

Illusion of Gaia Walkthrough
Enix
Walkthrough by Catfish_82

Hey everybody, well as the good people at SNES Central know, this walkthrough has been quite a long while in the making. I've twice lost my notes on the game and have had to redo them completely, but finally my novel...err my walkthrough is done. Like always, if you have a comment, a suggestion, a question, or would just like to write me and tell me to quit wasting my time and get a life, than by all means feel free to email me. My email is StoneColdMatt_82@Hotmail.com and as it was before and ever shall be; I've written this walkthrough to be displayed solely on SNES Central. Take freely of my contribution to this wonderful game. If you want to borrow a paragraph or two, or borrow the whole thing I don't mind. But please credit me (Catfish_82) as the author, and why not link back to SNES Central, (www.snescentral.com).

Game Details:

- Illusion of Gaia is copyright Enix/Quintet 1994.
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Version History:

V1.0: This is the basic walkthrough that I've done. It contains the locations of items, red jewels (all I know how to get at the moment), power-ups and the like. Maps of certain areas are a possibility at this point.

V1.5: Added the location of the rest of the red jewels and an explanation of the secret stage and boss. Still undecided on whether or not maps are necessary, the walkthrough is already thirty pages, maps would add at least another five to it.

V2.0: Added a quickie guide to the red jewel locations, as well as a table of contents. These additions bumped the page count up to thirty-four, therefore I've decided not to do maps. I really don't think there'll be a storm of protest, besides I'm tired of playing the game. I've beaten it three or four times to ensure accuracy of my walkthrough and frankly I'm sick of it. I don't want to play anymore for a while.

V2.5: Made a few cosmetic changes and that's it.

V3.0: Added a new question to the Q & A section, and read through the walkthrough and corrected some of the grammar and spelling mistakes. Also added an illustrated red jewel guide, while it corresponds to V3.0, it'll be separate from the walkthrough itself.

Illusion of Gaia is another game by rpg giant Enix, and ranks up there in my top ten SNES games along with such other classics as Final Fantasy II and III, Zelda III, Secret of Mana, and Chrono Trigger. The action in this game is good with good story line and plot. The puzzles are challenging, but not 'tear out your hair in frustration' challenging.

The basics:

The three forms of your character:

Will: Will is your normal form; he's your average kid with a dark mysterious power. He is the weakest of your three forms, and some of his special abilities include the Psycho Dash, the Psycho Slider and the Spin Dash.

Normal Attacks:

- a. Attack – Will's ordinary attack, does damage equal to whatever his strength happens to be.
- b. Leaping Attack – Will performs a short leaping attack that will perform more damage than his regular attack. This is accomplished by pressing the d-pad in the desired direction while attacking.

Dark attacks:

- a. Psycho Dash – Allows Will to perform a short leaping attack that will break down walls and reveal passages. Will is granted temporary invincibility while performing the dash.
- b. Psycho Slider – Allows Will to perform a sliding attack that will not only render Will invincible while performing the slide, it will inflict great damage and allow Will to slide through small spaces he'd normally never be able to squeeze through.
- c. Spin Dash – This allows Will to spin his body rapidly and generate enough force to move rapidly in any of the four cardinal directions and will allow him to move up ramps.

Power/Defensive:

- a. Telekinesis – This is the special ability that Will was born with, he can move objects without touching them. This is accomplished by using the L or R buttons and Will twirls his flute. This power also serves as a defensive measure. If Will is facing the direction of the attack, he can block projectiles by twirling his flute. *Note: This ONLY works if Will is facing the incoming projectile.*

Freedan: The dark knight (no not THAT dark knight) Freedan is in the middle as far as strength is concerned, some of his special abilities include the Dark Friar, the Aura Barrier and the Earthquaker.

- a. Dark Friar – A ball of energy is released from Freedan's sword enabling him to defeat enemies even at great distances.
- b. Aura Barrier – Two shields will come out and encircle Freedan protecting him from damage.
- c. Earthquaker – Freedan will slam his sword into the ground sending out shock waves that temporarily paralyze your foes.

Shadow: Made from the light of a comet, Shadow is the ultimate warrior. Some of his abilities are the Aura and the Firebird.

- a. Aura – Allows Shadow to melt into a puddle that can avoid enemy attacks, and help him seep through cracks in the floor.
- b. Firebird – Easily the strongest attack of the game, with this dark power, Shadow will hurl birds of fire from his body towards his enemies.

Controlling your character:

Running: Accomplished by pressing the d-pad twice in the desired direction.

Using your power: This is your dark power that pulls objects towards you and is accomplished by using the L/R buttons. It is the same for all characters. This also functions as your shield, when you use your dark power while facing an incoming projectile, you'll block the shot.

Attack/Talk: there are two ways to accomplish this depending on what button type you use, one or two. In button type one, attack/talk is the A button. In button type two, it is B.

Use an Item/Cancel: In button type one, it is B. In button type two it will be Y.

Item Palette: This is your menu screen, where you can see the items and mystic statues you have collected so far, order your items, discard items, or see your condition. The item palette is pulled up using select, regardless of button type

Unused button: One button is useless, in button type one it is Y, in button type two it is A.

Items:

Dark Gems: Dark gems are what you gain from defeating enemies, and once you gain 100 of them, you get 'extra lives' that allow you to start at the last door you entered.

- Small Gem: Worth one point
- Medium Gem: worth two points
- Large Gem: Worth five points.

Health:

- Five Hp icon: Does what you think it does. It will refill your health up to five units of health.
- Herb: Refills some of your energy.
- Apple: Acquired in Euro, the apple is good for one half a unit of health (i.e. useless).

Power ups: These increase certain stats for your character, and are gained by defeating enemies. All characters benefit from status icons. For instance if normally Will can hit for one damage, while Freedan can hit for two, then after a strength power up, Will can hit for two damage, while Freedan can hit for three.

- Heart: Increases hp by one-half point. A full unit of health is composed of a small unit and a large unit, so to increase your health by one full unit, you must collect two hearts.
- Shield: Increases defense by one point.
- Sword: Increases strength by one point.

Miscellaneous:

- Red Jewels: Red jewels serve no other function than to be given to Jeweler Gem in exchange for items and abilities as specified on his list. If you collect all fifty however, you get a surprise.
- Melodies: There are several melodies you'll learn throughout your journey, these melodies will help you get to certain places or do certain things.
 - a. Lola's Melody: This is the melody you'll use to break the barrier surrounding Itery village.
 - b. The Melody of the Wind: This is the melody you'll learn in the Incan ruins that will help you access a hidden path
 - c. The Memory Melody: This is the melody you'll use to restore Lance's memory.

Red Jewel Quick Find:

South Cape:

1. Left hand side of school bell tower.
2. In the pot in the basement of Lance's house.
3. In the pot beside the fisherman on the pier.

Edward Castle:

4. From the soldier behind the column in Edward Castle.

Underground Tunnel:

5. In the secret room of the underground tunnel in Edward Castle.
6. Also in the underground tunnel of Edward Castle, after changing to Freedan.
7. In one of the barrels right before you first meet Lilly.

- Itory Village:
8. In a log pile in front of the house near the entrance of Itory Village.
- Incan Ruins:
9. In the Incan Ruins.
- Incan Gold Ship:
10. Talk to Seth on the Incan Gold Ship.
- Diamond Coast:
11. Search the pot outside the home of the fisherman who saved you.
- Freejia:
12. In a pot in the second room of the second floor of the hotel. (Door Lilly came from).
13. Given to you by a slave trader after you jump into the flowerbed.
14. Given to you by a slave trader in return for the location of the runaway slave.
15. Given to you by a slave trapped behind rocks.
16. See 15.
17. See 15.
- Sky Garden:
18. In a chest on the second path.
19. In a chest on the fourth path.
- Seaside Palace:
20. In a chest in the same room as Kara.
21. In a chest on the same level as Erik.
22. In a chest in a small room.
- Mu:
23. In a chest on the third part of Mu, south of the second room of hope.
- Angel Village:
24. In the fountain of the ballroom.
- Angel Village Dungeon:
25. In a chest in a room that requires PS to enter.
26. In a chest in the room right before Ishtar's studio.
27. In the second chest of the third puzzle given by Ishtar.
- Watermia:
28. Top left hand pot on the same raft as the Dark Space.
29. In a pot in the gambling house.
- Great Wall of China:
30. In a chest in the 'second' part of the great wall.
- Euro:
31. Obtained by giving three apples to Ann.
32. In the far right barrel of a secret room under the shrine.
33. At the end of a secret alleyway right in front of the entrance to Rofsky's.
- Watermia Revisited:
34. Talk to Lance.
- Mountain Temple:
35. A solitary clump of mushroom caps in the third section.
- Natives Village:
36. In a pot in the same hut as the stone girls.
- Ankor Wat:
37. In a chest in the outside passage.
38. In a chest in the inside passage.
39. In a chest in main hall 2F.
40. In a chest in main hall 4F.
- Natives Village Revisited:
41. Talk to the middle girl once she's been restored.
- Dao:
42. In the grass bed next to the Kruks at the east end of the village.
43. Earned by doing well in the snake panic game.

44. See 43.
- Pyramid:
- 45. Top left hand column of the secret room accessed from the main hall.
 - 46. In a chest in the second door.
 - 47. In a chest in the third door.
 - 48. In a chest in the fourth door.
 - 49. In a chest in the fifth door.
- Tower of Babel:
- 50. In the fireplace between the two statues of Freedan on the first floor.

The Beginning

a. South Cape

You'll start off in school, while there Will (our hero) recounts the events of the last year, mainly the disappearance of his father at the tower of Babel. The bell sounds indicating that the day is over, your friends Seth, Erik and Lance will tell you to meet them in the usual place. That would be the seaside cave, but you have other things to do at the moment. Go through the door on the teachers left, and out onto the roof of the school. If you head up you'll see a floating cloud that turns into a doorway as you get near it. These are dark spaces. And is the area where you'll meet and be advised by Gaia, morph into other characters, heal yourself and gain abilities. Save your game and exit the dark space. Head left and talk to the man in the red. If you search along the left hand wall of the bell tower, you'll find **red jewel one**. Now head down and jump off the top of the school in the space provided. In front of the school, you'll see another place to jump off of if you look down. Jump off this space and you'll land on the roof of Seth's house. The man standing there is Jeweler Gem; he'll give you items and abilities in exchange for your red jewels. Go ahead and give him the one you already have. Jump off the roof of Seth's house and head right. The next house is Lance's house. If you will go inside and go to the basement you'll see three pots. Two of the pots are next to each other; search the one on the right for **red jewel two**. Get out of Lance's house and head right and up the stairs. The very large house to your right is Erik's house. If you go up past Erik's house you'll see two houses behind it. The one on the left nearest to the school is your house. Inside are your grandparents. Since supper isn't quite ready, you still have time to play. Go back down to the area between Seth and Lance's houses. Head down and you'll be on the pier. To the left is a fisherman whose line is stuck. Head right and you'll see a boarded up doorway, which is the seaside cave your friends were referring to earlier. Your friends are already inside the seaside cave and playing cards; don't talk to them just yet. Instead head back outside and run over to where the fisherman is, if there is no pot beside him, run back into the seaside cave and then back out to the fisherman. Do this until there is a pot beside him; search it for **red jewel three**. Now go back to the seaside cave, talk to your friends and they will ask to see a demonstration of your powers. Get lined up with the statue inside the cave and use your power to pull it towards you. Your friends are duly impressed, and Lance will lay down four cards asking you to pick the ace of diamonds. It doesn't matter which one you pick it will be the ace. Now you are free to leave the cave and head home. Before going home however, go to Jeweler Gem and give him your red jewels, he'll give you an **herb**. When you do get home however, there is a pig in your house wrecking things. When you try to go upstairs, the pig blocks your path. Soon a girl dressed in pink comes in. Her name is Kara, and the pig's name is Hamlet. She'll give you a snotty greeting and then you should go upstairs. Talk to your grandparents, when suddenly a scream comes from downstairs. Rushing to investigate, you find two soldiers have cornered Kara. They are here to retrieve her, it turns out that Kara is the princess, so Erik was right. Talk to your grandparents once again to eat dinner then go to bed. In the morning a letter from King Edward arrives, summoning you to the castle and instructing you to bring the crystal ring from Olmann's (your father) things. There is no such ring so don't worry. Talk to your grandmother to learn **Lola's Melody**. Before you leave, give all the red jewels you've collected to Jeweler Gem and save your game. Next show the king's letter to the guy guarding the exit of the town. He'll let you pass. Now head on to Edwards Castle.

b. Edwards Castle

Two soldiers will stop you, after showing them the king's letter however they hastily let you pass. Follow the soldier on the right until he stops behind a column, talk to him to receive **red jewel four**. Go behind the soldier who gave you the jewel and to the staircase leading up. Go up and you'll be in a room with a maid who warns you to watch your behavior around the king. Go up once more and head left to a soldier who blocks your path. Talk to him and he'll tell you to scam; however from behind him, Kara calls out to you. After you tell her why you're here and she mentions a famous hunter hired by her mother, the soldier will kick you out. Now go down to the door that had been blocked by a guard (its near the middle of the main room), this is the entrance to the throne room. Talk to king Edward, he'll have you thrown in jail no matter what you say.

c. The Jailbird

When you come too, you're in a prison cell. Just explore the cell until a guard brings you your ration of bread and water. Now wait until night falls. While you're asleep a voice will call to you. It's your father calling from the flute. He has a message pretty standard to all rpgs, save me! Look to the left hand wall, a dark gem will drop behind the blocks. Use your special power to pull it to you. Now your father tells you that you must travel to the ruins of the world to retrieve mystic statues. You need to go to the Incan ruins, but your first task is to escape from your current predicament. You'll hear a familiar oink suddenly. Head to the door of the cell to see Hamlet walking up to you. Attached to his tail is a note from Kara, and the key to the jail cell. Let yourself out and now your quest begins in earnest. In the jail cell to the left is a fellow prisoner who refuses your help, so go right to find a dark space. Save your game and then head down and through the door. Go right and kill all the bats on your way, one of them will give you a **heart** icon. Now head down and through the door to find yourself in the underground tunnel.

