FINAL FANTASY
Weapons, spells, friends, foes, maps lead to victory!
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Check the map to see what chapter includes the information you need, then turn to that page.
Putting The Strategy Guide To Work

The Final Fantasy Strategy Guide was designed to help you find as quickly as possible the information you need for your adventure. There are two ways to find information. First, identify where you are in the game on the Map on pages 4-5. Then turn to the pages indicated for the information concerning that part of the Final Fantasy World. On the first page of each chapter is a blown up map of that region, which further directs you to the specific information you need. There is also an Index at the back of the Strategy Guide that directs you to specific persons, places or things.

Town Map & Shop Lists
Tables Of Magic
See what spells are for sale, their effect, cost and who can use them. Best buys are indicated by a Yes or No.

Abbreviations Of Classes

Enemy Tables
Along with basic information about weapons and armor are listed their special attacks and spells. These special properties are employed by using the weapon or armor with the ITEM command during battle.

Monster’s Hit Points

Monster’s Average Attack Points & Effect
Effects: Poison—Po, Stone—St, Sun—Sn, Rub—Ru, Dark—Da, Paralyze—Pa

Experience Points Earned From Defeating Monster

Gold Earned By Defeating Monster

Name

Family
Week Points
Monster’s Magic And Special Attack (Some monsters have neither)

Ineffective Attack Spells

Buying Price
Selling Price

Who Can Use It
Most weapons and armor can be used only by a few classes of warriors. They are listed with the same abbreviations as those in the Magic Tables shown above.

Effective Against Monsters in the WERE Category

W—Weapon
A—Armor

Points Gained When Item Is Equipped

Dungeon Map & Treasure Chests
Strategy Tip
Tool Item Tables

Weapons & Armor Tables
Many enemies belong to family groups such as the Dragon group. Exploit their weaknesses by attacking them with special weapons, spells, and armor such as the Dragon Sword vs. Dragons or the HARM spell vs. the Undead.
As the game opens, four travellers have appeared at the gates of the castle in Coneria. All are young and inexperienced, but bold. One seems to be a fighter—a knight in training. Another appears in the garb of a martial arts black belt. The two remaining members of the party are mages—apprentice wizards. Their coming was foretold long ago...
Coneria Town was once called the Dream City. That was before the darkness and the rot began spreading upon the Earth. In those golden days four orbs of power controlled the four elements of Wind, Fire, Water and Earth, but then the light drained from the orbs and the balance was destroyed.

As shadows lengthened and the ground shook with tremors, Lukahn the Prophet announced that four heroes would appear in time to grapple with this new evil. The Light Warriors be named them, and then be departed to join the Circle of Sages at Crescent Lake.

In the Kingdom of Coneria, as in all the free world, the evil spread from day to day. Nightmarish creatures now roamed the forests and cities lay in ruins. The Dark Age had come at last, and leading the forces of shadow was a knight named Garland. It was he who had crippled the four orbs, and it was he, too, that kidnapped Princess Sara of Coneria. Only the coming of the Light Warriors could save them.
Castle Coneria

In the castle you'll collect information and, later, when you have the Key (see p.19) you'll also obtain valuable treasures. After visiting the King, see the guard down and to the left of the King's room. Then talk to the wise men on the ground floor.

1st F

Treasure Chests
1. Iron Armor  p.14
2. Iron Shield  p.20
3. T.N.T.  p.20
4. Iron Staff  p.20
5. Sabre  p.20

Locked Doors
Queen Jane

2nd F

The King

* Locked Doors And Hidden Secrets
On the ground floor of Castle Coneria you will reach the Treasure Vaults by following the path to the right of the castle's entrance. There you will find two wise men and two locked doors. Both repeat the same message—how 400 years ago the Treasure Vaults were locked with a mystic Key and how that Key was given to the Prince of Elfland for safekeeping. To recover the Key, see p.19.

* The King Of Coneria Needs Your Help
Everyone in Castle Coneria seems to have heard of the Light Warriors, including the King. Visit him on the second floor of the castle to learn how the legendary Light Warriors can help. It seems that the King can do nothing to save his daughter, who has been kidnapped by Garland. But he has faith in the Light Warriors. Therefore it is up to you to find Princess Sara and return her safely home.

SPECIAL ITEM
T.N.T.

This volatile explosive has been kept in the Treasure Vault for 400 years. It is used in Chapter 2 when you visit the Dwarves. (See p. 25.)

Having seen the King and Queen, your quest should be clear. The Light Warriors must somehow rescue Princess Sara from Garland. You also know that you must seek her to the northwest. But before setting out you'll need weapons, armor and magic spells. In Coneria Town (p.16) such items can be purchased.
Coneria Town

In Coneria the Light Worriors prepare for their quest by purchasing weapons, armor and magic in the town shops. You'll also learn that to the east lies a part city called Provako (p.14) and that Lukohn the Prophet has gone to Crescent Loke (p.37).

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### WHITE MAGIC LEVEL 1

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CURE</td>
<td>100 G</td>
<td>Restores a warrior's Hit Points from between 10 to 30 points.</td>
<td>One Warrior</td>
<td>Kr, RM, RW, WM, JW</td>
<td>Yes</td>
</tr>
<tr>
<td>HARM</td>
<td>100 G</td>
<td>Inflicts damage (20-80 Attack Points) on each monster in the Undead category.</td>
<td>All Enemies</td>
<td>WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>FOG</td>
<td>100 G</td>
<td>A thick protective fog adds 8 points to a warrior's armor rating.</td>
<td>One Warrior</td>
<td>Kr, RM, RW, WM, JW</td>
<td>No</td>
</tr>
<tr>
<td>RUSE</td>
<td>100 G</td>
<td>As in a hall of mirrors, the enemy sees the spell caster as multiple targets. Evalue increases 40%.</td>
<td>Spell Caster</td>
<td>Kr, RW, WM, WW</td>
<td>No</td>
</tr>
</tbody>
</table>

### BLACK MAGIC LEVEL 1

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIRE</td>
<td>100 G</td>
<td>A bolt of fire inflicts between 15 and 40 HP of damage to an enemy.</td>
<td>One Enemy</td>
<td>Ni, RM, RW, BM, BW</td>
<td>Yes</td>
</tr>
<tr>
<td>SLEEP</td>
<td>100 G</td>
<td>The spell puts all enemies to sleep so that they are vulnerable to attack.</td>
<td>All Enemies</td>
<td>Ni, RM, RW, BM, BW</td>
<td>No</td>
</tr>
<tr>
<td>LOCK</td>
<td>100 G</td>
<td>Keeps your attack &quot;Locked on target&quot;. Your Hit % increases by 10%.</td>
<td>One Enemy</td>
<td>Ni, RM, RW, BM, BW</td>
<td>No</td>
</tr>
<tr>
<td>LIT</td>
<td>100 G</td>
<td>A bolt of lightning inflicts between 15 and 40 HP of damage on an enemy.</td>
<td>One Enemy</td>
<td>Ni, RM, RW, BM, BW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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### Table Of Weapons & Armor

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Hit %</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wooden Nunchuck</td>
<td>10 G</td>
<td>12</td>
</tr>
<tr>
<td>(5 G)</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>NI, BB, Ma</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Small Dagger</td>
<td>5 G</td>
<td>5</td>
</tr>
<tr>
<td>(2 G)</td>
<td></td>
<td>10</td>
</tr>
<tr>
<td>Fi, Kn, Th, Ni, RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rapier</td>
<td>10 G</td>
<td>9</td>
</tr>
<tr>
<td>(5 G)</td>
<td></td>
<td>5</td>
</tr>
<tr>
<td>Fi, Kn, Th, Ni, RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wooden Staff</td>
<td>5 G</td>
<td>6</td>
</tr>
<tr>
<td>(2 G)</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>Fi, Kn, NI, BB, Ma, RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cloth</td>
<td>10 G</td>
<td>Absorb</td>
</tr>
<tr>
<td>(5 G)</td>
<td></td>
<td>Evade %: 2</td>
</tr>
<tr>
<td>Fi, Kn, Th, Ni, RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wooden Armor</td>
<td>50 G</td>
<td>Absorb</td>
</tr>
<tr>
<td>(25 G)</td>
<td></td>
<td>Evade %: 8</td>
</tr>
<tr>
<td>Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chain Armor</td>
<td>80 G</td>
<td>Absorb</td>
</tr>
<tr>
<td>(40 G)</td>
<td></td>
<td>Evade %: 15</td>
</tr>
<tr>
<td>Fi, Kn, Ni, WM, WW</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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### Table Of Items

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heal Potion</td>
<td>60 G</td>
</tr>
<tr>
<td>Pure Potion</td>
<td>75 G</td>
</tr>
<tr>
<td>Tent</td>
<td>75 G</td>
</tr>
</tbody>
</table>

Heal Potion helps revive lost Hit Points (HP) up to 30 HP per dose.
Pure Potion cleanses poison from the body of an afflicted Light Warrior.
Save your progress in the game while away from an Inn by using the Tent.
Before seeking battle with Garland your party must fight monsters in the outer world, gaining experience and gold. When you reach Level 3, it's time to fight Garland. Equip each Light Warrior with the best armor and weapons available.

The Light Warriors Prepare For Garland

At Level 3 your Light Warriors should have no difficulty defeating Garland. He is susceptible to SLEP and FIRE magic and the strong attack of Fighters. Make sure your party's HP is full before entering the room, however, as your foe can cause severe damage—up to 30 HP per attack. It's also a good idea to bring some Heal Potion along in case Garland's attack is fierce.

Treasure Chests

<table>
<thead>
<tr>
<th>Item</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cabin</td>
<td>p.14</td>
</tr>
<tr>
<td>Heal Potion</td>
<td>p.10</td>
</tr>
<tr>
<td>Cap</td>
<td></td>
</tr>
</tbody>
</table>

Table of Weapons & Armor

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Hit %</th>
<th>Effective Against</th>
</tr>
</thead>
<tbody>
<tr>
<td>Were Sword</td>
<td>18</td>
<td>15</td>
<td>Monsters in the WERE category.</td>
</tr>
<tr>
<td>Rune Sword</td>
<td>18</td>
<td>15</td>
<td></td>
</tr>
</tbody>
</table>

Near Coneria Town it is easy to earn Experience Points and build up your level by fighting Imps and Wolves. Once you reach Level 2, go to the Temple Of Fiends to earn even more Experience and Gold.

Some weapons and armor are most effective if used against certain enemies. The category of a monster may indicate what weapon to use. For instance, if fighting a giant, use the Giant Sword or against magic users try the Rune Sword.
**Fighting Garland**

At Level 3, Garland will almost certainly fall to the Light Warriors. At Level 2 it’s more of a challenge, but Garland can be defeated. Your Black Mage or Red Mage should use FIRE three times in a row if necessary while your Fighter, equipped with a Rapier, should attack. The White Mage and Black Belt or Thief should also attack. If one warrior is injured, the White Mage should give him the Heal Potion.

![Garland Character Sheet]

<table>
<thead>
<tr>
<th>Garland</th>
<th>HP: 106</th>
<th>AP: 15-30</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXP: 130</td>
<td>G: 250</td>
<td></td>
</tr>
</tbody>
</table>

The Temple Of Fiends has sealed your fate.

**Princess Sara Is Saved**

Princess Sara recognizes the Light Warriors and magically whisks them back to Castle Coneria. Sara demonstrates her gratitude by bestowing a very precious gift upon the Light Warriors—the Lute—which is used later in the game (p.75).

**A Bridge Is Built**

So great is the gratitude of the King that he has a bridge built spanning the northern channel to the mainland. Now your journey can truly begin. Before crossing, talk to the people again. Many have new messages. Learn about the Lute from a man in the castle.

Upon entering Garland’s throne room you’ll note the Princess behind Garland, not to mention his pet bats. Step forward and Garland will greet the Light Warriors with threats and insults. His confidence is great, but your might is greater still. At this point you cannot prevent battle and escape the room. You’ll have to fight to the finish.

**SPECIAL ITEM**

**The Lute**

Through all your adventures you’ll carry the Lute. Only when you reach the final chapter, however, will you put it to use. Read more about how it’s used on p.75.
Once Sara is safe, the wagon in Canero Town trusts the Light Worriors enough to tell them about Matoya, a witch who lives in a cave to the North. Follow the woman’s advice and visit Matoya. You’ll also learn a very special magic spell in the cave.

**The Talking Broom Knows A Magic Spell**

Although it seems as if the Broom is speaking gibberish, it’s actually giving you a magic spell. Translated it means PUSH B SELECT. Do this to bring up a map of the world.

**Matoya Needs A Crystal Lens**

To speak with Matoya, go around her desk and then talk to her in the normal manner. You’ll learn that her Crystal lens was stolen and now she can’t see very well. This is a clue to the wise. Find her Crystal and she’ll be one grateful witch. Learn more about Matoya’s Crystal in Chapter 2, p.22.
Pravoka

The traveller in Caneria Town told you about his name in Pravaka where pirates roam and people hide in their houses. Here you'll battle the pirates, and if you defeat them you'll also win their pirate ship. The seaport also offers some good buys, including Level 2 magic spells.

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### WHITE MAGIC LEVEL 2

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAMP</td>
<td>400 G</td>
<td>Provides a light to a warrior in the dark. Counters one of the enemy's Dark spell.</td>
<td>One Warrior</td>
<td>Ke, RM, RM</td>
<td>No</td>
</tr>
<tr>
<td>MUTE</td>
<td>400 G</td>
<td>All enemy magic users are unable to speak or cast their spells against you.</td>
<td>All Enemies</td>
<td>Ke, RM, RM, RM</td>
<td>Yes</td>
</tr>
<tr>
<td>ALIT</td>
<td>400 G</td>
<td>Damages inflicted by lightning attacks are reduced by 25% to 50%.</td>
<td>All Enemies</td>
<td>Ke, RM, RM, RM, RM</td>
<td>Yes</td>
</tr>
<tr>
<td>INVS</td>
<td>400 G</td>
<td>A warrior becomes invisible and his ability to dodge attacks increases by 20%.</td>
<td>One Warrior</td>
<td>Ke, RM, RM, RM, RM</td>
<td>No</td>
</tr>
</tbody>
</table>

### BLACK MAGIC LEVEL 2

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICE</td>
<td>400 G</td>
<td>A freezing wind blasts all the enemies, inflicting between 20 to 80 HP of damage to each.</td>
<td>All Enemies</td>
<td>Ke, RM, RM, RM, RM</td>
<td>Yes</td>
</tr>
<tr>
<td>DARK</td>
<td>400 G</td>
<td>All the enemies are blinded, thus reducing their effectiveness.</td>
<td>All Enemies</td>
<td>Ke, RM, RM, RM, RM</td>
<td>No</td>
</tr>
<tr>
<td>TMPR</td>
<td>400 G</td>
<td>The strength of a warrior's weapon is increased by 14 points.</td>
<td>One Warrior</td>
<td>Ke, RM, RM, RM, RM</td>
<td>No</td>
</tr>
<tr>
<td>SLOW</td>
<td>400 G</td>
<td>All enemies lose intelligence and their attacks are less effective.</td>
<td>All Enemies</td>
<td>Ke, RM, RM, RM, RM</td>
<td>Yes</td>
</tr>
</tbody>
</table>

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### Table Of Weapons & Armor

<table>
<thead>
<tr>
<th>Armor</th>
<th>Type</th>
<th>Damage</th>
<th>Hit %</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wooden</td>
<td>A</td>
<td>15 G</td>
<td></td>
<td>15 G</td>
</tr>
<tr>
<td>Scimitar</td>
<td>W</td>
<td>200 G</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Short</td>
<td>W</td>
<td>550 G</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Hand Axe</td>
<td>W</td>
<td>550 G</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>Iron</td>
<td>A</td>
<td>800 G</td>
<td>24</td>
<td></td>
</tr>
<tr>
<td>Gloves</td>
<td>A</td>
<td>60 G</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(30 G)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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### Table Of Items

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cabin</td>
<td>250</td>
</tr>
</tbody>
</table>

Use a Cabin in the wilds to save your progress and recover much lost HP for all your Light Warriors.
The Streets Of Pravoka Aren’t Safe

After your dangerous journey from Coneria, stop at the Inn before exploring Pravoka. This way you won’t stumble upon the pirates with low HP. From the town’s entrance, walk directly north to the Inn.

