Walkthrough

~Important Characters, Items & Places:
~Tyrin- Royal Knight; Mia- Dark Mage;　aeon- !ight Mage; "ylea- #rcher; $asian- %i&ar';
"ylar- （ighter; King !asa'or; Dark Magician Ra'asol; Prince ）*ensan
~+,elisk o- Memory; Mirror o- Tran.*ility
~（ir* ／o*se- 0r*ne To1n

~Items:
-M*shtachio Pistascios2 restores 344 ／P
-In'igo　erry2 restores 5,344 ／P
-Tangerine Dream2 restores all health
-%ater2 restores 544 MP
-／er,2 anti'ote to poison
-Rare ／er,s2 remo6es all stat*s ailments
-!*cky Clo6er2 restores a hero 1ho has 'ie'
-0r*ne2 restores all health & mana
-Pinecherry2 restores all ／P an' MP -or entire party
-0rapes o- %rath2 spit the see's at -oes -or *n,elie6a,le 'amage
-Prism-r*it2 mysterio*s -r*it

~　a'ges: 71hat they protect against8
-%ellness2 poisone'; -　right2 ,lin'e'; -!o*'2 silence'; -"ensi,le2 con-*sion
-%ake-*l2 -alling asleep; -Mo6ing2 paralysis; -"t*nning2 st*nne'

~Tyrin To1er:
-#-ter yo* 1ake *p an' go thro*gh all the con6ersations, go an' meet Mia *p at the top o- the to1er9
-+nce yo* reach the top o- the to1er 1alk *p to her to -ight her9
-#-ter yo* -ight her an' she :oins yo*r party, an' then hea' ,ack 'o1n thro*gh the to1er9　e-ore yo* lea6e the top -loor click on the Mirror o- Tran.*ility to restore yo*r health an' mana9 #lso yo* can go a hea' an' sa6e no1 i- yo* 1ant9
-Remem,er to check chests an' pots -or items as yo* go, ,y the en' yo* 1ill get: ／er, ;<, %ater ;=, !*cky Clo6er ;5, M*stachio Pistachio ;5, !ong "1or' ;59
-Right a-ter yo* lea6e the to1er, ,*t ,e-ore yo* go onto the o6er1orl', go the le-t an' then *p to -in' a 1ell9 Click on the 1ell to get 1ater ;>o*t o- it9

~The 0reat ／e'ge Ma&e:
-#-ter yo* lea6e the to1er, hea' 1est to Castle !ore1yn9

~Castle !ore1yn:

- e-ore yo* enter the castle I recommen' sa6ing, then enter the castle an' make yo*r 1ay to the throne room⁹

?Thro*gh the ma&e2 0o right -irst to a -in' a chest⁹ Then go all the 1ay le-t, an' contin*e to -ollo1 the ma&e still yo* reach t1o chests 1ith a 'oor in ,et1een on the top 1all⁹ Check the chests an' then go le-t an' once again -ollo1 the path till yo* reach another chest 1ith a 'oor ne;t to it⁹ oth o- those 'oors are locke' -or no1, so yo* 1ill nee' to check later⁹ /ea' ,ack al1ays till so see the sa6e point an' make s*re yo* go ahea' an' sa6e⁹ Then hea' to the right, to the 'oor 1ith the slime in -ront o- it⁹ That is the throne room⁹@

-+nce yo* 'e-eat the slime lor' an' slime ,all ;=, enter the throne room⁹ y this time yo* sho*l' ha6e gotten all the chests yo* can -or no1, 1hich ha6e in them: /er, ;>, M*stachio Pistachio ;=, %ater ;5⁹

-%alk straight *p *ntil yo* reach the King !asa'or⁹ Talk 1ith him an' he 1ill tell yo* to go talk to the prince in the li,rary, 1hich is the 'oor to yo*r le-t⁹

-Check all the ,ookcases in the li,rary -or some help-*l ,ooks an' "croll o- li&&ar' ;>, "croll o- (ire ;>, "croll o- (lame ;>, "croll o- Ice ;>, "croll o- olt ;>, "croll o- !ightning ;>⁹

-#-ter yo* talk to the prince he 1ill :oin yo*r party⁹ Talk to the king again to recei6e the Key to "erenity, then lea6e the castle⁹

-Check to the le-t o- the castle gro*n's -or a chest 1hich has Ali;ir o- Mana ;>⁹

~0ar'en o- "erenity:

-+nce yo* reach the 1orl' map again, hea' ,ehin' the castle to the gate in the he'ge o- the ma&e to enter the 0ar'en o- "erenity⁹

-+nce in the gar'en stop at all the 'i--erent trees to get 'i--erent items: 0rapes o- %rath, Tangerine Dream ;5, Prism-r*it, Pinecherry⁹

~The 0reat /e'ge Ma&e:

-#-ter yo* lea6e the gar'en yo* nee' to lea6e the ma&e ,y hea'ing north⁹

-I- yo* look at the map yo* got, o- the 1orl', it sho1s the ma&e an' i- yo* look closely yo* can kin'-o- see ho1 to get o*t⁹ It is a ,it easier to see the path i- yo* ha6e the game on -*ll screen⁹ I- i- 'on t 1ant to *se the map, or can t tell :*st pick a path an' go -or it⁹ #ltho*gh e6en i- yo* *se the map it 1ill ,e trial an' error⁹

-#lso at this time yo* can not get to the the green chest that is in the mi''le o- the ma&e⁹

-%hen yo* get to the e;it, I recommen' sa6ing the game ,e-ore yo* -ight the ,ig spi'er⁹

~0or'on Cillage:

-+nce yo* e;it the ma&e, hea' east a ,it *ntil yo* see a 6illage to the north⁹

-A;plore the to1n, stock *p on any items yo* nee', an' rest at the inn i- yo* 1ant⁹ A6ery inn has an +,elisk o- Memory, sa6e point, in one o- its rooms to sa6e at e6en i- yo* 'on t stay at the inn⁹

-$o* can -in' se6eral items thro*gho*t the to1n an' in the northeast corner yo* 1ill -in' a tangerine tree, -or a tangerine 'ream⁹ The other items yo* 1ill -in' in the 6illage are: M*stachio Pistachio ;=, %ater ;>⁹

~+6er 1orl':

-+nce yo* -inish checking o*t the to1n, hea' ,ack to the 1orl' map an' then hea' so*th -ollo1ing the ri6er *ntil yo* see a to1n9

-#s yo* are hea'ing so*th, yo* 1ill see to yo*r right a thing that looks like a -ire pit *se' -or camping9 +nce yo* ha6e a tent yo* can *se these spots to camp -or -ree an' 1hen yo* camp yo* heal *p completely9 "o a tent is a goo' in6estment9

-I- yo* go east a ,it more yo* 1ill see a tree stan'ing alone, click on it to get a gr*ne9

~0r*ne Cillage〗To1n:

-A;plore the to1n -or 'i--erent items, rest at the inn i- yo* 1ant, stock *p on s*pplies an' in this to1n yo* can p*rchase 1eapons an' armor9 The items yo* can -in' thro*gh o*t the to1n are: M*stachio Pistachio ;=, %ater ;>9

- e-ore yo* p*rchase anything I recommen' that yo* go thro*gh the center o- to1n all the 1ay north to the !or' an' !a'y〗s ho*se9

-Check the le-t si'e o- the ho*se to get a gr*ne, 1hich is a great item an' s*per e;pensi6e at any item shop yo* go too9

-Then 6isit the la'y o- the ho*se to recei6e the alrame Key an' the (ir* s1or'9

-$o* can only get these items i- yo* agree to sa6e her chil'ren9 "o yo* nee' to agree ,eca*se yo* can not cross the ,ri'ge o6er the alrame ri'ge 1itho*t the key9

-Eo1 that yo* ha6e talke' to the !a'y o- the to1n, e. *ip the (ir* s1or' -or Tyrin an' then yo* can go an' *pgra'e yo*r armor an' 1eapons9

-+nce yo* lea6e the to1n hea' so*th again -ollo1ing the e'ge o- the ma&e, *ntil yo* see a tree stan'ing alone9 0o *p to the tree an' press the action ,*tton to get another gr*ne9 #nytime yo* see a tree like this yo* can get a > gr*ne -rom it, so make s*re to keep an eye o*t9

-Eo1 yo* can go ahea' an' go to the ,ri'ge, an' once yo* enter yo* 1ill -in' "ylar on the gro*n'9 aeon 1ill heal him an' then he 1ill :oin yo*r party9 *t ,e-ore yo* contin*e across the ,ri'ge ret*rn to 0r*ne To1n an' *pgra'e "ylar〗s armor9

-Eo1 make s*re yo* ha6e e6erything yo* nee' -rom this si'e ,eca*se once yo* completely cross the ,ri'ge yo* can not ret*rn -or a 1hile9

-%hen yo* are rea'y cross the ,ri'ge an' prepare -or a to*gh -ight9 #t the en' o- the 1alkthro*gh I 1ill p*t *p the ,est 1ay I -o*n' to -ight the ,osses9

~+6er 1orl':

-+nce get o-- the ,ri'ge an' it collapses, aeon 1ill say that he nee's to rest an' "ylar 1ill tell yo* a,o*t a -arm that is to the north, !*n' 1in (arm9

-/ea' there an' once yo* enter the -arm, e;plore aro*n' to -in' se6eral items9 Check the 1ell, the ,arrels & look -or sparkles to -in': M*stachio Pistachio ;5, %ater ;>, Rare /er, ;>, !*cky Clo6er ;>9

-Then hea' into the ho*se an' talk to the la'y there to rest -or the night9

-%hen yo* 1ake *p aeon 1ill ,e gone, ,*t still hea' to the 1all any1ay9

-#-ter yo* are -inishe' at the -arm lea6e an' hea' east into the (or,i''ing (orest9

-0o all the to the 1all, ignore the ho*se -or no19

-+nce yo* reach the 1all, 1alk *p to it to -in' o*t that yo* nee' something to help yo* get o6er9 Then

hea' all the 1ay le-t to -in' a green chest, a little hi' 'en, 1ith F,G<5 gems in it9
-Eo1 hea' ,ack to the ho*se yo* sa1 right ne;t to the 1all9

~$asians / o*se:
-/ea' to the right o- the ho*se to get some 1ater -rom the 1ell9
-Eo1 hea' into the ho*se an' yo* 1ill soon -in' o*t that yo* nee' to sol6e some p*&&les -irst9
-+nce yo* sol6e the p*&&les yo* 1ill reach the room 1ith the 1i&ar' in it9 $o* 1ill also ,e re*nite'
1ith aeon, 1ho 1ill re:oin yo*r party9
-Then go an' talk to the 1i&ar' to -in' o*t 1hat he has to say a,o*t the 1all an' ho1 to get o6er it9
-#-ter talking to the 1i&ar' $asian -in' o*t that the only 1ay o6er the 1all is a magical arti-act that he
lost on Mt9 Hephyr, the lone mt9 to the north 1est o- there9 The path to the Mt9 goes thro*gh a 'ense part
o- the -orest, the entrance is in on it's 1estern si'e near Calare& 6illage, :*st 1est o- the ho*se9
-+nce yo* are on the 1orl' map again hea' 1est to the ri6er an' then -ollo1 the ri6er north, ignoring
the ho*se yo* see -or no1, to Calare& Cillage9

~Calare& Cillage:
- e-ore yo* enter the 6illage go to the le-t an' 'o1n into the inlet to the tree at the ,ottom, click on it
to get another gr*ne9
-+nce yo* enter the 6illage talk to the girl that has a hat on 1alking aro*n' the entrance9
-A;plore the to1n an' ho*ses -or: 1ater ;>, m*stachio pistachio ;>9
-"tay at the inn i- yo* 1ant, an' stock *p on s*pplies9
-Then hea' o*t o- the 6illage an' go to the east, ,et1een the t1o mo*ntain ranges till yo* see a 'ea'
looking tree9
-%alk *p to the c*rse' tree to -in' o*t 1hat yo* nee' to 'o ne;t9

~+6er 1orl':
-Eo1 hea' ,ack to1ar' Calare& Cillage an' go north *ntil yo* see a r*n-'o1n to1er9 %alk *p to it to
-in' o*t that the gate is locke' an' that yo* nee' a r*ne to open the gate 1hich in in $asians ol' ho*se,
so*th o- Calare&9
-Eo1 hea' so*th -ollo1ing the ri6er ,ack to the ho*se 1e passe' earlier9

~$asians +l' / ome:
- e-ore yo* enter, go to the right to get some 1ater -rom the 1ell9
-Anter the ho*se an' -ollo1 the same path that yo* took in his other ho*se9
-+nce yo* get to his o--ice go to the ta,le to the right an' click on the open ,ook to rea' 1hat it says9
-Eo1 hea' ,ack to the R*nic To1er9

~+*tsi'e R*nic To1er:

- e-ore yo* enter the gate, go to the right to -in' a chest 1ith a 1ater in it, an' go to the le-t to -in' another chest 1ith another 1ater in it9
-%alk *p to the 'oor to -in' o*t that yo* can⅃t get thro*gh that 1ay9
-0o to the le-t si'e o- the to1er to -in' a 1ell9 %alk *p to it to clim, 'o1n *n'er the to1er9

~R*nic %ell:
-Make s*re yo* check e6ery passage 1ay to get the items that are 'o1n there9 There are only t1o chests 'o1n there an' one contains a sta-- o- paralysis9 The secon' one yo* come across yo* ha6e to -ight a monster -irst then yo* get a poisone' cla19
- e-ore yo* -ight the ,ig snake monster at the en' o- the ca6e, the one yo* see, make s*re yo* are all heale' *p an' sa6e at the sa6e point so*th o- the monster9
-+nce yo* ha6e ,eaten the monster contin*e to -ollo1 the path till yo* reach some 6ines going *p9 Clim, them to -inally get into the to1er9