d. Underground Tunnel

Among the enemies you'll face here in the tunnel are bats, skeletons, and tentacles that emerge from the water to throw fireballs in your direction. Head down and then circle back up to the bridge that takes you across the water. As you head down, you'll see a skeleton enclosed by a circle of pegs. Destroy the tentacle to the left to release an orb that destroys a section of the pegs protecting the skeleton. *Side Note: You should kill all enemies you encounter because it usually either reveals a secret passage, opens a blocked path, or gives you power ups.* Continue down and left across the next bridge. Go down and it appears to be a dead end, but killing the tentacles will open a new pathway and net you a **sword** icon. Go through the newly opened door, inside are more bats. As you go down, you'll notice that two statues similar to the one in the seaside cave block your path. Use your power to pull one of them out of your way. About the same time you'll notice a 'tuft' that starts to follow you around. Ignore it for now and continue down and down the stairs. You'll see two spiked creatures circling a block of pegs. Wait until they are out of your way and then run through. Now head left up the stairs and down the next flight of stairs that you come to. You'll see a pot with a switch inside and then four of the spiked creatures blocking a path that leads left. Hit the switch to get the creatures to rotate out of your way. Head left and you'll get to a treasure chest orbited by another one of those spiked creatures. Inside the chest is an **herb**. Backtrack your way to the switch and hit it again so that the creatures rotate once more and clear up a path leading up and left. At the end of this path, a peg blocks the door. But killing the tentacle clears the path and gets you a **shield** icon. In the next room, you'll have to navigate between rows of pegs quickly, because spears fall from the ceiling after you. Go up the stairs and then you must navigate rows of blocks that are being circled by the spiked creatures. Spears fall down after you in this room too. You'll see a switch here, but it's too rusty to be pressed. However, go up the stairs kill the bats, go around the pegs and kill the skeleton. Now jump off the space provided and you'll land directly on top of the rusty switch. The force of the impact forces it down, go through the doorway that opens up. Inside is a treasure chest containing **red jewel five**. In the top left hand corner is a blue cloud that tells you a little bit about the dark gems that you've been collecting up to this point. Now go back out and continue up. You'll see a bunch of bats; the one

in the middle is brown indicating that it is a bit stronger than his blue colored cronies. When the brown bat is dead, he'll give you a **heart** icon in addition to opening up a door for you. In the next room, you'll see two switches. Talk to the flower on the left and it'll advise you to play Lola's melody. Do so and a strange voice will tell you how to open the door. You must hit the switch on the right side on the count of three. In the next room, you'll see a switch behind some blocks, ignore it for now and go left. Kill all the tentacle monsters at the end of this path to reveal a dark place. In this dark place you'll see a statue to Gaia's left. This is the dark knight Freedan. Freedan can hit harder than Will and also has a longer reach; this comes in handy several times throughout the game. Save your game and then go back to the switch that I told you to ignore. Hit it now to create a bridge. Cross this bridge and then go left. You'll see more spiked creatures and then a brown skeleton. Just like the brown bat, the brown skeletons are a bit stronger than their brethren. Once its body has been destroyed, the head will float there for a second before flying off around the room. Don't give it a chance and destroy the head before it gets a chance to fly. Now go up and around as the path dictates. You'll see four of the spiked creatures circling a block of pegs. You'll have to wait until you get a clear shot and then run through. Head down and left to grab **red jewel six**. Now head right, you'll face another brown skeleton that'll clear the path for you and give you a **shield** icon. Go through the door and since there are no more enemies, Will returns to his normal form. You'll see barrels one closed, three open. Get on the right hand side of the wall and search the one closest to the wall for **red jewel seven**. At the end of the hallway is a blue haired girl. This is Lilly from Itory village. She's also the tuft that followed you around for a while, as well as the mysterious voice that instructed you on opening the door. When she's gone, walk through the door to find yourself in the basement of Edward Castle.

e. Saving the Princess

From the basement, head to Kara's room. The guard outside her room is asleep so you can walk right in. Kara begs you to take her with you. Before the two of you leave however, go back down to the basement and head left. Look for eleven barrels all grouped together in three rows of three and one row of two. Search the only open barrel among them to get a roast leg of yak. Now you're ready to leave, by walking unchallenged out the front door of Edward Castle.

f. South Cape One Last Time

Will's house is wrecked, and your grandparents are gone. Upstairs Kara spots the mark of the Jackal, the hunter hired by the Queen. Lilly floats in telling you not to worry, your grandparents are safe at Itory village. Now you have a chance to finish your business in South Cape. Give your red jewels to Jeweler Gem; he'll buff you according to his list. Next save your game, and you're ready to go. Go back to your house; Lilly and Kara have thoughtfully cleaned it up for you. Tell Lilly that you're ready to go and the three of you will depart after a brief catfight between Kara and Lilly, Meow!

g. Itory Village

When you get to Itory village, there's nothing there! Perhaps Lilly has gone crazy, perhaps not. But if you'll play Lola's Melody, the village materializes out of thin air. Once you've seen to it that your grandparents are safe, you're free to wander around the village. Go back to the entrance and search the far left hand corner of the log pile out in front of the house near the entrance for **red jewel eight**. Now head to the stone temple that's above Lilly's house, on top partially hidden by the columns and a roof is a dark space. The couple you see there are facing it if you need help finding it. Go inside and you'll see a statue of Will that is holding a glowing orb. Step up to the statue to receive the Psycho Dash (PD), a dark power useable only by Will. Next save your game and then exit the dark space. Head down and past the single blue haired man, there'll be a ramp leading down. If you run down this and hold down the left arrow on the d-pad, you'll keep running and jump off a short up ramp to make a long jump over to a small graveyard. Just as you're about to leave, a voice stops you. Go back up to see the elder's ghost hovering above the middle headstone. If you answer yes to both his questions, he'll tell you how to get the

first of two Incan statues that are the key to solving an Incan riddle. Go down and take the ladder past the ramp. Go inside the cave, and hit along the top wall until you hear a section that sounds different from the rest. Use your psycho dash on this section to reveal a passage. Inside is **Incan Statue A**. Now go talk to the elder once again, he'll tell you to have Lilly take you to the Moon tribe. Anyways, jump back over to the village and save your game before you talk to Lilly. Next stop is the Moon tribe camp.

h. Moon Tribe Camp

When you first get up to the summit that is the Moon Tribe's home, there is no one and nothing there. However, when you walk out into the middle of the summit, a mysterious voice (and there do seem to be a lot of them in this game) greets you and asks you a question, it doesn't matter what you answer, you'll be wrong. But the members of the Moon tribe will appear. *Side Note: The members of the Moon tribe should be familiar to anyone who has played another Enix game by the name of Soul Blazer.* Anyways, talk to the members of the Moon tribe and they will tell you how to get the second statue. Head back down the stairs and then go left to the cave. Lilly will wait at the entrance while you're inside. In the cave you must defeat a bunch of roly-poly worms to gain the statue. You have twenty seconds to complete this task. It's not hard at all, but just to ensure your completion of the task, ignore the dark gems the worms drop as you kill them. Once it's done steps leading to the statue appear. Go up and grab **Incan Statue B**. Next, you'll head to the Incan ruins.

i. Incan Ruins

At the entrance to the ruins, you'll find that Kara has secretly tailed you. The two girls will wait for you while you're busy with the ruins. Head on in and you'll start off on the Larai cliffs. Head left and into the first door (your only choice). Now you're in the ruins. Head right, up and then left. Among the enemies you'll face here are mud men and revolving statues that shoot spikes. Once you've headed left all the way, go down the stairs. There are two revolving statues at the end of these stairs and plenty of mud men. You'll see a pit of spikes ahead of you. If you kill the revolving statue to the right of this bed of spikes, you'll get a **shield** icon and see a tile with a diamond shaped groove in it. Head left and kill all the roly-poly worms and then go up the stairs and left. As you go left you'll see a ramp leading down. Ignore it for now and continue left. When you get to the end, go down and then right. The revolving statue at the end next to the door will give you a **heart** icon and create stairs directly opposite from that ramp you passed earlier. Go out the door and you'll find yourself out on the Larai cliffs right next to a treasure chest. Inside is the **Blue Block**, a diamond shaped jewel that goes in that tile with the diamond shaped groove in it. Work your way back to that and insert the blue block. Blocks will fall from the ceiling giving you safe passage over the spike bed. You'll be back out on the Larai cliffs, go down the ladder and right. At the far right, you'll see another ladder leading down, but first make sure to kill the revolving statue at far right, he'll cause a ladder to appear. It leads back to the entrance of the ruins. Now go down the ladder and into the door on the right. Inside head right and up the stairs. The statues blocking your path can be destroyed by Will's PD. Make your way to the treasure chest to get an **herb**. Now go back out on the Larai cliffs, go up the ladder and left. In the space between the two bridges, you'll find a space to jump off. So do as Vanhalen says; go ahead and jump. You'll land next to a door, head inside and then go right and up. There are a lot of revolving statues so be careful. Head down the stairs and left. Destroy the statue blocking your path and head up. One of the roly-poly worms will give you a **sword** icon. Head up through the door and in this next part, you'll face some slime monsters. They like to try and materialize right under you so stay mobile. Go past the ramp and down the stairs, you'll see more slime monsters in addition to some flying statues. Near the bottom of the ramp, you'll see a flying statue behind some blocks. It won't move at all so ignore it for now. Continue down left and up the next stairs you see. Go left and down the stairs and out the door. You're back out on the Larai cliffs now, head right. The revolving statue will create a ladder leading upwards to the area you just jumped off of earlier. Go left and through the door. You'll be in a room with four golden statues and four golden tiles on the floor. The door will only open when something is standing on those four tiles all at once. Using

your power, maneuver three of the statues onto the golden tiles and then step on the fourth one yourself to open the door. The statues will come to life if you get too close to them, so easy does it. Head through the door and then the next one and left, now head down while avoiding the gold tiles. They drop blocks, and you don't want to get caught under one. However, when you get to the bed of spikes, step on the tile right next to it and it'll drop blocks down across the spike bed. Do this until you get all the way across where a dark space awaits you. Here you should heal yourself, change into Freedan and save your game. Head up the stairs to your left and go around. The third revolving statue you kill will give you a **shield** icon and create a stairway. Continue through the door and you'll be back out on the Larai cliffs on top of a giant carved face where you'll learn the **Melody of the Wind**. Now head back inside and work your way back to the flying statue that was out of reach when you were in your normal form. Kill the flying statue and it'll create the up ramp you need. Go back up the stairs and run and jump off the ramp to land in another part of the level. One of the slime monsters here will give you a **heart** icon. Now go down and through the door. Go right, killing the statues as they come to life. If you go down the ramp and kill the flying statue, he'll create the up ramp. Jump off the ramp to land on the other side of the water. Now go up the stairs and around and to the left. When the path splits and you can either go left or up, go up and then go past the stairs leading down to see a treasure chest guarded by a statue. Grab the **herb** from the chest and then go down the stairs. Head down and right. Go past the door and past the statues. Hit the switch at the end of the hall and the statues come to life. One of them gives you a **shield** icon. Go out the door and you're back out on the Larai cliffs. Head right, killing the revolving statues, mud men and roly-poly worms. Kill the revolving statue past the door to get a **sword** icon and reveal a ladder. Go in the door and right and up the stairs. Head right and then up. Kill the two statues and then go down the stairs. You'll see four statues surrounding a switch. Hit the switch and retreat as the statues come to life. Kill them one by one, and then go through the little pathway before the ramp and kill the four slime monsters. Next go up the stairs and run down the ramp to the right and up the next one. Go down the stairs and kill the flying statues and slime monster who will give you a **heart** icon. Now go back up and through the door. Kill all the mud men and roly-poly worms. One of them will give you a **sword** icon. Go up the stairs past the dark space and grab **red jewel nine**. Now go back to the dark space, change into Will and save your game. Go back out the door and down past the ramp and the pedestals that the flying statues were on. Keep going down and through the door. You'll be in a large room with many golden tiles on the floor. Play the melody of the wind and then go stand on the tile that glows. After a few seconds a door will open up and you can go through. Now you're back out on the Larai cliffs for the final time. To your left will be two ladders, a dark space between them and then to the far left, three posts with a block in the middle. Go down the first ladder you see and place Incan statue A on the giant carved face. Now go left and down that ladder. Place Incan statue B on the carved face there, and a wind will begin to blow. Go up and into the dark space where you should change into Freedan and save your game. Now go stand on the block between the three posts. A strong wind will blow you over to a ledge in front of a door. Inside awaits your first real boss fight.

