hill				
Special Property	-				

**1 SLIME** *Slime*

HP	44	Attack	7	Agility	68
MP	0	Defence	30	Level	16
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Amor seco essence (1.56%)				
EXP	8	Gold	1	Intimidate	B
Habitat	Between Seaview Church and Baccarat				
Special Property	Can merge to form king slime				

**2 CANDY CAT** *Beast*

HP	10	Attack	11	Agility	6
MP	0	Defence	9	Level	2
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Bandit's grass skirt (1.56%)				
EXP	2	Gold	2	Intimidate	A
Habitat	Farebury region, Kingdom of Trodain				
Special Property	-				

**3 LIPS** *Bug*

HP	11	Attack	12	Agility	5
MP	0	Defence	8	Level	2
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Moonwort bulb (1.56%)				
EXP	2	Gold	3	Intimidate	A
Habitat	Farebury region				
Special Property	Can stop a character for one turn by licking them				

**4 DRACKY** *Bird*

HP	10	Attack	12	Agility	8
MP	0	Defence	9	Level	2
Item (Chance)	Medicinal herb (1.56%)				
Rare Item (Chance)	Chimaera wing (0.78%)				
EXP	2	Gold	3	Intimidate	A
Habitat	Farebury region, Waterfall Cave, Kingdom of Trodain, Isolated Plateau, Godbird's Eyrie				
Special Property	Often dodges attacks				

**5 SATYR** *Humanoid*

HP	13	Attack	14	Agility	7
MP	0	Defence	9	Level	3
Item (Chance)	Plain clothes (6.25%)				
Rare Item (Chance)	Wayfarer's clothes (1.56%)				
EXP	3	Gold	4	Intimidate	A
Habitat	Farebury region				
Special Property	Can induce the Asleep status change in the party with a song				

**6 CAPSICHUM** *Plant*

HP	15	Attack	12	Agility	6
MP	4	Defence	10	Level	3
Item (Chance)	Cypress stick (1.56%)				
Rare Item (Chance)	Copper sword (0.39%)				
EXP	3	Gold	3	Intimidate	A
Habitat	Farebury region (in the forest)				
Special Property	Can reduce one character's Defence using Sap				

**7 BUNICORN** *Beast*

HP	16	Attack	13	Agility	10
MP	0	Defence	8	Level	4
Item (Chance)	Leather hat (1.56%)				
Rare Item (Chance)	Bunny tail (0.78%)				
EXP	5	Gold	5	Intimidate	A
Habitat	Farebury region				
Special Property	-				

**8 SHU-SLIME** *Slime*

HP	18	Attack	16	Agility	25
MP	0	Defence	15	Level	4
Item (Chance)	Medicinal herb (1.56%)				
Rare Item (Chance)	Slime earrings (0.78%)				
EXP	8	Gold	6	Intimidate	A
Habitat	Maella region, Kingdom of Ascantha, Howlwind Hill				
Special Property	-				

**9 FIRESPIRIT** *Elemental*

HP	14	Attack	9	Agility	9
MP	3	Defence	9	Level	4
Item (Chance)	Holy water (1.56%)				
Rare Item (Chance)	Amor seco essence (0.78%)				
EXP	5	Gold	4	Intimidate	C
Habitat	Farebury region, Waterfall Cave				
Special Property	Uses Frizz (only 1x per battle)				

**10 MISCHIEVOUS MOLE** *Beast*

HP	15	Attack	14	Agility	6
MP	0	Defence	12	Level	5
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Oak club (0.78%)				
EXP	4	Gold	5	Intimidate	A
Habitat	Waterfall Cave, beneath Ascantha, Mole Hole				
Special Property	Can build tension				

**11 MECHA-MYNAH** *Machine*

HP	9	Attack	16	Agility	9
MP	4	Defence	27	Level	6
Item (Chance)	Pot lid (3.13%)				
Rare Item (Chance)	Chimaera wing (1.56%)				
EXP	5	Gold	8	Intimidate	G
Habitat	East of Farebury, Waterfall Cave				
Special Property	Increases Agility using Accelerate. Has high Defence (but low HP)				