~Insi'e R*nic To1er:
-->2 take the north 1est stairs
--52 go to the only set yo* can get to
--=2 aro*n' to the ne;t set
--<2 to the so*theast set
--32 a6oi' the or, o- 1ater -or no1 7'on⅃t 1alk on any o- the p*rple s.*ares8 an' go north -or a l*cky clo6er in a chest; go *p those stairs
--I2 go aro*n' to the ne;t set o- stairs
--F2 go to the so*th 1est stairs
--J2 the chest has an in'igo ,erry, go east to the ne;t set
--G2 go aro*n' to the ne;t stairs
-->42 go *p the so*theast set; there is an in'igo ,erry in the chest, an' a sa6e point
-->42 northeast stairs go to the or, o- 1in'
-->42 north 1est stairs takes yo* to the s1or' o- 1in' 71hich 1orks again earth8 an' a chest 1ith an in'igo ,erry
--,ack to -F
--F2 go to the northeast set to get the s1or' o- earth 71hich 1orks against 1in'8
--F2 north 1est stairs takes yo* to the or, o- earth
--,ack to -<
--<2 so*th 1est stairs 1ill take to to a chest 1ith an in'igo ,erry in it
--<2 north 1est stairs takes yo* to the s1or' o- 1ater
--,ack to ->
-->2 northeast stairs takes yo* to a chest 1ith an in'igo ,erry in it
-->2 so*theast stairs takes yo* to the s1or' o- -ire
-->2 so*th 1est stairs takes yo* to the or, o- -ire
--once yo* ha6e all the s1or's an' ha6e ,eaten all the or,s hea' ,ack 'o1n to the -irst -loor an' step on the s.*are that is lit *p ,et1een the -o*r or,s9 $o* 1ill then ,e taken *p to the >5th -loor9
-->52 -ollo1 the right, le-t an' ,ottom paths to get some items9 %hen yo* are all heale' *p an' rea'y click on the sil6er chest to -ight all -o*r or,s at once9

~+6er 1orl':

-+nce yo* ,eat the -o*r or,s $asian 1ill sen' yo* ,ack 'o1n the to1er⁹ #s soon as yo* are on the
 1orl' map sa6e, so yo* 'onᵗt risk something happening an' ha6ing to go thro*gh -ighting the or,s all
o6er again⁹
-Eo1 hea' ,ack to the c*rse' tree an' *se the r*nic a;e to get thro*gh⁹

~(or,i''en (orest:

--ollo1 all the paths to get 'i--erent items -rom chests, they are: M*stachio Pistachio ;>, Ali;ir o- Mana
;>, "ta-- o- lin'ness ;>, !*cky Clo6er ;>, Ali;ir o- !i-e ;>, %ater ;>, (rame "hiel' ;>, 3,J=5 gems,
an' 0r*ne ;>7o-- a tree⁸, Tangerine Dream ;57o-- 5 trees⁸
-+nce yo* ha6e gotten e6erything hea' north as -ar as yo* can, then -ollo1 the east, then 'o1n till yo*
see a plant o-- to the east⁹
- e-ore yo* -ight the plant I recommen' sa6ing at the sa6e point so*th o- the plant⁹ ?#s Iᵗm s*re yo*
ha6e notice' ,y no1, at e6ery ,oss there is a sa6e point some1here close ,y⁹@
-Make s*re yo* are also all heale' *p, then go an' -ight the ,ig plant⁹
-+nce yo* ha6e ,eat it :*st contin*e going east o-- the screen⁹

~+6er 1orl':

-Eo1 hea' north -ollo1ing the sea, *ntil yo* see a sno1y area 1ith a to1er, a r*n-'o1n castle an' a
to1n⁹
-$o* can stop at Ania to1n to check o*t it o*t i- yo* 1ant⁹ %hile there yo* can *pgra'e yo* e.*ipment
& armor, yo* can rest & sa6e at the inn, an' yo* can -in' 5 1aters in the 1ells⁹
-#lso i- yo* talk to the people in to1n, the ones that 1ill talk to yo*, yo* -in' o*t the !oria 1ho li6e'
in the -orest le-t 1hen the monsters starte' appearing⁹ They 1ent to :oin the rest o- their kin' at Alin
Isle⁹ They 'i' this ,y *sing the to1er near the to1n, it someho1 magically connecte' to the isle
allo1ing them to tra6el there⁹
-+nce yo* are 'one in to1n hea' ,ack to the 1orl' map an' contin*e -ollo1ing the sea north⁹
-$o* 1ill soon see a lone mo*ntain 1ith a path going *p it, that is Mt⁹ Hephyr⁹

~Mt⁹ Hephyr:

-There are se6eral paths yo* can take, center, le-t, -ar le-t, right, -ar right an' 6ery -ar right⁹
-Take the -ar le-t path to get a co*ple o- items, they are: Ali;er o- De-ense ;>, Tangerine Dream ;>⁹
-Donᵗt ,other 1ith the center or any o- the right si'e paths, as in the en' they all connect 1ith each
other an' 'onᵗt go any1here⁹
-+nce yo* get the t1o items, take the le-t path an' make yo*r 1ay to the peak⁹
-%hen yo* get there look -or some sparkles on the gro*n', ,*t ,e-ore yo* click on them make s*re yo*
are all heale' *p an' rea'y -or a -ight⁹
-Then click on the sparkles to get the item $asian 'roppe' an' then -in' o*t the reason he 'roppe' it⁹
 #-ter that the -ight I mentione' a,o6e 1ill start a*tomatically⁹ ?#gain check at the en' o- the
 1alkthro*gh -or help i- yo* nee' it⁹@

?-#lso I -orgot to check this time i- there is a sa6e point near the peak, ,*t I am pretty s*re there is⁹ I 'i'n‖t nee' it ,*t yo* ne6er kno1, so :*st in case is my tho*ght⁹ This time I :*st 1asn‖t thinking⁹@
-#-ter the -ight $asian 1ill transport yo* ,ack 'o1n the mo*ntain an' no1 yo* can hea' ,ack to the 1all⁹

~+6er 1orl':
-(ollo1 the sea ,ack 'o1n till yo* can‖t go anymore⁹
-0o 1est to enter the (or,i''ing (orest ma&e yo* 1ent thro*gh ,e-ore⁹ Make yo*r 1ay thro*gh ,ack thro*gh the ma&e, hope yo* remem,er ho1 yo* got thro*gh the -irst time⁹ A6en i- 'on‖t remem,er it is pretty straight-or1ar', hea' 1est, then so*th, then 1est again an' yo* 1ill get there⁹
-$o* 1ill e6ent*ally en' *p on the other si'e an' no1 yo* can -inally hea' o-- to the 1all⁹

~The %all- %est:
-$o* 1ill enter the 1all area an' see $asian stan'ing at the ,ottom o- the 1all⁹ Click on him to -in' o*t 1hat he has to say⁹
-$o* 1ill then recei6e %i&ar' Rope -rom him⁹ /e 1ill e;plain to yo* a,o*t the rope then lea6e the party⁹
-Mo6e to the place he 1as stan'ing, -ace the 1all the press the action ,*tton to toss the rope *p⁹
-Then :*st clim, *p, an' 1hen yo* reach the top mo6e to the le-t an' i- yo* are rea'y clim, an' the east si'e o- the 1all⁹
- e-ore yo* clim, 'o1n *ne.*ip all o- "ylar‖s armor & 1eapon⁹ $o* 1ill -in' o*t 1hy in a moment⁹

~The %all- Aast:
-%hen yo* reach the ,ottom "ylar 1ill tell yo* he is going to look -or his sister 1ho he thinks has gone north to seek the 1is'om o- the !oria⁹ Kn-ort*nately Ra'asol‖s -ortress, 1hich is 1here 1e nee' to go, is to the so*th⁹
- e-ore yo* lea6e go to the right all the 1ay an' look -or a chest, that sort-o- ,len's in, -or a tangerine 'ream⁹

~+6er 1orl':
-%hen yo* get to the 1orl' map, i- yo* go east an' then so*th ,et1een t1o sets o- mo*ntains, the hea' 1est yo* 1ill see the entrance to the Crystal Ca6erns⁹ (or no1 thro*gh hea' north -or a 1hile
-(ollo1ing the sea thing *ntil yo* are o*t o- the -orest o- 'ea' trees⁹ $o* 1ill then see a 6illage right o*tsi'e the -orest⁹
-Anter the 6illage to see 1hat Mia has to say⁹ Then e;plore the to1n an' in the item shop yo* 1ill -in' se6eral chests 1ith Rare /er, ;>, Tent ;>71hich is re*sa,le8, %ater ;>, In'igo erry ;>⁹ #lso ,ehin' the co*nter yo* 1ill -in' a 0r*ne⁹ +*tsi'e the item shop yo* 1ill see a hole in the gro*n', click on it to -in' a 1ater⁹
-There is nothing else to -in' in to1n, ,*t ,y no1 yo* sho*l' reali&e that e6eryone are sheep⁹
-Contin*e to hea' north to see another to1er in a sno1y area, hea' into the to1er area an' go to the le-t

to get a 1ater -rom the 1ell9
-%hen yo* lea6e the to1er yo* 1ill see an igloo to the east9 /ea' aro*n' the mo*ntains an' enter the igloo to -in' a 1oman9
-Talk to her to -in' o*t she is a (orest !orian ,*t 1as to late to :oin her -amily an' -rien's 1hen they mo6e' to Alin Isle9 The !orian 0*ar's ha' alrea'y seale' the to1ers9 "he then ask yo* to gi6e the !orian o; to the King o- !oria i- yo* are e6er a,le to make to Alin Isle9
-Then hea' ,ack aro*n' the so*th o- the mo*ntains an' hea' east9
-+nce yo* reach the sea hea' so*th till eaon says he is tire' an' nee's to rest9 /e 1ill s*ggest *sing the tent an' Mia 1ill say that she *se' to *se a campsite north o- there9
- /ea' north *ntil yo* see the campsite, stan' on top o- the -ire pit an' click to rest -or the night9 Then -ollo1 1hat happens '*ring the night9
-%hen yo* 1ake *p in the morning hea' so*th *ntil yo* see a 6illage9

~Appish Cillage:
-Anter it to see 1hat Mia has to say a,o*t this 6illage, then hea' o6er to the inn9
-A;plore the to1n -or items an' a 1ay to open the inn 'oor9 "oon yo* 1ill -in' that the to1n is 'eserte' an' that there is nothing there9
-0o to the top o- the to1n to see t1o ro1s o- gra6es9 Rea' those gra6es to -ig*re o*t ho1 to open the inn 'oor9 ?/int: "tart at the ,ottom ro1, right to le-t, then the top ro1, right to le-t9@
-%hen yo* -inally get the inn 'oor open, go in to -in' eaon 1aiting -or yo*9 0o *p an' talk to him, listen to the con6ersation that comes a-ter9
-+nce yo* ha6e 'one that hea' ,ack to the 1orl' map an' hea' 1est -ollo1ing the 1ake si'e *ntil yo* see a ,ri'ge9

~Caer !ore1yn:
-%alk o6er the ,ri'ge *ntil yo* enter an area that has a thing in it that looks like a mon*ment an' -ollo1 1hat they ha6e to say9
-Then 1alk *p to the mon*ment thing an' click it to see 1hat they ha6e to say this time9 %hen yo* are aske' to, choose the Prism-r*it -rom the item‖s list an' it 1ill a*tomatically ,e p*t in the mon*ment thing9
-Make s*re yo* are all heale' *p & yo* ha6e sa6e' since yo* le-t the 6illage, ,e-ore yo* hea' o6er the ri'ge o- !ight9
-%hen yo* are almost across the ,ri'ge the "ea Dragon 1ill emerge an' yo* ha6e to -ight it9
-+nce yo* ,eat the 'ragon contin*e north *ntil yo* enter the r*ins o- Caer !ore1yn9
-#s *s*al I recommen' sa6ing yo*r game ,e-ore yo* enter the r*ins9
-%hen yo* 1alk *p to the r*ins yo* 1ill see that some rocks ha6e ,locke' the entrance9
- /ea' to the right *ntil yo* see some 6ines going *p the 1all9 Clim, *p them an' hea' right a co*ple o- steps, then go 'o1n the ne;t set o- 6ines9
-+nce yo* are ,ack on the gro*n', go right *ntil yo* see a hole in the 1all o- the r*ins9 Contin*e past the hole to the en' an' then 1alk across the moat on the lilly pa's9 +nce yo* are on the other si'e go le-t *ntil yo* see a tree an' click on it to get a gr*ne9
-Eo1 go ,ack an' enter thro*gh the hole to get into the r*ins9
-A;plore the r*ins‖ -irst -loor -or 54 gems an' si; empty chests9 #lso ignore the 'oor along the so*th inner 1all -or no19