Pummel The Pirates

Bikke the Pirate is not at all pleased to find four armored and experienced warriors on his turf. But although he may think you’re just a scurvy dog, he’ll sic his crew on you. Suddenly nine Pirates swarm to the attack. Each Pirate can sustain only about ten HP of damage, so your entire party should be able to defeat them in hand to hand fighting.

The Pirates of Pravoka are not strong individually, but nine of them together can be a threat. If you’re at Level 3, you are strong enough to attack them. It is important to watch your HP, though. If all the Pirates attack one party member he could lose HP quickly. Have some Healing Potions on hand to prevent an untimely defeat.

You’ve Won A Ship!

Once you’ve freed Pravoka from the Pirates you’ll find Bikke, their captain, is still in town. Talk to him. He’ll admit defeat—rather graciously for a Pirate—and give you his ship. The ship will be waiting for you in the harbor just outside of town when you’re ready to leave Pravoka. With the wind in your sails you’ll be able to travel to lands previously beyond reach.

The Pravokans Are No Longer In Hiding

The townsfolk are out in force now that the streets are safe. They have a lot to say, too, about the Elf Prince and Matoya’s Herb, and also about the town of Melmond.
Summary Of Events

1. CASTLE CONERIA
   Meet the King and speak to the people. You'll learn about your quest and the legend that foretold your coming.

2. CONERIA TOWN
   Get information and buy supplies for your adventures in the outer world. Return to the Inn to fill up your HP and to save your game.

3. TEMPLE OF FIENOS
   At Level 2 or 3 enter the Temple, defeat Garland and rescue Sara. A number of rooms remain locked. Return later with a mystic key.

4. CASTLE CONERIA
   The Princess gives you the Lute and the King builds a bridge across the North Channel. Many people have new tales to tell.

5. CONERIA TOWN
   Here, as in the castle, the news of your victory over Garland has loosened the tongues of the good folk. You'll hear about Matoya.

6. NORTH BRIDGE
   As you cross the bridge you'll learn more about the four orbs and the credits for the game will appear.

7. MATOYA'S CAVE
   The Broom tells you a cryptic spell—Push B Select. You'll also learn that Matoya needs a Crystal to see.

8. PRAVOKA
   Defeat the Pirates and win the ship. Learn about the Elf Prince and Matoya's Herb. Buy better weapons and Level 2 Magic.

Unsolved Mysteries

You've come a long way and learned much. Still, many questions remain to be answered. Where in Elland is the mystic Key? Or where should you look for Matoya's Crystal? And what is wrong in Melmond?

- Who in Elland might have the Key to Coneria's treasure? Perhaps it is the Prince?
- What sort of danger threatens the town of Melmond in the far west? How do you get there?
- Every clue seems to point toward the South, the direction you must now go.

Battle Techniques

- Undead Enemies: When fighting the Undead, FIRE and HARM magic can be devastating. Fighters should use the Sun Sword or Light Axe. Use the Mage Staff with the Item command.

- HARM2 and stronger HARM3 spells are the best offense against creatures in the Undead category.

- Sea Enemies: Enemies met upon or beneath the sea are susceptible to Lightning spells—LIT, LIT2, LIT3. The Coral Sword is also effective. Defend yourself by using the Zeus Gauntlet. (p.51)

Use Thor's Hammer as a battle item to cast the LIT2 spell.
Chapter 2
The Sleeping Prince

The four Light Warriors are venturing forth in their swift sailing ship. Across dangerous seas you've guided them to the shores of a vast new land with many dangers and many mysteries. Here you will venture into dark caves. You will explore castles and earn wealth and experience. But most important, you will help people in great need.
The Dark Elf

Elfand resisted the growing darkness better than most of the world, in part due to their beloved Prince. His honesty, courage and wisdom were renowned throughout Elfand and in kingdoms as far away as Coneria. But there was one Elf, named Astos, a cousin of the Prince, who lived further north and west in a country that fell under the spreading shadow. Over the years his castle fell into ruins and creatures of darkness made it their abode. And as the shadows deepened on his land, Astos also fell under their gloomy spell. He began to brood and soon jealousy crept into his heart—jealousy over the good fortune of his cousin.

With his evil hand Astos marched on the Castle of Elf, defeated the Elfish army and cast a sleeping spell upon the good Prince. In this way the shadow reached even into the heart of Elfand.

On his return journey, Astos came upon an old woman in the forest who peered at him through a lens of crystal. "Wicked creature!" she shrieked, making gestures in the air as if to ward off evil spirits. Ignoring her curses, the Dark Elf stole the crystal and left her blind in the wilderness.
In the Castle of Elf you will learn about the cruel fate of the Sleeping Prince, but you will also hear that an herb can awaken him and that Matoya has such an herb. By helping Matoya and the Prince you will earn entrance into the locked Treasure Vault.

The Sleeping Prince Holds The Key

Many years ago, the King of Coneria entrusted the Key to his treasure with the Elf Prince. To get this key the Light Warriors must somehow wake the Prince from his long sleep.

Unlocking The Mystery

The pieces of the puzzle fit like this: to wake the Prince you need a magic Herb; the Herb is held by Matoya; bring Matoya the Crystal that Astos stole and she will give you the Herb; defeat Astos to claim the Crystal, but first you must find his Crown in the Marsh Cave and return it to him. The road is a long one.

With the Crystal in hand you’ll return across the Sea to the North. Seek out Matoya for the second time and give her the Crystal. Gratefully, she will in turn give you the Herb to awaken the sleeping Prince in Elfland.

Seil south once more with the Herb. Take it to the Castle Of Elf and wake up the Prince. He will revive, then award the Light Warriors with the mystic Key with which they can open locked doors and recover valuable treasures.
Elfland

The village of Elfland is known far and wide for its excellent weapons and armor. You'll also find Level 3 and Level 4 Magic Shops. Many elves will tell you about the fate of their Prince and give clues to help you find Astos.

**White Magic**

**LEVEL 3**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUR2</td>
<td>1500 G</td>
<td>A warrior will recover from between 32 to 64 points of lost HP.</td>
<td>One Warrior</td>
<td>Ks, RM, WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>HRM2</td>
<td>1500 G</td>
<td>Inflicts between 40 to 160 damage points on all Undead enemies.</td>
<td>All Enemies</td>
<td>WM, WW</td>
<td>No</td>
</tr>
<tr>
<td>APR2</td>
<td>1500 G</td>
<td>Reduces the damage to all Light Warriors from fire attacks by 25 to 50%.</td>
<td>All Warriors</td>
<td>Ks, RM, WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>HEAL</td>
<td>1500 G</td>
<td>The Light Warriors regain 12 to 24 points of HP each.</td>
<td>All Warriors</td>
<td>WM, WW</td>
<td>No</td>
</tr>
</tbody>
</table>

**Black Magic**

**LEVEL 3**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIR2</td>
<td>1500 G</td>
<td>The second fire spell inflicts between 30 to 120 damage points on each enemy.</td>
<td>All Enemies</td>
<td>W, WM, RM, WM, BW</td>
<td>Yes</td>
</tr>
<tr>
<td>HOLD</td>
<td>1500 G</td>
<td>Similar to SLEEP, HOLD can put one enemy into a cataleptic stupor.</td>
<td>One Enemy</td>
<td>W, RM, RM, RM</td>
<td>No</td>
</tr>
<tr>
<td>LIT2</td>
<td>1500 G</td>
<td>The second lightning attack hits all enemies, particularly those in the Water category.</td>
<td>All Enemies</td>
<td>W, RM, RM, RM</td>
<td>Yes</td>
</tr>
<tr>
<td>LOK2</td>
<td>1500 G</td>
<td>Locks in your aim on all the enemies attacking, which increases your success.</td>
<td>All Enemies</td>
<td>W, RM, RM, RM</td>
<td>No</td>
</tr>
</tbody>
</table>

---

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Price</th>
<th>Damage</th>
<th>Hit %</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Iron Nunchuck</td>
<td>200 G</td>
<td>Damage: 16</td>
<td>Hit %: 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>100 G</td>
<td>NI, BB, Ma</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Large Dagger</td>
<td>175 G</td>
<td>Damage: 7</td>
<td>Hit %: 10</td>
<td></td>
</tr>
<tr>
<td></td>
<td>87 G</td>
<td>FI, Kn, Th, NI, RM, RW BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Iron Staff</td>
<td>200 G</td>
<td>Damage: 14</td>
<td>Hit %: 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>100 G</td>
<td>FI, Kn, NI, BB, Ma</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sabre</td>
<td>450 G</td>
<td>Damage: 13</td>
<td>Hit %: 5</td>
<td></td>
</tr>
<tr>
<td></td>
<td>225 G</td>
<td>FI, Kn, Th, NI, RM, RW BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Copper Bracelet</td>
<td>1000 G</td>
<td>Absorb: 4</td>
<td>Evade %: 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>500 G</td>
<td>FI, Kn, Th, NI, BB, Ma RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Iron Shield</td>
<td>100 G</td>
<td>Absorb: 4</td>
<td>Evade %: 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>50 G</td>
<td>FI, Kn, NI</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Silver Sword</td>
<td>4000 G</td>
<td>Absorb: 4</td>
<td>Evade %: 15</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2000 G</td>
<td>FI, Kn, NI, RM, RW</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wooden Helmet</td>
<td>100 G</td>
<td>Absorb: 3</td>
<td>Evade %: 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>50 G</td>
<td>FI, Kn, NI</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**White Magic Level 4**

<table>
<thead>
<tr>
<th>Spell</th>
<th>Cost</th>
<th>Result</th>
<th>Affect</th>
<th>User</th>
<th>Best Buys</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pure</td>
<td>400 G</td>
<td>Antidote to poison. The magical equivalent of the Pure Potion.</td>
<td>One Warrior</td>
<td>RM, RW, WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>Fear</td>
<td>400 G</td>
<td>Causes fear and loathing in some enemies. They may flee in terror.</td>
<td>All Enemies</td>
<td>WM, WW</td>
<td>No</td>
</tr>
<tr>
<td>Ice</td>
<td>400 G</td>
<td>Helps protect all warriors against icy attacks, reducing the effects by 25 to 50%.</td>
<td>All Warriors</td>
<td>RM, RW, WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>Mut</td>
<td>400 G</td>
<td>Counteracts the MUTE spell of an enemy magic user, allowing you to use magic again.</td>
<td>One Warrior</td>
<td>RW, WM, WW</td>
<td>No</td>
</tr>
</tbody>
</table>

**Black Magic Level 4**

<table>
<thead>
<tr>
<th>Spell</th>
<th>Cost</th>
<th>Result</th>
<th>Affect</th>
<th>User</th>
<th>Best Buys</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slp2</td>
<td>400 G</td>
<td>The second most powerful sleep spell is more effective than SLEEP.</td>
<td>One Enemy</td>
<td>NI, RM, RW, WM, BW</td>
<td>No</td>
</tr>
<tr>
<td>Fast</td>
<td>400 G</td>
<td>Increases the number of hits per attack and counteracts SLOW.</td>
<td>One Warrior</td>
<td>NI, RM, RW, WM, BW</td>
<td>No</td>
</tr>
<tr>
<td>Conf</td>
<td>400 G</td>
<td>Confuses all enemies so much that they begin attacking each other.</td>
<td>All Enemies</td>
<td>NI, RW, RM, BW, BW</td>
<td>Yes</td>
</tr>
<tr>
<td>Ice2</td>
<td>400 G</td>
<td>A blizzard capable of 40 to 160 points of damage is hurled at all enemies.</td>
<td>All Enemies</td>
<td>NI, RW, RM, BW, BW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Table of Items**

**House**

3000 G

House when you're far from civilization. It saves the game and recovers the party's HP and Magic.

**Soft Potion**

800 G

If turned to stone, a Light Warrior can become human again if he is given a dose of the Soft Potion.

**Earn Ogre Gold The Easy Way**

To obtain the great weapons and high level magic spells in Elfland you'll need lots of gold. East of Elfland is a place where Ogres appear frequently. (See the map on p.18) Defeat the Ogres to win their gold.

**Chapter 2: Outer World Enemies**

- **Wolf** Op.11
- **Grey Wolf** Op.11
- **Grey Imp** Op.13
- **Ogre** Op.13
- **Creep** Op.13
- **Asp** Op.13
- **Geist** Op.31
- **Arachnid** Op.30

**Green Ogre**

192 HP
23-45 AP
282 EXP
300 G

_**River Monsters**_

- **Hydra** Op.45
- **Caribe** Op.45
- **Ocho** Op.45
- **Gator** Op.45

**Red Sahag**

64 HP
15-30 AP
108 EXP
195 Q

**Kyzoku**

50 HP
14-29 AP
92 EXP
120 G

**Scorpion**

84 HP
12-44 AP, Pd
226 EXP
70 G

**WereWolf**

68 HP
14-38 AP, Pd
135 EXP
67 G

**Sahag**

28 HP
10-20 AP
30 EXP
67 G

**Shark**

120 HP
22-44 AP
267 EXP
66 G

**Odd Eye**

10 HP
4-8 AP
42 EXP
10 G

The combination of Ogres and Creeps in this area is great for building up your Levels as well as earning cold cash.
Northwest Castle

Visiting the ancient home of Astos is your next great task. At Level 4 or 5 you can reach the Northwest Castle. There a king claims that Astos has stolen his crown, but you are not yet strong enough to chase into the Marsh Cave after it. Wait until Level 8 or 9.

† The Nameless King

An Elf in Elfland warned you that Astos is in disguise. It is true. At first he seems to be a lonely monarch who has lost his crown.

† The Dark Elf Exposed

Once you’ve battled through the Marsh Cave and recovered the missing Crown (see p.23) you’ll return to Northwest Castle. Then Astos reveals himself as a wicked and powerful king and attacks the Light Warriors. As always, enter the fray with your maximum HP. The best attack strategy is to use FIR2, or FAST on Fighters and Black Belts.

When you defeat Astos you will receive the Crystal. Take this to Maloya (p.13) and exchange it for the magical Herb that will wake up the Ell Prince.
Marsh Cave

Here in the gloomy depths of the cave the Light Warriors face their first truly epic struggle. The enemies are fierce and strong and it’s not easy to complete it on your first trip. The single most important tip is to take 99 Heal Potions!

**Surviving The Marsh Cave**

Staying alive long enough to get in and out of the Marsh Cave with Astos’ Crown is no easy task. Your Level 3 Magic spells will help. CUR2, FIR2, LIT2 and HRM2 are all excellent. Also stock up on Heal and Pure Potions—as many as you can carry.

Undead creatures like the Bone and Red Bone won’t last long when attacked by Fire and Harm spells. Weapon attacks can be effective as well.

Monsters with poison bites are not a problem provided that you have brought along plenty of Pure Potion. If you haven’t, every step taken by poisoned warriors weakens them.
**Playing It Safe**

Don't try to find all the treasure on your first trip. Take along a few Houses and use them just outside the cave entrance. Head back out when your HP gets low.

**The Crown**

You'll find Wizards protecting the Crown of Astos. LIT2 is your best magic attack, but your real strength is with weapons and defensive spells like MUTE and INVS.

**SPECIAL ITEM**

**Astos, Crown**

Astos' Crown was stolen by wizards. Return it to the Dark Elf.

---

**FLOOR B3**

To Floor B2-B

---

**FLOOR B2-B**

To Floor B1

---

**Treasure Chests**

- 3B5 G
- Empty
- Silver Bracelet
- Silver Knife
- 1020 G
- 285 G
- Copper Bracelet
- House
- Empty
- Crown
- Short Sword
- 620 G
- Empty
- Large Dagger
- p.20
- p.14
- p.21
- p.19
- p.14
- p.14

---

**Table of Weapons & Armor**

<table>
<thead>
<tr>
<th>Silver Knife</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>800 G (400 G)</td>
<td>Damage: 10</td>
</tr>
<tr>
<td></td>
<td>Hit % : 15</td>
</tr>
<tr>
<td></td>
<td>Fi, Kn, Th, Ni, RM, RW, BM, BW</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Silver Bracelet</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>5000 G (2500 G)</td>
<td>Absorb : 15</td>
</tr>
<tr>
<td></td>
<td>EVADE % : 1</td>
</tr>
<tr>
<td></td>
<td>Fi, Kn, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW</td>
</tr>
</tbody>
</table>
**Dwarf Cave**

The industrious Dwarves are busy in their subterranean home. Here you will find much treasure and information. This is also where you meet Nerrick, who can help you reach the Western Sea.