Boss: Incan God

Strategy:

The Incan God has four attacks that you'll need to look out for. 1. He'll try to hit you with his hands. His hands can only move straight up and down so what you're going to want to do is stand in front of them, but up against the wall, that way you can hit his hands without taking damage. 2. A flame wave appears from the side of the room and flies across the room in a straight line. The flame wave can appear from any of the four corners of the room. If you are in front of the Incan God and up against the wall whilst trying to hit his hands, then you shouldn't take any damage from either the hands or the flame wave. The flame wave only really starts to become annoying when you're running up the side of the room or behind the Incan God. When you're in either of those two places there isn't really enough room to dodge the flame wave. 3. Lightning from his horns will come together in the center of the room and create a crystal that has flames in a triangle shape surrounding it. This crystal bounces around the room for a while then disappears, at which time the Incan God will usually create another. This fire crystal is annoying

to try and dodge because it doesn't really move in the way you'd expect it to. Just leave yourself plenty of room to dodge it. 4. (This is after being hit) The Incan God will shake violently and then begin to fire laser beams from the crystal embedded in his forehead. This is the attack that you really need to dodge, because it takes off a substantial chunk of life when it hits you. To dodge the laser, beat a hasty retreat up behind him. Anywhere from parallel with his eyes downward is dangerous. While up there keep an eye out for flame waves and fire crystals. To damage the Incan God, you will first have to dispatch of his hands. Hit one until it disappears back into the pit it came from. Next go get rid of the other one, then wait for the Incan God's eyes to flash. Flashing eyes means he's vulnerable. Get a few whacks in on him all the while weaving back and forth to avoid the flame wave and fire crystal. Hit him a few times and then beat it up for the back wall, cause he'll soon fire the laser. Hopefully, you'll be able to beat him without using an herb or at the very least one. You'll need those herbs for a much tougher enemy later on.

After the Incan God is dead, go through the door that opens up. Go up and then jump into the pit that you see, you'll land on the Incan Gold Ship.

j. The Gold Ship

The Incan natives on the gold ship have mistaken you for the king. Head to the storehouse of the ship and all the way to the left to retrieve the first **mystic statue**. Now go talk to the Queen, after that go to the crow's nest to see the ship take off. Lastly, you should go to sleep in the bed next to the door leading to the storehouse. In your sleep, you'll meet your mother (interactive dreams are another feature of Soul Blazer) and when you awake, everyone on the Incan ship is dead, which begs the question, were they dead the whole time and you just dreamt of meeting them? Or did you actually meet natives and sleep through their deaths? Anyways, your first order of business is to go talk to Seth out on the ships deck. He gives you **red jewel ten**. Talk to everyone else to learn that they tailed you here. Next go see the Queen's mummy; next a loud crashing sound will suddenly interrupt. Head for the deck to learn that Seth's been swallowed alive by a giant fish. The giant fish, who seems to have acquired a taste for human flesh, continues to ram the boat eventually busting it up. You and your friends are thrown overboard and for the moment are separated.

k. Lost at Sea

When you come to, you're floating on a piece of debris from the ship. Kara is with you, so make the most of your time and talk to her. The two of you will eat the roast leg of yak from the castle. On day two, you'll see fish jumping beside your makeshift raft. Talk to Kara and just wait around. Day four: A pot drifts up to the raft; inside is a message begging for help. You're in no position to help right now, so just talk to Kara. The two of you will argue about eating the fish that are temptingly jumping right by the raft. Day seven: Use your flute to hit the jumping fish onto the raft and eat them until your health is full. Now talk to Kara and she'll apologize for arguing with you and offer to eat a fish. Day twelve: The two of you are staring at the stars when Kara notices a new red star in the sky. Day eighteen: Sharks begin to circle the raft, however they don't attack and eventually leave. Day twenty-one: As the two of you are professing feelings towards one another, Will falls over unconscious.

l. The Fisherman's Hut

You'll come to in a fisherman's hut. It turns out that his dog Turbo saved you. Make sure to search the pot to the right of the door for **red jewel eleven**. Talk to Kara and the two of you will head on to Freejia.

m. Freejia

Kara is unknowingly being ironic with her comment that the hearts of the people in Freejia must be as beautiful as the city itself. Freejia is a city that has been made prosperous by the

slave trade. Follow the man who greets you back to the hotel. Inside you'll see Lilly who has taken a job there just to survive and make ends meet. If you'll head right you'll see Lance who has also made his way here to Freejia minus his memory. You'll learn later that Erik is also here but hasn't been seen since the previous night. Go left and into the door that Lilly came out of. Head down the hallway and into the second door, search the pot in this room for **red jewel twelve**. Now go outside and to the left, you'll pass a house with a man standing in the window, you'll also see a girl in red who tells you about the Freejia flower, the namesake of the town. Go in the door near the girl and up to the roof to give Jeweler Gem your red jewels, he'll buff you up. Now go out of the house and up the alleyway. You'll see a man sitting against a house, to the left of him a figure in a purple robe watches you warily, if you approach the open door, it quickly slams. With no other choice, head right, making sure to search the spilt trash can to the sitting man's right for a **Hp jewel** (equivalent to a heart icon). Search the upright trashcan next to the two purple robed figures (slave traders) to get an **herb**. Go in the door behind the slave traders to get to a dark space and save your game. Now head right. A man is blocking your path and won't let you through. However you can enter the nearest building, the labor camp, and get out on the roof and jump off behind the man blocking your path. How head right and up to a door in the wall, this is the labor market where laborers/slaves are sold. Talk to the slave trader and tell him you're here to buy a slave. He'll let you through to choose a slave. The slave's names are Imas, Remus, and Sam (the author of the letter you received while adrift at sea) who are residents of a far off village that you'll be visiting later on. Sam tells you that they were rescued by a man named Erik only to be caught by the slave traders. After leaving the labor market, go down and up the ladder to the roof of a building where a woman in red is peeking out a window. Go inside and you'll see a runaway slave. Once you're back outside, go right, you'll see two buildings with blue roofs, and a flowerbed in between them. In the middle of the stones lining the bed is a place to jump, jump off it and work your way down and to the right, go talk to the slave trader and he'll give you **red jewel thirteen**. Now go tell the slave traders just outside the house where the dark space is where the runaway is to receive **red jewel fourteen**. Next go left to where the slave trader slammed the door in your face and knock it down. Inside is Erik, who was being held prisoner by the slave traders. He'll tell you about his rescue attempt and about the diamond mine where other slaves are forced to work. Save your game and leave Freejia for the diamond mine.

n. The Diamond Mine

Among the enemies you'll face here in the diamond mine are lizard overseers packing chain whips and shields, tentacles that pop out of the ground to fire a homing fireball at you, and floating one eyed monsters that fire lasers and turn to stone when hit. Head up and right and then go up again. Next head left, the lizard overseer will give you a **heart** icon along the way. Now head through the door. If you'll head right, you'll see the elevator, but it is locked. You'll have to find a key for it. Go upwards and kill the lizard overseer guarding the slave. Cut his chain by hitting it, the slave will tell you that there are eight slaves including him being held in the mine. Now head up and right, destroying the tentacle will destroy the wall protecting the floating monsters. Head right past the switch to see slave number seven, once you save him he'll tell you about a secret room. Head down and grab the **herb** out of the chest. Now head left and up, you'll be on a path with four switches in a plus shaped fashion. It doesn't matter which one you start with, there's no particular order to hit them in. One of the enemies here will give you a **sword** icon as you clear the way. When you've finished hitting the switches, a door will open, take this door. Next work your way to the center of the room, go to the far right and kill a tentacle monster to reveal a path to the dark space and get a **shield** icon. Before you go in however, go left and to the corner on the same level as the dark space. You'll notice that Will's hair is blowing, use your PD on this space to reveal trapped slave number six. As a reward for saving him, he'll send **red jewels fifteen, sixteen, and seventeen** to Jeweler Gem for you. Now go to the dark space, heal yourself change into Freedan and save your game. Once you've done that, go left past where you'd freed the slave, down, right and through the door. In this next room you'll see a rope over you. Ignore it for now and make your way through the maze of wooden walls. You'll see two ramps; go up the stairs and to the ramp on the right. Run down this ramp and up the other one, now head up. You'll see another ramp, but a wooden wall is blocking it. Just above the two ramps

to the right is a tentacle monster that you need to kill in order to clear the wooden fence blocking the ramp. However, you can't reach it at the moment, and it's too far away for even Freedan to reach, or is it? Head right and through the door; inside here you'll have to kill all the monsters to clear the path. While working your way up, one of the floating monsters will give you a **heart** icon. At the end of this path is a dark space and inside you should return to your normal form and save your game. Search along the top wall to find the spot where Will's hair is blowing and then use your PD on this area to reveal a path. Inside is another dark space where you can morph back into Freedan and gain one of his dark powers, called Dark Friar (DF). To use the DF, simply charge up as if you were going to do a PD, when you release it however, Freedan will throw a ball of energy from his sword. Now go back to the spot above the ramp that was blocked by a wooden fence. Kill the tentacle across from you with your DF, it'll not only clear the wooden fence blocking the ramp, but give you a **shield** icon as well. Now run down the left ramp and up onto the right ramp on the other side. Go through the door, inside is slave number five, he'll give you the elevator key. Now backtrack all the way to the elevator near the entrance of the mine. Unlock the elevator and head down, and left. Jump up onto the platform and let it carry you across the section of the diamond mine you had previously been. Once across, head down and down the stairs. You'll be in a large room with three elevators; the one in the middle is locked and requires two keys to open it. Head for the elevator on the left and go down, you'll wind up in the morgue where they throw all the bodies of dead slaves. As you can see from all the bodies you've run across in the process of getting this far, the diamond mine is not run very efficiently, and OSHA rarely visits. Kill all the tentacle worms in here to get a **sword** icon. Now search the corpse that's at the very bottom right hand corner to receive the first mine key. Now go out of the morgue and over to the right elevator, this room is a maze full of floating monsters and lizard overseers. Make your way through to rescue slave number four who'll give you the second mine key. Now go back out and to the locked elevator. Use both keys to unlock it and enter, inside are the last three slaves; they are the ones you talked to back at the labor market; Imas, Remus and Sam. They'll tell you of the plight of their village and in exchange for the prison key and the melody of the wind, Sam will teach you the **memory melody**. Now backtrack your way out of the mine and back to Freejia.

o. Freejia

Save your game and then go play the memory melody for Lance. He'll regain his memory and Erik will mention a man named Neil. It turns out that Will has a long lost cousin named Neil. So it's off to find the man they call Neil.

p. Neil's Cottage

In Neil's cottage, you'll see several of the inventions he has been working on, they include an oxygen tank complete with one minutes worth of air, an airplane wing, a telescope, and a crude camera. Once you've checked them out, Neil will ask you why you've come. In the course of the conversation, the Nazca ground paintings are mentioned. This is where you need to go to next.

q. Nazca Ground Paintings

At the paintings, follow Kara and talk to her twice and they go talk to everyone else. Now go to the southwest corner of the ground paintings to find a member of the moon tribe. Go up to it and follow it until it laughs at you. Now go back to the group, talk to Neil and he'll ask you where the red star that recently appeared in the sky is in relation to the constellation of Cygnus. Answer that it is the condors left foot; the group will then move and gather around a new spot. If you search in the middle of where everyone is standing, you'll be warped up to the Sky Garden.

r. Sky Garden

The sky garden is the preferred method of travel for the moon tribe, nice but what's the gas mileage? Also, you'll see a path in the middle of the garden that leads off screen. This is the path to the boss, but you can't get there just yet. The four blue blocks that you see must be moved to form a bridge connecting the part you're standing on with the other part. In order to do this you must collect four crystal balls and deposit them in the tiles that have holes in them. Head over to the left and save your game. You'll notice four paths, one leading left, two leading down, and one to the right. Since you're already over that way, why not go down the path leading left first?

First Path

In this first path, you're going to head left and down. Among the enemies you'll face here are blue robots that fire lasers from their eye, and shoot fist rockets. There are two kinds, blue robots and orange robots. The difference between them is that the orange robot's hands come back to them while the blue robot's hands just keep on going. You'll also be facing some worms made out of gray balls. They explode when you hit them and the sections come raining down. Once you've gone down, kill the blue robot, head up the stairs and dash down the ramp and jump left. Continue left and up killing the two blue robots and worm. You can't reach the other blue robot behind the blocks right now, so ignore it. Head up and you'll see some stairs, kill the worm and dash off the ramp. While in mid-air you're going to have to press the back button, otherwise you'll land where you need to, but keep running and jump off another ramp and then wind up back at the beginning. Now head down and jump off the ledge you see, you'll land in the back of the garden. This area is underneath where you started out and is like opposite land. For instance, you may see columns blocking your path on the front of the garden, but in the back, there is nothing blocking you in the back of the garden. However, if you hit certain switches, or do certain things, you can make it so there are columns blocking you in the back of the garden, yet none in the front. Anyways, head right, as you do you'll see a statue holding a sword and then a statue blocking your path leading down, as well as a switch in the same part as the statue. Ignore it for now and head right killing the worms. In the back of the garden, when the worms body segments come down, they function as bombs and can hurt you. Head up and take the first left you come to (the path with a fire worm bouncing around). Head around the blocks and up, you'll see a dark space. Heal yourself; change into Freedan and save your game. Now go back to the statue holding the sword and charge up a DF. Fire it at the statue to bring the sword to life, which will then fly off to attack you. Once it's destroyed, use your powers to pull the statue up just a hair, and then go to the left and get level with it and pull it over the switch to make the statue blocking your path disappear. Now go to the right hand corner and jump off the ledge. Right away you'll see some stairs and a ramp. Go past these for a minute and go up. Kill all the enemies up this way and the path will circle back around leading you back to the ramp. One of the enemies here will give you a **heart** icon. You'll also see that you have a choice of which ramp to jump off of. Go up the stairs and dash right and off the top ramp. Once over, you'll see a chest, grab the **herb**. You'll also see a second chest that has a statue holding a sword in front of it. Jump off the ledge and head up and left. Jump off the space and you'll be in the back of the garden. Go right and back to the place where the ramps are. Go down the bottom one this time and kill the sword, move the statue and grab the first crystal ball. Now go back to the back of the garden and where you went left to get the dark space, now go up. Kill the worms and one of them should give you a **shield** icon. Jump off the ramp and go right to the entrance, set the crystal ball in the first tile and one of the blue blocks will move. Now save your game and of the two paths going down, go down the left one.