**12 BUBBLE SLIME** *Slime*

HP	20	Attack	13	Agility	8
MP	0	Defence	10	Level	5
Item (Chance)	Antidotal herb (6.25%)				
Rare Item (Chance)	Moonwort bulb (3.13%)				
EXP	5	Gold	7	Intimidate	A
Habitat	Farebury region, Waterfall Cave, Tower of Alexandra, Howlwind Hill				
Special Property	Can induce the Poisoned status change in one character				

**13 DANCING DEVIL** *Demon*

HP	20	Attack	16	Agility	14
MP	0	Defence	14	Level	6
Item (Chance)	Chimaera wing (3.13%)				
Rare Item (Chance)	Boxer shorts (1.56%)				
EXP	7	Gold	10	Intimidate	B
Habitat	Farebury region, Waterfall Cave, Kingdom of Trodain				
Special Property	Its dance can stop a character for one turn				

**14 BODKIN ARCHER** *Humanoid*

HP	21	Attack	22	Agility	12
MP	2	Defence	18	Level	6
Item (Chance)	Bandana (3.13%)				
Rare Item (Chance)	Plain cheese (0.78%)				
EXP	10	Gold	8	Intimidate	A
Habitat	Alexandria region, Kingdom of Trodain				
Special Property	Increases Defence using Buff				

**15 SKIPPER** *Material*

HP	21	Attack	20	Agility	22
MP	5	Defence	17	Level	7
Item (Chance)	Medicinal herb (1.56%)				
Rare Item (Chance)	Bunny tail (0.39%)				
EXP	12	Gold	10	Intimidate	A
Habitat	Waterfall Cave, Alexandria region				
Special Property	Can reduce the party's Agility using Decelerate. Concentrated attack possible				

**16 DRACKMAGE** *Bird*

HP	19	Attack	20	Agility	10
MP	6	Defence	16	Level	6
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Chimaera wing (1.56%)				
EXP	9	Gold	7	Intimidate	A
Habitat	Alexandria region, Tower of Alexandra, Pickham region (beach), Kingdom of Trodain, on the beach south of the Kingdom of Ascantha				
Special Property	Can reduce the party's Defence using Kasap				

**17 BEETLEBOY** *Bug*

HP	16	Attack	26	Agility	16
MP	0	Defence	36	Level	7
Item (Chance)	Medicinal herb (3.13%)				
Rare Item (Chance)	Leather hat (1.56%)				
EXP	12	Gold	10	Intimidate	A
Habitat	Farebury region, Alexandria region, Tower of Alexandra, Kingdom of Trodain				
Special Property	Its horn attack can stop one character for a turn				

**18 IMP** *Demon*

HP	28	Attack	21	Agility	18
MP	0	Defence	21	Level	8
Item (Chance)	Chimaera wing (3.13%)				
Rare Item (Chance)	Cool cheese (0.78%)				
EXP	15	Gold	11	Intimidate	A
Habitat	Tower of Alexandra				
Special Property	Its spells never work (because it has zero MP). Inflicts ice damage on the party				

**19 FUNGHOUL** *Plant*

HP	22	Attack	21	Agility	14
MP	0	Defence	18	Level	8
Item (Chance)	Antidotal herb (3.13%)				
Rare Item (Chance)	Plain cheese (0.78%)				
EXP	13	Gold	12	Intimidate	B
Habitat	Alexandria region, Tower of Alexandra				
Special Property	Can induce the Asleep status change in the party				

# USING THE WALKTHROUGH

These pages provide a brief overview of the various elements that you will find in the Walkthrough chapter. Great care has been taken not to give away any unnecessary plot details, to the point of not showing any pictures of the boss enemies! You will find the bosses names and pictures in the Secrets chapter, starting on page 215. It's entirely up to you if you want to peek ahead, but if you wish to remain "spoiler free" and avoid blowing any surprises, you should resist the urge to flick forward...

## 1 Maps

Every single item that you can expect to find will be depicted on detailed maps of the towns, regions and dungeons. An icon will indicate if the item can be found in a barrel or cupboard, etc. You can find a key to all the different icons on the back cover foldout. The numbering corresponds roughly to the order in which you find the items in the game if you follow the Walkthrough. A handy checklist will help you to keep track of the vast number of items that you can expect to find on your travels. Remember that you won't be able to open all the treasure chests immediately. Footnotes will indicate if you need a key.

## 2 Shops

The shop tables show which items are for sale, how much they cost and who you can equip them on. There is, however, one restriction to bear in mind: Jessica cannot use swords until she has learned the relevant trait (Knives skill: 30 points). If this restriction applies, her icon is "greyed out" in the table.