**The Blacksmith Needs Adamant**

If you can bring a precious mineral called Adamant to the Blacksmith, he will forge for you the ultimate sword. It won't happen soon, however. See Chapter 7, p. 72.

Remember that the Blacksmith requires Adamant if he is to make the sword Xcalber.

**Nerrick Needs The T.N.T.**

Nerrick, the Dwarfs' chief engineer, is opening a channel between the Western Sea and the Aldi Sea. It is the only way you will be able to reach Melmond in the far West.

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>Hit %</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragon Sword</td>
<td>19</td>
<td>15</td>
</tr>
<tr>
<td>Xcalber</td>
<td>45</td>
<td>35</td>
</tr>
</tbody>
</table>

**Treasure Chests**

1. 450 G
2. 575 G
3. Cabin
4. Iron Helmet
5. Dragon Sword
6. Silver Knife
7. Wooden Helmet
8. Silver Armor
9. 575 G
10. House
Summary of Events

1. CASTLE OF ELF
   Learn what happened to the sleeping Prince when you visit the castle.

2. ELFLANO
   You'll find information about Astos in the village. You should buy better weapons and armor with gold won from Ognes.

3. OWARF CAVE
   A quick trip to the Dwarf Cave reveals that Astos stole the Crystal from Matoya, which she needs to regain her sight.

4. NORTHWEST CASTLE
   Meet the King who has lost his Crown. He commands you to get it back from the Marsh Cave.

5. MARSH CAVE
   When the Light Warriors have reached Level 6 or 7 they should head to the Marsh Cave and explore cautiously.

6. NORTHWEST CASTLE
   Return the Crown to the King who turns out to be Astos. Battle Astos and win the Crystal.

7. MATOYA'S CAVE
   Return to the North bringing the Crystal to Matoya. She rewards the Light Warriors with a special Herb.

8. CASTLE OF ELF
   Wake up the Prince using the Herb. In gratitude, he will give you the Key that opens the locked treasure vaults.

9. ELFLANO
   Back in Elfland, one of the citizens tells of a ship that flies through the air.

10. CASTLE CENERIA
    Open the treasure vaults with the Key. Here you will find gold and some special items including T.N.T.

11. NORTHWEST CASTLE
    Return to the ruins of the Northwest Castle. Unlock the locked doors and collect Astos' hidden treasure.

12. OWARF CAVE
    Meet Nerriick and give him the T.N.T. With the explosives he will blast a channel to the Western Sea.

Unsolved Mysteries

As you venture further, you become aware of greater mysteries. Where is the source of the Earth's rot? How do you get the Floater Stone and the Airship?

Now that you have access to the Far West you'll be able to search for the Earth Cave.

If the Floater truly can lift any object then it is a mighty instrument indeed.

You will search long and hard before coming across the mineral called Adamant.
Now the Light Warriors have passed beyond the inner lands to the great Western Sea. Here they will encounter the first of the four elemental forces and enemies far stronger than any they have met up to now. The once beautiful town of Melmond is a source of information, magic, weapons and a place to recover strength.
The Dying Earth

In ages past the town of Melmond was known as a seat of learning, a city of peaceful traders and beautiful gardens on the western border of civilization. But when the light was drained from the four orbs, Melmond suffered greatly, perhaps more than any other town. The rich soil underfoot turned to clay. The plants died. People moved away to seek a living in more hospitable lands. Some of the braver citizens sought the source of the rot, wandering further afield until they reached the black mouth of a cavern far south of Melmond. There they heard of the coming of Lich, the Fiend of the Earth, but none returned to tell the tale.

For an age Lich had remained buried in the cool bosom of the Earth, waiting for his time of ascendance. When light drained from the orbs, Lich sensed it and he stirred. Creeping from his dark hole, the foul breath of his passing turned all it touched into poison. The rot spread across the land like a brush fire. It was the beginning of the end, and Lich rejoiced.
Talk of Vampires and Titans is rampant in Melmond, but there is much truth in the words. Learn about Sarda, the Sage, and the Vampire who lives in the Earth Cave. The Steel Armor for sale here is one of the best buys anywhere for your Fighter. Also, be sure to meet Dr. Unne.

**WHITE MAGIC LEVEL 5**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUR3</td>
<td>8000 G</td>
<td>A warrior will recover between 64 and 128 points of lost HP.</td>
<td>One Warrior</td>
<td>RM, RW, WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>LIFE</td>
<td>8000 G</td>
<td>Revives a dead warrior, but does not work during battle. HP only recovers by 1.</td>
<td>One Warrior</td>
<td>RW, WM, WW</td>
<td>Yes</td>
</tr>
<tr>
<td>HTHQ</td>
<td>8000 G</td>
<td>Inflicts between 60 and 240 points of damage to all Undead monsters.</td>
<td>All Enemies</td>
<td>WM, WW</td>
<td>No</td>
</tr>
<tr>
<td>HEL2</td>
<td>8000 G</td>
<td>Revitalizes each Warrior with 24 to 48 points of regained HP.</td>
<td>All Warriors</td>
<td>WM, WW</td>
<td>No</td>
</tr>
</tbody>
</table>

**BLACK MAGIC LEVEL 5**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIRE</td>
<td>8000 G</td>
<td>The strongest fire spell causes damage of 60 to 200 points.</td>
<td>All Enemies</td>
<td>WM, BM, BW</td>
<td>No</td>
</tr>
<tr>
<td>BANE</td>
<td>8000 G</td>
<td>A poisonous cloud descends on all your enemies, utterly defeating many of them.</td>
<td>All Enemies</td>
<td>WM, BM, BW</td>
<td>No</td>
</tr>
<tr>
<td>WARP</td>
<td>8000 G</td>
<td>The Light Warriors are magically transported to the previous level of a dungeon.</td>
<td>All Warriors</td>
<td>BM, BW</td>
<td>Yes</td>
</tr>
<tr>
<td>SLO2</td>
<td>8000 G</td>
<td>The most powerful Slow spell leaves the enemy mindless and ineffective.</td>
<td>One Enemy</td>
<td>RM, RW, BM, BW</td>
<td>No</td>
</tr>
</tbody>
</table>

*Assist Dr. Unne And He Will Help You*

Later in the game you will have a chance to help Dr. Unne in his language studies. Dr. Unne will then help you proceed to the final stage. (See p. 61)
Once you have won the Ruby from the Vampire (see p.32) you should seek out Sardo, the Sage. To get there you must pass through the Titan's Tunnel. The only way to do this is to feed the Ruby to the hungry Titan.

**Enemies In The Titan's Tunnel**

| Green Ogre | Op.21 |
| Ogre       | Op.13 |
| Grey Wolf  | Op.11 |
| Tiger      | Op.51 |
| Arachnid   | Op.30 |

**Getting Past The Titan**

To bribe the Titan into letting you pass, you'll need the Ruby. The Ruby is kept by the Vampire in the Earth Cave. Find him on the 3rd Level of the Earth Cave and defeat him (see p.32) then bring the Ruby to the Titan.

It is impossible to fight your way past the Titan or to catch him napping. The Ruby is your key.

Once the Titan has gobbled up the Ruby, you will be free to move on.

**Treasure Chests**

1. Silver Helmet
2. 450 G
3. 620 G
4. Great Axe

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Great Axe</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>Found</td>
<td></td>
</tr>
<tr>
<td>Damage: 22</td>
<td></td>
</tr>
<tr>
<td>Hit % : 5</td>
<td></td>
</tr>
<tr>
<td>Fi, Kn, Ni</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Silver Helmet</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>250 G</td>
<td></td>
</tr>
<tr>
<td>Absorb : 6</td>
<td></td>
</tr>
<tr>
<td>Evade % : 3</td>
<td></td>
</tr>
<tr>
<td>Fi, Kn, Ni</td>
<td></td>
</tr>
</tbody>
</table>

**Chapter 3: Outer World Enemies**

<table>
<thead>
<tr>
<th>Shadow</th>
<th>Op.23</th>
</tr>
</thead>
<tbody>
<tr>
<td>Image</td>
<td>Op.31</td>
</tr>
<tr>
<td>Tiger</td>
<td>Op.51</td>
</tr>
<tr>
<td>Ghoul</td>
<td>Op.11</td>
</tr>
<tr>
<td>Geist</td>
<td>Op.31</td>
</tr>
<tr>
<td>Giant</td>
<td>Op.31</td>
</tr>
</tbody>
</table>

| Grey Wolf | Op.11 |
| Wolf      | Op.11 |
| Earth     | Op.31 |
| Asp       | Op.13 |
| Ogre      | Op.13 |
| Creep     | Op.13 |

**Sea Creatures**

| Sahag      | Op.21 |
| Red Sahag  | Op.21 |
| Shark      | Op.21 |
| Kyzoku     | Op.21 |
| OddEye     | Op.21 |

**ARACHNID**

<table>
<thead>
<tr>
<th>HP</th>
<th>64 HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP</td>
<td>5-10 AP, Po</td>
</tr>
<tr>
<td>EXP</td>
<td>141 EXP</td>
</tr>
<tr>
<td>G</td>
<td>50 G</td>
</tr>
</tbody>
</table>

**OOZE**

<table>
<thead>
<tr>
<th>HP</th>
<th>76 HP</th>
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</thead>
<tbody>
<tr>
<td>AP</td>
<td>32-64 AP</td>
</tr>
<tr>
<td>EXP</td>
<td>252 EXP</td>
</tr>
<tr>
<td>G</td>
<td>70 G</td>
</tr>
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</table>

**MUMMY**

<table>
<thead>
<tr>
<th>HP</th>
<th>80 HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP</td>
<td>30-60 AP, SI</td>
</tr>
<tr>
<td>EXP</td>
<td>300 EXP</td>
</tr>
<tr>
<td>G</td>
<td>300 G</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>UNDEAD</th>
<th>ICE, FIRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>OAK II, LIT, RUB, BANE, BRAK, STUN, SLP</td>
<td></td>
</tr>
</tbody>
</table>

**BULL**

<table>
<thead>
<tr>
<th>HP</th>
<th>164 HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP</td>
<td>22-44 AP</td>
</tr>
<tr>
<td>EXP</td>
<td>489 EXP</td>
</tr>
<tr>
<td>G</td>
<td>489 G</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>UNDEAD</th>
<th>FIRE, HARM</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICE, RUB, BANE, BRAK, STUN, SLP</td>
<td></td>
</tr>
</tbody>
</table>

**TROLL**

<table>
<thead>
<tr>
<th>HP</th>
<th>184 HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>AP</td>
<td>24-48 AP</td>
</tr>
<tr>
<td>EXP</td>
<td>621 EXP</td>
</tr>
<tr>
<td>G</td>
<td>621 G</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>UNDEAD</th>
<th>FIRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICE, RUB, BANE, BRAK, STUN, SLP</td>
<td></td>
</tr>
</tbody>
</table>
Earth Cave

Two major tasks await you in the Earth Cave, but the dangers are countless. First you must seek out the Vampire and win the Ruby. Second, Lich, the Earth Fiend, must be defeated. Sarda can help you with this final task. There is also a place to earn great wealth.

Enemies In The Earth Cave

<table>
<thead>
<tr>
<th>GIANT</th>
<th>COBRA</th>
<th>IMAGE</th>
<th>GEIST</th>
<th>EARTH</th>
</tr>
</thead>
<tbody>
<tr>
<td>240 HP</td>
<td>80 HP</td>
<td>86 HP</td>
<td>56 HP</td>
<td>283 HP</td>
</tr>
<tr>
<td>39-79 AP</td>
<td>22-44 AP</td>
<td>22-44 AP</td>
<td>0-16 AP</td>
<td>56-132 AP</td>
</tr>
<tr>
<td>879 EXP</td>
<td>15 EXP</td>
<td>231 EXP</td>
<td>117 EXP</td>
<td>1558 EXP</td>
</tr>
<tr>
<td>873 G</td>
<td>50 G</td>
<td>231 G</td>
<td>117 G</td>
<td>798 G</td>
</tr>
</tbody>
</table>

GIANT: Bull, Asp, Ogre, Green Ogre, Gargoyle, Spider, Arachnid
COBRA: Unidentified
IMAGE: Mummy, Grey Wolf, Were Wolf, Troll, Specter, Gargoyle, Specter, Arachnid
GEIST: Unidentified
EARTH: Dake, Liz, Ice, Rub, Bane, Stun, Slep

istica

In this branching corridor you will encounter Giants at every step. With each victory you will earn 879 Gold (per Giant!) and 879 Experience Points.

Fighting Giants is easiest with the Giant Sword. You can find that in the Gorgu Volcano (p. 40) and return to earn Gold here.

Treasure Chests
1. Coral Sword
2. Cabin
3. 330 G
4. 5000 G
5. Wooden Shield
6. 575 G

1975 G
880 G
Pura Potion
795 G
To Floor B1
To The Outer World
To Floor B2

To Floor B3
Vanquish The Vampire

Like all vampires, this one can be defeated through the use of garlic, wooden stakes or fire. Unfortunately, there are no garlic cloves or stakes handy. Use your FIR2 to inflict the greatest damage. Harm spells also work well.

The Ruby

Take the Vampire's Ruby to the Titan in the tunnel. (See p.30.)

An Immovable Stone Plate

To pry up the Stone Plate you'll need a sturdy rod to use as a lever. Sarda, who lives beyond the Titan's Tunnel has such a tool.

Treasure Chests

1. 3400 G
2. 1020 G
3. Heal Potion  p.10
4. Ruby
5. Tent  p.10

Vampire

| HP: 156 | AP: 76-152 |
| EXP: 1200 | G: 2000 |
| Undead | FIRE, HARM |
| Dazzle(Sn) | QAKE, ICE, RUB, BANE, BRAK, SLEP, STUN |

Ruby

Rubies taste great and are less filling than regular gems.

Using the Rod you'll be able to lift the heavy Stone Plate. Revealed below it is a passage to the deeper levels of the Earth Cave.
Lich, The Earth Fiend Has A Bag Of Tricks

Lich can use STOP, ZAP, NUKE and other strong spells. Your best move is to enter his room with full HP and boost your fighting warriors with FAST. Harm spells and Fire spells will also cause damage. AFIR is a good defensive spell to protect against NUKE while CUR2 will help warriors recover HP in battle.

Lich
HP: 400
EXP: 2200
ICE, SLP
FAST, LIT
HOLD, FIR
SLOW, SLEP

Table Of Weapons & Armor

<table>
<thead>
<tr>
<th>Coral Sword</th>
<th>W</th>
</tr>
</thead>
<tbody>
<tr>
<td>Found</td>
<td>(4000 G)</td>
</tr>
<tr>
<td>Damage:</td>
<td>19</td>
</tr>
<tr>
<td>Hit %:</td>
<td>15</td>
</tr>
<tr>
<td>Fi, Kn, Th, Ni, RM, RW</td>
<td></td>
</tr>
<tr>
<td>Particularly effective against water monsters.</td>
<td></td>
</tr>
</tbody>
</table>

Sarda’s Cave

Having won the Ruby and passed through the Titan’s Tunnel, you will find the cave of Sarda and the old sage inside. He will give you a Rod, which can be used as a lever on the Stone Plate in the Earth Cave.

The Rod Opens The Way

With the Rod, return to the Earth Cave and pry open the Stone Plate. It is the only way to reach the lowest levels of the cavern.

Sarda describes how the Rod is used and hints at the presence of Lich, who has caused the rot.

SPECIAL ITEM

The Rod

The Rod gives you the strength of a dozen men, enough to lift the heavy Stone Plate.
Summary of Events

1. **MELMOND**
   Gather information in this western port and buy strong armor. Bring plenty of Heal Potion from Coenia.

2. **THE EARTH CAVE**
   Seek out the Vampire deep in the cave and do battle with him for the Ruby.

3. **TITAN'S TUNNEL**
   Give the Ruby to the Titan, who loves them for lunch, and he will let the Light Warriors pass through his cave.