Second Path

You should still be Freedan for the first part of this path. Head all the way down; kill the worm and then head left. There will be a blue robot and two worms in this next space, killing the robot will clear the top path. Now head up, you'll see blocks in an X shape along with two worms and a ledge to jump off of. Jump off this ledge and in the back of the garden, go left and grab **red jewel eighteen**. Now head back right and hit the switch and jump back to the front of the garden.

Head left and you'll see three blue robots, two of them on a ledge. Killing the first one will allow you to get to the others. Now head down, kill the worm who'll clear a path and head left. You'll see three more blue robots. Killing them will net you a **shield** icon. Now head up and you'll see a dark space surrounded by columns. You'll also see a ledge to jump off of. Jump off this ledge to the back of the garden and go right. Charge up a DF and then hit the switch, columns will come out of the ground blocking the switch. Now go back to the front of the garden and the blocks surrounding the dark space are gone, enter and change back into Will, then save your game. Now head down as far as you're able. You'll see a chest on a raised area atop a ramp. However you can't get it at the moment, so head right, past the four columns grouped together. On the other side of these columns, get a good running start and run right, run down the slight decline and then up the incline on the other side. You'll be right next to two statues that resemble the ones in the Incan ruins that you could destroy. These can be destroyed too, so charge up a PD and destroy them. Now go jump off the ledge you see to the bottom and get to the back of the garden. Head right and up where you'll see two fire worms trapped behind some blocks and an orange robot. Destroy the robot to destroy the blocks in your way as well as release the fire worms. Quickly head right and kill the two worms, continue right. You'll see three orange robots, kill them, get a **sword** icon from one of them and head down, there will be a sword holding statue. Kill the sword and then go right. Kill the robot standing on the switch and then use your powers to pull the statue so that it's over the switch. Four columns will come rising out of the ground. Try and guess what effect this has on the front of the garden. Now go up and left again to get to the ledge you came from. Back out in the front of the garden, destroy the statues once more and then go up and dash left off the ramp keep running and don't stop until you're on the ledge with the chest. Grab the crystal ball and backtrack your way to the entrance. Drop the ball in the appropriate hole and then go change back into Freedan. Save your game and go to the second passage leading down.

Third Path

The first part of the third path is fairly straightforward. Make sure you've changed to Freedan first. Head down killing the worms and blue robots, when you get all the way down, you'll see a ladder that leads down to a narrow strip of grass along the side wall of the sky garden. Once you've done that, continue down, you'll see a ramp and a sword holding statue. Kill the sword and move the statue. Now jump off the ramp, once over on the other side, go up and kill any enemies as you go. Now take the ledge to the back of the garden, and head right killing the worms and the orange robot. Jump off the space and back to the front of the garden. Make sure to kill the blue robot in the middle, he'll clear the way for you and give you a **sword** icon. Next, head down and jump off the ledge, and onto the back of the garden. Head left real quick to kill all the worms and then go back and right. Kill the orange robots, the worm and then head up. You'll see an orange robot; two fire worms and the chest containing the crystal ball. Killing the orange robot clears the blocks in front of the chest, releases the fire worms, and gets you a **heart** icon. Now grab the crystal ball and back track to the entrance. Set the ball in the hole and then go save your game.

Fourth Path

The fourth and final path can be done in either form; it's just easier as Freedan. Head down, right and then up killing the worms and blue robots as you do. You'll go up some stairs. If you go right then you'll see yet another flight of stairs, grab **red jewel nineteen** from the chest and then head down killing the robots and worms. Jump off the ledge to get to the back of the garden. Head up, killing the worms and robots. Go down and then left, kill the worm and go down again. There'll be an orange robot blocking the way, kill it and the worm nearby and then go left. One of the worms here will give you a **shield** icon. Jump off the ledge to the front of the garden, kill the worm and the sword, then move the statue and grab the crystal ball from the chest. Jump back to the reverse side of the garden and go right. Kill the blue robot here to receive a **heart** icon. Now grab the **herb** out of the chest, then get back to the entrance and put the crystal ball into the final hole. Save your game and take the newly created path up to face the boss.

Boss: Statue Bird

Strategy:

The boss of the Sky Garden looks like a statue with wings and feet, hence the name statue bird (my own name for it, I don't know the official one). He has three attacks you need to watch for. 1. He'll shoot out a clump of feathers that will then fly apart in either a diagonal or cardinal direction based on your location. These are very easily dodged if you are any distance away from their origin. 2. He'll shoot a stream of crystals from his mouth that break and the shards scatter for a short distance. Again this is avoidable if you're a little bit away from him. 3. He'll fire out three rows of feathers that while spaced out are somewhat hard to dodge. Of all his attacks this one does the most damage and is the one you should try your hardest to avoid. The statue bird will repeat his three attacks over and over with no interchanging, it's always just one two three. Since you're fighting this battle as Freedan, a good weapon of choice is your Dark Friar. Not only is it powerful, but often times it will knock him back and then hit him again, thereby doing increased damage.

Once this over sized turkey is plucked, you'll receive your second mystic statue, and return to normal form. Suddenly you'll hear a voice telling you that you're falling. It's Neil! Jump off the platform you're on which will trigger a pretty funny cut scene and you'll wind up in the seaside palace.

s. The Seaside Palace

In the palace you'll start off in front of a locked door, this is the door to the passage leading to Mu but you'll have to get a key to get in. Head right and as you do you'll see a skeleton, but when you hit it, it turns transparent and you can't damage it, nor can it damage you. Continue right, save your game and you'll see a door leading down. But first, a sign of life from the other room, if you'll go over you will see Kara in a room with a treasure chest. Something is wrong, because she is transparent too, you can't do anything about it at the moment, so grab **red jewel twenty** from the chest and then head down the stairs. You'll be taken down a few levels and hear a soft voice telling you that this is the palace of vampires. Head left, past more skeletons that turn transparent when you hit them to find a set of stairs leading up and a set leading down. Head up and then go left, Erik is in this room transparent as well. Leave him and go all the way right, to get **red jewel twenty-one** from a chest. Now go back down the stairs (to the room with the transparent skeletons) and go down the other set of stairs. Go all the way right past two doors leading down to see Lilly. For some reason she is not transparent and turns into that tuft and takes your pocket. Now go back and go through the first door you passed. This is a short room with a dead end and no one in it. However, this room is important so remember how to get to it. Now go back up and to the second door you passed. Go left and down another door. Go left once more and through this door; go right down the long staircase, but at the bottom are blue puddles that come to life and attack. Kill them and head right, at the end of this hall are two doors, the first leading down, and the second going up. Go through the second door and you'll be in a room with three coffins, one of them already open. Search the coffin on the left hand side to receive the purification stone. Now go back down and down the first set of stairs. Head left while watching out for gray blobs that drop from the ceiling and bounce around after you. There are two doors, go past the first one and up through the second door to get **red jewel twenty-two**. Now head down and through the door you skipped earlier. Head left to the little room and you'll find Neil and Lance, both are transparent as well. Now head right and down the stairs. In this room is a weird looking little pool. Throw the purification stone in, now the seaside castle is cleansed. It will be filled with people, no enemies, and your friends are nowhere to be found. Now go to the room I told you to remember to gain the **key to seaside palace**. Now head up to where you started, making sure to save your game along the way. Use the key on the locked door and you'll be in a passageway, this leads to the land of Mu.

t. Mu

Among the enemies you'll face here in Mu are rock men that start off in piles, ghost mages who are only able to attack on solid ground, puddle monsters and gray blobs. Among the obstacles you'll face are retracting spikes and energy chains that function similarly to the chain chomps from Mario 3. Anyways, head right killing the puddle monsters, ghost mages and rock men as you go. You'll see a brown 'ramp' so to speak leading down to an underwater part of Mu. You can't get to this or any other underwater parts yet so ignore it for now. Head on down, you will see two puddle monsters and a rock man behind a barrier of blocks in the shape of a backwards C. Once the rock man is dead he'll clear your path. Now head right and you can see a slot in the bottom wall. Ignore it for now, but know that there are others. Now head up killing the puddle monsters and rock men. You'll come to a purple bridge for lack of a better word leading right. In this next part is where you'll really start being harassed by the ghost mages. They appear and throw a ball of energy at you then disappear only to reappear in another location to repeat the process. Head down and you'll see a rock man in front of a chest. The chest is empty but is there to give you a clue. You might notice the two statues that are staring towards the chest. Well the chest is where their lines of sight cross. This is important for later on, now head up and right and you'll see more ghost mages and puddle monsters in addition to a pulsating orb that you can push or pull and bounce off of when you touch it. Kill the rock men and push or pull the bouncy orb out of your way. Down this way will be bouncing gray blobs like you encountered in the seaside palace, two of them will clear a path for you. Head left past two more rock men and a puddle monster and go down the purple bridge. Head right past the spikes and you'll see a building. This is the room of hope where you'll be putting the statue of hope to drain the second part of Mu. Continue right and down, you'll see another bouncy orb. This one must be specifically pulled out of the way. Once you're down, the path splits into two paths. It doesn't matter which one you take, they both lead to the same place. If you go left, you'll have to kill gray blobs, a ghost mage, and a rock man. If you go down, you'll have to kill two rock men and a few puddle monsters. Once you're at the spot where the two paths meet up, go left. There will be another empty treasure chest in the line of sight of the two statues, head past that and on to the purple bridge at left. In this next rather large area, go to where the two statues line of sights meet and search the ground for the first statue of hope. Now back track your way up to the room of hope, making sure to take the path opposite from the one you used to get here. Once you're at the room of hope place the statue on the altar provided and the lights will go out, four ghost mages will appear muttering something about Rama and the ocean. They'll disappear without bothering you however, and the lights will come back on. Now the second part of Mu is accessible. Now go back as if you were going to the spot where you got the statue of hope. But when you get to the spot where the paths split, there is a brown ramp leading down on the left path. Take this ramp down, there are four puddle monsters in here for you to kill. Now backtrack your way back up past the room of hope as if you were going back to the very beginning. Keep in mind that now that there is more solid ground, there will be more ghost mages attacking you. As you're backtracking, you'll see a brown ramp leading down to the second level of Mu. Take this ramp down and head left, down, kill the rock man and left again. After you run over some retracting spikes, you'll see a dark space. Here you can heal yourself, change into Freedan and save your game. Go up into the little dead end and kill the puddle monsters. Now retrace your steps back to the brown ramp. This time however, go straight down to the right of the part still underwater. Once all the way down, head left while avoiding the stretching energy chain. Continue left and down onto the pink bridge leading down. Now head down and right killing the rock man and puddle monster and then head down. You'll see a puddle monster in front of a blue ramp. Atop the ramp is a rock man. Kill the puddle monster and use your DF to kill the rock man. Now use your powers to position the bouncy orb under you in front of the ramp. Now bounce off the orb and up the ramp. Now head down the brown ramp and left once more onto the large pink bridge, head left and you'll see five puddle monsters, four of them are trapped in a circle of blocks, while one is in the middle of them. Kill the ones in the blocks first then kill the middle one, he'll open up the blocks. So if you've already killed all the other puddle monsters, you won't get mobbed. Remember this place, you're going to be crossing this point where the five puddle monsters were many times. And rather than saying "get to the part where the five puddle monsters were" I'm going to be saying "get to the focal point" it's much easier on me. Now head down and on to the pink bridge, you'll see an area

where you must hit a switch and then run up and down to get across the spike bed before it resets. First go up and kill the puddle monster, then go hit the switch and run across. Now head right across the pink bridge and continue right past the place to slide under and kill two ghost mages on your way and then head left. On the other side of the pink bridge, head left; kill the puddle monsters and then head up. You'll have to run up, down and then up again to get through the rocks all the while avoiding the two energy chains, and killing the three puddle monsters. Continue up past the pink bridge and up some more, you'll see a dark space. Inside is a statue of Will holding a glowing orb. Step in front of it to morph back into Will and receive the **Psycho Slider** (PS). It will allow you to slide through the narrow slots you've had to ignore up to this point. You can also attack enemies with this and remain invincible while sliding. The PS deals a good amount of damage and is one of your better dark abilities. Simply press the attack button whilst running. Now save your game and backtrack past the energy chains, two pink bridges and up. When you see the crack in the wall (it's next to the large door covered by water, if you see the part where you have to hit a switch then run over a spike bed, you've gone too far), slide through and head right and down. You'll see another blue ramp, but the bouncy orb is a bit further down, use it like you did the first time to get up the blue ramp and head left past the blocked off pathway leading down. Now go up and kill the two gray blobs and use your PS to make short work of the rock man. Continue right and down killing the puddle monsters until you see four rock men surrounding an energy chain. The easiest way to kill these four rock men is to hit one of them and then retreat a short ways up or down (depending on which side of the energy chain you're on) wait for it to come up to throw rocks at you and then pound on him with your PS. Once they're all dead, go left and kill the three gray blobs. One of them will reveal a statue (the kind whose sight you need to line up). Now head down and left, you'll see some retracting spikes and behind it, a puddle monster. Next will be some more retracting spikes, continue left and up, the rock men will reveal the second statue while the puddle monster above it will give you a **sword** icon. Now go search the bottom wall between the two retracting spike beds to find the second statue of hope. Now backtrack, but when you get to the focal point, go up instead of going right. Go up the brown ramp, kill the puddle monster and slide through the slot. From there go left, up and down the brown ramp. Now go up and into the building. This is the second room of hope, place the statue on the altar and again those four ghost mages will show up murmuring of Rama and the ocean. Now the third and final part of Mu is drained and open for exploration. Keep in mind though that there'll be lots more ghost mages to contend with. Now go out of the building, straight down and descend the teal ramp and grab **red jewel twenty-three** out of the chest. Now go back through the slot you used to get to this point. From the slot, go left and down the brown ramp then right, go down the teal ramp, watch out for the energy chain though. Now if you go left, you'll see a slot to slide through, go left and kill the ghost mages. In the same area as the mages, are a few puddle monsters, kill them and you'll get a **heart** icon. Go up past the purple bridge and up the brown ramp. Kill the two rock men and go right, the puddle monster in front of the chest will give you another **heart** icon. Grab the rama statue out of the chest; now backtrack to the area where you slid in at, the same area with the dark space. Go down past the purple bridge and keep going down. Kill the ghost mages as you go, one of them will give you a **shield** icon. Now go right past the purple bridge, now head right and up through the doorway. You'll be in a room with three statues and two altars, place the rama statue in one of the altars (it doesn't matter which one). Now you're ready to go get the other one (I didn't get them both at the same time because at this point my inventory was pretty full of red jewels and herbs, so rather than discard herbs, I just go get the rama statues one at a time, however, if your inventory has room, then by all means omit the section on placing the statue in the altar, go get them both and then come back and place them). Go through the slot in the wall, adjacent to the dark space where you got the PS and go right across the large purple bridge. Two ghost mages will attack you, but one of them gives you a **shield** icon. Now go up and across the purple bridge and continue up. Go right killing a ghost mage, a puddle monster and then up. There will be two rock men in front of the treasure chest containing the second rama statue. One of the rock men will give you a **sword** icon. Now what you need to do is go change into freedan. To do that, retrace your steps back to where you got the PS and from there, head right through the slot and then up the teal ramp to the second part of Mu. Now head left and down, this part should look familiar, it is the focal point I told you about earlier. Now head right over the pink bridge and then right and up the brown ramp to the first part