-$o* can go *p the stairs in any or'er, ,*t -or this 1alkthro*gh I 1ill 1rite the or'er I *se'⁹
-The so*th1est stairs lea's to a room on -5 7-loor 5⁸, that has in the chest >44 gems, l*cky clo6er ;>, along 1ith t1o empty chests⁹
-Then hea' *p the ne;t -light o- stairs, the only other one in the room, to -=⁹
-In that room, -in' l*cky clo6er ;> in the chest an' on the north 1all yo* 1ill see a yello1 ,*tton g*ar'e' ,y a !iogle⁹
-%alk *p the creat*re an' -ight it, it is a pretty easy -ight, an' yo* 1in press the ,*tton⁹
-Then hea' ,ack 'o1n to -> an' hea' to the so*theast stairs⁹
-Eo1 *p the so*theast stairs to reach a room on -5⁹ In the room yo* 1ill -in' in the chests p*re 1ater ;>, a scroll o- lightning an' one empty chest⁹
-Then hea' *p the ne;t set o- stairs to a room on -= an' yo* 1ill see another ,*tton on the north 1all g*ar'e' ,y another !iogle⁹
-+nce again -ight the creat*re an' 1hen yo* 1in press the ,*tton an' then hea' ,ack to ->⁹
-This time go *p the northeast stairs to get to a room on -5⁹ In this room yo* 1ill see a ro1 o- chests, among them yo* 1ill get eli;ir o- intellect ;> in the secon' closest chest to the le-t 1all⁹ The rest o- the chests are empty⁹
-Eo1 hea' *p the ne;t set o- stairs an' :*st like the t1o times ,e-ore, yo* 1ill see a liogle g*ar'ing a ,*tton⁹ #lso :*st like ,e-ore yo* ha6e to -ight the liogle to ,e a,le to press the ,*tton⁹
-%hen yo* ha6e 1on the -ight an' presse' the ,*tton, hea' ,ack 'o1n to -> an' this time hea' o6er to the north1est stairs⁹
-0o *p the north1est stairs to reach another room on -5, an' in this room yo* 1ill -in' l*cky clo6er ;> in the chest⁹
-#s *s*al hea' *p the ne;t set o- stairs to reach a room on -= 1ith a liogle g*ar'ing another ,*tton⁹ L*st like the three times ,e-ore, -ight it an' press the ,*tton, an' then hea' ,ack 'o1n to ->⁹
-Eo1 yo* can go thro*gh the 'oor in the mi''le o- the so*th inner 1all⁹ %alk thro*gh that 'oor an' click on the ne;t 'oor to go thro*gh that one⁹ l- it says it is locke' :*st 1alk aro*n' -or min*te then ret*rn an' it sho*l' let yo* in this time⁹
-%hen yo* enter the center room, go straight *p to -in' a sa6e point an' a mirror o- tran.*ility, remem,er 1here they are -or later⁹
-Eo1 hea' to the -ar right an' -ollo1 that path *p an' aro*n', getting F,<3G gems -rom the chest, *ntil yo* see a re' ,*tton⁹ This time yo* ha6e to 1alk o6er it to press it 'o1n⁹
-Eo1 hea' ,ack an' -ollo1 the path at the top o- the room on the right si'e⁹ 0o *p an' to the right, then *p again to get F,444 gems -rom a chest, an' go 'o1n to press the re' ,*tton⁹
-0o ,ack to the center room an' this time hea' to the top le-t path⁹ (ollo1 that one *p an' to the le-t till yo* reach the ,*tton⁹
-0o ,ack once again an' -ollo1 the -ar le-t path this time⁹ 0et a mystic cloth -rom the chest, then go le-t an' 'o1n to -in' the re' ,*tton⁹
-+nce yo* ha6e presse' all the re' ,*ttons hea' ,ack *p the top right path⁹ This time instea' o- going right, go le-t an' *p to enter 1hat *se to ,e the throne room⁹
-%alk all the 1ay *p an' then go aro*n' the throne to -in' a passage 1ay hi''en ,y an ol' sheet or -lag⁹ (ollo1 the hi''en passage 1ay thro*gh the 1all an' emerge in another area⁹
-In this ne1 area go le-t -irst, then hea' *p to -in' a room -*ll o- chests, 1hich yo* can get = each o- Tangerine Dream, In'igo erry, M*stachio Pistachio, Rare /er,, %ater an' !*cky Clo6er⁹
-Eo1 go ,ack to the intersection an' go *p an' -ollo1 that path aro*n' to a set o- stairs that 1ill take yo* to -5⁹
-Eo1 -ollo1 the hall1ay aro*n' an' make yo*r 1ay to the le-t⁹ %hen yo* reach the en' go *p to -in' a room 1ith se6eral chests, in them yo* can get M*stachio Pistachio ;J⁹
-Eo1 go ,ack an' hea' 'o1n this time to -in' an In'igo erry in a chest⁹
-Contin*e to -ollo1 the path aro*n' an' yo* 1ill enter a ,ig room 1ith p*rple tiles an' a -lame in the

mi' 'le9

- /ea' straight thro*gh the room to the other si'e an' -ollo1 that path aro*n'9 %hen yo* get the chance go le-t to enter a room 1ith a co*ple o- chests9 In there yo* 1ill -in' M*stachio Pistachio ;>, an' a !eather "hiel'9

-0o ,ack an' contin*e to -ollo1 the path :*st a little ,it *ntil yo* can hea' 'o1n9 (ollo1 that path a short 1ays *ntil yo* reach a chest 1ith a -eathere' hat in it9

-0o ,ack an' hea' *p this time, then -ollo1 the right path to hea' 'o1n some stairs ,ack to ->9 (ollo1 the path aro*n' to a chest 1ith a Mystic Cap in it9

-0o ,ack an' take the le-t path to go *p the stairs to -=9

-Take the top path, 1hen yo* get a chance, to -in' ><5 gems in a chest9 0o ,ack 'o1n an' -ollo1 that path all the 1ay aro*n'9 #t one point yo* 1ill see a chest 1ith F,<3G gems in it9 Contin*e aro*n' till yo* enter another ,ig room 1ith p*rple tiles on the -loor9 0o straight thro*gh to the other si'e an' instea' o- going 'o1n, -or no1 hea' *p an' -ollo1 the path9 %hen yo* get a chance hea' *p into a room 1ith a chest in it an' yo* 1ill get a Knight⌐s "1or' -rom it9 0o ,ack :*st a ,it an' hea' le-t to contin*e -ollo1ing that path9

- /ea' all the 1ay to the en' till yo* see a sa6e point9 "a6e an' then hea' 'o1n into a room -*ll o- ,ookshel6es9 Check the shel6es to -in' one each o- "croll o- !ightning, "croll o- olt, "croll o- (ire, "croll o- (lame, "croll o- Ice, "croll o- li&&ar'9

-#s yo* hea' 'o1n to the ,ottom o- the room yo* 1ill see a girl trappe' ,ehin' ,ookcase9 "he 1ill then ask -or yo*r help in mo6ing the ,ookcase9 Make s*re yo* are all heale' *p an' rea'y -or a -ight9

-%alk *p to the ,ookcase an' click on it to ha6e eaon try to mo6e it9 #s soon as yo* 'o that the ,ookcase comes ali6e an' attack yo*9

-(ight it to -ree the girl an' 1hen yo* ha6e 1on 1alk *p to the girl to -in' o*t 1ho she is an' 1hy she is there9

-+nce yo* ha6e talke' to her an' -o*n' o*t she is "ylea, "ylar⌐s sister, she 1ill :oin yo* on the .*est9 *t ,e-ore she 'oes that yo* get to en:oy a little ,anter an' em,arrassment -or the party9

-+nce all o- that is 'one an' she has :oine' *pgra'e her armor, i- yo* *ne.*ippe' "ylar⌐s armor ,e-ore yo* can *se that9 I- yo* 'i'n⌐t, like I 'i' the -irst time, :*st *se 1hat yo* ha6e collecte' thro*gho*t Caer !ore1yn9

-Eo1 hea' ,ack 'o1n all the 1ay to the intersection right a-ter the ,ig room9 (ollo1 the path 'o1n an' aro*n' to the hole at the en' o- the hall1ay, it is sho1n ,y some light on the gro*n' in -ront o- it9

-Clim, 'o1n the 6ines an' yo* 1ill -in' yo*rsel- in the co*rtyar' o- ->9 A;plore the co*rtyar' to -in' some chests an' trees9 %ithin the chests yo* 1ill -in' Knight⌐s "1or' ;>, Morning "tar ;>, Ro' o- Poison ;>, Circlet ;> an' Tangerine Dream ;< -rom the trees9

-Kn-ort*nately I co*l' not -in' a 1ay ,ack into the r*ins -rom the co*rtyar'9 "o once yo* ha6e collecte' e6erything go ,ack to the 6ines that yo* clim,e' 'o1n an' clim, ,ack *p9 Eo1 yo* ha6e to go all the 1ay ,ack thro*gh the castle r*ins to get o*t, :*st -ollo1 the same path yo* took to get there9

-#lso it might seem like it s*cks -or ha6ing to go ,ack thro*gh ,*t -or one it goes .*icker then going the other 1ay ,eca*se yo* ha6e alrea'y picke' *p e6erything9 #n' t1o yo* 1ill en' *p getting more e;perience an' money 1hich is al1ays goo'9

-+nce yo* reach the throne room heal *p an' get rea'y -or a -ight9 /ea' 'o1n to the en' o- the throne room to -in' a cloake' -ig*re stan'ing in yo*r 1ay9

-%alk *p an' click to talk to him an' then rea' the con6ersation that -ollo1s9 Then yo* ha6e to -ight him, it is a har' an' semi long -ight, ,*t yo* can 1in i- yo* make the right choices an' ha6e some l*ck on yo*r si'e9

-+nce yo* 1in listen to 1hat e6ery,o'y has to say, an' once it is 'eci'e' that yo* 1ill hea' to the Dark (ortress so*th o- here -inish getting o*t o- the castle r*ins9

~+6er 1orl':

-+nce yo* get o*t o- the castle r*ins, cross the ri'ge o- !ight again, an' hea' so*th across the Dark Desert♪

- / ea' so*th *ntil yo* reach a mo*ntain range, then go 1est *ntil yo* reach the sea♪ / ea' 'o1n ,et1een the sea an' the mo*ntain range *ntil yo* hear a 1eir' so*n' -rom a ,o6e♪ Mia 1ill let yo* kno1 that something is a,o6e yo* an' it is not a ,ir', so prepare -or a 6ery har', long an' in my opinion an annoying -ight♪ 7It is possi,le to 1in this -ight, e6ent*ally, so in case '*ring the -ight yo* 1ere thinking a,o*t *sing the 0rapes o- %rath I recommen' sa6ing them -or another -ight♪ They are ama&ing ,*t yo* can only *se them once an' :*st like ,e-ore the ,osses 1ill only get har'er♪8

-#-ter yo* 1in the -ight yo* 1ill see a ca6e entrance to the right, it 1ill take yo* into Drakenco6e♪

~Drakenco6e:

-#s soon as yo* enter the ca6e yo* 1ill see a h*ge egg♪ %alk *p to it an' click to see 1hat they ha6e to say♪ #s yo* -ollo1 the path yo* 1ill see another egg, click on it to see 1hat they ha6e to say♪ Then in a -e1 more steps yo* 1ill see three eggs, click on one o- them to see 1hat else the party has to say♪ #-ter this 'on॥t 1orry a,o*t the ,roken eggs, :*st mar6el at ho1 many there are♪

-A;plore the ca6es॥ 'i--erent paths to get many items, yo* can get Ro' o- Aarth ;>, Ali;ir o- Intellect ;>, Cross,o1 ;>, %ater ;>,

-#s yo* make yo*r 1ay east thro*gh the ca6e yo* 1ill e6ent*ally see an *n,roken egg, click on it an' 1atch 1hat happens ne;t♪

-+nce yo* ha6e the 'ragon contin*e to 1ar' the e;it, ,*t 'on॥t -orget to contin*e e;ploring the ca6e as there is still another item to -in'♪

-Contin*e hea'ing east till the en', then hea' so*th till yo* see a creat*re stan'ing ne;t to another ,roken egg an' in -ront o- the ca6e e;it♪

-#s *s*al I recommen' sa6ing, :*st in case, at the sa6e point ne;t to the creat*re♪

-(ight the creat*re an' 1hen yo* 1in the 'ragon 1ill :oin yo*r party♪ Eo1 hea' o*t the e;it ,ack to the 'esert♪

-+n the 1orl' map -ollo1 the path ,et1een the t1o mo*ntain ranges *ntil yo* see the Dark (ortress♪ Anter it to contin*e the story♪

~Dark (ortress:

-+nce yo* enter the -ortress, o- yo* hea' *p all the 1ay yo* 1ill -in' a locke' 'oor that yo* 1ill ,e a,le to get thro*gh later, so remem,er it♪ #lso yo* 1ill -in' a sa6e point an' a mirror o- tran.*ility, also remem,er these items as I al1ays -o*n' it help-*l to kno1 1here they are so yo* can *se them anytime yo* nee'♪

- / ea' ,ack 'o1n till yo* reach the intersection an' yo* can go either 1ay ,*t -or the p*rpose o- this 1alkthro*gh I 1ill tell yo* ho1 I complete' it♪

-+- co*rse as al1ays 1hile yo* are e;ploring 'on॥t -orget to look -or chests♪

-(irst go to the le-t an' -ollo1 the path aro*n' till yo* reach an intersection an' -irst go 'o1n to -in' a chest 1ith rit Knee "pear ;>♪

-Eo1 hea' ,ack an' -ollo1 the path north this time♪ The -irst path to the right has a chest at the en' 1ith Iron #rmo*r ;> in it♪ %hen yo* reach the ne;t hall1ay *p take the le-t path an' clim, the stairs to reach a long hall1ay on -5♪

-(ollo1 the hall1ay all the 1ay 'o1n *ntil yo* reach a ,ig room, go right once yo* enter the room to reach 1hat looks like a kitchen to the north9 0o in to -in' M*stachio Pistachio ;>, %ater ;>, Rare /er, ;=, !*cky Clo6er ;5 an' Tangerine Dream ;5 in the chests there9 Contin*e hea'ing north to -in' a mai'ℕs key in one o- the chests in the rooms9

-+nce yo* ha6e the mai'ℕs key yo* can no1 open the 'oor that 1as locke' ,e-ore, the one ,et1een the sa6e point an' the mirror o- tran.*ility9 Don ℕt 1orry a,o*t the east path -or no1, yo* 1ill get to it in a little ,it9