4. **SARDA'S CAVE**
   Speak to Sarda, the sage, and he will give you The Rod—e tool that helps you lift the Stone Plate in the Earth Cave.

5. **TITAN'S TUNNEL**
   Return to the Earth Cave via the Titan's Tunnel. Make sure to collect treasure in the treasure vault in the tunnel.

6. **EARTH CAVE**
   Lift the Stone Plate and venture into the depths of the cave. Battle Lich, the Earth Fiend. If you win, an orb will shine again.

Battle Techniques

The further you go in Final Fantasy, the more weapons you will find hidden deep in treasure chests. It is important to know which ones to keep. The Giant Sword, for instance, is very powerful against enemies in the Giant family.

The Rune Sword works like magic against creatures that use magic. Look in the tables of enemies to determine if a monster is classified as a magic user.

Another specialty weapon, the Dragon Sword comes into play more and more near the end of your quest, where you will encounter dragons. Special swords can be used for fighting other monster families, too, but they lack the strength of normal swords.

Unsolved Mysteries

What are these tales of a great civilization in the Far North and of the Floater, a stone that defies gravity? They sound more like rumors than reality, but in following the trail of myths you may find them.

A Floating Stone and a flying ship are just two of the wonders that lie ahead.

Dr. Uhne has travelled to the Far North once himself, but he needed someone else to go now.

Although the wetery Hydra doesn't breathe flames, it is a member of the Dragon family.
Chapter 4

Warriors In The Sky

The Eight Warriors now turn their attention to the East. There they will find a land of many rivers, a great volcano, a cave of ice and a desert. Finally, they meet Lukahn who foresaw their coming and learn of still more mysteries from the wise Circle of Sages in the town of Crescent Lake.
Hundreds of years ago a great civilization in the North created magical objects that could do wonderful things. One of these objects was the Floater Stone. It was able to suspend gravity around a much larger object, say a castle or a ship. And indeed with the power of the Floater the ancients built castles in the sky and flying ships.

But 400 hundred years ago a terror appeared in the skies of the North. The wonderful ships and castles of men began dropping from the air like stones. Fearing that their magic would be utterly destroyed by this new force of evil, one brave band set out in the last remaining airship. They flew to the South where the fiend of the wind had not yet come, and there they hid their great treasure. The airship was buried in the dunes of a scorching desert while the Floater that powered the ship was taken to a cave of ice. As the men made their way back to the North, they were lost at sea, as was their precious knowledge.
Crescent Lake

The Silversmiths of Crescent Lake are renowned for their fine work. Both weapons and armor are available here. Most important are the Sages. Lukahn and the Sages have much to tell you about the four fiends afflicting the Earth, and Lukahn gives you the canoe.

**Weapons Shop**
- Silver Knife 800 G  O.p.24
- Silver Sword 4000 G  O.p.20
- Silver Hammer 2500 G  O.p.19
- Silver Axe 4500 G

**Armor Shop**
- Silver Armor 7500 G  O.p.29
- Silver Shield 2500 G  O.p.33
- Buckler 2500 G
- Silver Helmet 2500 G  O.p.30
- Silver Gauntlet 2500 G

**Item Shop**
- Heal Potion 60 G  O.p.10
- Pure Potion 75 G  O.p.10
- Cobin 250 G  O.p.14
- House 3000 G  O.p.21

---

**WHITE MAGIC LEVEL 6**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOFT</td>
<td>2000 G</td>
<td>A warrior who has been turned to stone will be restored to a normal state.</td>
<td>One Warrior</td>
<td>WM,WW</td>
<td>No</td>
</tr>
<tr>
<td>EXT</td>
<td>2000 G</td>
<td>Transport all the warriors from the depths of any dungeon except during a battle.</td>
<td>All Warriors</td>
<td>RW,WW</td>
<td>Yes</td>
</tr>
<tr>
<td>DOCG</td>
<td>2000 G</td>
<td>All the warriors’ defensive armor rating is increased by 12 points.</td>
<td>All Warriors</td>
<td>RW,WM,WW</td>
<td>No</td>
</tr>
<tr>
<td>INV2</td>
<td>2000 G</td>
<td>Hidden from view, all the warriors are subject to a 40% decrease in the enemy attack.</td>
<td>All Warriors</td>
<td>RW,WM,WW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**BLACK MAGIC LEVEL 6**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>LIT3</td>
<td>2000 G</td>
<td>Strongest lightning spell damages all enemies from between 60 to 240 points.</td>
<td>All Enemies</td>
<td>BM,BW,RW</td>
<td>Yes</td>
</tr>
<tr>
<td>RUB</td>
<td>2000 G</td>
<td>Erase an enemy completely, but does not work on Undead monsters.</td>
<td>One Enemy</td>
<td>BM,BW</td>
<td>Yes</td>
</tr>
<tr>
<td>CAGE</td>
<td>2000 G</td>
<td>Chesma open wide in the ground and swallow all the enemies whole.</td>
<td>All Enemies</td>
<td>BM,BW</td>
<td>No</td>
</tr>
<tr>
<td>STUN</td>
<td>2000 G</td>
<td>An enemy with up to 300 HP will be paralyzed, making it an easy target.</td>
<td>One Enemy</td>
<td>BM,BW</td>
<td>No</td>
</tr>
</tbody>
</table>

**Table Of Weapons & Armor**

- **Silver Axe**
  - 4500 G: Damage: 25
  - (2500 G): Hit %: 10
  - FL, Kn, Ni

- **Buckler**
  - 2500 G: Absorb: 2
  - (1250 G): Evade %: 0
  - FL, Kn, Th, Ni, RM, RW

- **Silver Gauntlet**
  - 2500 G: Absorb: 6
  - (1250 G): Evade %: 3
  - FL, Kn, Ni, RM
**The Wisdom Of The Sages**

From the beginning of the game the fate of the four orbs held by the Light Warriors has been a mystery. Now, in the presence of these wise men, some of the truth is revealed. Having defeated Lich already, you will have noticed that one of the orbs has regained its light. But the three other orbs remain dark. You will have to defeat each of the four elemental forces before each orb shines again, and even then your task will not be entirely complete. Also keep in mind that Lich is the weakest of the four fiends. But don't let this knowledge dishearten you. Each time you defeat a fiend you recover some of the lost power of the orbs.

Here at last you learn how the four orbs lost their light. The four fiends seized the power and are now turning it to their own vile purposes. Aware that the Light Warriors are the one hope of the world, Lukahn gives you the Canoe to speed you on.

**Seek The Floater**

When you first encounter this fellow he doesn't have much to say. But after defeating Kary, the Fiend of Fire, speak to him again and he'll tell you to look for the Floater in the Ice Cave.

To receive this message you must first defeat Kary in the depths of the Gurdy Volcano. The cave of which the man speaks is in the mountains to the North. Once more you must travel using the Canoe.

**Remember EXIT**

The importance of EXIT magic will become apparent as you reach even more difficult mazes and dungeons. Once you have completed the Class Change (see Chapter 5, p.52) return to Crescent Lake and buy EXIT. It is the most important magic in the game.

Although the magic spells are getting costly, EXIT and INV are both well worth the Gold you spend. Unfortunately, you won't be able to buy them until later in the game.
Warriors In The Sky

CHAPTER 4

Gurgu Volcano

Just as you did at the Marsh Cave, use a House before entering the Volcano. If your party dies inside, you'll be able to come right back. The hot lava floors will drain HP with each step. Be prepared with a full load of Heal Potion.

Enemies In The Volcano

<table>
<thead>
<tr>
<th>RED GARGOYLE</th>
<th>FIRE</th>
<th>RED DRAGON</th>
<th>PEDE</th>
</tr>
</thead>
<tbody>
<tr>
<td>94 HP</td>
<td>276 HP</td>
<td>248 HP</td>
<td>222 HP</td>
</tr>
<tr>
<td>10-20 AP</td>
<td>50-100 AP</td>
<td>75-150 AP</td>
<td>36-78 AP, Po</td>
</tr>
<tr>
<td>387 EXP</td>
<td>1620 EXP</td>
<td>2804 EXP</td>
<td>1194 EXP</td>
</tr>
<tr>
<td>387 G</td>
<td>800 G</td>
<td>4000 G</td>
<td>330 G</td>
</tr>
<tr>
<td>FIRE, ICE, FIRE</td>
<td>ICE, FIRE, RUB, RAKE, STUN, SLEEP</td>
<td>ICE, ICE, RUB, RAKE, STUN, SLEEP</td>
<td>QAKE, FIRE</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CEREBUS</th>
<th>AGAMA</th>
<th>RED GIANT</th>
<th>PERILISK</th>
</tr>
</thead>
<tbody>
<tr>
<td>192 HP</td>
<td>296 HP</td>
<td>300 HP</td>
<td>44 HP</td>
</tr>
<tr>
<td>30-60 AP</td>
<td>31-62 AP</td>
<td>73-146 AP</td>
<td>20-40 AP</td>
</tr>
<tr>
<td>1182 EXP</td>
<td>2472 EXP</td>
<td>1506 EXP</td>
<td>423 EXP</td>
</tr>
<tr>
<td>600 G</td>
<td>1200 G</td>
<td>1506 G</td>
<td>500 G</td>
</tr>
<tr>
<td>ICE</td>
<td>DRAGON</td>
<td>GIANT</td>
<td>ICE</td>
</tr>
<tr>
<td>SCORCH (DAMAGE)</td>
<td>HEAT (DAMAGE)</td>
<td>FIRE</td>
<td>SQUINT (RUB)</td>
</tr>
<tr>
<td>FIRE</td>
<td>ICE</td>
<td>FIRE</td>
<td>QAKE, FIRE</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HYENA</th>
<th>RED HYDRA</th>
<th>GREY WORM</th>
<th>WIZARD OGRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>120 HP</td>
<td>182 HP</td>
<td>280 HP</td>
<td>144 HP</td>
</tr>
<tr>
<td>22-44 AP</td>
<td>20-40 AP</td>
<td>59-100 AP</td>
<td>23-45 AP</td>
</tr>
<tr>
<td>268 EXP</td>
<td>1215 EXP</td>
<td>1671 EXP</td>
<td>723 EXP</td>
</tr>
<tr>
<td>72 G</td>
<td>400 G</td>
<td>400 G</td>
<td>723 G</td>
</tr>
<tr>
<td>DRAGON</td>
<td>CREMATE</td>
<td>ICE, FIRE</td>
<td>RUSE, DARK, RUB, SLEEP, ICE</td>
</tr>
</tbody>
</table>

Journey Up The Creek

Refer to these maps and the large Chapter 4 Map to plot the correct course up the rivers. Many turns lead nowhere and if you paddle up them you'll lose time and HP while battling the river monsters.
**Find Treasure First**

Much valuable treasure, including armor and weapons especially suited for use in the fiery realm of the Volcano, is to be found here. Take your time. Kary the Fire Fiend isn’t going anywhere. If you bring several Houses along, you can restore HP using magic. This saves your Heal Potions for the final assault.

**Watch Your Step**

The heat of the Volcano is tremendous. Each step on the hot lava sections will drain HP from all four members of your party. Keep tabs on your HP levels as you delve deeper and plan each step to reduce the distance you have to cross on the hot lava flows.

---

**Treasure Chests**

<table>
<thead>
<tr>
<th>Number</th>
<th>Item</th>
<th>Location</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>795 G</td>
<td>Cabin</td>
<td>p.10</td>
</tr>
<tr>
<td>2</td>
<td>750 G</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Giant Sword</td>
<td></td>
<td>p.42</td>
</tr>
<tr>
<td>4</td>
<td>4150 G</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Silver Helmet</td>
<td></td>
<td>p.30</td>
</tr>
<tr>
<td>6</td>
<td>1520 G</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Silver Helmet</td>
<td></td>
<td>p.30</td>
</tr>
<tr>
<td>8</td>
<td>Silver Helmet</td>
<td></td>
<td>p.30</td>
</tr>
<tr>
<td>9</td>
<td>Heal Potion</td>
<td></td>
<td>p.10</td>
</tr>
<tr>
<td>10</td>
<td>Heal Potion</td>
<td></td>
<td>p.10</td>
</tr>
</tbody>
</table>

---

**Floor B3-A**

Use the House outside the Volcano to recover HP and magic lost while collecting the vast treasures. Two or three trips in and out should be all you need.

---

**Floor B3-B**

To Floor B3-A

---

**Floor B4-A**

To Floor B4-B

---

**Floor B4-B**

To Floor B4-A

---

40 STRATEGY GUIDE
CHAPTER 4

Predicting Enemy Attack

Many treasure rooms are guarded by powerful monsters who always appear in the same place. Knowing this you can be prepared for their attacks and, sometimes, you can avoid them altogether. Some monsters attack as soon as you enter the room. But others inhabit only a single spot inside. If you step into a treasure room and are not attacked straightaway, try going around the edge of the room. By doing so you may avoid whatever guardian monster is lurking there.

Fighting Fire Monsters

As you might guess, the best way to defeat creatures of fire is with ice. Ice spells are particularly effective in the volcano. The Ice Sword, which you'll find on Floor B4-B, is by far the best weapon for your Fighter. As for armor, in the Ice Cave you'll find the Ice Armor, (see p. 44) which protects you from the hot, scorching attacks of many monsters including Kary.

Treasure Chests

- 7340 G
- Pure Potion  p.10  10 G
- Flame Shield  p.42  155 G
- Ice Sword  p.42
- B80 G
- 1760 G
- 2750 G
- Soft Potion  p.21
- 10 G
- 2000 G
- House  p.21
- Empty
- Wooden Staff  p.10
- 1250 G
**Battling Kary**

As always, don’t enter a fiend’s lair until each Light Warrior has full HP. To conserve your magic, you should use only Heal Potions on the way down to Kary’s room. Equipped with the Ice Sword and Ice Armor, a Fighter can inflict a lot of damage, but you can boost that by using FAST. Red and Black Mages get in their licks with Fire spells. The White Mage uses AFIR and INV2 to help protect his companions.

---

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Item</th>
<th>Found Absorb</th>
<th>Damage</th>
<th>Hit %</th>
<th>Effected</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ice Sword</td>
<td>(7500 G)</td>
<td>29</td>
<td>25</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>FL, Kn, Ni,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>RM, RW</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Particularly effective against Fire monsters.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Giant Sword</td>
<td>(4000 G)</td>
<td>21</td>
<td>20</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>FL, Kn, Ni,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>RM, RW</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Particularly effective against monsters in the Giant category.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flame Armor</td>
<td>(1500 G)</td>
<td>34</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>FL, Kn, Ni</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Particularly effective against ice attacks.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Flame Shield</td>
<td>(5000 G)</td>
<td>12</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>FL, Kn, Ni</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Particularly effective against ice attacks.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

Once you succeed in putting out Kary’s flame, it’s time to recover her orb, the second of four. Step forward and touch the orb. As before with Lich, the Light Warriors will be transported outside. Now two of your orbs have recovered their glow.
Chapter 4: The Ice Cave

Northwest of Crescent Lake is an isolated cavern that has remained frozen since the last ice age. Equipped with Fire Armor and fire spells you'll face Frost Giants and other cold-hearted enemies. Your prize will be the Floater, which lies within.