of Mu. Go right and down the blue ramp to the second part of Mu, from there head up, left and up once again across the pink bridge. Now continue up, right and up again, you'll see a brown ramp leading to the first part of Mu. Instead of heading up, head left, down, and then left again. After crossing the retracting spikes, you should see the dark space. Change into Freedan and then backtrack your way to the focal point. Since you're playing as Freedan, you can't use your PS to go directly to where you need to be, you'll have to go the long way, however the payoff is worth it seeing as how now you'll be able to fight the boss as Freedan instead of Will. From the focal point, go down over the pink bridge and down once again. Head right through the other pink bridge and right. Now go down left and over the pink bridge and left and up. Now you should be at the dark space where you got the PS. Now go down the teal ramp and get to the altar where you placed the other statue. Place the second one on the other altar and the room will change into the Mu burial ground. However, go back out and go back to the dark space, save your game, that way if you die you won't have to collect the statue over or put it back in the altar. Once you're in the burial grounds, talk to the statue that is different from the others, and then talk to the spirits that appear. Talk to the statue once more, and it'll open up the way and give you a mystic statue. Now go on inside, up and into the next room where you'll see Erik strapped to a bomb, you have a hundred and forty seconds to rescue him. The timer begins once the bosses make their introduction.

Bosses: Male and Female Vampires

Strategy:

The vampires have one personal attack each, one counter attack each, and one double attack. The male vampire fires off blue energy bolts that go in the cardinal directions (north, south, east, west). Once you've hit him, he'll counter attack with four orbs that circle him in a counter-clockwise fashion. They spread out for a certain distance and then come back into him. And there will be one counter attack per hit; therefore he can have several rings of the orbs circling him at a time. The female vampire fires a red energy bolt in only one direction, however she has the same counter attack as her male counterpart. When they both come together and stand in a straight line just a little bit apart from one another and spread their capes, you know they're about to do their double attack, a massive energy ball that will do massive damage should it hit you. Go for the male vampire first, he's the most dangerous since he can fire out four blue bolts. The best thing to do is charge up a DF and then when he gets level with you, let him have it before he can shoot his blue bolts, You should be far enough away so that you don't really have to worry about his counter attack. Oftentimes, you can get in close to him just after he fires his bolts and hit him once or twice and then run to avoid his counter. When the two of them come together however, beat a hasty retreat to the opposite side of the room and prepare to dodge. Do not under any circumstances let that giant energy ball hit you. You can use the same strategy for the female vampire. They will say different things depending on whom you kill first, if it is the female, the male vampire will reveal that she was his wife and that you will pay for killing her. If you kill the male vampire, the female will tell you she's glad he's gone, revealing that she's not quite as faithful to her husband as he was to her. You shouldn't use more than two herbs in this battle. Once they're dead, go around back of Erik and defuse the bomb, it doesn't matter which wire you cut. Once he's free, your friends will emerge and you'll end up in the seaside tunnel.

u. Seaside Tunnel

Once you've talked to everyone, go right and grab the mushrooms you see up against the wall. Bring them back and you'll eat and pass the day. On the eighth day, Lilly will talk to you and she has a secret that she's not revealing just yet. After two weeks, there will be a noise similar to the one you heard while the giant fish was bashing the gold ship to pieces. It turns out that the noise is morse code; Neil decodes it to discover that it is Seth! He has assumed the same form as Riverson, the name of the giant fish, and will tell you that you must figure out the riddle of the comet and the ruins. After nearly a month in this tunnel you will emerge at the entrance of Angel village. Kara will run off by herself, in the meantime the rest of your party goes down the entrance of the room set aside for travelers. Lance is the one you need to talk to, he

nervously admits that he has a crush on Lilly and wants your advise on what to get her for her fifteenth birthday, coming up soon. Officially you're supposed to tell him to give her a necklace (you'll find out why in the great wall of China) but I've found that it doesn't matter what you say. Once you've done this, go up to the surface and go down the entrance to Angel village, which is off to the left.

v. Angel Village

Angel Village is almost like a subterranean level itself. You'll soon learn that it's tall beautiful denizens can't expose themselves to sunlight, lest they perish, nor can they express emotions instead leading hollow lives merely going through the motions of human emotion. Anyways, head right and through the second door, go left and go in the first door on the left, this is a ballroom. Search the fountain directly above you for **red jewel twenty-four**. Now go back outside and all the way to the left, you'll see two people one playing a harp, the other listening. Talk to the man listening to learn that he's really Jeweler Gem. Give him the red jewels you've collected and he'll buff you up accordingly. Once you're done with Gem, take the door to his right. You'll go down again and left, through the door to find a dark space. Save your game, you're done with the necessary stuff, but if you want to explore, you'll learn of a man named Ishtar who does such lovely portraits, that everyone wants to have him paint them. Ishtar's subjects however, have a way of disappearing, as you'll soon learn. Kara it seems was recently the subject of an Ishtar painting. Oh boy, this can't be good, it seems that dumb broad has gotten herself in trouble yet again. From the dark space, head right and talk to the man standing in between the fountain and the door. Tell him you know Ishtar and he'll let you through. This is the door to the lower section of Angel village; often known as the Angel Village Dungeon.

w. Angel Village Dungeon

Go right and you'll be facing some bats that hang from the ceiling and swoop down on you as well as some skeletons that throw boomerang like blades at you. Head through the next door you see. You'll emerge between two statues; go right and one of the skeletons here will give you a **sword** icon. Now go through the door and you'll be in a room leading right and has many doors. The first two doors you come across both lead to the same room. Take the first door and fight your way across and then you'll see two stairs, one going up (goes back to the room with many doors) and a door leading down. Take the door leading down and kill the bats and the skeletons. Now go back up to the room with many doors and continue right. You'll see two doors that are guarded by stretchy neck creatures. Kill both the creatures, and enter the second door (farthest right). Kill the enemies in this room and then go back up to the room with many doors. Enter the only door you haven't been in before (second to last door) and there will be two bats, a skeleton, and another stretchy neck creature who'll give you a **heart** icon. Now enter the door and head right, keep an eye out for bats; they're hard to see in the dim light. Along the way one of the bats will give you a **sword** icon. Next head right and as you go pay attention to the flames of the wall torches. You'll see one that is blowing to the left and the next one is blowing to the right, search the wall in between them to reveal a hidden passage. Enter this new door and head right; along the way you'll see bats, skeletons and new enemies, weird looking skull stands that spit fireballs in two directions. Continue right and you'll see two stretchy neck creatures side by side. One of them is guarding a slot in the wall while the other one is guarding a door. The one guarding the door gives you a **shield** icon. Use your PS to get into the slot and retrieve **red jewel twenty-five**. Now go back out and through the door, you'll be in a very windy room that pushes you leftwards. In order to make any progress at all you must run right. In addition there are some skull stands, one of which will give you a **heart** icon. The PS is a good choice for this room because not only will it help you make quick progress (do it, then just stand and do it again, over and over until you reach the door) but it will also kill the enemies. Once you're through the door, go through the right, you'll face a bunch of bats, skull stands, and skeletons, the skeleton will give you a **shield** icon. At the end is a crack, slide through and you'll be in a room with a bunch of statues. Search for where the sound of the waterfall is loudest (just after the fourth statue) to find another hidden door. Once inside, head right past the waterfalls and enter the first door. Inside is

the portrait of Kara, when Ishtar painted her he captured her spirit literally, now you'll have to rescue her. Exit this room and then enter the second room to the right, search the red pot on the left for **red jewel twenty-six**. Now enter the third door, this is Ishtar's studio where the great master is working on a self-portrait. When you tell him you're here to retrieve Kara, he'll tell you that first you must solve three riddles in order to retrieve her. Go up through the door and you'll see two doors and further to the right, Ishtar's apprentice prevents you from going further. These two doors are part of the first riddle, and there'll be two doors for the second riddle and so on. The riddles are of the "can you spot the difference?" variety. Go in the left hand door, memorize the room, and you through the right door and tell how it is different. It's pretty easy. In the first riddle, the pot on the right hand side has changed colors, so put your cursor on the pot and press the action button. In the second riddle, the two pots on the bottom left hand corner have gone from red to blue. In the third riddle, grab the **herb** from the chest in the first room, and then when asked what is different, say the chest, and then grab **red jewel twenty-seven** from the chest. In the last riddle, you are what's different. Upon your completion, return to the studio to find that Ishtar has completed his self-portrait and is nowhere in sight. Talk to the painting to learn what happened, now grab the magic dust from the chest. On an unrelated note, since Ishtar gives you magic dust, and he happens to be from Angel village then wouldn't that technically make it angel dust that he's given you? Anyways, go sprinkle the angel dust.... whoops, I mean magic dust on Kara's portrait to bring her back to life. Now you and your group are ready to leave, talk to Neil and then you'll head for Watermia.

x. Watermia

Some random man named Luke has kindly put you and your party up in his house while he is away on a fishing trip. From your lodgings go down, left down again and left once more, you'll see a man surrounded by pots. Search the top left one for **red jewel twenty-eight**. Inside the house right next to where you found the jewel is a dark space. Now go right to the gambling house. Search the pot at the top right hand corner for **red jewel twenty-nine**; Jeweler Gem is also among the crowd here at the gambling house so give him your jewels. From the gambling house go save your game and then go back to your lodgings and then go left until you come to a house, go inside and you'll see Lance and an old man. It turns out that the old man is Lance's father who was with your father's party who went to the tower of Babel. However, Lance's father doesn't remember his own son. From this house head back to your lodgings to celebrate Lilly's fifteenth birthday. In the following cut scene, Lance will reveal his true feelings to Lilly who will then take off. The next morning, both Lilly and Lance are gone. There is a note in your pack; if you pull up your inventory screen you'll be able to read it. Turns out that Lance has gone to the Great Wall of China in a bid to find medicine that will cure his father. Now you must head there as well to track him down.

y. Great Wall of China

Among the enemies you'll face here at the wall are archers, flaming eyes, asps, and spear traps. Head right and into the first door you see. Head left and down the rope ladder, or you could simply jump off the ledge. Head right and kill the enemies as you go, when you get to a rope ladder in the middle of the large sand bottomed room, go up and kill all the enemies there. Now go back down and continue right, go up the rope ladder at the end and to your right you'll see something shining on the ground. This is a piece of the necklace Lance made for Lilly, and supposedly why you're supposed to tell him to make her a necklace back in Angel Village, but if you follow along, you find that he doesn't even give her the freaking necklace until YOU picked up all the pieces and gave them to him. Anyways, off my soapbox, bits of the necklace are how you know you're going the right way. Continue right and through the door, go left killing the fire eyes and archers. Go up the door and you'll be back out on the main wall on the other side of the hump that had blocked you. The fire eye to your right will give you a **shield** icon as you go along. Now continue on, and you'll see a pit, an archer, a hump and then another archer. Kill the archer and then jump off the ledge down into the pit. You'll wind up in a room with many statues and the one near the door will come to life when you go near it. Kill it and then go up through the door and