-+nce yo* reach the 'oor it is ,est i- yo* heal *p an' sa6e ,eca*se yo* ha6e a ,ig -ight ahea' o- yo*9 %hen yo* are rea'y go thro*gh the 'o1n to -in' Ra'asol 1aiting -or yo* in the room9 %alk *p to him an' click to ,egin the -ight9 ?/int: make s*re yo* ha6e yo*r ,est e.*ipment e.*ippe'9@

-+nce yo* ha6e 1on heal the party *p completely -irst an' e.*ip the crystal a;e i- yo* 1ant, yo* 1ill -in' o*t 1hy later, then click on him again to talk to him an' hear 1hat he has to say9 (in' o*t that he is the act*al king an' that Ra'asol is posing as him an' -in' o*t that eaon can ℕt ,e the prince ,eca*se the king ne6er ha' a chil'9 #lso -in' o*t that part o- the story that 1as tol' to e;plain eaon s*''en appearance is tr*e9 The king ℕs ,rother,)*ensan -athere' a chil' o*t o- 1e'lock more than a 'eca'e ago9 #pparently the mother 1as a yo*ng 1oman -rom the to1n o- 0r*ne, ,*t she ran a1ay to ha6e the ,a,y is secret, ,eca*se o- this Mia still thinks that eaon is the prince, :*st)*ensan ℕs son not the kings9 %hen she asks 1here they can -in')*ensan the king tells yo* that he 1as kille' ,y Ra'asol, that 1hen he co*l'n ℕt -in' the 1oman an' his son he 'e6ote' himsel- to -in'ing an' 'e-eating the *nkno1n 'ark magician9 %hen the king met Ra'asol he tol' the king that)*ensan 1as 'ea', so no1 eaon thinks he -ather is 'ea'9 *t the king in-orms them that eaon can ℕt ,e the missing son ,eca*se he is too ol' an' looks nothing like the 1oman or his ,other an' in -act "ylea looks more like it e;cept her hair color is 1rong9 #-ter all these re6elations yo* 1ill -in' o*t 1hat Ra'asol is really 'oing, that he is looking -or the mystic po1er o- !ore1yn kno1n as M!ore,M yo* then -in' o*t 1hat !ore is an' 1hat it can 'o9 #-ter a co*ple o- more re6elations Ra'asol 1ill appear an' yo* 1ill ha6e to -ight him imme'iately9

-#-ter yo* 1in, Ra'asol 1ill in-orm yo* o- some things then take o-- saying that he has -o*n' the -orth part o- 1hat he nee's to gain the po1er o- !ore9 #-ter he lea6es the king 1ill tell yo* that Ra'asol is most likely hea'ing ,ack to Castle !ore1yn, ,eca*se that is 1here the po1er o- !ore is grante', in the 0ar'en o- "erenity ,ehin' the castle9 /e 1ill then gi6e yo* a crystal shar' 1hich he says is -rom the Crystal Ca6erns, an' that 1hen it is near the others it can pro6i'e 1ith eno*gh light to take that shortc*t9 #lso he tells yo* that legen' says it can e6en light *p the Realm o- Darkness itsel-, 1hich 1ill come in han'y later9

-#s yo* are lea6ing go right an' -ollo1 the path aro*n' till yo* ha6e -o*n' t1o 'i--erent chests that contains a Ro' o- (ire an' 3,JGI gems9 Don ℕt 1orry a,o*t the rest o- the right si'e ,eca*se there is nothing there9

-"o no1 start hea'ing ,ack to Castle !ore1yn9

~+6er1orl':
-#-ter yo* lea6e the Dark (ortress hea' ,ack aro*n' to the Drakenco6e an' go ,ack thro*gh them9 +nce yo* ha6e ma'e it thro*gh Drakenco6e hea' to the Crystal Ca6erns this time instea' o- going all the 1ay aro*n'9 $o* can enter the ca6erns no1 ,eca*se yo* ha6e the crystal shar' the king ga6e yo*, i- yo* trie' to go that 1ay ,e-ore, i- I remem,er correctly, yo* co*l'n ℕt ,eca*se it 1as to 'ark9

~Crystal Ca6erns:

-%hen yo* enter the ca6erns yo* 1ill see that it is still pretty 'ark an' that the only real light is it at the entrance &e;it, ,*t i- yo* go into yo*r item men* an' select the crystal shar' it 1ill lighten *p the ca6ern a ,it & it 1ill pro'*ce a little ,it o- light aro*n' yo*9 Tr*st me yo* 1ant to 'o this as it makes getting thro*gh the ca6ern a lot easier, altho*gh it is possi,le 1itho*t 'oing it, like l 'i' the -irst time, it is :*st makes things more 'i--ic*lt, especially -in'ing the chests9

-"o no1 as yo* hea' thro*gh the ca6erns, as al1ays e;plore aro*n' to -in' many chests 1ith goo' items in them9

-A6ent*ally yo* 1ill reach a sa6e point in the 1est part o- the ca6ern, heal *p, sa6e & make s*re yo* ha6e yo*r ,est e.*ipment e.*ippe'9 Then a -e1 steps 1est yo* 1ill see something that looks like a scorpion ,locking yo*r 1ay, 1alk *p to it to -ight it9

-#-ter yo* 1in the -ight, ,e-ore yo* e;it hea' north *p the path to -in' t1o more chests, then yo* can go hea' ,ack 'o1n an' lea6e the ca6ern9

-(rom all o- the chests, incl*'ing the ones yo* get a-ter the ,oss -ight, yo* recei6e: Crystal la'e ;5, %ater ;5, Ali;ir o- Mana ;>, "ta-- o- Con-*sion ;>, Crystal reastplate ;5, Tangerine Dream ;>, Rare / er, ;>, !*cky Clo6er ;>, Crystal / elm ;5, Crystal Cla1 ;>9

~+6er 1orl':

-+nce yo* are o*t o- the Crystal Ca6erns, hea' east an' -ollo1 the path ,et1een the t1o mo*ntain ranges *ntil yo* are o*t, then hea' 1est to the 1all9

-%hen yo* reach it yo* 1ill -in' that it is no1 :*st piles o- stones an' that there is a path straight thro*gh it9 $o* 1ill also notice that all the trees o- the 1est si'e o- the 1all are also 'ea', :*st the on the east si'e9

-#s yo* are passing $asian‼s ho*se eaon 1ill s*ggest stopping in to see him an' then yo* 1ill ,e trans-erre' in -ront o- his ho*se9 /ea' into the ho*se to -in' $asian 1aiting -or yo* in the -irst room an' 1hen yo* talk to him he 1ill take yo* to his g*est room -or the night9

-%hen yo* 1ake *p go talk to Mia, then hea' right an' talk to "ylea 1ho tells yo* eaon is missing again an' yo* all agree to go check 1ith $asian9 e-ore yo* hea' thro*gh the 'oor "ylea 1as stan'ing in -ront o-, hea' to the 'oor that is so*th o- 1here Mia 1as stan'ing, to -in' a chest 1ith a Ring o- %ater in it9 Eo1 hea' ,ack in an' o6er to the other 'oor to go an' talk to $asian an' to see i- eaon is 1ith him9

-In the ne;t room yo* 1ill -in' $asian 1aiting -or yo* at the top o- a set o- stairs in the northeast corner, ,*t ,e-ore yo* talk to him go thro*gh the 'oor at the so*theast corner to -in' a chest 1ith a Ring o- Th*n'er in it9 Eo1 hea' ,ack to $asian to see 1hat he has to say, ,*t ,e-ore yo* 'o that *n.*ip all o- "ylea‼s items9 #-ter that go talk to him an' e6ent*ally "ylea 1ill lea6e the party to go look -or the real prince an' then $asian 1ill :oin instea', an' he 1ill also teach the 'ragon ne1 spells9

-#-ter all o- that yo* 1ill lea6e his ho*se an' ret*rn to the o6er1orl', 1hen yo* 'o make s*re 'o *pgra'e the e.*ipment -or $asian an' the 'ragon, an' yes the 'ragon at least *ses some 1eapons9

-Eo1 contin*e hea'ing 1est *ntil yo* reach 1hat *se' to ,e the ri6er only to -in' it all 'rie' *p, 1hich means yo* can 1alk right o6er it9 Eo1 hea' north all the 1ay till yo* reach the entrance to the 0reat / e'ge Ma&e, ,*t no1 yo* 1ill see that instea' ,eing all green it has ,een change' like e6erything else on the 1est si'e o- the 1all9

~the 0reat / e'ge Ma&e:

-/ea' into the ma&e an' make yo*r 1ay all the 1ay 'o1n to Castle !ore1yn, *ntil yo* -in' a he'ge

,locking yo*r 1ay to the castle⁹ "ince yo* can‖t get thro*gh right no1 hea' o6er to Tryin To1er an' make yo*r 1ay to the top -loor to -in' a creat*re there⁹ /eal *p an' sa6e, then 1alk *p to him to see 1hat he has to say -irst, & -in' o*t that he is there to ,lock the 1ay to the castle on ,ehal- o- Ra'asol⁹ #n' that the only 1ay to get thro*gh the he'ge is 1ith the Disill*sion Me'allion, 1hich he hol's, then the -ight 1ill ,egin, so prepare yo*rsel-⁹

-#-ter yo* 1in he 1ill say that he ha'n‖t e6en got the chance to *se his 'amne' 'agger an' tries right then to attack Tyrin⁹ *t instea' the 'ragon :*mps in -ront o- Tryin an' takes the hit, 1hich he 'ies -rom, an' e6en $asian can‖t ,ring him ,ack⁹

-"o no1 that yo* ha6e the Disill*sion Me'allion e.*ip it to Tryin an' hea' ,ack 'o1n to the he'ge that 1as ,locking yo*r 1ay, only to -in' it no1 gone ,eca*se o- the me'allion, an' no1 hea' o6er to the castle⁹

~Castle !ore1yn:
-+nce yo* enter make yo*r 1ay to the throne room -ollo1ing the same path yo* took the -irst time⁹ +n yo*r 1ay there yo* can no1 go thro*gh the t1o pre6io*sly locke' 'oors on either si'e o- the throne room⁹

-0oing thro*gh the east 'oor contin*e *p all the 1ay to -in' a chest, a 'oor & a set o- stairs⁹ #-ter opening the chest go thro*gh the 'oor -in' a storeroom 1ith -o*r chests in it, three o- them are along the 1est 1all kin'-o- hi''en⁹ Eo1 go ,ack an' hea' *p the set o- stairs, then going so*th taking the right path all the 1ay 'o1n to -in' a chest⁹ Eo1 go ,ack an' take the le-t path to -in' three more chests, as yo* go ,ack to hea' 'o1n the stairs ignore the 'oor north ,eca*se there is nothing there⁹
-Eo1 hea' o6er to the 'oor on the 1est si'e o- -loor >, as yo* hea' o6er there I recommen' sa6ing at the sa6e point ne;t to the throne room ,eca*se yo* 1on‖t get another chance to sa6e *ntil a-ter yo* -ight Ra'asol t1o more times an' 1in the secon' time⁹ 0o in to -in' one chest an' t1o paths, take the right path 1hich lea's to a 'oor that goes to 1hat looks like another storage room 1ith -o*r chests⁹ Eo1 take the le-t path to reach a set o- stairs lea'ing to -5⁹ Anter the 'oor to the right o- the stairs to -in' a chest, an' go ,ack an' hea' so*th an' take the right path -irst, 1hen yo* reach it, to -in' a co*ple o- chests⁹ Then hea' 'o1n an' -ollo1 the le-t path all the 1ay aro*n', -in'ing many chests along the 1ay & one locke' one yo* 1ill 1ant to remem,er -or later⁹ A6ent*ally yo* 1ill reach a ,ig room 1ith t1o 'oors, the right one is locke', ,*t yo* can enter the le-t one⁹
-%hen yo* 'o yo* 1ill -in' aeon sitting on the ,e' an' 1hen yo* talk to him yo* 1ill -in' o*t that he 'oesn‖t kno1 1ho yo* are an' in -act thinks he really is the prince⁹ #-ter a co*ple o- 1rong tries $asian 1ill -inally c*re him an' a-ter talking a ,it he 1ill tell yo* that Ra'asol is right ,elo1 them in the throne room⁹ #lso that there is a staircase lea'ing to the throne room in the room ne;t to this one an' the key -or it is in one o- the chests in his room⁹ e-ore yo* enter the right room since yo* ha6e the castle key hea' ,ack 'o1n to the locke' chest yo* -o*n' an' open it *sing the key⁹ #lso ,e-ore yo* con-ront Ra'asol make s*re yo* ha6e *p 'ate' aeon e.*ipment⁹
y the en' o- e;ploring the 1here the t1o 'oors lea' yo* sho*l' ha6e recei6e' -rom the chests in the east: Catnip ;=, Rare /er, ;>, %ater ;>, 0r*ne ;>, Ali;ir o- "pee' ;>, !*cky Clo6er ;>, In'igo erry ;>⁹ (rom the chests in the 1est: Catnip ;5, Tangerine Dream ;<, %ater ;=, Ring o- %in' ;>, Ring o- Ice ;>, Ring o- (ire ;>, P*re %ater ;5, Rare /er, ;>, !*cky Clo6er ;>, In'igo erry ;>, castle key, Ring o- Aarth ;>, 0ol'en "ta-- ;>, <,444 gems & a locke' chest2 Ro,e o- !ight ;>⁹
-+nce yo* get 'o1n to the throne room click on Ra'asol to -ight him a-ter talking a ,it⁹ $o* can‖t 1in against him, the easiest thing to 'o is let him kill yo* o-- .*ickly⁹ +nce he has 'e-eate' yo*r party there 1ill ,e more talking an' yo* -in' o*t ho1 he ac.*ire' the po1er o- !ore an' that there is another 1ay to 'o it⁹ $asian says that he can call *pon the po1er ,*t in 'oing so it 1ill cost him his li-e⁹ Then another -ight 1ill start a*tomatically an' a-ter healing e6ery,o'y completely $asian 1ill then cast