## 3 Walkthrough

The text will tell you what you must do in order to drive the plot forward: where to go, who to talk to, which objects you need, and so on.

Items that you find are highlighted red in the text. To ease your entry into the game, all items will initially be mentioned in the

text, as well as being outlined on the maps. As you get more experienced and make good progress through the game, there will be less mention of items in the text, but they will all still be marked on the maps. Brown text denotes things that you could do, but which are not strictly necessary in order to finish the game.

Optional side-quests are covered elsewhere in the guide, but to ensure that you don't miss anything, references to certain pages  Page 198 indicate where these "secrets" will be revealed.

## 4 Images from the game

Hundreds of screenshots are included to illustrate the game action. The numbers under the images refer to the relevant passages in the text and vice versa. The numbering in each new section always starts at "01".

## 5 Monsters

All the monsters that dwell in an area or dungeon are listed numerically according to the Defeated Monster List in the game. You can see the most important information on a monster at a glance – its HP. You can find detailed facts about all of the wild and wonderful creatures that you can expect to meet and greet on your adventure in the Monsters chapter, starting on page 68.

Some monsters are only at large during the day , while others only come out at night . Footnotes will indicate if the monsters only appear in a certain region or under cover of trees (e.g., "in the forest").

## 6 Infamous monsters

The "visible" monsters (see page 19) have two different names: their fighting names and their team names. The latter are used in the Walkthrough, so that you can easily find details on the monsters (starting on page 91).  /  show if a particular monster only appears at certain times of the day. Footnotes will indicate any special conditions you should know about.

## 7 Boss info

Here, you will learn everything you need to know about the boss monsters, including tried and tested battle strategies and tips on dangerous attacks, as well as all relevant stats presented in an easy-to-view box (you can find details about the box on page 69).



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- ISOLATED PLATEAU
- AREAS ACCESSIBLE BY AIR
- UNTRODDEN GROVES
- SAVELLA AREA
- NEOS
- BLACK CITADEL

# ALEXANDRIA REGION

# Alexandria



## ITEMS

No.	Item	✓
1	Slime earrings	<input type="checkbox"/>
2	100 gold coins	<input type="checkbox"/>
3	Seed of strength	<input type="checkbox"/>
4	Seed of life	<input type="checkbox"/>

## INFAMOUS MONSTERS

Name
1 Cowboy
2 Healer
3 Metaly 1, 2

1 From Rank F onwards  
 2 At either one of the four locations

## MONSTERS

No.	Name	HP
14	Bodkin archer	21
15	Skipper 1	21
16	Drackmage	19
17	Beetleboy	16
19	Funghoul	22
20	Fencing fox	25
22	Hammerhood	33
23	Jailcat 2	29
24	Frogface 2	36
27	Spiked hare	42
237	See urchin 3	16
238	Man o' war 3	35
239	Yabby 3	41

1 Only in the area surrounding Alexandria  
 2 South of the Tower of Alexandria  
 3 Only on the beach (south of the tower)

## THE CHECKPOINT

Follow the path from Farebury due south. The route to the checkpoint is signposted at each fork in the road. If you haven't yet found the treasure chest to the south of the tree with the red leaves (see page 106), you can go there now and collect the **82 gold coins**. You can also take the opportunity to pit your strength against the infamous monsters in the area.

As the path beyond the checkpoint is no longer blocked, you can cross the stone bridge and head south. The monsters become increasingly dangerous from this point onwards. If you look over at the small hill to the right of the bridge, you will see a treasure chest (Fig. 1). Run up the bank to the right of the path until you reach the chest, and help yourself to the contents, namely a stylish pair of **slime earrings** that boost the wearer's Defence by 4 points.

Now return to the path and follow it eastwards. After just a few yards you will notice an archway on the left marking the entrance to Alexandria. Let's see what kind of welcome you receive there.