Enemies In The Ice Cave

<table>
<thead>
<tr>
<th>Specter</th>
<th>Mage</th>
<th>Coctrice</th>
<th>Frost Wolf</th>
<th>Frost Dragon</th>
</tr>
</thead>
<tbody>
<tr>
<td>52 HP</td>
<td>105 HP</td>
<td>50 HP</td>
<td>92 HP</td>
<td>200 HP</td>
</tr>
<tr>
<td>20-45 AP, Sn</td>
<td>26-52 AP</td>
<td>1-2 AP, St</td>
<td>25-50 AP</td>
<td>53-106 AP</td>
</tr>
<tr>
<td>150 EXP</td>
<td>1095 EXP</td>
<td>186 EXP</td>
<td>402 EXP</td>
<td>1701 EXP</td>
</tr>
<tr>
<td>150 G</td>
<td>1095 G</td>
<td>200 G</td>
<td>200 G</td>
<td>2000 G</td>
</tr>
<tr>
<td>Undead</td>
<td>Magic</td>
<td>Ice, Oak</td>
<td>Frost (Damage)</td>
<td>Dragon</td>
</tr>
<tr>
<td>Fire, Harm</td>
<td>Rub, Lit, Fire, Bane, Slop, Stun</td>
<td>Fire</td>
<td>Fire, Bane, Ice, Brak</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wraith</th>
<th>Great PeDe</th>
<th>Sorcerer</th>
<th>Frost Giant</th>
<th>Eye</th>
</tr>
</thead>
<tbody>
<tr>
<td>114 HP</td>
<td>320 HP</td>
<td>112 HP</td>
<td>336 HP</td>
<td>162 HP</td>
</tr>
<tr>
<td>49-86 AP, Sn</td>
<td>73-145 AP, 2244 EXP</td>
<td>1-2 AP, Flur</td>
<td>60-120 AP</td>
<td>30-60 AP</td>
</tr>
<tr>
<td>432 EXP</td>
<td>1000 EXP</td>
<td>822 EXP</td>
<td>1752 EXP</td>
<td>3225 EXP</td>
</tr>
<tr>
<td>432 G</td>
<td>999 G</td>
<td>999 G</td>
<td>1752 G</td>
<td>3225 G</td>
</tr>
<tr>
<td>Undead</td>
<td>Magic</td>
<td>Ice, Fire</td>
<td>Giant</td>
<td>Magic</td>
</tr>
<tr>
<td>Fire, Harm</td>
<td>(Stun)</td>
<td>Ice, Fire</td>
<td>Fire</td>
<td>Ice, Bane, Brak, Fire, Lit</td>
</tr>
<tr>
<td>Oak, Ice, Rub, Bane, Stun, Slop</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Floors B1

To The Outer World
To Floor B2 A
To The Outer World
To Floor B3 B

Treasure Chests

1. Heal Potion
2. 19000 G
3. 9500 G
4. Tent
5. Ice Shield

* Fighting Ice Monsters *

Just as you attacked Fire monsters with Ice spells and weapons, Ice monsters are susceptible to attack by fire. FIR2, and especially FIR3 (if you have it at this point) will melt the opposition. The Flame Sword is in the Ice Cave (see p.44) and should be equipped immediately.

The Frost Wolf often hunts in large packs. FIR2 will thin their ranks. Use MUTE as well.

The Frost Dragon's Blizzard spell quickly drains your HP unless you attack hard with the Flame Sword.

The Coctrice can turn you to stone with the Glance spell. Make sure you have several Soft Potions.
**Taking The Plunge**

In the room of pits you'll want to watch your step. Right off you'll notice a treasure chest in the middle of the room, inaccessible due to the holes. Of course, the Floater is there in the middle. Circle around the holes and drop through the hole at the upper left. Now you'll be on Floor B3-B in a room full of Undead monsters. Cross the maze to the stairway leading to Floor B1. In the room with one hole, drop down and you'll find the Floater.

**Attack The Eye**

Before you can get the Floater you will face the wrath of the Eye. Use FAST to boost your best fighter. Arm him with the Rune Sword.

The LIFE spell may come in handy if the Eye hits you with RUB.

Once the Eye is out of the picture nothing can stop you from getting the legendary Floater.

---

**The Floater**

The Floater is used to raise the Airship from the desert sands and allows it to fly.

---

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Flame Sword</th>
<th>Ice Armor</th>
<th>Ice Shield</th>
</tr>
</thead>
<tbody>
<tr>
<td>Found: (5000 G)</td>
<td>Found: (15000 G)</td>
<td>Found: (5000 G)</td>
</tr>
<tr>
<td>Damage: 28</td>
<td>Absorb: 34</td>
<td>Absorb: 12</td>
</tr>
<tr>
<td>Hit %: 20</td>
<td>Evade %: 10</td>
<td>Evade %: 0</td>
</tr>
<tr>
<td>Fi, Kn, Nl, RM, RW</td>
<td>Fi, Kn, Nl</td>
<td>Fi, Kn, Nl</td>
</tr>
</tbody>
</table>
| Particularly effective against ice monsters. | Particularly effective against Fire attacks. | Particularly effective against Fire attacks.
Since the fall of the great civilization in the North the Desert of Ryukahn has kept a secret buried beneath its burning sands. Now, armed with the Floater, the Light Warriors can seek out and raise the Airship. Their quest to become warriors of the sky is almost complete.

A Rumor In Elfland
Far to the West in Elfland tales are still told of the Floater Stone and the great Airship that can fly faster than an eagle.

The Airship Revealed
Leave your ship at the mouth of the river and take the canoe to land. Hike to the middle of the desert and switch to your sub-screen. Now use the Floater. The Airship will rise magically from the sands.

Chapter 4: Outer World Enemies

<table>
<thead>
<tr>
<th>Monster</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grey Imp</td>
<td>13</td>
</tr>
<tr>
<td>Wolf</td>
<td>11</td>
</tr>
<tr>
<td>Grey Wolf</td>
<td>11</td>
</tr>
<tr>
<td>Werewolf</td>
<td>21</td>
</tr>
<tr>
<td>Ogre</td>
<td>13</td>
</tr>
<tr>
<td>Green Ogre</td>
<td>21</td>
</tr>
<tr>
<td>Asp</td>
<td>13</td>
</tr>
<tr>
<td>Cobra</td>
<td>31</td>
</tr>
<tr>
<td>Arachnid</td>
<td>30</td>
</tr>
<tr>
<td>Pede</td>
<td>39</td>
</tr>
<tr>
<td>Scorpion</td>
<td>21</td>
</tr>
<tr>
<td>Troll</td>
<td>30</td>
</tr>
<tr>
<td>Bull</td>
<td>30</td>
</tr>
<tr>
<td>Geist</td>
<td>31</td>
</tr>
</tbody>
</table>

Sea Creatures

<table>
<thead>
<tr>
<th>Creature</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sahag</td>
<td>21</td>
</tr>
<tr>
<td>Red Sahag</td>
<td>21</td>
</tr>
<tr>
<td>Shark</td>
<td>21</td>
</tr>
<tr>
<td>Kyzoku</td>
<td>21</td>
</tr>
<tr>
<td>OddEye</td>
<td>21</td>
</tr>
</tbody>
</table>

SPECIAL ITEM
Airship

With the Airship, the Light Warriors expand their horizon once more. Now they can fly to the North or anywhere in the world in just a matter of seconds.

River Monsters

CARIBE
- WATER
- FIRE
- 92 HP
- 22-44 AP
- 240 EXP
- 20 G

HYDRA
- WATER
- DRAGON
- 212 HP
- 30-60 AP
- 915 EXP
- 150 G

GATOR
- WATER
- OAK, FIRE
- 184 HP
- 42-84 AP
- 816 EXP
- 900 G

OCHO
- WATER
- OAK, FIRE
- 208 HP
- 30-40 AP
- 1224 EXP
- 102 G
Summary Of Events

1. CRESCEINT LAKE
Obtain valuable information from the Circle of Sages and the canons from Lukehn, Buy Houses and Heal Potion.

2. GURGU VOLCAND
Collect treasure from the many vaults of the Volcano, then seek out Kary on the lowest level and defeat her.

3. CRESCEINT LAKE
Back at Crescent Lake speak to the fellow who had been asleep to learn the whereabouts of the Floater Stone.

4. ICE CAVE
Brave the fierce cold of the Ice Cave to claim the Floater. Use Fire attacks to keep the frigid monsters at bay.

5. ELFLAND
In Elfland you hear about the possible location of an Airship which you can raise from its secret hiding place.

6. RYUKAHN DESERT
Using the magic of the Floater, raise the Airship from the burning sands and board it to fly to new horizons.

Chapter 4

BATTLE TECHNIQUES

When fighting enemies of Fire or Ice, always use the opposite attack. Fire vs. Ice monsters. Ice vs. Fire monsters. The same is true for armor, weapons and spells.

If you know a Fire monster is lurking nearby, equip with your Ice weapons and armor.

Medusans and others who use Glance spells can turn the unwary warrior into a statue. Prevent this by using the Aegis Shield, which blocks their spells. Learn more about the Aegis Shield on p.70.

The Aegis Shield can reflect the spells of monsters who turn you to stone. Only a Knight can equip the shield.

The Ribbon and ProRing are two more special defensive tools. The Ribbon should be used to protect against the special attacks of monsters. The ProRing can deflect the RUB spells.

If you know an area is infested with these monsters, prepare by equipping with ProRing or Ribbon.

Unsolved Mysteries

Two fiends have met justice at the hands of the Light Warriors, but if the Sages are to be believed, two more remain. Perhaps when you fly to the wide reaches of the North you will learn more about the fiends of Water and Wind.

The two remaining fiends have been here longer. Does that mean they are stronger?

The conspiracy of the four elemental fiends is known, but how did they unite?

Why don't these wise men tell you the whole story?
Now that they're aboard the Airship the Light Warriors move quickly to new lands and adventures. Before them lies a great challenge. The first stop is a chain of green islands. Here in the Cardia Islands is the home of Bahamut's Dragons. Bahamut, the King, can bestow a great gift, but first you must prove your courage.
Chapter 5 MAP

The Dragon King

In the days when the rot began and the light of the orbs dimmed, the Dragonfolk lived on the peninsula east of the Cardia Islands. The Castle of Ordeal was then called Bahamut's Keep, but a legion of fearsome monsters swept down upon the castle from the North, and such were their numbers that Bahamut and his people had to flee. Taking refuge in the islands west of their ancestral home, the Dragons found safety, but they began to know fear.

Seeing this, King Bahamut looked for a way to instill courage in his people—a courage that would be needed if the new forces in the world were to be held at bay. And so he devised the Trial Of Courage. Bahamut was the first to go. Alone he travelled to the castle that once was his home. Alone he entered the gate and, fighting loathsome creatures at every step, made his way to the Throne Room high on the third floor. There he bid a token in a treasure chest, then fought his way back to the islands.

In the days and years that followed, any dragon or man who sought Bahamut's support was required to seek proof of his courage in the Castle. Many followed in the Dragon King's footsteps, but none returned with the token.

The Castle Of Ordeal ➤ p.50

Landing the Airship is a bit like finding a safe harbor for the sailing vessel. Only flat grassy land will do. The result is that to reach certain locations, such as the Castle Of Ordeal, you'll have to land in a remote field and hike to your destination.

Cardia Islands ➤ p.49

The Castle Of Ordeal is encircled with swamps, mountains and forests. The closest landing site is shown here—far to the east of the castle. Take several Houses with you to avoid having to march back to the Airship every time your HP runs low. You will encounter the same problem in Chapter 6 when you want to go to the town of Leftein.
This is the home of the Dragons of Cardia. The dragons seem to have courage on their minds. Everywhere you go there is talk of testing and ordeals. That is the way of dragons; they respect bold and courageous humans and despise weakness. The Light Warriors must seek out King Bahamut and learn the task he has set for them.

† The Dragon's Test
The Light Warriors are bidden to go to the Castle Of Ordeal and return with proof of their courage. But what is that proof? None of the dragons are willing to speak of it. Surely it must be a very terrible thing if the brave dragons will not even mention its name. Or perhaps part of the trial is to discover the object. In fact, that is exactly what is expected. The real trial lying ahead is to penetrate the castle and poke into every nook and cranny. Then bring back what you find.

Do not fear Bahamut. Go to him and learn something of your destiny. Later, you will visit him again.
The Castle Of Ordeal is aptly named—the inhabitants are fierce, the mazes are devious and the goal is unclear. Three floors of constant danger and battle await those who enter, but you have no choice. Make sure your HP is full and that you have 99 Heal Potions.

**Battle Tips**

Many powerful magic users dwell in the Castle. Against some of these you’ll have little defense. The INV2 spell helps the warriors dodge. MUTE works on many, such as the Medusas. AFR is a must against the Mancats. Use these defensive spells at the start of an attack and always consult the appropriate table for information about the enemy who is attacking.

The second floor of the Castle is a maze of closed rooms. If you touch a column, however, you’ll be transported to one of the other rooms. Follow the letters from A to H in alphabetical order and you’ll reach the third floor quickly. This will reduce the number of attacks you face while in the Castle.

Collect the Zeus Gauntlet after reaching H, then go upstairs to the third floor.
Tell The Tail Of Courage

In the most remote chamber at the top of the third floor of the Castle is a Treasure Chest containing the Tail. You'll have to defeat the Zombie Dragons first—no small feat. FIR2 and FAST are both effective. Then, to make a long trip short, step onto the throne. You'll be transported back to the first floor of the Castle. Now return to Bahamut. He rewards your courage by promoting the Light Warriors to a higher status.

Table Of Weapons & Armor

<table>
<thead>
<tr>
<th>Treasure Chests</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Gold Bracelet</td>
<td>A</td>
</tr>
<tr>
<td>Ice Sword</td>
<td>0 p.41</td>
</tr>
<tr>
<td>Iron Gauntlet</td>
<td>0 p.22</td>
</tr>
<tr>
<td>Heal Staff</td>
<td>A</td>
</tr>
<tr>
<td>Empty</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gold Bracelet</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>50000 G</td>
<td>Absorb: 34</td>
</tr>
<tr>
<td>(25000 G)</td>
<td>Everse: 1</td>
</tr>
<tr>
<td>FI, Kn, Th, Ni, BB, Ms,</td>
<td></td>
</tr>
<tr>
<td>RM, RW, WM, WW, BM, BW</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Table Of Weapons &amp; Armor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heal Staff</td>
</tr>
<tr>
<td>Found (12500 G)</td>
</tr>
<tr>
<td>Damage: 6</td>
</tr>
<tr>
<td>Hit %: 0</td>
</tr>
<tr>
<td>NI, WM, WW</td>
</tr>
<tr>
<td>Restores some HP to all</td>
</tr>
<tr>
<td>members of your party.</td>
</tr>
</tbody>
</table>

Zeus Gauntlet

| Found (7500 G)          |
| Absorb: 6               |
| Evade %: 3              |
| Kn, Ni, RM              |
| Helps protect against  |
| attacks by lightning.   |

Chapter 5: Outer World Enemies

Sea Creatures

- Sahag 0 p.21
- Red Sahag 0 p.21
- Shark 0 p.21
- Kyo Kyo 0 p.21
- Odd Eye 0 p.21

River Monsters

- Hydra 0 p.45
- Gator 0 p.45
- Frost Gator 0 p.59
- Caribe 0 p.45
- Red Caribe 0 p.59
- Ocho 0 p.59
- Naoocho 0 p.59

Giant 0 p.31
Iguana 0 p.13
Sabre Tooth Tiger 0 p.69
Catman 0 p.89
Great Pede 0 p.43
Red Ankylo 0 p.68

Tiger

- 152 HP
- 33-44 AP
- 356 EXP
- 96 G

SphinX

- 226 HP
- 23-46 AP
- 1160 EXP
- 1160 G

Wyrm

- 260 HP
- 40-60 AP
- 1218 EXP
- 552 G

Sauria

- 196 HP
- 30-60 AP
- 1977 EXP
- 68 G

Manticor

- 164 HP
- 22-44 AP
- 1317 EXP
- 665 G

Sand Worm

- 200 HP
- 48-92 AP
- 2683 EXP
- 900 G

Chapter 5: Outer World Enemies

VOLUME 17 51
## Summary Of Events

1. **Cardia Islands**
   - Visit the dragons, collect their treasure and meet their king, Bahamut. He will present you with a trial of courage.

2. **Castle Of Ordeal**
   - Travel to the Castle of Ordeal and challenge its three deadly floors. On the top floor claim the Tail as a token of courage.

3. **Cardia Islands**
   - Bring the Tail back to Bahamut. Having proven yourself, he will transform your party into higher professional categories.