left, you'll see two doors both leading up. Take the second (farthest left) door up to find **red jewel thirty** in a chest. Now go down and then up the middle door, go right and kill the fire eyes and up once again. In this room, you'll face archers, fire eyes, and asps. There are two doors, both going up. Take the middle one and kill the asps and the fire eyes. Then go down, left and up the last door. Go up again and you'll be in a room with two archers and two asps. There are also five doors in here all going up. You must take the door that has a piece of Lilly's necklace in front of it; it's the fourth door in case you can't see it. Go up and then hit the switch. An orb will clear a path off to your left. Go back down and into the first door (of the five going up) and the way is clear. Go left killing the two archers and up once more. You'll be back out on the main wall and the fire eye to your right will give you a **heart** icon. Continue right and suddenly Lilly will fly in. She'll take up residence in your pocket once more and the two of you can continue. Go down the next door you see and grab the **herb** out of the chest. Kill the archer and you'll see that your path is blocked. Go back up to the main wall and then down the ramps, but not too fast, you don't want to miss the next door. Go in and kill all the archers and snakes and you'll hit the switch to find yourself back where you came from. If you go up and out to the main hall you'll see that you're back atop the hill of ramps. Now get a running start and keep running over the next hump. Press back on the control pad, and you'll eventually stop, but you probably missed the door you need to go into. That's ok, you'll get it later, for now go right and you'll see three doors and a long pit that you can jump into. Go in the first door and clear it out, to the right you'll see a pit, now go back up and go into the third door, clear it out and you'll see the same pit, but you're on the right side of it now. Go back up and jump off the long ledge to the right of the second door. If you've done it right you'll go through the pit that you saw from doors one and three, when you land, it'll be next to two statues who come to life. Kill them and you'll get a **shield** icon for your trouble. Now counting from the left, count five of those blue blocks with a red circle in them. Jump off the ledge between the fifth and sixth stones to land in front of a dark space. Go inside and you'll receive another one of Will's dark powers, the Spin Dash, (SD). With the spin dash you charge up as if you were going to perform a Psycho Dash, however once you've charged up energy, you press the L and R buttons rapidly to build up speed. Directional arrows will then appear and you need only to press in the desired direction to go zooming off. The SD is good for jumping up ramps and over obstacles, say for instance the humps that made you miss a door earlier. Save your game and then jump off the ledge that the dark space is on. Now clear out this bottom room and go up the door to find yourself coming out of the second door back on the main wall. Now go left and use your SD to get over the humps to the door you missed. Go inside and to the left, go down the next door and head right, killing everything. Next head left, you'll have to hit a switch and then run around the blocks before the spear springs back into place. Now hit the switch to your right and then the same switch and then run left as fast as you can. The archer at the very end of this hall will give you a **heart** icon, and there will be a dark space as well. Change into Freedan, save your game and then exit. Now backtrack your way right and through the door, and right once again. When you see two spears and a switch behind some blocks, you know you're almost out. Hit the switch twice to make both spears retract and then run through, exit and you're back out on the main wall. Head right past the section you did earlier and then right again. You'll come to a doorway that is blocked, but killing the archer to your right with a couple of DFs will clear the way. Once inside, head left and kill the four archers blocking your path and down. This next area is tricky; you'll have to move statues out of the way to proceed right. Hit statue one to move it straight back, hit statue two straight back, then go up and around it and hit it backwards. Next duck into the groove to statue two's right. Use your power to pull statue three forwards one slot. Now hit statue two backwards once again and go up and around. Pull statue three forwards a few notches. Statues four and five are right next to each other; however, pull statue four forwards one notch. Go up and around and hit it down one notch. Now go around and pull statue five to the right. Then go back around to statue five's left, and pull statue six forwards until the path is clear. Now you're done and ready to exit, but for fun and a power up icon, hit the switch that will bring the statues to life. Kill them all to receive a **sword** icon. Now go up through the door and left. Go up this door and you're back out on the main wall. Continue right killing all the asps and archers and go down the door to the right, you'll be in a room full of statues, some of them come to life, but not until you've hit them. Look for ones that look slightly different from the others, hit these to bring them to life. After they're all dead, you'll get a **heart** icon and a dark space will appear.

Enter the dark space, change back to Will, heal yourself and save your game. Spin Dash over the hump and go right, you'll see a ledge to jump off of, go ahead and jump and you'll meet up with the Sand Fanger.

Boss: Sand Fanger

Strategy:

The Sand Fanger is a giant worm that will attack you when you jump off the ledge at the Great Wall of China. His bodily fluids are also prized as a cure all so I guess by killing him you're technically poaching. Nice way to look at it eh? Anyways, he has about three attacks to watch for. 1. He'll put his head above the ground and spit up two gray orbs that turn into little mini sand fangers. This is one of your better opportunities to hit him, when he pokes his head up, go over and wail on him until the gray balls are just over you then move back a space and destroy them. Otherwise the mini-sand fangers will pop up and throw energy balls at you. 2. He'll emerge completely from the ground and fly up and off screen. Keep moving during this time because he'll try to come down on top of you. 3. He'll emerge from either the left or the right side of the screen and do a wave, jumping in and out of the sand and to the other side of the screen. Simply get on top or bottom of the whirlpool that appears shortly before he does, and start wailing away, you'll usually get in one or two hits before he's out of range. Once the Sand Fanger is dead, he'll cough up the **mystic statue**, and you can go up the ladder at right and follow the path until you meet Lance. Once you've left the screen, they'll reveal their true feelings for each other, and you can head back to Wartermia.

z. Watermia once more

You're all set to move on, but you can't cross the desert without Kruks, an animal akin to a camel. First go give your jewels to Jeweler Gem and then go save your game. Go to the gambling house, but don't go in, instead go to the top right hand corner of the raft the gambling house is on. Wait until a lily pad appears and then hop on. It will take you up to a secret raft where the more adventurous gamblers are playing a much more dangerous game. Answer yes to both the questions asked of you by the man blocking your path. Talk to the guy in the hat, he's your opponent. There are five glasses here, one of them deadly poison; you will each in turn be drinking the glasses until the loser dies. Whatever you do, do not drink from the fifth cup (one to the farthest right) that is the poisoned cup. Your opponent goes first and then you go and so on. It turns out that you get down to the poisoned cup and it is your opponent's turn. Rather than face the disgrace of defeat, you opponent downs the poison and dies, despite pleading from the crowd. You'll wind up in his widow's house; she'll give you his will. He has given you four Kruks. BTW, I'm not sure why his widow isn't pissed off at you since you were involved in her husband's death. Now you're free to leave Watermia, save your game go talk to your friends, and you're off to the busy merchant town of Euro.

aa. Euro

Euro is a bustling market city thanks in part to the thriving slave trade run by the Rolek corporation headed up by surprisingly enough, Neil's parents. There are several things you need to do here in town before you're ready to leave. First of all, from the guest room you're in go out and left to the doorway all the way at the end of the hall. Inside is a girl named Ann, she'll tell you that a man stopped by looking for Kara, after you tell her not to tell Kara about this she demands an apple. Exit the Rolek mansion and head down into the marketplace. Talk to the woman selling apples, she'll give you one for free. Take it back up to the mansion and give it to Ann, do this two more times and she'll give you **red jewel thirty-one**. Now get to the merchant peddling a teapot. Behind him you'll see a side street leading right, go down this street and in the first door you'll find three explorers, Friezer, Max and Rudy. You'll find Friezer's skeleton later on in your journey, so I guess he wasn't quite the explorer he made himself out to be. Anyways, in the next building is a green haired man in the window who ducks out of sight when you come near. Enter this building and talk to the man to find that he is really Jeweler Gem. Give him your red jewels and exit the

building. The third building of this street has nothing of importance in it, but just behind it is an alley leading up to the shrine. Find the alley, go up and into the shrine, examine the statue to reveal a hidden path. Inside here search the far right barrel for **red jewel thirty-two**. Now go back out in the alley and go straight down. Stop and talk to the girl outside Rofsky's house, she's the one who talks about him. Head left and continue left, you'll go behind a building and come out on the other side. When you can see yourself, search the ground for **red jewel thirty-three**. Now go in Rofsky's house where he and another philosopher named Erasquez are arguing. Talk to them and one of them will mark the Mountain Temple on your map. Now go down the alley, then go left, take the first door you see and go up the stairs to find a dark space. Save your game if you want, now go left again and you'll see people exiting the door of a building only to get in line again, they repeat this cycle endlessly. It'll take forever, but get in line with them and when you finally do get in the building, taste some of the **life medicine** which functions as a heart icon. Also taste the **dark medicine** which will increase the power of Freedan's DF. Now go right and exit the town of Euro and go back to Watermia.

bb. Watermia for the last time

Go to where you once stayed and talk to Lance, he'll give you **red jewel thirty-four**. Now exit Watermia and go back to Euro.

cc. Euro

Give your jewels to Gem, and then go save your game and exit Euro for the Mountain temple that was marked on your map.

dd. Mountain Temple

The pathways of the mountain temple are nothing more than overgrown vines. Among the enemies you'll face here are gray skulls that float around, golden skulls that spit fireballs, spiders that get around via their silk, and pied piper goblins who control blue fire with their flutes. You must kill all enemies within a section in order to receive a power up. However, since you can get quite mixed up while traveling the vines, I'll simply tell you the quickest path from the entrance to the exit of a section, and leave it up to you to explore and kill all enemies. Just remember that if you're ready to leave a section and haven't gotten a power up, it's because you've missed something somewhere. There are a few exceptions to this, when you'll have to leave a section before everything's dead, but you'll be coming back to it, so you should get a power up from every section except section ten. In the first section, you should go left and take the first pathway up, go up all the way and then left as far as you can. Now go up and left once more, your prize for clearing the first section is a **sword** icon. In the second section, go left and up the second pathway you see. Now go left past the single mushroom cap and down. You'll come to a seemingly dead end; however, you can spin dash over and onto the mushroom caps with the dark space. Heal yourself; change into Freedan and save your game. Remember how your DF got stronger in Euro? Well now if you charge one up, let it fly and then press the attack button in mid-flight, it'll split up into four large energy balls and swirl off. Continue along the mushroom caps and up the left hand path. However, you need to remember the dark space and the right hand path here in this second section. When you're done, your reward for the second section is a **shield** icon. In the third section go up and straight right, You'll get a **heart** icon for clearing out the third section, but it's one of those exceptions I told you about, you'll come back to it later. In the fourth section head right all the way and head down, right and back up. Next go right, down, right again and then up. Now go right and keep heading right until you see a dark space on some mushroom caps. Inside you can heal yourself and save your game. Now follow the trail of mushroom caps down and left, go left for a long ways until it takes you back to the third section where you'll wind up on an isolated clump of mushroom caps with a chest containing **red jewel thirty-five**. Now backtrack to the dark space and take the bottom vine leading left, it is a ramp that will allow you to jump and bounce across the purple caps to some mushroom caps. Now head left and you're back in the third section. Head left and up the second path leading up. Next

go left, down onto the mushroom caps and then left into the fifth section. Head left and take the first path down and follow it all the way down, then go left and down again. Now head right and down. Go all the way down and then left. Now go up, left and back down, head left again, up left, and then up. Go all the way up and then left. Take the first path up, then go right, go all the way right and then up. Now take the first path right. One of the enemies here will create a shortcut back to the entrance of this section. Continue right and then up, and left. Go down and left, up on the mushroom caps are some mushroom drops in a chest. A **heart** icon is your reward for clearing out the fifth section. Now head back to the third section and once there go right up and right again, down and go right and up. Now go left and you'll see a broken end of a vine. Use the mushroom drops on it and it'll grow creating a path. Now go left and up into the sixth section, go up and right and take the first path up. Next head right and down, from there go right across the mushroom caps, and go up (you'll see another broken vine) and head right. Now go down and right, you'll be in the seventh section. This part is mostly mushroom caps, and you'll get a **heart** icon for clearing it out. What you're going to want to do is go right and up and then go right onto the first vine you see. Keep going right and back out onto the mushroom caps, now go up and left all the way. You'll get more mushroom drops from a chest here. Now head back to section six and use the mushroom drops on the broken vine. From there go right and up, go left and then up the first path. Continue up and this will take you to section eight. Go up and right and then down. Now go right again all the way until you see mushroom caps. Out on these caps is a dark space where you get the Aura Barrier (AB) for Freedan. You use the AB exactly like you would the spin dash. Charge it up and then hit the L/R buttons. Two shields will come out and circle Freedan for a few seconds before disappearing. Heal yourself and save the game. From the dark space, get back out on the vines and head left, take the very first path you see that leads up, follow it up and go left a step or two and then up again. Next go left and then up, go right and up once more. Go right and up again and then head right. Go down on the mushroom caps and right on the vine. Go right on the mushroom caps and head up. Go right on the first vine you see and then down. Go left and down and then left. You'll see a ramp, jump off it and you'll bounce off some purple caps and land on a solitary mushroom cap with another ramp. Jump this one and you'll wind up right next to a treasure chest when you land. Grab the mushroom drops and you're done with section eight, your reward is a **shield** icon. Head back to section seven and use the mushroom drops on the broken vine and head left. You'll get another **shield** for clearing section seven out. Head up and left, this is section nine. Head left and down, head left again then up and left once more and out onto the mushroom caps. Continue up and left then go down and left. Now go up and you'll be at section ten. Go right and up onto the mushroom caps. Keep going up until you see the chest containing the teapot. Now backtrack your way out of the temple, but keep in mind that you'll have to change back into Will at the second section (remember I told you about the dark space and the right path with the ramp to spin dash off of?). Now you're free to head back to Euro.

ee. Euro

Once back in Euro, use the teapot on Neil's parents to reveal them as imposters. Turns out members of the moon tribe were posing as his parents. With that Neil realizes he must assume command of the Rolek Corporation. He'll also reveal that he's brought Hamlet, who you haven't seen since Edward's Castle. Now you're free to move on to the Native's Village.

ff. The Natives Village

This village is the homeland of the three laborers (Imas, Remus, and Sam) who you met back in Freejia. There is a severe famine going on in this part of the country and the villagers have had to resort to cannibalism to survive. And if that wasn't bad enough, several of the girls here have been turned to stone. Search the pot in the hut with the statues of the girls for **red jewel thirty-six**. After that, go talk to Kara and Erik outside the other hut and you and the group will quickly go inside and fall asleep. Predictably the natives return and tie you up. As they dance around a fire, their intent becomes clear, supper's on and you're the main course. However, Hamlet will make the sacrifice and throw himself on the fire. Erik will make a tasteless comment

as Kara grieves for her pig. It turns out that the spirit of Will's mother is in Hamlet. She is released and tells Will to go to the Tower of Babel. Talk to one of the native boys and he'll mark the temple of Ankor Wat on your map. Go to the upper right hand corner of the village and save your game. Now leave the village and head to Ankor Wat.

gg. Ankor Wat

On the outside of the temple, there are three kinds of monsters, bush monsters that are hard to tell apart from real bushes, giant flies that are hard to hit because they're so quick, and humanoid stretchy neck monsters (not like the ones you faced in Angel Village) that must have their heads destroyed before a giant eye opens up on their chests and they can be killed. If you kill all the monsters in this first part before actually entering the temple, you'll get a **heart** icon. Now head inside, this first part is the outside passage.