01

# ALEXANDRIA

# Alexandria



## ITEMS

No.	Item	✓
1	Holy water	<input type="checkbox"/>
2	Chimaera wing	<input type="checkbox"/>
3	Medicinal herb	<input type="checkbox"/>
4	11 gold coins	<input type="checkbox"/>
5	5 gold coins	<input type="checkbox"/>
6	Plain cheese	<input type="checkbox"/>
7	Wayfarer's clothes	<input type="checkbox"/>
8	Seed of magic	<input type="checkbox"/>
9	18 gold coins	<input type="checkbox"/>
10	Moonwort bulb	<input type="checkbox"/>
11	Jessica's letter	<input type="checkbox"/>
12	Jessica's outfit*	<input type="checkbox"/>

\*Upon return from Tower of Alexandria

## WEAPON SHOP

Item	Price	Equip On
Oaken club	110	<input type="checkbox"/>
Giant mallet	240	<input type="checkbox"/>
Copper sword	270	<input type="checkbox"/>
Boomerang	420	<input type="checkbox"/>
Stone axe	550	<input type="checkbox"/>

## ARMOUR & ITEM SHOP

Item	Price	Equip On
Leather kilt	220	<input type="checkbox"/>
Scale armour	350	<input type="checkbox"/>
Scale shield	180	<input type="checkbox"/>
Medicinal herb	8	<input type="checkbox"/>
Holy water	20	<input type="checkbox"/>
Chimaera wing	25	<input type="checkbox"/>

## INN

Price: 4 gold coins (per person)

## EXPLORING THE TOWN

As you enter Alexandria you are grilled by a rather overenthusiastic welcoming committee. Just as the situation risks becoming heated (your reaction is irrelevant), an old lady intervenes and takes the young rascals to task.

The shops in Alexandria are only open during the day and the large property in the north of the town is also inaccessible at night. To start with, therefore, you should just pick up any items to be found nearby and then spend the night in the inn.



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Walkthrough

## CITY WALKING TOUR

One of the pots in front of the house next to the inn contains a phial of **holy water**. Inside the house is a cupboard containing a **chimaera wing**. You will also strike it lucky in the cottage next to the town gate: there's a **medicinal herb** in a pot and **11 gold coins** in a cupboard. Now make your way to the large mansion on the hill (Fig. 1): smash the pots in the kitchen on the ground floor to obtain **5 gold coins** and a piece of **plain cheese**. Go upstairs to the first floor, where you will find a set of **wayfarer's clothes** in a cupboard. Finally, make your way to the attic, where you will find a barrel containing a **seed of magic** in the corner where the maid is standing. There are more barrels along the wall, containing **18 gold coins** and a **moonwort bulb**.



01

## GO, MUNCHIE, GO!

You must now explore the mansion attic if you want to progress any further. There is a mouse hole in the wall among the barrels (Fig. 2), which leads to Jessica's room. The front entrance to her room is guarded doggedly by the loyal Bangerz and Mash, so to get inside you must send Munchie through the hole in the skirting board.



02

When you get control of Munchie, guide the little critter down the staircase on the right at the back of the room. There is an interesting letter on the desk by the wall, but how can a tiny mouse reach it? Simple: use the broom leaning against the left-hand side of the desk as a ramp (Fig. 3). Take **Jessica's letter** (press  $\otimes$ ). Once Munchie has "pocketed" it, he can make his way back to the mouse hole. However, the stairs now present an almost insurmountable obstacle for such little legs. Fortunately, there is a wide wooden ledge running from top to bottom either side of the staircase, creating a perfect ramp for a small rodent. Hop through the mouse hole and back to the Hero.



03

Take the letter with you and return to the door of Jessica's room. Talk to Bangerz, the boy on the left. After the initial dialogue, address him a second time. Answer "Yes" to the first question. It doesn't matter how you respond to the second question, but you should select "Yes" for the third question. You now have a new companion who can help you enter the Tower of Alexandra.

## THE RIGHT EQUIPMENT

Before leaving with Bangerz (who, incidentally, will not join in any combat), you should update your equipment. Buy a stone axe for Yangus from the merchant. This might seem rather extravagant, but it will considerably improve your chances in battle. If you can afford it, you should also buy a suit of scale armour and a scale shield. (You will obtain a free shield for the second character shortly, in the tower.) Don't forget that you can sell any surplus items of equipment (club, pot lid, leather shield, etc). You will also find another treasure chest near the village, containing **100 gold coins**. Make your way to the tower and you will see a creature resembling a bull on your left (Fig. 4). This is Buffalo Bill. It's not a good idea to engage him in combat, as he can pack quite a punch. If you skirt round him and continue north, however, you will soon find the aforementioned treasure chest.



04