## Character Transformations

<table>
<thead>
<tr>
<th>Character</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FIGHTER</strong></td>
<td>When the Fighter becomes a Knight he is able to equip all the strongest weapons and armor in fact, he becomes a formidable war machine. Even better, he is now able to use certain low level magic spells.</td>
</tr>
<tr>
<td><strong>THIEF</strong></td>
<td>Once the Thief becomes a Ninja a whole new world of specialized weapons opens up. He is also able to make use of most pieces of armor. His quickness and strength are enhanced and he can use some magic.</td>
</tr>
<tr>
<td><strong>BLACK BELT</strong></td>
<td>The Black Belt/Master is a very special warrior. With the skill of hands and feet, speed and intelligence, he can combat anything. After the transformation, the Master becomes your best pure fighting warrior.</td>
</tr>
<tr>
<td><strong>RED MAGE</strong></td>
<td>When the Red Mage becomes a Red Wizard, his attack power is enhanced. Still, the Red Wizard remains the one well rounded warrior in the party, able to use most weapons and mid to low range magic spells.</td>
</tr>
<tr>
<td><strong>WHITE MAGE</strong></td>
<td>The White Wizard is considerably stronger than his former self as a White Mage. Late in the game you may even wish to equip him with a powerful sword. His best role, however, remains that of protector.</td>
</tr>
<tr>
<td><strong>BLACK MAGE</strong></td>
<td>The Black Mage gains some physical stamina and strength from his transformation to Black Wizard, but not enough to make him much of a fighter. Casting Black Magic is still his strength and chief purpose.</td>
</tr>
</tbody>
</table>
With new powers and resolve, the Light Warriors open the door to their greatest challenge yet. From the towns of Onrac and Gaia came many rumors of fantastic machines, of a shrine that sank with the coming of the Fiend of Water and of robots that fell from the sky.
A Mermaid's Tale

The storm that sank the Sea Shrine came on as a dawn of red skies and hot winds from the East. By noon dark clouds boiled overhead and 20-foot waves crashed against the marble walls of the Shrine. Inside, the Mermaids watched with apprehension. It had long been known that something was amiss in the world, but until now the sea had been their friend. They stowed their most valuable possessions on the top floor of the Shrine, then settled down to wait.

It soon became clear that the Shrine could not withstand the waves and wind for long. But the Mermaids worried more about the town of Onrac, for the people there could be swept into the sea and lost, unlike the Mermaids. As the storm reached its peak of fury and the Shrine began to slide into the depths, one Mermaid escaped. She warned the people of Onrac, who fled inland and were saved, but in so doing the Mermaid had lost her own home forever.
Gaia

Nestled in a narrow mountain valley, the town of Gaia is well protected from the troubles of the wide world beyond. Here you'll find specialized weapons and armor, Level 7 and 8 magic and a mysteriously empty pond in the woods behind the town.

---

**White Magic Level 7**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>CURE</td>
<td>65000 G</td>
<td>Most powerful of the Cure spells, a warrior's HP will be fully recovered.</td>
<td>One Warrior</td>
<td>WW</td>
<td>Yes</td>
</tr>
<tr>
<td>FROST</td>
<td>45000 G</td>
<td>The most powerful Fire spell inflicts 100 to 300 HP on all Undead monsters.</td>
<td>All Enemies</td>
<td>WW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Black Magic Level 7**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICE</td>
<td>45000 G</td>
<td>Damages from the most powerful Ice attack range from 70 to 280 points.</td>
<td>All Enemies</td>
<td>RN/WM/BW</td>
<td>Yes</td>
</tr>
<tr>
<td>BRAK</td>
<td>45000 G</td>
<td>Shatters an enemy into tiny pieces of monster kibble.</td>
<td>One Enemy</td>
<td>BW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

---

**Table of Weapons & Armor**

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
<th>Affect</th>
<th>User</th>
<th>Best Buys</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Catclaw</strong></td>
<td>65000 G (32500 G)</td>
<td>Damage: 22</td>
<td>Kn, Ni, RW, BW</td>
<td></td>
</tr>
<tr>
<td><strong>ProRing</strong></td>
<td>20000 G (10000 G)</td>
<td>Absorb: 5</td>
<td>Fi, Kn, Th, Ni, BB, Ma</td>
<td></td>
</tr>
</tbody>
</table>

Blocks effects of the RUB spell when used in battle.
**WHITE MAGIC**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>FADE</td>
<td>60000 G</td>
<td>Eradicates evil at the source.</td>
</tr>
<tr>
<td>WALL</td>
<td>60000 G</td>
<td>Erects a protective wall around a warrior that prevents the use of magic against him.</td>
</tr>
<tr>
<td>XFER</td>
<td>60000 G</td>
<td>Eliminates an enemy's special defense.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Enemies</td>
<td>WW</td>
<td>Yes</td>
</tr>
<tr>
<td>One Warrior</td>
<td>WW</td>
<td>Yes</td>
</tr>
<tr>
<td>One Enemy</td>
<td>WW</td>
<td>No</td>
</tr>
</tbody>
</table>

**BLACK MAGIC**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>STOP</td>
<td>60000 G</td>
<td>Freeze time for the enemies so you can attack without retaliation.</td>
</tr>
<tr>
<td>ZAP</td>
<td>60000 G</td>
<td>Zaps all enemies into an extra dimension from which they can't escape.</td>
</tr>
<tr>
<td>XXXX</td>
<td>60000 G</td>
<td>Similar to the Rub attack, an enemy is utterly destroyed.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Enemies</td>
<td>BW</td>
<td>Yes</td>
</tr>
<tr>
<td>All Enemies</td>
<td>BW</td>
<td>Yes</td>
</tr>
<tr>
<td>One Enemy</td>
<td>BW</td>
<td>No</td>
</tr>
</tbody>
</table>

**The Fairy's Spring**

At one time a Fairy lived in this quiet pond, but by the time the Light Warriors arrive on the scene she is gone. Clues are given both here in Gaia and in Onrac. To find the Fairy, see p.59.

**The Magic Shops Of Gaia**

Buying magic spells is starting to get expensive, but with all the loot you've collected from the Volcano, Ice Cave and Castle of Ordeal, you should have plenty. All of the available Level 7 spells are valuable. FADE, WALL, STOP and ZAP are all good buys in the Level 8 shops.

**Special Weapons & Armor**

If you have a Black Wizard in your party you will have noted that he has no great strength for fighting. The Catclaw can help change that. The ProRing protects against the Rub spell. Many of the creatures you'll soon meet use Rub and the results can be devastating.

The Protective Ring is a must buy. Equip all your warriors with one.

**SPECIAL ITEM**

**Oxyale**

Available only from the Fairy's Spring in Gaia, and from the hands of the Fairy herself, Oxyale is used to provide fresh air in the submarine.

---

**Tips To Save You Time And Gold**

**The Best Deal In Town**

The Airship is so fast that you can quickly reach the cheapest inn to recover HP and save your progress.

Don’t waste gold on expensive gifts. Stay at Cornia’s Inn.

**Buying With Turbo Power**

Buying Heal Potions with a turbo controller is fast and easy. Just hold the A Button and fill up your stockpile.

The Heal Potion must be on the top of the list, like in Cornia.

**Run When You Have A Chance**

Sometimes when a battle begins, a message comes up saying that you have the option to fight first. Take advantage of it and run.

If you're trying to reach a distant goal, run if you can.

**Save Magic And Heal Potions**

If you get into a fight with weak enemies, use your Heal Helmet and Heal Staff to recover HP. You'll save on Heal Potion and Magic.

There is no cost in using items to Heal your party in battle.
Onrac

In Onrac, the Light Warriors hear much about mermaids and robots and other fantastic beings. All of it is true. At the part you will find a submarine that can take you to the Sea Shrine where the mermaids live. You’ll also meet Dr. Unne’s brother from Melmand.

**Item Shop**
- **Heal Potion 60 G**  p.10
- **Pure Potion 75 G**  p.10
- **Cabin 250 G**  p.14
- **House 3000 G**  p.21
- **Soul Potion 800 G**  p.21

**Inn 300 G**

**Clinic 750 G**

**White Magic Level 7**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>BUBB</td>
<td>45000 G</td>
<td>Protects all Warriors against an enemies deadly BUB spell.</td>
<td>All Warriors</td>
<td>RW,WM,WW</td>
<td>No</td>
</tr>
<tr>
<td>HELD</td>
<td>44500 G</td>
<td>The most powerful of the Heal spells recovers 48 to 98 HP for the entire power.</td>
<td>All Warriors</td>
<td>WM,WW</td>
<td>No</td>
</tr>
</tbody>
</table>

**Black Magic Level 7**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>SABR</td>
<td>49000 G</td>
<td>Strengthens weapon resulting in a 40% increase in hits and 15% increase in damages.</td>
<td>Spell Gaster</td>
<td>BW</td>
<td>No</td>
</tr>
<tr>
<td>BLND</td>
<td>45600 G</td>
<td>Blinds an enemy so that it cannot see well enough to attack effectively.</td>
<td>One Enemy</td>
<td>BM,BW</td>
<td>No</td>
</tr>
</tbody>
</table>

**The Fate Of Onrac**

As people both in Onrac and Crescent Lake tell you, until the coming of the Water Fiend 200 years ago, Onrac was part of a great civilization. Part of that power was derived from the good will of the Mermaids who lived nearby in a shrine, but now the shrine has been lost beneath the waves.
**Caravan Clues**

Onrac is still the place to hear news of the world. In speaking to the citizens, you will learn that there was something very strange being offered for sale at the Caravan.

**How To Reach The Shrine**

Since the Sea Shrine sank there is just one way to reach it—that’s by using the Submarine in Onrac. But to do that you’ll need Oxyale, and Oxyale must be given to you by the Fairy. Unfortunately, since the Fairy has been sold to a Caravan, she can’t help you unless you buy her back. If you go to the Western Desert, near an oasis, you’ll find the Caravan. Buy the Bottle, as it contains the Fairy inside, and take the Bottle to the Fairy’s Spring in Gaia. Release the Fairy and receive the Oxyale. Now take the Oxyale back to Onrac. Finally you’ll be allowed entrance to the Submarine. Simply enter the Submarine and you’ll be taken to the Sea Shrine.

**U.F.O.s In Onrac?**

One man insists that he saw a shiny object fall from the sky and others have seen a robot to the north near the Great Waterfall. So what are these Unidentified Falling Objects? Learn more about them and the journey to the Waterfall on p.63.

**Dr. Unne’s Brother**

Near the Inn in Onrac you’ll come across Dr. Unne’s brother. He tells the Light Warriors that Unne has been unraveling the mysterious language of Leffelish, but that a stone tablet with valuable translations is needed to finish the work. A woman in the town says that many treasures sank with the Sea Shrine and that one of them was a stone plate. Could this be the translation Slab?
The Caravan

In the northern part of the desert west of Onrac, near the green oasis, the Caravan has set up far business. One specialty item is for sale that is of utmost importance to the Light Warriors.

**Purchase The Bottle**

Although unmarked, the Bottle commands a stiff price. Its contents must be very rare and valuable. In fact, the Bottle contains the Fairy from Gaia. Pay the 50,000 Gold pieces.

**The Prize In The Bottle**

Once you have possession of the Bottle, take it to the Fairy’s Spring in Gaia and open it by selecting ‘Bottle’ from the Item subscreen. The Fairy, once released, will give you a supply of Oxyale (see p.56), which is an essential part of the Submarine in Onrac.

In Gaia, make your way to the Fairy’s Spring. There by the shore, open the Bottle to release the captive Fairy. After she gives you the Oxyale, you’re ready to tackle the Sea Shrine.

---

**Chapter 6: Outer World Enemies**

**Wyvern**

- Troll: 212 HP, 50-50 AP, 50 EXP, 50 G
- Giant: 30-30 HP, 50-50 AP, 50 EXP, 50 G
- Frost Giant: 1173 HP, 50-50 AP, 50 EXP, 50 G
- Iguana: 50 G
- Frost Wolf: 50 G
- Wizard Ogre: 50 G
- Wyrm: 50 G

- Tiger: 50 G
- Saber Tooth Tiger: 50 G
- Cerebus: 50 G
- Great Pede: 50 G
- Manticor: 50 G
- Hydra: 50 G
- Ocho: 50 G

**River Monstors**

- Hydra: 45
- Caribe: 45
- Gator: 45
- Ocho: 45

**Frost Gator**

- 142 HP
- 56-12 HP
- 1890 EXP
- 2000 G

**Ankylo**

- 352 HP
- 50-100 AP, 50 EXP
- 50 G

**Red Caribe**

- 172 HP
- 30-74 AP, 50 EXP
- 46 G

**Naacho**

- 344 HP
- 30-74 AP, 50 EXP
- 3189 EXP
- 500 G

---

**Sea Creatures**

- Sahag: 21
- Red Sahag: 21
- Kyzoku: 21
- Shark: 21
- OddEye: 21
The Submarine drops you off at the middle floor of the sunken Sea Shrine. Above are the Mermaids. Below is KroKen, the Fiend of Water. Seek out the Mermaids first. They have kept many treasures that will help you in the bottles in the lower part of the Shrine.

---

The Sea Shrine

***Enemies in the Sea Shrine***

<table>
<thead>
<tr>
<th>LOBSTER</th>
<th>GHOST</th>
<th>WIZARD SAHAG</th>
<th>BIG EYE</th>
<th>NAGA</th>
</tr>
</thead>
<tbody>
<tr>
<td>148 HP</td>
<td>180 HP</td>
<td>204 HP</td>
<td>356 HP</td>
<td></td>
</tr>
<tr>
<td>30-70 AP</td>
<td>90-115 AP</td>
<td>47-94 AP</td>
<td>30-50 AP</td>
<td></td>
</tr>
<tr>
<td>633 EXP</td>
<td>990 EXP</td>
<td>882 EXP</td>
<td>3591 EXP</td>
<td></td>
</tr>
<tr>
<td>300 G</td>
<td>990 G</td>
<td>882 G</td>
<td>3591 G</td>
<td></td>
</tr>
<tr>
<td>WATER</td>
<td>UNDEAD</td>
<td>WATER</td>
<td>WATER</td>
<td>WATER</td>
</tr>
<tr>
<td>QAKE, FIRE</td>
<td>QAKE, ICE, RUB, BANE, STUN, SLEEP</td>
<td>QAKE, FIRE</td>
<td>QAKE, FIRE</td>
<td>QAKE, FIRE</td>
</tr>
<tr>
<td></td>
<td>FIRE, HARM</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>QAKE, FIRE</td>
<td>QAKE, FIRE</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SEA SNAKE</th>
<th>GREY SHARK</th>
<th>SEA TROLL</th>
<th>WATER</th>
<th>ROCK GOL</th>
</tr>
</thead>
<tbody>
<tr>
<td>224 HP</td>
<td>344 HP</td>
<td>219 HP</td>
<td>300 HP</td>
<td>200 HP</td>
</tr>
<tr>
<td>35-70 AP</td>
<td>50-100 AP</td>
<td>40-90 AP</td>
<td>69-138 AP</td>
<td>70-140 AP</td>
</tr>
<tr>
<td>557 EXP</td>
<td>2361 EXP</td>
<td>852 EXP</td>
<td>1992 EXP</td>
<td>2365 EXP</td>
</tr>
<tr>
<td>600 G</td>
<td>852 G</td>
<td>800 G</td>
<td>1000 G</td>
<td></td>
</tr>
<tr>
<td>WATER</td>
<td>WATER</td>
<td>WATER</td>
<td>ICE</td>
<td>SLOW</td>
</tr>
<tr>
<td>QAKE, FIRE</td>
<td>QAKE, FIRE</td>
<td>QAKE</td>
<td>RUB, BANE,</td>
<td>QAKE, LIT, ICE, FIRE, RUB, BANE, DRAX, STUN, SLEEP</td>
</tr>
<tr>
<td>QAKE, FIRE</td>
<td></td>
<td></td>
<td>STUN, SLEEP</td>
<td></td>
</tr>
</tbody>
</table>

---

**FLOOR 3-A**

- To Floor 2-A
- To Floor 4-A

---

**FLOOR 3-B**

- To Floor 2-A
- To Floor 4-B

---

**FLOOR 3-C**

- To Floor 2-B
- To Floor 4-B

---

**Treasure Chests**

1. 9900 G
2. 2000 G
3. 110 G
4. 450 G

---

**Battle Tips**

Beneath the sea your most potent magic is Lightning. LIT3 will give your watery foes a jolt few can withstand, but lesser LIT and LIT2 will also give them quite a charge. By now you should also have purchased the EXIT spell in Crescent Lake (see p.38).