!ore⁹ This -ight yo* ha6e to 1in, an' it is possi,le, so 'o e6erything yo* can ca*se i- yo* lose yo* ha6e to start all o6er -rom the last time yo* sa6e, 1hich sort-o- s*cks ,*t s*ch is li-e⁹

-+nce yo* ha6e 1on, yo* 1ill -in' o*t that yo* only 'e-eate' the ,o'y o-)*ensan an' that he still has the po1er o- !ore⁹ +nce he lea6es click on)*ensan to talk to him an' -in' o*t some o- the reason 1hy Ra'asol 1ants the po1er o- !ore an' ho1)*ensan got possesse' in the -irst place⁹ $o* 1ill ,e a,le to -in' o*t ho1 to ac.*ire the po1er o- !ore thro*gh, that yo* nee' to ac.*ire the ,lessings o- the -o*r Alemental "pirits⁹ Aach one is g*ar'e' ,y a 'ragon, yo*°6e alrea'y enco*ntere' t1o o- them tho*gh, the "ea Dragon at the ri'ge o- !ight an' the 0ale Dragon on Mt⁹ Hephyr⁹ $o* 1ill -in' the D*ne Dragon on Ic*s Isle 'o1n so*th an' the !a6a Dragon resi'es 'eep 1ithin the 6olcano kno1n as Mt⁹ Cano6ol⁹ $o* 1ill -in' each "pirit near its 'ragon an' once yo* ha6e recei6e' the all the ,lessings yo* ha6e to take them to a po1er-*l "pirit o- !ight or Darkness 1ho 1ill grant yo* the po1er o- !ore⁹ "ince the "pirit o- Darkness 1ill not grant yo* the po1er yo* ha6e to go to the "pirit o- !ight 1hich is the 0*ar'ian in the 0ar'en o- "erenity⁹ The 1in' 1as the har'est ,lessing to get ,*t he remem,ers the -airytale a,o*t Mt⁹ Hephyr°s secret ca6e o- treas*res 1hich co*l' ,e reache' ,y 1alking on the 1in' an' s*re eno*gh a,o*t hal-1ay *p the east si'e o- the mo*ntain is a place 1here yo* can 1alk thro*gh the air as i- it 1as soli' gro*n', yo* nee' to -ollo1 this path to reach the secret ca6e⁹ #-ter all o- this Mia 1ill yo* gi6e the notes she has ,een taking a,o*t all o- this⁹ #-ter that click on $asian to recei6e the r*g he has ,een 1orking on⁹ #lso he tells yo* to go an' talk to the 0*ar'ian right no1 to see i- she 1ill gi6e yo* some ne1 po1ers⁹

-Eo1 lea6e the castle an' hea' aro*n' to the 0ar'en o- "erenity to talk to the 0*ar'ian⁹

~+6er 1orl':

-#-ter yo* lea6e the castle hea' to the 0ar'en o- "erenity to talk to the 0*ar'ian, an' 1hen yo* talk to she 1ill gi6e yo* the po1er to call *pon the 'ragon°s po1er '*ring ,attle⁹ #lso ,e-ore yo* lea6e check the t1o orange trees to the le-t an' right to get t1o more Tangerine Dreams⁹

-+nce yo* lea6e the 0ar'en start hea'ing ,ack to the ma&e an' yo* 1ill a*tomatically ,e p*t on the magic carpet 1hich as yo* can g*ess ,y no1 -lies⁹

-(rom no1 on to get o-- the carpet :*st press enter ,*t make s*re yo* are on -lat open gro*n' an' to get ,ack on 1alk o6er it an' press enter⁹

-Eo1 that yo* can -ly hea' east till yo* see a mo*ntain 1ith a 6illage on the top, to get into the 6illage lan' the carpet on the right si'e o- the 6illage⁹ It 1ill look like yo* ha6e act*ally lan'e' on the 6illage, an' then 1alk to the le-t to enter the 6illage⁹

~The %orl': 76illage8

-#-ter talking to one o- the 6illagers ne;t to the entrance yo* 1ill -in' o*t 1hy they call the 6illage ‖The %orl'⁹‖ #lso that the mo*ntain ne;t to this mo*ntain, Mt⁹ Cano6ol is 1here the -airies li6e⁹

-A;plore the to1n to *p'ate yo*r e.*ipment, armor, & stock *p on s*pplies⁹ #lso ne;t to the mine entrance yo* 1ill -in' a Tangerine Dream on a tree⁹

-%hile e;ploring the 6illage ho*ses yo* 1ill meet the Al'er & -in' o*t that a long time ago they act*ally came -rom !ore1yn⁹ #lso that i- yo* 1ant to get to Cano6ol yo* 1ill ha6e to clim, 'o1n the Mine sha-t, it lea's 'eep 'o1n into the ca6es o- the Ri6er o- (ire⁹

-%hen yo* are rea'y 1alk *p to the person g*ar'ing the mine entrance to tell him that yo* ha6e the el'er°s permission⁹ /e 1ill then mo6e an' no1 yo* can enter the mine⁹

~The Mine:
- >2 (ollo1 the path aro*n', it is pretty straight -or1ar', *ntil yo* reach a set o- stairs going 'o1n⁹
- 52 i- yo* e;plore aro*n' yo* 1ill see piles o- san' in the 1ay to get some chests, yo* 1ill nee' a sho6el 1hich yo* get later⁹ Eo1 go 'o1n the ne;t set o- stairs in the northeast corner⁹
- =2 as yo* e;plore aro*n' yo* 1ill see a sho6el lying on the gro*n', 1alk o6er it an' click to pick it *p⁹
- <2 -ollo1 the path aro*n' to get one chest, then hea' 'o1n the ne;t set o- stairs⁹
- 32 sa6e at the sa6e point then e;plore the 'i--erent paths *ntil yo* -in' a san' pile in -ront o- a skeleton 1ho is ,locking a la''er hea'ing 'o1n⁹
-+nce yo* 1in, hea' 'o1n the la''er yo* 1ill reach the Ri6er o- (ire⁹
-$o* get -rom the chests in the mine: Rare /er, ;>, D1ar6en Mail ;>, Ali;ir o- "trength ;>, Ro' o- %in' ;>, %ater ;>, D1ar6en "1or' ;>, Ring o- Aarth ;>⁹

~Ri6er o- (ire:
-#s yo* e;plore aro*n', -ollo1ing the path, yo* 1ill -in' a campsite to rest at an' e6ent*ally yo* 1ill -in' a -o*ntain⁹ %hen yo* click on it yo* 1ill get some !i.*i' Ice in a ,ottle, this st*-- is essential ,eca*se yo* nee' it to cross the la6a⁹ L*st 1alk *p to the part o- the la6a that ,locks yo*r path an' *se the it to co6er the la6a 1ith ice so yo* can cross it⁹ #lso yo* can only *se it i- there is :*st one space ,et1een yo* an' the place yo* 1ant to go so yo* 1ill ha6e to -ig*re o*t the correct path⁹
-Eo1 that yo* ha6e some !i.*i' Ice I recommen' -irst hea'ing ,ack to the ,eginning to get that one re' chest since that is the -arthest a1ay an' yo* get something goo' o*t o- it⁹ Then e;plore the rest o- the area an' once yo* ha6e e6erything hea' to the east an' *p the -irst path yo* see⁹
-$o* get -rom the chests: !*cky Clo6er ;>, "1or' o- !a6a ;>, Ring o- (ire ;>, Ro,e o- (ire ;>, Circlet o- (lames ;>⁹
-(ollo1 that path aro*n' till yo* see a sa6e point, heal *p & sa6e, an' 1hen yo* are rea'y contin*e -ollo1ing the path aro*n' *ntil yo* see another skeleton ,locking yo*r path⁹ (ight it to get to the la''er ,ehin' it, yo* can *se the same strategy that yo* *se' on the last skeleton ,eca*se it t*rns o*t it is the same one⁹
-+nce yo* ,eat it hea' *p the la''er to reach Mt⁹ Cano6ol⁹

~Mt⁹ Cano6ol:
-%hen yo* enter the mo*ntain -rom the la''er yo* are on (>, e;plore aro*n' to -in' stairs lea'ing to the ne;t -loor⁹ Imme'iately to the 1est yo* 1ill see another campsite to rest at i- yo* 1ant, then contin*e -ollo1ing the path aro*n' till yo* reach the stairs⁹
-+n -5, -irst hea' to the right to get se6eral chests, then hea' ,ack an' go to the le-t to -in' the ne;t set o- stairs⁹
-+n -= -ollo1 the path aro*n', -in'ing chests along the 1ay, to get to the ne;t set o- stairs⁹
-Eo1 on -<, once again :*st -ollo1 the path aro*n', getting one chest along the 1ay, till yo* reach the ne;t stairs⁹
-+n -3 yo* 1ill see a sa6e point to the le-t, I recommen' *sing it no1⁹ Then as *s*al -ollo1 the path aro*n' an' prepare -or a ,ig -ight against the !a6a Dragon⁹
-+nce yo* ,eat the 'ragon hea' *p the stairs to reach the s*mmit an' ,e-ore yo* talk to the ,*tter-ly to

the le-t o- the stairs, e;plore aro*n'⁹ (irst hea' to the so*th 1est corner, go 'o1n the 6ines t1ice, then to the right an' 1hen yo* see a post 1alk onto it an' click to e;ten' a rope across the la6a 1ater-all⁹ %alk across the rope an' then *p a set o- 6ines to reach another chest⁹

- y the time yo* ha6e -inishe' 1ith the mo*ntain an' are rea'y to talk to the ,*tter-ly thing yo* sho*l' ha6e gotten -rom the chests: %ater ;5, !*cky Clo6er ;<, Ro,e o- (lames ;>, P*re %ater ;>, Ring o- (ire ;>, Tangerine Dream ;>, "1or' o- !a6a ;>⁹

-+nce yo* are rea'y an' ha6e gotten e6erything hea' ,ack aro*n' an' *p to the ,*tter-ly, 1hich t*rns o*t to ,e a -airy⁹ Click on it to see 1hat it has to say a,o*t 1here the "pirit o- (ire is⁹ It 1ill tell yo* that it is *p on the top o- the mo*ntain 1hich is no1 -loating in the air an' that the only 1ay to get there is 1ith a magic ,ean that 1ill gro1 a ,eanstalk that 1ill connect 1ith the top o- the mo*ntain⁹ It 1ill also tell yo* that the ,est place to look -or a magic ,ean is 1ith the !oria on Alin Isle⁹ #n' since they 'on⏑t speak the same lang*age that yo* are speaking, the -airy 1ill enchant yo* so all o- yo* can speak their lang*age⁹ +nce the -airy has 'one that she 1ill e6en transport yo* ,ack to the %orl' 6illage at the entrance to the mine⁹

-Eo1 hea' o*t o- the 6illage an' ,ack onto the magic carpet an' hea' o6er to Alin Isle⁹

~Alin Ilse:

-+nce yo* reach Alin Ilse lan' on the sno1y area o*tsi'e castle an' then into the castle to see i- yo* can get in⁹ The g*ar' 1ill tell yo* that h*mans can⏑t enter the !oria castle, so no1 yo* ha6e to -in' a 1ay in⁹

-Eo1 hea' 'o1n an' to the right to -in' a small 6illage, enter it to -in' a 1ay to get into the castle⁹ #s yo* e;plore the to1n -in' a t1o Tangerine Dream -rom some trees, an' a 1ater -rom the 1ell⁹

-%hen yo* are 'o1n e;ploring hea' into the items⏑ shop to ,*y some !orian clothes an' hats, ,*y three o- each an' then e.*ip them so yo* can enter the castle⁹

-Eo1 hea' ,ack to the castle an' talk to the g*ar' again, this time he 1ill let yo* in, only i- yo* are 1earing the !orian clothes an' hats⁹ e-ore yo* enter the castle tho*gh go to the right along the castle 1all to -in' a chest 1ith >F,G=I gems in it⁹

-Then enter the castle an' e;plore the 6illage, to -in' that most o- the 'oors are locke'⁹ e-ore yo* enter the main castle make s*re yo* *pgra'e yo* armor & e.*ipment, an' I recommen' ,*ying an e;tra set o- armor an' some other 1eapons i- yo* ha6e e;tra money, yo* 1ill -in' o*t 1hy shortly⁹

-%hen yo* are rea'y hea' north to the castle, an' 1hen yo* enter talk to one o- the g*ar's stan'ing ne;t to the throne room 'oor⁹ /e 1ill tell yo* to come ,ack tomorro1, so no1 hea' ,ack 'o1n to the inn an' rest -or the night⁹

-$o* 1ill 1ake to -in' aeon missing again, ,*t 'on⏑t 1orry a,o*t that -or the moment⁹ Eo1 hea' ,ack to the castle an' go thro*gh the throne room 'oor, 1hich is no1 *nlocke', to talk to the king⁹ %hen yo* reach the top o- the throne room yo* 1ill -in' "ylar there, ,*t he 'oes not remem,er 1ho yo* are⁹ A6ent*ally the king 1ill tell yo* 1here yo* can -in' some magic ,eans, in the gar'ens o- the pre6io*s castle⁹ Then yo* 1ill recogni&e the princess as the girl yo* met in the igloo ,ack on !ore1yn⁹ Then yo* 1ill ,e aske' to gi6e the m*sic ,o; to the king an' 1hen yo* 'o he 1ill play the m*sic ,o;⁹ That 1ill sho1 that the princess 1ith them no1 is not the act*al princess, ,*t someone 1ho 1as sent to take her place, an' 1ho 1as sent ,y Ra'asol⁹ Then yo* -ight her, as *s*al i- yo* kno1 the ,est things to *se the -ight is pretty easy⁹ #lso the nice thing a,o*t the !orian clothes an' hats is that yo* regenerate some /P e6ery t*rn⁹