Outside Passage

Among the enemies you'll face here are two kinds of zombie heads, orange ones that float along and split into two transparent halves that come after you, and purple ones that circle the walls and speed up as they take more damage. You'll also face rock men that sometimes fall down from the ceiling and twirl their arms. There are also wall bugs that fire blue energy bolts at you and drop little green worms from their thoraxes. Head right and you'll see a rock man drop down in front of some stairs, once he's dead, go up the stairs and run off the ramp and up the next one and grab **red jewel thirty-seven** from the chest. Continue right and up, two rock men will drop down, kill them and proceed. You'll also see a ramp leading up, spin dash up it and kill the purple zombie heads, keep going up and you'll see two purple zombie heads that are stationary. Use your PS on them to make short work of them and then continue on. At the end are two wall bugs, killing these will open up a slot in the middle face's mouth. Slide through and kill the rock men and floating zombie heads. One of the rock men will give you a **shield** icon. Keep going up and kill the two zombie heads, when you jump off the ledge to the left, however, you'll fall right through the floor and into a room of wriggling things that don't hurt you, but make a weird noise as you walk over them. Head left and up the stairs, then head down and down those stairs. Head left killing the zombie heads and kill the wall bug at the top left, it'll give you a **shield** icon and create a stairway. Head up the stairs and go right, kill the zombie head and the wall bugs. The last one to die will give you a **heart** icon. Now backtrack to where you fought the zombie heads and go down and left. Go down through the door, when you slid through the slot two rock men will jump off ledges causing rocks to fall from the ceiling, watch the shadows to avoid the rocks. Slide through the next part and kill the rock men and the zombie head. Go down and kill the wall bugs and go up and get the **herb** from the chest. *Important Side Note: Do not spin dash up the ramp if you haven't gotten the herb yet. Go around and go up the stairs to get to the herb.* You'll notice that after the chest there appears to be a dead end, spin dash up the ramp in front of the chest to jump over and up onto the ledge. Now continue down and kill the two rock men to earn a **sword** icon. Go down and right, kill all the purple zombie heads and continue right. You'll see two statues and some stairs, go up the stairs and kill the wall bug; it'll give you a **sword** icon. Now go through the path between the two statues and you'll be out in the garden.

Garden

The garden is just like the outside of the temple in regards to the enemies you'll be facing. It is also a maze of bushes, to your right, you'll see a dark space but bushes block it. To get to it, try and stay close to the bushes next to it and follow the line they create and it'll eventually take you to the dark space. Once you've cleared out the garden, including the two side rooms, head up and enter the next part of the building.

Inside Passage

Head right, kill all the purple zombie heads and head up, there will be a rock man here on a ledge. Use a DF and make it split so that you can kill them without them jumping off the ledges. In this next room, you'll be on a narrow path leading up; you're also over a pit. Zombie heads patrol the sidewalls, while at the end are two wall bugs. Kill them all to receive a **shield** icon and have the way cleared for you. Continue up and you'll see a dark space, inside is a statue of Freedan holding a glowing orb. This is your Earthquaker (E) if you press the attack button whilst in the act of jumping, Freedan will slam his sword into the ground and send out shock waves that will temporarily paralyze enemies. Heal yourself, save your game and then backtrack to the entrance of the Inside Passage. Now head left and climb up the stairs, kill the rock man and do an earthquake off the ledge, this will paralyze a near by rock man who would have blocked your path by continuously spinning his arms. Go up and you'll see a place where you can either go straight on up or circle back around and go down, but on the right hand side of the room. For the moment go up and keep going up. Kill the rock men and zombie heads to get a **heart** icon and then grab **red jewel thirty-eight** from the chest. Now head back down and take the path to the right. Kill the wall bugs and one of them will give you a **sword** icon. Head up the path between the statues and you'll be out on the road to main hall.

Road to Main Hall

This is another garden like area, but fortunately it's not a maze of bushes. Up towards the top left are the bones of the explorer Friezer (you met him in Euro), read his journal and then continue up through the door killing the stretchy neck monsters on your way and you'll be out on another section of the Road to Main Hall. Continue up and into the building.

Main Hall 1F

Head left, you'll see a treasure chest on a ledge, you can't get it now. The path in this part is pretty straight forwards; just don't go up the stairs yet. Kill all the zombie heads in here to earn a **sword** icon, and head right, you'll see a dark space also on a ledge, continue down and you'll exit the building back onto the Road to Main Hall.

Road to Main Hall

Go down and right into that little side room, there is a single enemy here, a bush monster. Kill it and then look where it was standing, there on the ground are the black crystal glasses. Now go back to Main Hall 1F, backtrack to the stairs and take those up.

Main Hall 2F

Upon setting foot in this room, crystals will start to glow emitting such a bright light that you can't see, equip the black crystal glasses and the room will return to normal. Kill all the zombie heads in here and go right and then down and you'll see a pit. Jump down into it and you'll land in Main Hall 1F on the ledge right next to the dark space. Change back into Will and heal and save your game. Now retrace your steps to Main Hall 2F and then past the pit you jumped into, slide through the slot. Kill both the zombies in this part to get a **heart** icon. Jump into the pit and you'll wind up back in Main Hall 1F beside the chest containing **red jewel thirty-nine**. Retrace your steps to Main Hall 2F and then take the stairs going up.

Main Hall 3F

Head right and kill the zombie heads, then head left killing the zombie heads and slide through the slot. Continue up and right killing whatever you can reach and then go up the stairs.

Main Hall 4F

Kill the zombie heads and head left, down and then right. Ignore the pit for the moment and keep going right and down. Work your way all the way around, killing the zombie heads that'll give you a **heart** icon. There will also be **red jewel forty** in the chest. Now retrace your steps back to the pit and jump down.

Main Hall 3F

Kill everything on this platform; you'll get a **shield** icon, now head up the stairs.

Main Hall 4F

Follow the path and go up the stairs.

The Top of The Temple

Go talk to the spirit, it'll show you a vision of what's to come, (urban sprawl mostly, some future) it'll also give you the gorgon flower. Now make your way out of the temple and back to the native's village.

hh. Natives Village

Use the gorgon flower on the girls and talk to the one in the middle; she'll give you **red jewel forty-one**. Now save your game and talk to Kara and head to the labor traders village of Dao.

ii. Dao.

Talk to the man right outside your hut, he'll give you a letter from your grandparents and your father's journal. Just behind him in that little alley is a dark space. In the second building is Neil. Talk to him to find out that he's phasing out the labor trade and replacing it with pepper imports. In the alleyway next to this building is Jeweler Gem, talk to him and give him whatever jewels you already have. Now go to the upper right hand corner of the village and search the grass near the Kruks to find **red jewel forty-two**. In the building right next to Gem is the snake panic game, if you do well the proprietor will send **red jewels forty-three** and **forty-four** to Gem. Now save your game and head to the pyramid.

jj. The Pyramid

Go right and down some stairs and kill the two orb enemies, one of them will unblock a dark space. You are in what I like to call the main hall of the pyramid. If you go up the stairs and into the little room at the top you'll see six slots in a row and a man who warns you that this room is booby trapped, noise will set it off, this is the hieroglyph room. Also is the dark space, here you will acquire the ability to morph into Shadow, the ultimate warrior and WCW rip off (does anyone know what I'm talking about here? No? Well never mind) Anyways, you'll also get one of Shadow's dark abilities, the aura. This allows Shadow to melt into a puddle and avoid enemy attacks as well as slip through cracks in the floor. Equip the aura, as you'll be using it right away to melt through the cracks of the main hall floor. Go right and up the stairs, this is another exit to the pyramid, but you don't want to exit, instead when you get to the top of the stairs, use Shadow's aura to 'bleed' through the floor, you'll wind up in a small room. Now search the top left hand pillar for **red jewel forty-five**. Now bleed through the floor of this room and you'll wind up in a room with a raised platform with another dark space as well as six doors, three on either side of the raised platform. This is what I like to call the secondary chamber, and is where you'll be spending most of your time. You'll see a blue whirlpool, get over it and press the action button, it'll ask you if you want to jump in. If you say yes, you'll wind up on the little alcove right before the hieroglyph room. With the exception of the whirlpools in the mummy queen's chamber and maybe one other, every whirlpool you'll jump into in the pyramid leads here. Anyways, there are six

doors in the secondary chamber and six empty slots in the hieroglyph room, you're gonna have to do some collecting, ya dig? You'll also have to assume one of your three forms per section. Go to the door on the far left, this is door number one, sadly there ain't no new car waiting for you behind it.

First Door

You'll need to be Will for this, go straight into the door across from the entrance and work your way down and left. Kill all enemies and then head back up and go left this time. Spin dash up the ramp, keep going and you'll jump a pit. Continue left killing the orbs and go through the door. In this next little room, you can go through another door on the left or go down some stairs to the right. For the moment, go down the stairway and head right. Kill the orbs and head back left and through the left hand door. Kill the two orbs in this room; one of them will give you a **shield** icon. Now go through the door and to the left. Go down the stairs and you'll see six orbs atop a pair of ramps. Spin dash back and forth until they're all dead, and continue left through the door. Head right and spin dash down the small ramp and up the large one. Head down and left, the spearman gives you a **shield** icon. Continue left and spin dash off the little ramp to jump a pit. You'll see a blue whirlpool and a door, go in the door and take the first hieroglyph stone from the wall. Now take the whirlpool back to the alcove before the hieroglyph room. The stones must be put in the correct order, read your father's journal to do this. The first stone goes in the first slot from the left. Now change into Shadow, bleed through the floor of the main hall and heal yourself and save your game.

Second Door

You need to be Shadow for this section, and you're already in that form, so enter the second door from the left and head left. Kill the orbs, just after the raised area that two of the orbs were on is a place to bleed through the floor. Go ahead and then head right when you land. Now head left and the spearmen will give you a **shield** icon. Now go through the door, continue right and you'll come to a spot with four orbs all in a row in front of a raised area. You'll also see a spot where you can bleed through. Ignore it for the moment, but remember where it is. Head left down the stairs, head right and then down those stairs and then head down the next set of stairs and right down to another set. Head right, one of the spearmen will give you a **sword** icon, in a chest at the end of this hall is **red jewel forty-six**. Now go and bleed through that one area I told you to remember, you'll wind up in a secret room with a blue whirlpool, go up and grab the second hieroglyph stone, it goes in the second slot from the left.

Third Door

You need to be Will for the first part of this room, enter and go right, spin dash over the ramp and kill the invisible enemy (watch to see where the fireballs originate from) and grab **red jewel forty-seven** from the chest. Now spin dash back over and go back out into the secondary chamber and change into Freedan. Now head right and down the stairs you ignored earlier, go through the door and down the first stairs near the door. Go down and right, there are four invisible enemies here, kill them and then backtrack. Now head right down the hall, charge up a DF and use it to hit the switch across the pit. Wait for the blocks to come up and complete the path. The rest of this section is the same, you either hit a switch or step on an overly obvious tile to make the blocks/flight of stairs come up and complete the path. Just kill all enemies around the tiles, beware some of them are invisible, and you'll get to the bottom and get a **sword** icon no sweat. Grab the third hieroglyph stone from the wall and place it in the third from left slot in the hieroglyph room. *Side Note: From the third door on, it is a good idea to always check the corners of a room—especially in rooms with doors—for invisible enemies. Often times you can get rid of them before they're able to pelt you with a fireball.*

Fourth Door

For this section, you'll need to be Will to finish it out, but for the first half, do it as Shadow, he does a heck of a lot more damage than Will. From the entrance go left and through the door, now go right and kill all the enemies and go down the really long ramp and through the door. Kill the mummies and the ghosts that fly out of them and head through the left door. The door to your right leads to a blue whirlpool; this is how you'll escape to change back to Will. For the moment, go left killing the mummies and the orbs then go through the door. In the next room are more mummies and orbs. Continue left killing the enemies until you get to a room that has another door to the left and seemingly nothing else. However, there are four invisible enemies here on in each corner. Kill them all and you'll get a **shield** icon for your trouble. Now go through the door, if you ignore the stairs for a minute and go right, you'll see a spiked ceiling that comes down trying to crush you. This is the part that you need to do as Will, so go back and down the stairs. Head right, ignoring the next set of stairs that you come to. Continue right kill the spearman and go down the stairs to the left. Kill the orbs and the four invisible enemies and continue left, you'll go up the stairs you ignored earlier. Work your way back to the blue whirlpool and heal yourself, change to Will and save your game. Now get to the part where I told you that you'd need Will. Use your SD to get over the ramps and kill the enemies as you go. When you get to a door, stop and go inside, kill all the mummies, you'll get a **sword** icon, and then grab **red jewel forty-eight** from the chest. Now go back up and continue right, use your SD to get through. At the end of the hallway, grab the fourth hieroglyph stone and jump in the whirlpool. This fourth stone goes in the fourth slot from the left (are you starting to notice a pattern here?).