---

The Zeta Gauntlet will provide good protection against LIT2 spells used by many of the sea monsters in the Shrine. In battle, use it with the AMUL command.
**The Lefainish Slab**

Visit each Mermaid and collect the treasure. Most important, however, is that you find the Stone Slab that Dr. Unne needs to understand the Lefainish language. Follow the corridor at the upper left hand corner of Floor 5 to reach the room where the Slab is kept.

> The Mermaid mentions the Mirage Tower. Listen closely (See p.69).

To learn Lefainish, return the Slab to Dr. Unne in Melmond.

---

**The Slab**

The Slab contains important translations from Lefainish. Give it to Dr. Unne and he will teach you the language.
Battling Kraken, The Water Fiend

LI3 is the best attack magic to use on the Fiend of the Water, and FAST will increase the attack of your fighting Knight, Ninja and Master. As always, enter the fiend's room only when your HP is full. You may also have to use LAMP if Kraken blinds a warrior with Ink.

Shock this overgrown octopus with a shot of LI3 and dodge his attack with the INV2 spell.

<table>
<thead>
<tr>
<th><strong>Table Of Weapons &amp; Armor</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Light Axe</strong></td>
</tr>
<tr>
<td>Found (5000 G)</td>
</tr>
<tr>
<td>Damage: 28</td>
</tr>
<tr>
<td>Hit %: 15</td>
</tr>
<tr>
<td>5450 G</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Power Gauntlet</strong></td>
</tr>
<tr>
<td>Found (5000 G)</td>
</tr>
<tr>
<td>Absorb : 6</td>
</tr>
<tr>
<td>Evade %: 3</td>
</tr>
<tr>
<td>Fl, Kn, Nl, Rm</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Mage Staff</strong></td>
</tr>
<tr>
<td>Found (12500 G)</td>
</tr>
<tr>
<td>Damage: 12</td>
</tr>
<tr>
<td>Hit %: 10</td>
</tr>
<tr>
<td>Nl, BM, BW</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Opal Armor</strong></td>
</tr>
<tr>
<td>Found (30000 G)</td>
</tr>
<tr>
<td>Absorb : 42</td>
</tr>
<tr>
<td>Evade %: 10</td>
</tr>
<tr>
<td>Kn</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Opal Helmet</strong></td>
</tr>
<tr>
<td>Found (5000 G)</td>
</tr>
<tr>
<td>Absorb : 8</td>
</tr>
<tr>
<td>Evade %: 3</td>
</tr>
<tr>
<td>Kn</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Opal Bracelet</strong></td>
</tr>
<tr>
<td>Found (32500 G)</td>
</tr>
<tr>
<td>Absorb : 24</td>
</tr>
<tr>
<td>Evade %: 1</td>
</tr>
<tr>
<td>Fl, Kn, Th, Nl, BB, Ma, Kn, Rm, Rw, Wm, Ww, Bm, Bw</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Opal Shield</strong></td>
</tr>
<tr>
<td>Found (75000 G)</td>
</tr>
<tr>
<td>Absorb : 16</td>
</tr>
<tr>
<td>Evade %: 0</td>
</tr>
<tr>
<td>Kn</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Opal Gauntlet</strong></td>
</tr>
<tr>
<td>Found (10000 G)</td>
</tr>
<tr>
<td>Absorb : 8</td>
</tr>
<tr>
<td>Evade %: 3</td>
</tr>
<tr>
<td>Kn</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>KRAKEN</strong></td>
</tr>
<tr>
<td>HP : 800</td>
</tr>
<tr>
<td>EXP : 4945</td>
</tr>
<tr>
<td>G : 5000</td>
</tr>
<tr>
<td>Ink (Dark)</td>
</tr>
<tr>
<td>LIT</td>
</tr>
<tr>
<td>LIT2</td>
</tr>
<tr>
<td>OAKE, FIRE</td>
</tr>
</tbody>
</table>
The Waterfall

Behind the cascade of falling mist lies a deep cavern with many winding passages. Here you must go to solve the mystery of the U.F.O. seen in Onrac. If successful, you will discover both the Robot and the Cube.

### Enemies In The Waterfall Cave

<table>
<thead>
<tr>
<th>ENEMY</th>
<th>HP</th>
<th>AP</th>
<th>EXP</th>
<th>MAGIC</th>
<th>FAST</th>
<th>DRAGON</th>
<th>ICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>NITEMARE</td>
<td>200</td>
<td>30-50</td>
<td>1272</td>
<td>ICE</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MUD GOL</td>
<td>176</td>
<td>48-120</td>
<td>1257</td>
<td>LIT, ICE, FIRE, RUB, STHN, SLP</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>GAS DRAGON</td>
<td>352</td>
<td>72-144</td>
<td>4068</td>
<td>POISON GAS</td>
<td>OAKE</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Mummy** p.30
**Wizard Mummy** p.50
**Perilisk** p.38
**Cootrice** p.43

### Finding The Robot

The Robot is at the far end of a maze that is teeming with enemies. Some, like the Gas Dragon, are extremely dangerous. Others, like Mud Goliath, are easy to run away from.

Just inside the Robot's room you'll face an attack. Fire will destroy the Mummies and ARUB or the Profiling protects you from the Perilisk's Squint attack.

The Robot gives you a mysterious object called the Cube. It is used in the Mirage Tower, but what exactly does it do? See p.70 for more information.

### Special Item

**The Cube**
The Cube is a sort of key that opens the way to the Fiend of Wind. Use it in the top floor of the Mirage Tower (see p.70).

### Table Of Weapons & Armor

<table>
<thead>
<tr>
<th>W</th>
<th>Damage</th>
<th>Hit %</th>
<th>Magic</th>
<th>Fast</th>
<th>Dragon</th>
<th>Ice</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Defense</strong></td>
<td>30</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Found</td>
<td>(20000 G)</td>
<td>Damage: 30</td>
<td>Hit %: 35</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kn, Ni, RW</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Casts the spell of RUSE when used in battle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>W</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Wizard Staff</strong></td>
<td>15</td>
<td>Hit %</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Found</td>
<td>(25000 G)</td>
<td>Damage: 15</td>
<td>Hit %: 15</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>BW</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Casts the spell of CONF when used during battle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Ribbon</strong></td>
<td>Absorb</td>
<td>Evade %</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Found</td>
<td>(1 G)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fi, Kn, Th, Ni, BB, Me, RM, RW, WM, BM, BW</td>
<td>Protects against special attacks when used in battle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

VOLUME 17 63
Summary of Events

1. GAIA
   - Get information from the people and buy specialty weapons and protective devices.

2. ONRAC
   - Learn about the Waterfall and Sea Shrine. Find Dr. Unne's brother. Learn the whereabouts of the Caravan.

3. THE CARAVAN
   - Purchase the Bottle from the Caravan master near the oasis in the Western Desert.

4. GAIA
   - Release the Fairy at the Fairy's Spring in Gaia. She will give you a supply of Oxyale.

5. ONRAC
   - Show the Submarine owner that you have Oxyale and he'll let you enter the Submarine.

6. SEA SHRINE
   - Work your way to the top floor of the Sea Shrine. Collect the treasure and talk to Mermaids. Take the Sisb. Then go to the lowest floor of the Shrine and battle Kraken for the third orb.

7. THE WATERFALL
   - See the Robot and get the Cube. Take the treasure in the Robot's room.

Unsolved Mysteries

There seems to be no end to the questions. How does one get into the Mirage Tower? What good is it knowing the language of Lefeln? Where did the Robot in the Waterfall come from? The answers lie just ahead in the final chapter.

BATTLE TECHNIQUES

Many weapons can be used in battle with the Item command. Some are magical and cast a spell while others have special properties useful in battle. Below is a list of these. See the Tables of Weapons & Armor for specific properties.

- Flame Sword
- Ice Sword
- Dragon Sword
- Giant Sword
- Sun Sword
- Coral Sword
- War Sword
- Rune Sword
- Light Axe
- Heal Staff
- Mage Staff
- Defense
- Wizard Staff
- Thor's Hammer
- Bane Sword

The Bane Sword attacks enemies with the spell of Bane—a powerful poison.

Preserve your magic levels and Heal Potion in battle by using the Heal Staff.
Chapter 7

Quest's End

Through terrors no other heroes dared to face the Light Warriors have come to the final chapter of their great adventure. Ahead lies the mystery of the Mirage Tower and the rumors of a castle in the sky. One fiend, the Fiend of the Wind, remains to be tamed. But what comes after that? All will be revealed in time...
The Floating Castle

In the early days of the technological ascendancy of Lefin, a debate raged over whether it was a good idea to build castles in the sky. Some people argued that what goes up must come down, and as a result those people still on the ground when the castles eventually came down would get squashed. Others said that if Man had been meant to build castles in the sky he would have been given nests, but no one really understood that argument and few supported it. A lack of support was, in fact, the problem most people had with floating architecture. Defying gravity was all well and good when it came to Airships. But castles were another thing altogether. Many of the Lefinish believed that something terrible would happen if the castle was built.

But the castle was built, and a staff of robots was made to keep the place in order. The Sky Warriors made it their home and kept peace throughout the world until the coming of the Fiend of Wind. Then everything changed. An enemy force of cruel monsters swept in like a tornado and the Sky Warriors escaped with a single Airship. The people of Lefin wondered if they had unwittingly set loose the horror. But no one took the blame and the problem only got worse.
Lefin

Lefin was once the home of the great civilization of the North. Their language is foreign, but with Dr. Unne's help you can learn it. Besides a great deal of information, you'll also find a hidden magic shop with two potent spells.

**WHITE MAGIC LEVEL 8**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>LF2</td>
<td>60000</td>
<td>Brings a warrior back to life with his HP fully restored.</td>
<td>One Warrior</td>
<td>WW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**BLACK MAGIC LEVEL 8**

<table>
<thead>
<tr>
<th>SPELL</th>
<th>PRICE</th>
<th>RESULT</th>
<th>AFFECT</th>
<th>USER</th>
<th>BEST BUYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nuke</td>
<td>50000</td>
<td>Generates tremendous heat, like a Super Fire spell.</td>
<td>All Enemies</td>
<td>BW</td>
<td>Yes</td>
</tr>
</tbody>
</table>

**Learn Your Lefenish**

If you visit Lefin before taking the Slab to Dr. Unne, it could be a frustrating trip. The fact is that the people of Lefin speak an ancient language which has been forgotten everywhere else in the world. If you wish to make sense out of what the people are saying, follow these steps: 1) Get the Slab—the Slab is kept by the Mermaids in the Sea Shrine (see p.61), 2) Take the Slab to Melmond (see p.29), 3) Then give the Slab to Dr. Unne in Melmond—now he is able to complete his translation of the Lefenish language, which means that he can teach it to you. 4) Go back to Lefin and listen to people as you would in other towns. Now they should make perfect sense.

Once you have learned the ancient language from Dr. Unne, travel to the town of Lefin. Whereas before they spoke only gibberish, now you can understand every word. Here you will find the descendants of the brave souls who hid the Airship in the South. You will also learn that the people of Lefin once controlled a fantastic realm that reached into the sky.
**Tiamat Now Controls The Sky**

Four hundred years ago Tiamat, the Fiend of the Wind, stole the power of the wind from the Lefainish Sky Warriors. Now he resides high above the Earth in the realm of stars. Perhaps the Lefainish robots still operate the complex machinery that suspends the castle in space. The Light Warriors must find the entrance to the Sky Castle somewhere in the Mirage Tower.

**The Fate Of The Five**

The five bravest warriors of Lefain went in search of the cause of the turmoil in the sky, knowing that some vast power was intent on the destruction of their civilization. They left their Airship and Floater in the South, but never returned to Lefain.

**A Secret Magic Shop**

In the Northeastern corner of Lefain you will discover a breach in the wall. Pass through the hole and continue hiking eastward. There you will find the hidden magic shops. Each shop sells just one spell, but they are the powerful spells of LIF2 and NUKE.

---

**Chapter 7: Outer World Enemies**

<table>
<thead>
<tr>
<th>ZOMBULL</th>
<th>274 HP</th>
<th>40-80 AP</th>
<th>1050 EXP</th>
<th>150 G</th>
</tr>
</thead>
<tbody>
<tr>
<td>UNDEAD</td>
<td>FIRE, HARM</td>
<td>ICE, BURN</td>
<td>FIRE</td>
<td>DRAGON</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TYRO</th>
<th>480 HP</th>
<th>65-130 AP</th>
<th>3385 EXP</th>
<th>502 G</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAGON</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RED ANKYOLO</th>
<th>256 HP</th>
<th>60-120 AP</th>
<th>1428 EXP</th>
<th>300 G</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAGON</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>T REX</th>
<th>600 HP</th>
<th>115-230 AP</th>
<th>7200 EXP</th>
<th>800 G</th>
</tr>
</thead>
<tbody>
<tr>
<td>DRAGON</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Sphinx       | p.51    |
- Manticor     | p.51    |
- Catman       | p.51    |
- Tiger        | p.51    |
- Saber Tooth  | p.69    |
- Sauria       | p.51    |
- Wyvern       | p.59    |
- Wyrm         | p.51    |
- Great Pede    | p.43    |
- Sand Worm    | p.51    |
- Troll        | p.30    |
- Giant        | p.31    |
- Frost Giant  | p.43    |
- Frost Wolf   | p.43    |
- Ocho         | p.45    |
- Ankylot      | p.59    |
- LIF2 restores a defeated comrade to full strength. NUKE burns the enemy with intense heat.

**Sea Creatures**

- Sahag        | p.21    |
- Red Sahag    | p.21    |
- Kyzoku       | p.21    |
- OddEye       | p.21    |
- Shark        | p.21    |

**River Monsters**

- Hydra        | p.45    |
- Gator        | p.45    |
- Frost Gator  | p.45    |
- Caribe       | p.45    |
- Red Caribe   | p.45    |
- Ocho         | p.59    |
- Naocho       | p.59    |
The Mirage Tower

Rising from the center of the Great Eastern Desert like a horn of stone, the Mirage Tower is your path to the final fiend, Tiamat, who lives somewhere above in the floating castle of the Lefeinish. But the Tower itself holds many dangers.

### Enemies In The Mirage Tower

<table>
<thead>
<tr>
<th>CATMAN</th>
<th>CHIMERA</th>
<th>GUARD</th>
</tr>
</thead>
<tbody>
<tr>
<td>160 HP</td>
<td>300 HP</td>
<td>200 HP</td>
</tr>
<tr>
<td>30-60 AP</td>
<td>30-60 AP</td>
<td>25-30 AP, 10</td>
</tr>
<tr>
<td>780 EXP</td>
<td>2050 EXP</td>
<td>1224 EXP</td>
</tr>
<tr>
<td>780 G</td>
<td>2500 G</td>
<td>400 G</td>
</tr>
<tr>
<td>WERE</td>
<td>CREMATE (DAMAGE)</td>
<td>RUB, BANE, STUN, BRAK, SLEEP</td>
</tr>
<tr>
<td></td>
<td>QAKE, FIRE</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SABER TOOTH TIGER</th>
<th>BADMAN</th>
<th>BLUE DRAGON</th>
</tr>
</thead>
<tbody>
<tr>
<td>200 HP</td>
<td>250 HP</td>
<td>454 HP</td>
</tr>
<tr>
<td>24-48 AP</td>
<td>44-58 AP</td>
<td>92-184 AP</td>
</tr>
<tr>
<td>943 EXP</td>
<td>1263 EXP</td>
<td>3574 EXP</td>
</tr>
<tr>
<td>500 G</td>
<td>1800 G</td>
<td>2000 G</td>
</tr>
<tr>
<td></td>
<td></td>
<td>FIRE</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mummy</th>
<th>Wizard Mummy</th>
<th>Cootrice</th>
<th>Perilisk</th>
<th>Vampire</th>
<th>Medusa</th>
<th>Nitemare</th>
<th>Cerebus</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**The Chime Is The Key**

Most adventurers discover the Mirage Tower long before they hear of the Chime. But if they hope to get inside they must speak Lefeinish and get the Chime from the man in Lefein.

**Plundering The Tower**

You'll find a great deal of treasure lying about in the Mirage Tower. Some of the weapons and armor, such as the Aegis Shield, you'll want to keep. Other pieces merely take up space. When your subscreen is full, go back to Gaia and sell unwanted items.