-+nce yo* ha6e 1on go *p an' talk to "lyar so he can re:oin yo*r gro*p, then talk to the King an' he 1ill ask yo* to gi6e a letter to his real 'a*ghter⁹ Eo1 yo* can hea' ,ack o6er to the igloo to get the key to the pre6io*s castle an' gi6e the princess the letter⁹

-+nce yo* ha6e 'one that yo* 1ill get the R*ne Key -or the ol' castle, no1 go ahea' an' ,ack yo*r

1ay o6er the pre6io*s castle9

~Castle !oria:

-#s yo* enter the to1n, Mia 1ill say that she -eels a strange po1er coming -rom the sno1men an' that it is ,est not to to*ch them9

-A;plore all aro*n' the to1n to -in' in chests: Ice Cla1 ;5, Rare /er, ;>, Tangerine Dream ;>, "pear o- Ice ;>, Ro' o- Ice ;>, Ring o- Ice ;>, Ice /elm ;>, "croll o- (lame ;>, "croll o- (ire ;>9 In the northeast gar'en, look -or 'ark green -lo1ers to get: !*cky Clo6er ;39

-+nce yo* ha6e e;plore' the to1n enter the palace to e6ent*ally make yo*r 1ay to the green gar'en in the north 1est corner9

-A;plore the palace to -in' in many chests thro*gho*t 1ith many goo' items9 0o right -irst to the Aast %ing o- the palace to -in' in chests: Ice "hiel' ;>, "1or' o- Ice ;5, Ice Mail ;5, Ice /elm ;>9 Eo1 hea' into the throne room an' 1alk *p all the 1ay to the top an' click on the sno1man ,locking yo*r 1ay to start a -ight9 e-ore hea'ing thro*gh the 'oor to enter the %est %ing, open the chest in the corner -or an Ice /elm9 A;plore the 1est 1ing to -in' in the chests: Ice Ro,e ;> an' Ice Cap ;>9 Then ,e-ore yo* hea' o*t into the gar'ens to the le-t, as *s*al sa6e at the sa6e point an' heal *p9

-In one o- the corners o- the inner gar'en yo* 1ill -in' the Anchante' ean plant an' then pick one9 "ylar 1ill then comment ho1 he 'oesn0t 1ant to ha6e to 1alk all the 1ay ,ack an' 1ishes they co*l' *se the teleportation spell like ,e-ore9 Mia says she 1ill gi6e it a shot an' a-ter se6eral tries she 1ill -inally get yo* to the entrance9

~(aerylan':

-Plant the Anchante' ean yo* got -rom the Castle !oria in the 'irt spot on the north si'e o- the ,ase o- Mt9 Cano6ol, no1 a 6olcano9

-/ea' *p the ,eanstalk till yo* reach (aerylan'9 Then go to the stat*e o- the -ire spirit in the north 1est corner an' rea' 1hat they say9

-Then go an' stomp on the -aery0s ho*se in the northeast area, to the north o- the hole in gro*n'9 "tan' on the ho*se r**,,le, -ace north an' talk to the ,*tter-ly, 1hich is act*ally a -aery an' she 1ill yo* 'o1n to -aery si&e9

-0o all the 1ay aro*n' 7'o1n then the le-t path8 to the "hrine o- the (ire "pirit an' -in' o*t that there is a ,arrier aro*n' the shrine an' that yo* 1ill ha6e to -in' o*t ho1 to ,reak it9

-+n yo*r 1ay yo* 1ill pass thro*gh a -aery 6illage, in there they ha6e an item shop to stock *p i- yo* nee', an' they ha6e se6eral kin's ,a'ges there, e6en one kin' to keep yo* -rom getting poisone', 6ery help-*l 1hile yo* are small9 They also ha6e an inn yo* can rest & sa6e at, I recommen' sa6ing ,eca*se 1hile yo* are in -aerylan' yo* can0t sa6e o*tsi'e a sa6e point9 #lso ne;t to a t1o o- the ho*ses on the 1ay to the "hrine yo* 1ill -in' some trees 1ith some Tangerine Dream on them, the last t1o ,e-ore yo* reach the "hrine9 #lso in the ho*se so*theast o- the shrine yo* 1ill -in' a -aery that 1ill heal yo* completely9

-+nce yo* ha6e 6isite' the "hrine o- the (ire "pirit hea' ,ack to the castle, stock *p on any s*pplies i- nee'e' an' *pgra'e yo*r e.*ipment & armor i- yo* 1ant9 #lso there is an inn to the right 1ith a sa6e point9 Then go an' talk to the .*een, straight -or1ar' -rom the 'oor, -ight her an' 1hen yo* 1in she 1ill teach Mia the spell to ,reak the ,arrier9

- y the time yo* reach the "hrine yo* sho*l' ha6e collecte' e6erything -rom the chests, in 1hich yo* get: Ring o- (ire ;>, "1or' o- Ice ;>, (aery Ro' ;>, (aery Ro,e ;>, Ro' o- Ice ;>, (lame Mail ;>,

(lame / elm ;>, Ring o- Mana ;>, >I,3=J gems⁹

-Eo1 hea' ,ack to the "hrine o- the (ire "pirit an' 1alk *p to it to ha6e Mia ,reak the ,arrier⁹ #-ter yo* enter :*st -ollo1 the path ,eca*se it is the only path, also check ,ehin' some o- the pillars as chests can ,e hi''en there⁹

-%hen yo* -inally reach -=, go 'o1n the -irst path to -in' three chests, 'o1n the secon' path is the sa6e point an' the thir' path is 1here yo* -ight the (ire "pirit⁹ To start the -ight 1alk *p to the pla.*e in -ront o- the stat*e an' click⁹

-+nce yo* 1in Mia 1ill try the teleportation spell again an' like ,e-ore a-ter a co*ple o- tries she 1ill get yo* close to the e;it⁹ L*st hea' to the le-t set o- stairs an' -ollo1 the path to get o*t⁹ y the time yo* lea6e yo* co*l' ha6e gotten -rom the chests in the "hrine: Ring o- (ire ;>, (aery / elm ;>, Ring o- !i-e ;>, %ater ;>, !*cky Clo6er ;5, (ort*nate Eecklace ;>, (aery "1or' ;>, F4,444 gems⁹

-+nce yo* are o*tsi'e hea' ,ack to the .*een to see i- 1ill make yo* h*man si&e again⁹ "he 1ill tell yo* she can℺t an' that yo* ha6e to go ,ack to the -aery 1ho cast the spell to ha6e her remo6e it⁹

- / ea' ,ack to the -aery an' she 1ill make yo* h*man si&e again⁹ +nce yo* are hea' ,ack to the ,eanstalk an' hea' 'o1n⁹

~Ic*s Isle:

-#-ter yo* -inish (aerylan' I 1ent 'o1n to Ic*s Isle, the only islan' 'o1n so*th⁹

-(irst go to the 6illage an' *pgra'e yo*r e.*ipment & armor i- yo* 1ant an' ,*y any items yo* nee'⁹ I- yo* nee' money sell o-- e.*ipment yo* 'on℺t nee' like the -ire st*--⁹ #lso 1an'er aro*n' o*tsi'e an' -ight creat*res an' go ,ack an' rest in the inn 1hen nee'e' an' make s*re to sa6e⁹

-#lso 1hen yo* talk to the 6illagers yo* 1ill -in' o*t that a man came thro*gh the 6illage saying that he :*st 1oke *p on the islan' an' 'i'n℺t kno1 ho1 he got there, so*n' -amiliar⁹ $o* 1ill also -in' o*t that the man sai' he 1as hea'ing to Ic*s Palace on the so*th part o- the islan'⁹

-%hile e;ploring the the 6illage yo* 1ill -in' a Tangerine Dream on a tree an' an Ali;ir o- De-ense in a chest, to -in' that yo* 1ill ha6e to go ,ehin' the Al'er℺s ho*se an' along the top o- the 6illage⁹

-%hen yo* are rea'y try to lea6e the 6illage ,*t as yo* lea6e the 'ragon comes to yo* an' the -ight starts imme'iately⁹

-+nce yo* 1in the -ight hea' 'o1n to the castle 1here yo* can no1 ,reak the ,arrier that is s*rro*n'ing the palace⁹ e-ore yo* enter the palace go to the le-t to -in' a chest among the trees 1ith a Ring o- !i-e in it⁹

~Ic*s Palace:

-Anter the castle & e;plore aro*n', an' yo* 1ill see that the right the north & the le-t then north paths are ,locke' ,y ,locks⁹ The right path is ,locke' ,y p*rple ,locks, the north path ,y p*rple ,locks & the north le-t path ,y re' ,locks, remem,er these colors as they are connecte' to the colors o- the or,s yo* 1ill -in' aro*n' the palace⁹

-"o no1 hea' le-t an' then 'o1n to -in' aeon in -ront o- a set o- stairs an' talk to him to see 1hat he has to say a,o*t all o- this an' 1hy he 'isappears e6ery night⁹

-+nce yo* ha6e complete' the con6ersation hea' *p the stairs to get to a room on -5⁹ +nce yo* open the chests hea' *p the ne;t -light o- stairs to a ,e'room on -=, open the chests then click on the p*rple or, that is on a the ta,le in the northeast corner o- the room⁹

-Eo1 hea' ,ack 'o1n to -> an' o6er to the right path that has the p*rple ,locks ,locking it an' click on one o- them to p*sh it 'o1n⁹ Eo1 contin*e right an' 'o1n to the set o- stairs that lea' to -5, an'

hallway, all the way until you reach a big room. Head left to the other passageway only to find it blocked and the King behind the rubble. Click on the rock in front of the king to talk to him and he will tell you that the dark spirit did in fact return to the fortress, which is why there is so much rubble around. Also he will tell you that he sensed dark spirit heading toward the east part of the fortress but that the way is probably blocked. He remembers reading that there was a secret passageway leading there somewhere around here but he doesn't remember where exactly.

-Once you have finished talking to the king head back to the right wall where you will see a fireplace. Click on it to find out that it is the secret passageway and Mia will douse the fire and now you can follow the tunnel.

-Once you reach the room at the end, I recommend saving the game, and then get ready to fight the Spirit of Darkness. Once you win he will tell you he now has to return to the Realm of Darkness and is bound there for an age.

-Now go back to where the King was to see if he's still there, then head out of the castle, and you will meet Quensan at the door.

-Follow the whole conversation to find out who the real prince is and what has happened to him & Sylea. Also find out that Quensan allowed all the evil to happen to Morewyn and that he used you to destroy the dark spirit. He then says that he is heading back to Castle Morewyn, but tells you to stay away. Sylar tells you that when he was on Alin Ilse he heard about a great wizard on the Ilse that is supposed to be very wise, and that maybe he is as wise Gasian was.

-So once you leave the Dark Fortress get on the magic carpet and head up and over to Alin Ilse.

~Alin Isle:

-Once you have reached the isle head to the left side of the isle and head down to the lone house.

-Once he lets you in you will have to answer some questions, just like you had to do the first time you met Gasian.

-Once you finally reach the wizard you will find that he looks just like Gasian. After a long conversation you will find out that you will have to go back in time and stop Quensan before he destroys Morewyn. Also that the thing you got when you defeated the Spirit of Darkness is actually the half of Darkness of the Wishing Coin needed to use the fountain of Wishes. And that to find the half of Might you need to travel to the Realm of Might, to meet the Spirit of Might, which can be reached from Faeryland. At the end of the conversation you will receive another enchanted bean from him.

-Then go back to the carpet and head to the spot where you planted the other enchanted bean, then head up to Faeryland.

~Faeryland:

-First go to the faery that made you small before, at the north right area. She will shrink you only if you agree to help the Queen who is fighting the bad faeries that escaped the Shrine of Fire.

-Follow the same path that you took last time to reach the castle, but I would stop at the faery village to stock up on supplies.

-I recommend buy four Sensible Mages because it will really help with the fights against the bad faeries, who last to cast a spell that can confuse the whole party.

-Then head to the castle and be prepared for fights with the bad faeries that are in the castle. (Hint for all, More works great, just watch out for the Temptation Song which causes confusion, unless you are equipped with Sensible Mages.)