Fifth Door

For this part, you need to be Shadow, from the entrance head right and down the stairs. You'll see a raised area and a place where you can bleed through. Go ahead and melt through and then head right, you'll kill an invisible enemy. You may also notice that you can bleed through this area too, so go ahead and do so. You'll land in a room with a chest containing **red jewel forty-nine** and a blue whirlpool. Grab the jewel and take the whirlpool, now from the entrance of door five, head right and down like you did before, go ahead and bleed through, like you did before. However, when you land, head left instead of right. At the top of these stairs is a place to bleed through. Kill all the enemies to the right first, and then bleed through. Kill the invisible enemies when you land and you'll get a **heart** icon. Go through the door, now head right killing all the enemies. You'll see two sets of stairs, both leading down and to the left. Take the first one, and kill all the enemies and then take the long stairway down and to the right, you'll see a ledge to jump off and then an invisible enemy behind it. Kill the enemies then work your way back up the stairs and right and then go take the second set of stairs leading down and left. Kill all the enemies down this way and grab the hieroglyph stone. This one goes in surprise, surprise; the fifth slot from left.

Sixth Door

For the sixth and final part, you need to be Shadow. From the entrance head right, down the stairs and kill the mummies. Continue right and you'll get to a dead end with three mummies, some orbs and a place to bleed through. However, you may notice a set of stairs in the middle hole the mummy came out of. Take this down, and go left. There'll be two more mummies, kill them and go in the hole of the right one. Head right, there'll be four empty mummy holes, but some invisible enemies at the end. Kill it and backtrack, now go out of the last mummy hole you went through and go left. Kill the mummies, and go through the middle hole, kill the invisible enemy to your right and the spearman to your left. Continue left and through the door, go right kill the mummies but go down the first stairway you see. Kill the spearman and the invisible enemy then backtrack and go right. One of the enemies should give you a **shield** icon. Now continue right, kill the mummies and go through the third hole. Grab the last hieroglyph stone and take the blue whirlpool.

As you go to place the last hieroglyph stone, a voice commands you to go to the left. Do so and the Jackal enters holding Kara as his hostage. When he's done flapping his gums, play Lola's

melody on your flute. This room if you'll recall, is booby-trapped and it springs at the sound of your flute and the Jackal is roasted alive. After he's dead, talk to Kara. Place the final hieroglyph stone in the slot and then go out of the room. A whirlpool has appeared on the alcove. Go down and change into Shadow and save your game. Now take the new whirlpool to meet up with the mummy queen.

Boss: Mummy Queen

Strategy:

The Mummy Queen has two different forms and different attacks while in different forms. Form one is what you see when you first meet her, a tall human-like creature that gets uglier as she takes more damage. Form two is a plethora of those little wriggly ghosts. While in form one she'll float around and has two main attacks to watch for. 1. She'll knock the walls shaking down blocks that will put a hurting on you if you're not careful to dodge them. 2. She'll shoot a large energy bolt, she aims at you but the bolt is slow enough so that you can get out of the way. Once you hit her, she'll take on her second form. This form has one primary attack, but she'll add on as she takes more damage. 1. Once hit, she'll turn into a bunch of ghosts that spread out and come after you for a bit before returning and reforming her. These are hard but not impossible to dodge, make good use of the warps and the ledge to get as far away from them as possible. When her energy gets down to about half she'll add on a second attack, 2. The ghosts will form a transparent ring that bounces around the room. There is one solid ghost in the bunch and that's the one you have to hit to get her to regroup into form one so you can damage her. She can still do the first attack of her second form so you're not totally out of the woods, but keep chipping away and when she's gone you'll receive the fifth **mystic statue**.

kk. Dao

You'll be back in Dao, save your game and then talk to Neil; he'll take you to the Tower of Babel.

II. Tower of Babel

Head in and right, search the fireplace between the two statues of Freedan for **red jewel fifty**. Continue right and edge your way across the spikes and you'll see a door with lasers blocking it. If you go up and touch it you'll be thrown back and a piece of your flute will fall on the ground. Upon examining it you find that it is the crystal ring that King Edward had originally wanted you to bring to his castle. Equip the crystal ring and you can walk right through the lasers. Go through and left and you'll hear a voice call after you, Kara has followed you here. How did she get past the laser? Well you may remember her professing her love for the ring on the finger of the mummy on the Incan Gold Ship, well it turns out this is the second crystal ring. With Kara in tow, head left talking to the spirits as you go. Head up through the door and right. You'll see a door and next to it a dark space. Save your game, you'll now have to face in order, each boss you've previously beaten. Up first is the Incan God, back for another try. Except for the fact that he creates two fire crystals this time, he's no different from your previous encounter. Use the same strategy. When he's gone, go back in the dark space and heal and save your game. I'd recommend backtracking to this dark space to heal and save after every boss fight until you reach the point where you can't turn back. Now head right and up, now head left and into the next door. You'll be up against the statue bird; he has nothing new in the way of attacks or moves. Save your game after beating him and head left through the next door, this is the point of no return, so make sure you're at full health, save your game and go up and through that door. A beam of light will transport you up. Now go through the door and right, your next fight is with the vampire couple. Their attacks and strategy are the same as well. But this time you'll need to heal up after the fight because there isn't a save point for a while. Continue left and the boss of the next floor up is Sand Fanger. He's the same too, so don't fret, use the same strategy. After this boss battle however, Kara is gone, she'll rejoin you later so continue on. Talk to the statue bird when you see him and he'll take you up to another part of the level. Enter the door and head

right, now you'll face the mummy queen again. She's the same as well, when you're done with that, enter the next two doors and the male vampire will float down beside you. Talk to him and he'll take you to the very top. Kara is waiting for you up here. Save your game in the dark space. Next, talk to the spirit, he'll offer to take you back to Dao. If you've collected all fifty red jewels, with the one here at the tower being the fiftieth, say yes and fly back, talk to Gem to go to a secret level^{mm}. Continue on and you'll find the bones of your father Olman the explorer. He'll give you the last **mystic statue** and take you to the very top. Talk to all the spirits and then talk to Olman's spirit again, after a speech in which you and Kara join, you'll morph into Shadow and fly out to the comet.

Boss: Dark Comet

Strategy:

The dark comet has only one attack, it'll open its mouth (yeah I know, bear with me here) and spit out a green ball that'll fly up and rain down on you in little bits. These are fairly easy to dodge. When the dark comet opens his mouth to spit the green ball is the only time he's vulnerable. Wait for him to do this and then pound on him with the Firebird while his mouth is open.

Once the dark comet has been destroyed, your final opponent, Dark Gaia will appear.

Boss: Dark Gaia

Strategy:

Dark Gaia has three attacks that you'll need to watch for. 1. She'll throw orbs of energy at you from her hands, these will usually come at you two at a time, use your aura power to melt into a puddle and the orbs will fly harmlessly past. 2. She creates dark blobs that also fly around. No avoiding these, use your firebird to blast any that get near you. 3. She'll lift her head up, this is the only time she's vulnerable, but after a few seconds, she fires a massive green laser from her mouth that'll do massive damage should it hit you. Nail her a few times with your firebird, and then melt into a puddle to avoid this laser. Once she's dead, you're free to sit back and enjoy a weird but nice ending.

The End

mm. Gem's Mansion (The Secret Level)

Once you've given Gem the fiftieth and final red jewel he'll transport you to his mansion, a very hard and very pointless level. Among the enemies you'll face here are red lizard overseers, gray floating monsters, and green tentacles. Just tougher versions of enemies you've faced in the diamond mine. You're going to be making extensive use of your PS here and you're going to want to play very conservatively here. Energy is very precious and you're going to want to save all the herbs you can for the boss. Another thing you need to be aware of is that you get no power ups here, nor is there a dark space to heal. So whenever possible you're going to want to avoid a fight. However there are parts where you have no choice. I've found that I often take more damage trying to avoid the bloody things than just simply killing them. A good piece of advice is to try and lure the floating monsters out, they chase you to try and get a good shot at you therefore you can lead them out and pick them off at your leisure. Don't be afraid to turn and use your defensive skills against the fireballs of the green tentacles, notice I said green tentacles here; you can't defend against the laser of the floating monsters. From the entrance head left killing the lizard overseers and the floating monster, they'll open the path for you. Now head up, you'll be facing mostly floating monsters and you go, but will see lizard overseers where the path goes right. Continue right and down, kill all the floating monsters and avoid the two tentacle monsters, you can't reach them yet. When the path splits into two separate ways, go right and take care of the two tentacle monsters then backtrack and head down. Continue right and take out the

tentacle monsters. Now go right up the stairs then right and down them and up. Two floating monsters are guarding a chest containing an **herb**. Grab it and go down and left. Kill the floating monster and the lizard overseer and then PS under the staircase. Now continue up, killing the tentacle monsters including the two you couldn't reach earlier. Now head right and up the stairs then back down again. You'll see a doorway; this is the entrance to the boss. Hopefully you've been lucky and aren't in such bad shape that one or two herbs won't bring you back to full health or close to it. Once you're ready, step through the door. You may recognize the creature waiting for you; it's Solid Arm, the true form of Jeweler Gem and the first boss in Soul Blazer.

Boss: Solid Arm

Strategy:

After he tells you why you've been collecting red jewels, he'll attack, and he has four attacks to watch for. 1. He fires out three fireballs that home in on you. They curve to try and hit you but are easily avoidable if you aren't too far away from him. They are also blockable by using your telekinesis. 2. He'll swing his arm at you. He does this when you get too close to him. Of course you're going to have to get close to him to hit him, but you want to stay away from his arms while at the same time trying to not be in range of the fireballs. 3. He'll fire a single fireball that also hones in on you, but like the three others, it isn't able to curve all that well. Stay near him to avoid it. 4. This isn't really an attack but he'll move to whatever side you happen to be trying to go up to get to him. This puts you in range of his arms. Of course if you do manage to trick him, i.e. go to one side, let him follow and then run over to the other side, you'll open yourself up to the fireball attacks. The best way to inflict damage on him that I know of is to trick him into getting on the opposite side of the room from you (he never leaves the top half of the room, your only access to him is via the conveyor belts) then run up the ramp farthest from him and wait for him to get within a little ways and then PS into him. The goal is to avoid his arms, which he'll start swinging the second you get next to him. The PS renders you invincible while doing it so you can slide into him, damage and then hopefully avoid the attack on his other side. Try to stay just above the conveyor belts, this way you don't really have to go back to the bottom half of the room unless he gets too close. This is going to be a long, long fight, each hit does only one point of damage, and he's got forty full units of health. Use your herbs, but try to save some for the last two boss battles.

When Solid Arm is beaten, he'll disappear and then congratulate you on your success and transport you back to the tower of Babel. He doesn't give you anything, so your only justification for beating him is to have done everything on the game. Anyways, once back in the tower of Babel; heal yourself, save your game and then go beat the other two bosses (see above section).

Q & A Section:

Q: On certain parts of the walkthrough you specifically say 'this enemy will give you a power up' but when I killed it, I didn't get a power up. Why is that?

A: Most likely your kill count is different than mine. You must kill a certain number of enemies to get a power up, and most likely you missed an enemy or two that I killed. Use the map found by pressing the start button to see how many enemies you have left and their general locations.

Q: Is IoG part of a series? I think I remember hearing somewhere that it was.

A: I myself have read in various places that Illusion of Gaia is the second installment of a trilogy also containing Soul Blazer (the first) and Terranigma (the third). Having played Soul Blazer before I can say for sure these two games are related. However, having never played Terranigma

(it wasn't released in the US, and I've not been able to find it as a rom (as of V1.5 for this walkthrough)), I don't know if it is the third part or not.

Q: Why didn't you put all the items in bold?

A: I wanted people to be able to count the number of red jewels and power ups they received if they so desire. Besides, most of the items you collect are only in your inventory for a short while before being used or discarded, I see no reason to make that big of a deal over them.

Q: In Freejia where I'm supposed to play the memory melody for Lance, it won't work. I play the melody, but it says nothing happens. What's the deal?

A: I've encountered that problem too; I've found if you stand next to Lilly, you'll almost always play it. Try that and see if it works then.

Q: Some of your advice is out of order. Why don't you warn people of what they do or don't have to do before you tell them how to do it?

A: I wrote this and other walkthroughs based on the (mistaken in your case) assumption that people would actually read through the section(s) they had trouble with beforehand. If however you are reading along as you play, then yes, I can see how that'd be a problem for you. My advice: Read first, play later. You'll kindly notice how I once again placed the advice afterwards.

Q: Why can't I taste the dark medicine in Euro?

A: Because it's the same as collecting thirty red jewels, which you should have already done by the time you reach Euro, and Gem has already buffed your DF up. It doesn't matter how your DF gets maxed out, either by dark medicine or Gem buffing you, it can only go so high. However, if you want to get the dark medicine just for the sake of completeness, then don't give red jewel thirty to Gem just yet. You get it in the wall of China, go back to Watermia, save your game, and go to Euro, but get in line and get the medicine before you give Gem any jewels.

Q: What are those little moving brown things you walk on in the temple of Ankor Wat?

A: To be completely honest with you, I haven't got the slightest idea what they might be.

Q: How'd you get such a lame sense of humor?

A: Crack...and lots of it.

Q: Does beating Gem's Mansion affect the ending?

A: Good question, as far as I can tell, no it does not. The only difference I can tell (and this might just be me imagining things) is that after the credits roll and you are standing outside of class and the teacher warns you of traffic accidents, the sky appears to be darker than it was when I didn't beat Gem's mansion. But other than that, no I haven't noticed anything.

Q: What are some of the differences between the American IoG release, and it's European counterpart?

A: One immediate difference is the name; in Europe it's called Illusion of Time, not Illusion of Gaia. Also the character's names are different, in IoG you have Will, Seth, Lance, Eric, Kara, Hamlet and Lilly. In IoT, you've got Tim, Morris, Rob, Eric, Karen, Becky and Lilly (same). There are also some subtle differences in dialogue too, IoT goes into more depth. Also some of the items are named differently. Without any snobbery, I can say that the North American version, Illusion of Gaia, is much more polished than it's European counterpart. But I will admit that I played IoT on an emulator so that might have been the reason.

(More to come...)