East of the desert is a narrow strip of grass just wide enough for an Airship to make a landing. As you cross the sands Tyro and Ankylo attack. Run from both.
**Visit Each Robot**

Like the Robot in the Waterfall, these robots have been programmed with messages. The messages are there for warriors who may not have ventured into the Waterfall yet to recover the Cube from the other robot.

- What Master?
- Floated or fell?
- Transport to where?

**Battling The Blue Dragon**

The Blue Dragon is sitting just inside the door to the Transporter chamber and cannot be avoided. His Thunder spell can wreak havoc so use the Ribbon. **FIR3** is the best attack spell.

Knowing that the Blue Dragon is waiting, fill up your HP before entering the room.

**Beam Up To The Sky Castle**

In the center of the top floor of the Tower you'll find the Transporter. Use the Cube to activate the Transport Beam. Instantly the Light Warriors are transported to the Sky Castle, home of Tiamat.

---

### Treasure Chests

<table>
<thead>
<tr>
<th>1</th>
<th>13000 G</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>12350 G</td>
</tr>
<tr>
<td>3</td>
<td>Thor's Hammer</td>
</tr>
<tr>
<td>4</td>
<td>7800 G</td>
</tr>
<tr>
<td>5</td>
<td>8135 G</td>
</tr>
<tr>
<td>6</td>
<td>House  O.p.21</td>
</tr>
<tr>
<td>7</td>
<td>7580 G</td>
</tr>
<tr>
<td>8</td>
<td>Sun Sword</td>
</tr>
<tr>
<td>9</td>
<td>10000 G</td>
</tr>
<tr>
<td>10</td>
<td>Dragon Armor</td>
</tr>
</tbody>
</table>

---

### Table Of Weapons & Armor

<table>
<thead>
<tr>
<th><strong>Vorpal</strong></th>
<th><strong>Sun Sword</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Found (15000 G)</td>
<td>Damage: 24</td>
</tr>
<tr>
<td>Hit %: 25</td>
<td></td>
</tr>
<tr>
<td>Kn, Ni, RW</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Dragon Armor</strong></th>
<th><strong>Thor's Hammer</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Found (30000 G)</td>
<td>Absorb: 42</td>
</tr>
<tr>
<td>Evade %: 10</td>
<td></td>
</tr>
<tr>
<td>Kn</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Aegis Shield</strong></th>
<th><strong>Heal Helmet</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Found (20000 G)</td>
<td>Absorb: 18</td>
</tr>
<tr>
<td>Oamage: 18</td>
<td></td>
</tr>
<tr>
<td>Hit %: 15</td>
<td></td>
</tr>
<tr>
<td>Kn, Ni, WW</td>
<td></td>
</tr>
</tbody>
</table>

| | Absorb: 6 |
| | Oamage: 18 |
| | Hit %: 0 |
| | Kn, Ni |
| | Protects against Glance and some other spells.
| | Restores some lost HP to warriors when used in battle. |

The Transporter takes you to the Sky Castle.
The first thing you'll notice is that the Sky Castle is obviously a product of high technology, and not just because it's miles above the Earth. Transports and robots are everywhere. One of the guardians is high-tech, as well—the awesome WarMech.

<table>
<thead>
<tr>
<th>ENEMY</th>
<th>HP</th>
<th>AP</th>
<th>EXP</th>
<th>Weight</th>
<th>MAGIC</th>
<th>WEAKNESS</th>
</tr>
</thead>
<tbody>
<tr>
<td>AIR</td>
<td>356</td>
<td>53-108</td>
<td>1571</td>
<td>1807</td>
<td>DAVE, RUB, BANE, BRAK, STUN, SLEP</td>
<td></td>
</tr>
<tr>
<td>SLIME</td>
<td>186</td>
<td>49-98, AP: Fe</td>
<td>1101</td>
<td>800</td>
<td>DAVE, LIT, ICE, RUB, BANE, BRAK, STUN, SLEP</td>
<td></td>
</tr>
<tr>
<td>SENTRY</td>
<td>400</td>
<td>102-204</td>
<td>4000</td>
<td>2000 G</td>
<td>DAVE, ICE, FIRE, RUB, BANE, BRAK, STUN, SLEP</td>
<td></td>
</tr>
<tr>
<td>JIMERA</td>
<td>350</td>
<td>40-80 AP</td>
<td>4584</td>
<td>5000 G</td>
<td>ICE, FIRE, CREATURE, POISON GAS (DAMAGE)</td>
<td></td>
</tr>
<tr>
<td>WIZARD VAMPIRE</td>
<td>300</td>
<td>80-160</td>
<td>2395</td>
<td>3000 G</td>
<td>UNDEAD MAGIC, FIRE, HARM</td>
<td></td>
</tr>
<tr>
<td>GREY NAGA</td>
<td>420</td>
<td>7-14 AP</td>
<td>3490</td>
<td>4000 G</td>
<td>MAGIC, RUSE, LAMP, SLOW, DARK, SLEP, NIRE, LIT, HEAL</td>
<td></td>
</tr>
<tr>
<td>GREEN MEDUSA</td>
<td>96</td>
<td>11-22 AP, SILENT</td>
<td>1218</td>
<td>1218 G</td>
<td>MAGIC, GLANCE (STONE)</td>
<td></td>
</tr>
<tr>
<td>FIGHTER</td>
<td>200</td>
<td>40-80 AP</td>
<td>3420</td>
<td>3420 G</td>
<td>MAGIC, WALL, KIN, HELL, FIRE, SILENT, GLANCE</td>
<td></td>
</tr>
<tr>
<td>EVILMAN</td>
<td>190</td>
<td>55-110</td>
<td>2700</td>
<td>3000 G</td>
<td>MAGIC, X-BR, NUK, ZZZZ, BLIND</td>
<td></td>
</tr>
<tr>
<td>WARMEN</td>
<td>1000</td>
<td>128-356</td>
<td>32000</td>
<td>32000 G</td>
<td>MAGIC, NUCLEAR (DAMAGE)</td>
<td></td>
</tr>
</tbody>
</table>

**FLOOR 1**

To Floor 2

**Treasure Chests**

1. 9900 G
2. Heal Potion p.10
3. 4150 G
4. 7900 G
5. 5000 G
6. Profiling p.57
7. 8720 G
8. Heal Helmet p.70
9. 180 G
10. Bane Sword p.73

**More Treasure Than You Can Carry?**

If you run out of space, remember it's easy to use the EXIT spell, then go to Gaia and sell off the excess treasure. Always check the Tables Of Weapons & Armor before selling a piece as it may have a secret use.

After clearing the Sky Castle you'll never want for Gold again. Spend it on expensive magic spells to fill out your magic subscreens.

If you don't want to spend the time going all the way back to Gaia, you can Drop weapons or armor. But don't Drop a valuable item.
A Window On The World

The robot invites you to look out over the world from the window. The window reveals an important clue for the end of the game. Four forces are flowing together into the center of the Temple of Fiends. When it comes time to seek out the Master of those four elemental forces, the Light Warriors will return to the Temple of Fiends. For more about this see p.74.

Treasure Chests

<table>
<thead>
<tr>
<th>Chest</th>
<th>Item</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Silver Helmet</td>
<td>p.30</td>
</tr>
<tr>
<td>2</td>
<td>House</td>
<td>p.21</td>
</tr>
<tr>
<td>3</td>
<td>Opal Gauntlet</td>
<td>p.62</td>
</tr>
<tr>
<td>4</td>
<td>880 G</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>13000 G</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Ribbon</td>
<td>p.63</td>
</tr>
<tr>
<td>7</td>
<td>Opal Shield</td>
<td>p.62</td>
</tr>
<tr>
<td>8</td>
<td>Adamant</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>White Shirt</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Black Shirt</td>
<td></td>
</tr>
</tbody>
</table>

Making Use Of Adamant

Once you obtain the Adamant take it back to the Dwarf Cave (see p.25). There a Blacksmith will use the Adamant to forge a fantastic sword called Xcalber, which is second in power only to the Masmune.

Adamant

Adamant is an incredibly strong compound used to make Xcalber by a Dwarfish Blacksmith.

The robot directs visitors to the viewing portal through which is seen the power of the enemy.

Although most people see only stars in the window, perhaps the Light Warriors have superior vision and can see the flowing force fields.
**Fourth Floor Maze**

Walking straight in any one direction will get you nowhere in this maze. Instead, walk LEFT until you reach an intersection, then UP until you reach a Transporter. The combination of walking RIGHT and DOWN also works.

**WarMech's Bridge**

A combat robot called WarMech patrols the bridge that leads to Tiamat's inner sanctum. But your chances of meeting WarMech are slim—just one in 64. If you do have to fight, use AFIR and the Ice Armor.

**Battling Tiamat**

Tiamat's specialized attacks can be brutal. As with most fiends, use FAST to multiply the attack of your fighting warriors. INV2 is also good for protection. Later, when you meet him again in the Temple of Fiends, use STOP.

---

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Type</th>
<th>Damage</th>
<th>Hit %</th>
<th>Absorb</th>
<th>Evade %</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Katana</strong></td>
<td>W</td>
<td>33</td>
<td>35</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Bane Sword</strong></td>
<td>W</td>
<td>22</td>
<td>20</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td><strong>White Shirt</strong></td>
<td>A</td>
<td>24</td>
<td></td>
<td>24</td>
<td>2</td>
</tr>
<tr>
<td><strong>Black Shirt</strong></td>
<td>A</td>
<td>24</td>
<td></td>
<td>24</td>
<td>2</td>
</tr>
<tr>
<td><strong>ProCape</strong></td>
<td>A</td>
<td>8</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fl, Kn, Th, Ni, RM, RW, WM, WW, BM, BW</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Tiamat**

- HP: 1000
- AP: 49-98
- EXP: 5496
- G: 6000
- Thunder Poison Gas Blizzard
- Brak, Bane Qake, Lit, Ice, Fire
The time has come for the Light Warriors to rid the world of the cause of the decoy. Only the strongest enemies are in the Temple now, including all four of the elemental fiends. Another point to remember is that the only way out is to use the EXIT spell.

**Enemies In The Temple Of Fiends Revisited**

<table>
<thead>
<tr>
<th>WORM</th>
<th>PHANTOM</th>
</tr>
</thead>
<tbody>
<tr>
<td>448 HP</td>
<td>360 HP</td>
</tr>
<tr>
<td>65-130 AP</td>
<td>120-240 AP:St</td>
</tr>
<tr>
<td>4344 EXP</td>
<td>4 EXP</td>
</tr>
<tr>
<td>1000 G</td>
<td>1 G</td>
</tr>
<tr>
<td>QAKE</td>
<td>FIRE, HARM</td>
</tr>
<tr>
<td>UNDEAD</td>
<td>QAKE, ICE, RUB, BANE, STUN, SLEEP</td>
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<table>
<thead>
<tr>
<th>IRON GOL</th>
<th>304 HP</th>
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<tr>
<td>93-186 AP</td>
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<tr>
<td>6717 EXP</td>
<td></td>
</tr>
<tr>
<td>3000 G</td>
<td></td>
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<tr>
<td>QAKE, ICE, RUB, BANE, BRAK, STUN, SLEEP</td>
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**Return To Crescent Lake**

Having sent Tiamat screaming into the void of oblivion it should become apparent that the game is not yet over. Only the Circle of Sages in Crescent Lake know what to do. Speak to them at once and learn about the power that controls the world from 2000 years in the past. The Temple of Fiends is revealed as a Time Gate that can be used if the four orbs shine.
**Floor 3 Encounters**

The Badmen who roam the third floor are one of the few enemies you can run from. Do it and save your HP for encounters you can't escape. Use FAST on your best fighting warrior to quickly dispatch the Phantom. Then use the LUTE (see p.12) to open the pathway leading down into the Temple.

**The Earth Floor**

Floor B1 is filled with creatures from the Earth Cave. Against the Green Medusa's you should first use MUTE, then a FIR2 spell. Have Soft Potion ready for warriors who are turned to stone. Against Earth, FIR3 works well. Mud Gols can be escaped by running. Lich is waiting for you at the top of the stairway leading to Floor B2.
**Floor Of Wind**

Three important elements are found here on Floor B4. First is the Masmune, the most powerful sword in the game, which any warrior can wield with spectacular results. Second is Tiamat, who waits for you in the corridor linking the top two square areas. Third is the portal to Floor 5 where the final enemy awaits your arrival.

**The Fire Floor**

Here on Floor B2 you'll find enemies familiar from Gurgu Volcano. Treasures such as the ProRing, ProCape and Katana are also kept here. We've blanked out the room interiors to leave more challenge for you.

**Floor Of Water**

Use Thor's Hammer and LIT3 to keep the sea creatures at bay on Floor B3. Kraken waits in the long passage at the lower right.

---

**Table Of Weapons & Armor**

<table>
<thead>
<tr>
<th>Item</th>
<th>Damage</th>
<th>Hit %</th>
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<tbody>
<tr>
<td>Masmune</td>
<td>56</td>
<td>50</td>
</tr>
<tr>
<td>Fl, Kr, Th, Ni, BB, Ma, RM, RW, WM, WW, BM, BW</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Through This Door is the Final Phantasm!

At last, on Floor B5, is the ruler of the fiends. Chaos is staggeringly powerful and has virtually every useful magic spell in his bag of tricks. Before entering you should have full HP and close to full magic. Luck plays a big part.

The Battle With Chaos

Your warriors should be at Level 27 or above to have a good chance against Chaos. Even then your success will be determined by the random spells Chaos uses. Use WALL to protect the White Wizard so he can restore HP and FAST on all fighting warriors.

<table>
<thead>
<tr>
<th>CHAOS</th>
<th>HP: 2000</th>
<th>100-200 AP</th>
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<tr>
<td></td>
<td>ICE3, CUR4</td>
<td>QAKE LIT</td>
</tr>
<tr>
<td></td>
<td>LIT3, SLO2</td>
<td>ICE, FIRE</td>
</tr>
<tr>
<td></td>
<td>FIR3, FAST</td>
<td>BANE, SLEEP</td>
</tr>
<tr>
<td></td>
<td>NUKE, QAKE</td>
<td>BRAK, STUN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ZAP</td>
</tr>
</tbody>
</table>

There's no telling what attack Chaos will use. Be prepared for anything! A powerful fighting attack is your best offense, and it should be spread out. The White Wizard should use the Masmune, but don't let your HP drop!
**Summary Of Events**

1. **MELMONE**
   - Take the Slab to Dr. Unee and he will teach you to speak the ancient language of Lefelinish.

2. **LEFEIN**
   - Learn about the Sky Warriors and how the Chime will gain you access to the Mirage Tower in the desert.

3. **MIRAGE TOWER**
   - Collect the treasures of the Tower and talk to the robots. Using the Cube on the top floor you'll reach the Sky Castle.

4. **SKY CASTLE**
   - Find the Adamant and take it to the Dwarf Cave for Xcalber, then return to the Sky Castle and battle Tamat, the Fiend of Wind.

5. **CRESSENT LAKE**
   - Revisit the Circle of Sages and learn about the final task. You'll also be told how to reach Chaos through the Temple of Fiends.

6. **TEMPLE OF FIENDS**
   - Return to the Temple of Fiends. With all four orbs it, you'll be able to step through the Time Gate into the past.

7. **TEMPLE OF FIENDS REVISITED**
   - Put Princess Sara's Lute to use in reaching the depths of the Temple. Find the Masmune and then go after Chaos.

8. **THE END**
   - After defeating Chaos you'll learn how Chaos came to power, the meaning of time travel, and who was responsible.

**Battle Techniques**

The great virtue of the Masmune is that any one of the Light Warriors can use it. Since most parties have two fighting members and two magic users, non-magic attacks are limited.

---

**Final Tip**

**BONUS GAME**

Push the A and B Buttons together 55 times while aboard the Ship and the Final Fantasy puzzle game will appear. The object of this mind teaser is to move each block into the correct numerical sequence.

In the game, push A to move the flashing block into the open space. To return to your adventure, push B.
The index to the Final Fantasy Strategy Guide is another quick resource for finding the information you need. If you know the name of a person, place, or thing, just look it up in the alphabetical index listing. The page number given is for the page that reveals the most information about your subject of interest, but you may be referred to more information on that subject elsewhere in the Strategy Guide.

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