-+nce yo* are in the castle I recommen' that yo* hea' to the right to the inn an' sa6e since yo* 1on't
-in' any other sa6e points -or .*ite some time9
-(in' the (aery)*een in her cham,ers an' -ight the hea' ,a' -aery9 I- yo* kno1 1hat 1orks ,est an'
 'o that, the -ight is act*ally pretty easy9 The path to the (aery)*een is act*ally pretty straight -or1ar'9
-Then talk to the (aery)*een an' -ollo1 her instr*ctions a,o*t ho1 to get to the Realm o- !ight9 7The
entrance to a staircase hi''en ,ehin' her throne9 The stairs 1ill lea' yo* to the roo- o- the castle an'
there yo* 1ill -in' the portal to the Realm o- !ight98

~Realm o- !ight:

-(ollo1 the paths aro*n' to e;plore the realm an' 1hile e;ploring try to get as many chests as yo* can
ca*se there is goo' armor in some o- the chests9 %hen yo* hea' 'o1n the so*th path yo* 1ill see a
sa6e point, 1hich I recommen' sa6ing at 1hen yo* reach it since the angels & the or,s in the realm can
,e .*ite har', or at least I -o*n' them that 1ay9
-$o* can go any 1ay yo* 1ant ,*t I 1ill tell yo* the 1ay I 1ent aro*n' the realm to get all the chests9
(irst I 1ent *p -rom the portal to get t1o chests, then ,ack 'o1n an' hea' le-t -rom the portal to get
another chest9 Eo1 hea' so*th -rom the portal an' -ollo1 the path to -in' a sa6e point9 Contin*e
-ollo1ing the path *ntil yo* reach a clo*' 1ith one chest on it & the ne;t clo*' 1ill ha6e three more
chests on it9 +nce again contin*e to -ollo1 the path aro*n' to reach t1o more chests & on this clo*'
yo* ha6e a choice o- t1o paths9 / ea' *p the north path -irst to -in' one chest, then go ,ack an' -ollo1
the le-t path aro*n'9 %hen yo* reach the ne;t intersection, take the le-t path to -in' one chest, then take
the right path to contin*e making yo*r 1ay thro*gh the realm9 The ne;t clo*' 1ill ha6e -o*r chests on
it, & then 1hile -ollo1ing the path again yo* 1ill come across t1o more chests ,e-ore yo* reach the
ne;t intersection9 %hen yo* 'o, take the top path to reach yet another chest, then go ,ack an' take the
so*th path to -in' yo*rsel- at an intersection again9 (irst take the so*th path to -in' t1o chests, then
take the right path aro*n' to -in' one chest9 %hen yo* reach the ne;t intersection take the le-t path to
-in' one chest, then go ,ack an' take the north path to -o*r more chests ,e-ore yo* reach the "pirit o-
!ight9 %hen yo* near the en' o- the path yo* 1ill see a sa6e point, an' as *s*al sa6e *nless yo* 1ant
to go thro*gh the Realm o- !ight again i- yo* lose9
- y the time yo* reach the secon' sa6e point yo* sho*l' ha6e gotten all the chests 1hich incl*'e: Rare
 /er, ;>, In'igo erry ;=, !ight /elm ;>, Catnip ;>, M*stachio Pistachio ;3, "croll o- !ightning ;>,
 /er, ;>, !ight Mail ;>, %ater ;5, !*cky Clo6er ;5, Ali;ir o- De-ense ;>, !ight "hiel' ;>, Tangerine
Dream ;>, "1or' o- !ight ;>, "croll o- (lame ;>, "croll o- li&&ar' ;>, 0r*ne ;>9
-+nce yo* ha6e sa6e', i- yo* 1ant to that is, hea' north :*st a ,it till yo* see a stat*e9 *t ,e-ore yo*
con-ront on the "pirit o- !ight tho*gh make s*re yo* ha6e 'one an' gotten e6erything yo* 1ant -rom
the Realm o- !ight ,eca*se a-ter yo* 1in the she 1ill a*tomatically sen' yo* ,ack 'o1n to (aerylan'9
Then make s*re yo* are all heale' *p an' 1hen yo* are rea'y click on the stat*e to talk to her, then
start the -ight9
-I- yo* kno1 1hat the ,est attacks to *se in a ,oss -ight an' yo* are *sing the ,est e.*ipment, this -ight
can act*ally ,e pretty easy9
-+nce yo* 1in she 1ill gi6e yo* the hal- o- !ight, then ret*rn yo* to (aerylan'9

~(aerylan':

-!ea6e the castle an' hea' ,ack to the -aery that shr*nk yo* an' ha6e her t*rn yo* ,ack9
-Then go ,ack 'o1n to !ore1yn an' hea' ,ack to the %i&ar' $asian's ho*se on Alin Isle9

<u>~%i&ar'ᶥs / o*se:</u>
-Anter the ho*se an' -ollo1 the same path yo* *se' last time to get thro*gh the 'oors⁹ In case yo* 'onᶥt remem,er it is center, right, center⁹
-Talk to him & gi6e him the t1o hal6es only to -in' o*t yo* ha6e to make the %ishing Coin 1hole⁹ / e 1ill tell yo* the ,est chance is to go to the Alemental Temple, it is an a,an'one' ,*il'ing in a hi''en 6alley 1ithin the Hephyr range, :*st north o- the R*nic To1er⁹

<u>~Alemental Temple:</u>
-Right ,e-ore yo* enter the temple, go all the 1ay to the le-t an' clim, 'o1n the 6ine to -in' a re' chest 1ith a "1or' o- loo' in it⁹
-Eo1 go ,ack to the entrance to the temple & ,reak the ,arrier s*rro*n'ing it to go in⁹
-$o* 1ill -in' yo*rsel- in the main hall, i- yo* go all the 1ay to right yo* 1ill -in' a mirror on tran.*ility & i- yo* go all the 1ay to the le-t yo* 1ill -in' a sa6e point⁹
-Antering the -ar right 'oor 1ill lea' yo* to -ire ->, -ollo1 the short path aro*n' to stairs that lea' to -5⁹ +n -5 -ollo1 this path aro*n', -in'ing one chest along the 1ay, till yo* reach a re' pillar & click on it⁹ 7/int: to acti6ate each pillar yo* m*st click on it -rom the north si'e⁹⁸
-Eo1 go ,ack to the main hall an' go thro*gh the right 'oor to enter 1in' ->⁹ It looks like yo* canᶥt go any1here ,*t in -act yo* can, the path is :*st in6isi,le, 1hich I m*st say trippe' me *p ,oth times I ha6e playe'⁹ This one 1ill ,e a ,it tricky since yo* canᶥt see the path, ,*t :*st ha6e some patience & yo* 1ill get thro*gh it⁹ Make yo*r 1ay to the stairs that lea' to -5, an' once yo* are there the path to the p*rple or, is act*ally .*ite easy⁹ +nce yo* ha6e acti6ate' that or, hea' ,ack to the main hall once again⁹
-Eo1 hea' all the 1ay o6er to the -ar le-t 'oor to enter earth ->⁹ (ollo1 this short path aro*n' to the set o- stairs that take yo* to -5⁹ (ollo1 the path till yo* reach a green pillar this time an' click on it to acti6ate it⁹
-+nce again hea' ,ack to the main hall an' this time go thro*gh the le-t 'oor to reach 1ater ->⁹ #s *s*al -ollo1 the spiral path aro*n' to reach the stairs that lea' to -5⁹ (ollo1 the path all the 1ay to the en' to reach a chest, then go ,ack a ,it an' hea' *p that path⁹ Eo1 -ollo1 this path all the 1ay aro*n', collecting one more chest along the 1ay, till yo* reach a ,l*e pillar⁹
-+nce yo* ha6e acti6ate' all the pillars yo* can reach the t1o islan's in the main hall to collect the items in those chests⁹ To get to the le-t islan' yo* ha6e to cross another in6isi,le ,ri'ge, that is marke' ,y a crack in the -loor right a,o6e a pillar, then cross the p*rple ,ri'ge to -in' another chest⁹ To get to the right islan' cross the p*rple ,ri'ge to get to those chests, then yo* ha6e to cross one more in6isi,le ,ri'ge⁹ It is once again marke' ,y a crack in the -loor in the north1est corner, cross it to get the last chest in the temple⁹
-Eo1 yo* can cross the chasm ,y *sing the ne1 p*rple path, straight *p -rom the 'oor⁹ +nce yo* enter the 'oor at the en' o- the path yo* 1ill ,e in the hall o- Alements⁹ 0o straight *p the ,ri'ge to reach the -inal pillar, ,*t ,e-ore yo* click on it make s*re yo* are rea'y -or a -ight⁹ 7l recommen' e.*ipping Tyrin 1ith the light s1or' in one han' ,eca*se as yo* might ha6e reali&e' ,y no1, almost e6ery time he attacks it st*ns 1hoe6er he is attacking⁹ That is help-*l so Mia 'oesnᶥt ha6e to *se the sleep spell an' she can :*st -oc*s on *sing other spells at attack⁹⁸
-+nce yo* agree to -ight, yo* 1ill -ight each spirit one a-ter the other, 1itho*t a ,reak in ,et1een⁹
+nce yo* 1in all -o*r -ights they 1ill com,ine the t1o hal6es an' yo* 1ill get the %ishing Coin an'

no1 yo* can hea' 'o1n to the -o*ntain o- %ishes⁹
- y the time yo* lea6e the temple yo* sho*l' ha6e all the chests, that is i- yo* 1ante' to⁹ The contents o- the chests are: racelet o- "trength ;>, "1or' o- loo' ;>, "ta-- o- loo' ;>, !*cky Clo6er ;5, %ater ;5, "1or' o- %ater ;>, "1or' o- Aarth ;>, "1or' o- (ire ;>, "1or' o- %in' ;>, "e6en !eag*e oots ;>, 0a*ntlet o- A;perience ;>⁹

~(o*ntain o- %ishes:
-+nce yo* get the -*ll coin -rom the Alemental Temple hea' 'o1n to the (o*ntain o- %ishes⁹
-+nce there click the pla.*e thing on the le-t si'e, an' 1hen gi6en the option choose the %ishing Coin -rom yo*r in6entory⁹
-Make yo*r 1ish an' 1atch 1hat happens ne;t⁹

~The Past:
-(ist start to hea' to Castle !ore1yn an' 1hen yo* reach the alrame ri'ge 1atch the c*t-scene⁹
-#s yo* reach the en' o- the ,ri'ge yo* 1ill ha6e to -ight the +gre again, ,*t this time is m*ch easier⁹
-#-ter yo* 1in hea' o6er to 0r*ne To1n an' once there hea' to the (ir* ho*se an' -in' o*t that "ylea is ali6e an' then hea' *p to talk to her⁹ $o* 1ill -in' o*t that she remem,ers e6erything that happene' ,e-ore yo* ma'e that 1ish an' then yo* 1ill e;plain things to her⁹ +nce yo* ha6e 'one that ,*t ,e-ore yo* lea6e she 1ill gi6e yo* the (ir* reastplate, "hiel', /elm & la'e⁹
-+nce yo* are -inishe', lea6e the to1n an' hea' north to enter the 0reat /e'ge Ma&e⁹

~The 0reat /e'ge Ma&e:
-(irst -ight the giant spi'er so yo* can enter the ma&e, then hea' all the 1ay 'o1n to the castle⁹
-#lso i- yo* ha6en� t alrea'y gotten it, on yo*r 1ay 'o1n *se the 'isill*sion me'allion to get to the green chest, 1hich has a Ring o- Mana in it⁹ Then -inish making yo*r 1ay 'o1n to the castle⁹

~Castle !ore1yn:
-+nce yo* reach the castle go in an' make yo*r 1ay to the throne room once again⁹ Anter an' hea' all the 1ay *p to talk to)*ensan or act*ally the "pirit o- Darkness⁹
-/e 1ill tell yo* that i- yo* attack him right no1 he 1ill call *pon the po1er o- !ore*sing)*ensan s po1er an' ,o'y, an' 'estroy !ore1yn⁹ $o* then 'eci'e that yo* can t 'o anything at the moment an' right a-ter that "ylea 1ill come in 1ith)*ensan s son, the real aeon⁹ Then 1atch 1hat happens, an' a-ter the "pirit o- Darkness lea6es, talk to)*ensan again an' he 1ill open *p a portal to the Realm o- Darkness -or yo* 1ith the last o- his strength⁹
-+nce yo* are rea'y step into the center o- the portal to ,e transporter to the Realm o- Darkness⁹

~Realm o- Darkness:
-+nce yo* enter the realm, go into yo*r item men* an' select the crystal shar' an' 1hen yo* e;it the

men* the shar' 1ill light *p a small area aro*n' the party♭
-Eo1 make yo*r 1ay aro*n' thro*gh all the plat-orms, to reach another plat-orm 1alk onto the sym,ol on the -loor that looks like a mini portal♭ +nce yo* are on top o- the mini portal click an' it 1ill transport yo* to the ne;t area♭
-There are some chests scattere' aro*n', they can ,e a ,it har' to get to, ,*t there are 1ays, no matter 1hat it seems♭ The chests contain: Dark "hiel' ;>, "e6en !eag*e oots ;>, "1or' o- Darkness ;>, !*cky Clo6er ;5, %ater ;<, Tangerine Dream ;5, Dark Mail ;>, Rare /er, ;>, Ring o- !i-e ;>, Ali;ir o- "pee' ;>, 0a*ntlet o- A;perience ;>, Dark /elm ;>, In'igo erry ;>5, Ring o- Mana ;>♭
7l- yo* nee' a map go to this 1e,-page:
http:DD111♭o6erclo*'G♭comD-or*mD6ie1topic♭phpN-2>=4&t2>=4G, then scroll 'o1n *ntil yo* see a link to the act*al map; ,astian -o*n' or ma'e this map -or e6ery,o'y♭8
--+nce yo* reach the -inal plat-orm there 1ill ,e three paths to choose -rom, the le-t path lea's to a sa6e point, the right path lea's to a mirror o- tran.*ility an' the center path lea's to the "pirit o- Darkness♭
-%hen yo* are rea'y 1alk *p to the spirit an' click to start the con6ersation♭ A6ent*ally yo* 1ill get the choice to -ight him or lea6e, choose to -ight him to start the -ight♭
--+nce yo* ha6e ,eat the "pirit o- Darkness, he 1ill trans-orm an' yo* 1ill -ight to -ight him again♭ %hen yo* 1in the secon' time he 1ill mo6e asi'e so yo* can 1alk *p *ntil yo* reach another mini portal♭ L*st like ,e-ore 1alk *p onto it an' press enter to ,e transporte' ,ack to the -irst plat-orm :*st so*th o- the ,ig portal♭ %alk onto that portal to ,e transporte' ,ack to !ore1yn♭

~ !ore1yn:

-$o* 1ill ret*rn to the throne room in Castle !ore1yn, -ollo1 1hat they say ne;t, then hea' o*t to -in' the %i&ar' $asian♭
-#s yo* pass the Tryin To1er aeon 1ill say that it is getting late an' that yo* all sho*l' rest at Tyrin To1er -or the night♭
-/ea' to the top o- the to1er to -in' $asian 1aiting -or yo*♭ (ollo1 e6erything that happens ne;t an' 1hen yo* are rea'y 1alk onto the portal to ,e transporte' home an' en' the game♭

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~ +""A"B (l0 /T":

-"lime !or', "lime all ;=2 =>J AOP; <5G 0ems, & Ali;ir o- !i-e -o*n'
Tryin2 attack slime ,alls
Mia2 ice on slime lor' -irst; then ice on slime ,alls

-"pi'er / er, Mommy !ong !egs ;52 >,435 AOP; 3>I 0ems
Tryin2 attack little ones -irst
Mia2 ice on little ones -irst; then ,ig one
  aeon2 attack little ones -irst

-+gre2 >,I44 AOP; >,<GG 0ems, & +greℓs Cl*, -o*n'
Tryin2 hea' attack to p*t him to sleep, 1orks really 1ell; then 'o*,le attack a-ter that
Mia2 -ire 1orks great
  aeon2 heal 1hen nee'e'; other1ise :*st attack
"ylar2 try to lo1er itℓs 'e-ense a co*ple o- times till it 1orks then :*st attack or *se one o- the scrolls
yo* ha6e

-Merhag2 AOP; 0ems
Tryin2 :*st attack
Mia2 ice 1orks the ,est
  aeon2 heal 1hen nee'e'; other1ise :*st attack
"ylar2 attack 'o1n; then :*st attack

-+r, o- (ire2 5,444 AOP; 4 0ems
Tryin2 attack7make s*re yo* ha6e " 1or' o- %ater8
Mia2 ice 1orks ,est
  aeon2 heal 1hen nee'e'; then attack
"ylar2 attack

-+r, o- %ater2 5,444 AOP; 4 0ems & 1ater -o*n'
Tryin2 attack7make s*re yo* ha6e " 1or' o- (ire8
Mia2 -ire II7i- yo* ha6e8 1orks ,est
  aeon2 heal 1hen nee'e'; then attack
"ylar2 attack

-+r, o- %in'2 5,444 AOP; 4 0ems & 1ater -o*n'
Tryin2 attack7make s*re yo* ha6e " 1or' o- Aarth8
Mia2 -ire II 1orks ,est
  aeon2 heal 1hen nee'e'; then attack
"ylar2 attack

-+r, o- Aarth2 5,444 AOP; >,444 0ems & 1ater -o*n'
Tryin2 attack7make s*re yo* ha6e " 1or' o- %in'8
Mia2 ,olt 1orks ,est
  aeon2 heal 1hen nee'e'; then attack
"ylar2 attack

-The (o*r +r,s2 J,444 AOP; >,444 0ems, < 1aters, & R*nic #;e -rom chest
?-oc*s on one or, at a time is the ,est a'6ice I ha6e -o*n'9@
Tryin2 e.*ip 1ith one o- the element s1or's to attack all the other or,s, ,*t -or that element or, he

1 ill ,e pretty m*ch *seless

Mia2 the ,est spells -or each are:

  +r, o- (ire2 Ice II; +r, o- %ater2 (ire II; +r, o- Aarth2 olt; +r, o- %in'2 Ice II

  aeon2 heal 1hen nee'e', heal all is the ,est to *se right no1; then attack

"ylar2 lo1er the or,s 'e-ense & min' *ntil yo* get them; then attack

  - / *ge Plant o- horrors, !ittle Plant o- horrors ;5, Cen*s 0*y Trap ;52 AOP; 0ems

?I recommen' attacking the small plants -irst; then the ,ig plant@

Tryin2 :*st attack

Mia2 lightning till all the little ones are 'ea'; then ,olt II on the ,ig plant

  aeon2 heal & c*re 1hen nee' other1ise attack

"ylar2 'e-ense & attack 'o1n till ,oth 1ork; then attack

  -the 0ale Dragon2 I,444 AOP; >,544 0ems

?I- yo* are a,le to get him to sleep .*ickly the -ight is pretty easy ,eca*se he 1ill stay asleep the 1hole time9 #lso *sing the poison cla1 -or "ylar, it 1ill poison him at some point an' that takes a1ay .*ite a ,it o- health each ro*n'9@

Tryin2 *se 'o*,le attack

Mia2 sleep *ntil it 1orks; then *se -ire II

  aeon2 heal; other1ise attack71hich is a ,it pointless8

"ylar2 intimi'ate & 'istract *ntil they ,oth 1ork; then :*st attack

  -the "ea Dragon2 I,444 AOP; >,544 0ems

?I- yo* are a,le to get him to sleep .*ickly the -ight is pretty easy ,eca*se he 1ill stay asleep the 1hole time@

Tryin2 'o*,le attack

Mia2 sleep *ntil it 1orks; then ,olt II

  aeon2 attack *p on Tryin; min' *p on Mia; heal 1hen nee'e'; other1ise kin'-o- *seless since his attacks 'on't 1ork

  - anne' ooks2 J,444 AOP; 4 0ems

Tryin2 :*st attack7hint: ,est i- yo* are *sing the knights s1or' & the -ir* s1or', that 1ay yo* can hit t1ice & they are the ,est s1or's yo* ha6e right no18

Mia2 sleep *ntil it 1orks; then *se -ire II

  aeon2 attack *p on Tryin; min' *p on Mia; heal 1hen nee'e'; other1ise attack

  -Ra'asol7>st time82 >3,444 AOP; 3444 0ems

Tryin2 :*st attack7hint: it is ,est i- yo* ha6e ,oth knights s1or's e.*ippe' that 1ay yo* can hit t1ice, & they are the ,est s1or's yo* ha6e right no18

Mia2 sleep *ntil it 1orks & then again 1hen he 1akes *p; other1ise *se -ire II

  aeon2 attack *p on Tryin & "ylea; min' *p on Mia; heal 1hen nee'e', other1ise attack

"ylea2 :*st attack

-"*ckyo*, *s2 <,444 AOP; <,444 0ems, & Ali;ir o- De-ense
?/int: magic 'oesn‌t 1ork on her, e;cept sleep & may,e the others like that spell@
Tryin2 attack7pretty *seless -or this -ight8
Mia2 sleep *ntil it 1orks, it might take a 1hile, then try poisoning her; other1ise :*st keep p*tting her to sleep
 aeon2 attack *p on "ylea; heal, c*re & raise 1hen nee'e'
"ylea2 attack7she is the only one that can act*ally 'o any 'amage this time8

 -Minota*r2 >4,444 AOP; 4 0ems; & Ali;ir o- "trength
Tryin2 attack
Mia2 -ire II
 aeon2 attack *p on Tryin & "ylea; heal 1hen nee'e'
"ylea2 attack

 -Ra'asolℕ75n' time82 F,444 AOP; =,<44 0ems, & Crystal #;e
Tryin2 :*st attack
Mia2 sleep *ntil it 1orks & then again 1hen he 1akes *p; other1ise *se ,olt II
 aeon2 attack *p on Tryin & "ylea; min' *p on Mia; heal 1hen nee'e', other1ise attack
"ylea2 :*st attack

 -Ra'asol75n' time82 >3,444 AOP; 3,444 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks & then again 1hen he 1akes *p; other1ise *se ,olt II
 aeon2 attack *p on Tryin & "ylea; min' *p on Mia; heal 1hen nee'e'
"ylea2 attack

 - listinga2 J,444 AOP; =,ᴳ44 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then ,olt II
 aeon2 attack *p on Tryin & "ylea; min' *p on Mia; heal 1hen nee'e'
"ylea2 triple attack

 -The #rachni', arm >,5,=,<2 >4,>>> AOP; <,ℐ44 0ems; & "a,er o- "orcery
Tryin2 attack main ,o'y
Mia2 lightning
$asian2 solarlight; then starlight
Dragon2 sleeping ,reath *ntil it 1orks, then e6ery time he 1akes *p; then attack

 -Ra'asol7=r' time82 4 AOP; 4 0ems
'oesn‌t matter 1ho 1ill 'ie any1ay

 -Ra'asol7<th time82 >3,444 AOP; 3,444 0ems

Tryin2 attack
Mia2 sleep *ntil it 1orks, any time he 1akes *p; ,olt II
$asian2 !ore; heal all II 1hen nee'e'; raise II 1hen nee'e'; starlight
  aeon2 heal 1hen nee'e'; attack

  -0iant "keleton2 >5,444 AOP; =>,444 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then ,olt II
  aeon2 attack *p on Tryin; heal 1hen
nee'e'; attack

  -(laming "keleton2 >5,444 AOP; =>,444 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then ,olt II
  aeon2 attack *p on Tryin; heal 1hen nee'e'; attack

  -!a6a Dragon2 I,444 AOP; >,544 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then ice II
  aeon2 attack *p on Tryin, min' *p on Mia; heal 1hen nee'e'; other 1ise attack

  -Ice "iren2 >=,4=> AOP; =,<4I 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then ,olt II or starlight

  -"no 1 astar'o2 ><,444 AOP; 5,3<= 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then -ire II
"ylar2 attack

  -(aery) *een2 >3,444 AOP; <,=44 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks, & any time she 1akes *p; then 'arkstar
"ylar2 attack

  -"pirit o- (ire2 I4,444 AOP; 4 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks; then 'arkstar
"ylar2 attack

  -D*ne Dragon2 I,444 AOP; >,544 0ems

Tryin2 attack
Mia2 sleep *ntil it 1orks; then 'arkstar
"ylar2 attack

 -0o*'a2 54,>4> AOP; 3,44> 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks & i- it 1akes *p; then starlight
"ylar2 lo1er the 'e-ense; then attack
  aeon2 attack *p -or Tryin & "ylar, spirit *p on Mia; heal 1hen nee'e'; other1ise attack

 -"pirit o- Aarth2 I4,444 AOP; 4 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks & i- it 1akes *p; then 'arkstar
"ylar2 lo1er the 'e-ense; then attack
  aeon2 attack *p -or Tryin & "ylar, spirit *p on Mia; heal 1hen nee'e'; other1ise attack

 -The 0*ar'ian2 =4,444 AOP; 4 0ems
Tryin2 attack
Mia2 sleep *ntil it 1orks & i- she 1akes *p; then lore or 'arkstar
"ylar2 lo1er the 'e-ense; then attack
  aeon2 attack *p -or Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 -"pirit o- Darkness2 >3,444 AOP; 3,444 0ems, & NNN -o*n'
Tryin2 attack
Mia2 lore -irst; then sleep *ntil it 1orks & i- it 1akes *p; then starlight
"ylar2 lo1er the 'e-ense; then attack
  aeon2 attack *p -or Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 - a''est -aery, -aery De6il Mother, Toothsome -aery, -aery Tail2 FI,FIJ AOP; <,=43 0ems &
      1ater -o*n'
Tryin2 starlight on the ,a''est -airy
Mia2 lore; then sleep *ntil it 1orks on the ,a''est -airy; then starlight
"ylar2 attack the ,a''est -airy
  aeon2 attack *p on Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 -"pirit o- !ight2 =4,444 AOP; 4 0ems
Tryin2 poison ,reath; then attack
Mia2 sleep *ntil it 1orks & i- she 1akes *p?*nless yo* ha6e Tyrin *sing the light s1or', 1hich 1ill st*n her e6ery time he attacks@; then 'arkstar
"ylar2 'e-ense 'o1n; then attack
  aeon2 attack *p on Tryin & "ylar; min' *p on Mia; heal 1hen nee'e'; other1ise attack

-"pirit o- %in'2 I4,444 AOP; >,544 0ems
Tryin2 attack
Mia2 sleep, *nless yo* ha6e Tyrin *sing the light s1or', 1hich 1ill st*n almost e6ery time he attacks; then 'arkstar
"ylar2 'e-ense 'o1n; then attack
  aeon2 attack *p on Tryin & "ylar; min' *p on Mia; heal 1hen nee'e'; other1ise attack

 -"pirit o- %ater2 I4,444 AOP; 4 0ems
Tryin2 attack
Mia2 'arkstar
"ylar2 'e-ense 'o1n; then attack
  aeon2 attack *p on Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 -"pirit o- (ire2 I4,444 AOP; 4 0ems
Tryin2 attack
Mia2 'arkstar
"ylar2 'e-ense 'o1n; then attack
  aeon2 attack *p on Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 -"pirit o- Aarth2 I4,444 AOP; 4 0ems
Tryin2 attack
Mia2 'arkstar
"ylar2 'e-ense 'o1n; then attack
  aeon2 attack *p on Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 -+gre2 >,I44 AOP; >,<GG 0ems & +gre‖s Cl*, -o*n'
Tryin2 attack
Mia2 attack
"ylar2 attack
  aeon2 attack

 -"pi'er /er, Mommy !ong !egs2 >,435 AOP; 3>I 0ems
Tryin2 attack
Mia2 attack
"ylar2 attack
  aeon2 attack

 -"pirit o- Darkness7>82 4 AOP; 4 0ems
Tryin2 attack
Mia2 lore
"ylar2 'e-ense 'o1n; then attack
  aeon2 attack *p on Tryin & "ylar; heal 1hen nee'e'; other1ise attack

 -"pirit o- Darkness7582 53,444 AOP; 5=,<3I 0ems
Tryin2 attack
Mia2 lore

"ylar2 'e-ense 'o 1 n; then attack
  aeon2 attack *p on Tryin & "ylar; heal 1 hen nee ' e '; other 1 ise attack