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Breath of Fire
Authorized Game Secrets

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- The World Map
- Breath of Fire Collector Artwork
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Introduction

On these pages is the story of Breath of Fire. This book details the steps you need to take to complete the game. You can use this book in one of two ways. If you wish, follow along as you play to see that you don't miss anything important. Or, preferably, use the book as a reference if you get lost or don't know what to do next. On page 162 is a flowchart that details the significant events of the game. Look at the page number on the flowchart to see where to find that event. The flowchart includes cities, dungeons, mazes, towers, bosses, and other events that occur as you play the game. Using the flowchart, you should be able to find what you need, wherever you are in the story.

The way we show how to play Breath of Fire is not necessarily the only way to play. You may choose to do certain parts of the game in a different order. However, some tasks cannot be accomplished without previously completing other parts of the game. The game flow in this book is relatively efficient at getting you through the game with a minimum of trouble. Also, be warned! There are two endings to Breath of Fire. If you follow all the instructions in this book, particularly toward the end, you will get the "good" ending. If you leave out certain steps, you will get a less satisfactory ending.

A note about difficulty: If you play the game as suggested, you should have little trouble beating it. However, if you want additional challenges, you can fight many of the boss monsters without using the ideal strategy, or without charging up your characters to high levels as suggested in this book. If you do so, the game will be harder. For some, that may be more fun, as well.

I hope you enjoy this book and especially Breath of Fire. Good luck, and happy hunting.
You wake up to the voice of a great dragon. He's warning you of danger.

The day doesn't get much better. The building's on fire, and later, you get turned to stone.

Your sister Sara tries to fight Zog's lieutenant alone, but she's no match for Jade.

Use the Options menu to customize your game. Remember, you can set special functions for the X, Y, L, and R buttons on your joypad.
The village elder gives you 300 gold pieces.

Go to the nearby Item Shop and buy some Herb and some Antdt. Use Antdt when you are poisoned. Use Herbs when your life bar gets low.

The old woman will heal your wounds if you go back to her. Stick around the town and fight a few battles, returning to get healed, until you go up a couple of levels.
Save the game often. Look for the Dragon sign over the doorway. The great dragon will record your journey for you.

Your first few battles will be tough. The enemies are weak, but so are you. What you need are better weapons and armor. But they're expensive! Perhaps you can find some better equipment somewhere else. Time to journey to Camlon!

The road to Camlon is to the northeast. Follow the path and go quickly. You'll be attacked a few times. Use Herb if you get hurt badly. When you reach Camlon, enter the town immediately.
Camlon Castle is in ruins. The Dark Dragons have destroyed the village, and only the Dragon Shrine remains intact. But the king is not going to give up. He's only waiting for a hero to rid the castle of monsters before he starts to rebuild the town.

Inside the castle, you can heal your wounds by drinking at the fountain. This is a perfect place to "charge up" your character. Stay near the fountain and fight monsters until you go up a few levels.
When you're ready, go to stairway 1 and find the BronzSD in a chest. Equip the sword and go find the Gauntlet in a chest to the west. Equip the Gauntlet, then go back to the healing fountain and charge up to about Level 7.

Once you reach Level 7, climb the stairs again and continue until you reach the boss at the top. Collect items from chests along the way.

Chest D has a strange trap that heals you. Open it after opening Chest C, then go upstairs.
The castle is ruled by a giant frog with a nasty temper and a long tongue! When you fight Frog, you'll need to use your healing Herbs often. If you persist, though, you will defeat the boss. Be sure to have plenty of Herbs with you before you go up to Floor 2F! When you defeat Frog, the monsters in the castle will disappear, and it will be safe to walk around again. Go back to the Healing Fountain and refresh yourself.

**P.Bugs**

P.Bugs don't do much damage during battle, but they do poison you. Use Antidote to overcome the effects of poison. Also, remember that you can run away. Often, running away will allow you to avoid the P.Bugs' poison attack!

**Boss: Frog**

_Slimeless humans! You think you can drive me out._

_Oooh! I underestimated your strength, warrior!_

_Talk to the king and his advisors to receive a clue about where you should go next..._
To get through Nanai, you must sneak in at night and avoid the guards. Save first at the Dragon Shrine, then start at the number 1 and trace your path through the city to avoid the guards. If you search in the buildings, you'll find hidden items in chests and in the large cabinets.

Use any potions (Ptn) on the hero as soon as you get them. You may also want to sell any extra weapons and armor. The LongSD is expensive! Once you've done everything you need to do in town, head for the castle. Be sure to bring plenty of Herb and Antdt, though.
**Nanai Castle**

You'll meet lots of Beaks and Glooms in the basements of the castle, and an occasional P.Bug.

A. Antdt  E. 70 GP
B. 650 GP  F. F.Stn
C. B.Stn  G. Cure
D. ArmPad
The Knight is a tough boss. Be sure to come with lots of Herbs. The Knight will cast lightning spells on you (which takes 20 off your life bar), so be ready to heal. Use the B.Stn and F.Stn to soften him up. Once you think you’ve defeated the Knight, guess again. He’s got a second wind and will fight on, even after his life bar is almost to zero. Most bosses in Breath of Fire have this second wind, so get used to it. Just keep healing and fighting until you defeat the Knight.
When you arrive at Winlan, explore the buildings to find a hidden V.Ptn, talk to the people, then head for the castle. In the castle, you find out that all is not well with the king. There's a clue about the Remedy, but instead of letting you see the king, the people take you to a room and ask you to rest while you wait. For the moment, the hero is through, and Nina, the princess, takes over.
Chapter Two

Now you control Nina. First, visit the king and obtain a clue about Karma, your next destination. Explore the castle for chests full of useful items. Then visit the Item Shop to purchase some Mrb13. Use Mrb13 to prevent monsters from attacking as you explore the land. Also, trade Nina’s Dress for a SuedeGN and get her the BronzRP.

Save the game and exit town. Head for the nearby cave, just to the west.

Nina doesn’t have to travel alone. Two soldiers join her once she enters the cave. Put the soldiers in the lead to protect Nina.

Explore the cave thoroughly. You’ll find many useful items. Be sure to pick up the I.Ore. You’ll need it later. Be sure to have Nina use the E.Key in battles. It will make short work of your enemies.
To find the Map, fall down the hole and push the jars out of the way.

This is Romero. Karma is West of here and Aqua is North.

When you're outside of town, pick the Map from the Item list to see where you are and where you've been.
A. Herb
B. 150 GP
C. Herb
D. Bandage

Before you leave Romero, trade in the SuedeGN for the Gown.

Sr-2 eats a mushroom.

Some mushrooms you find in the forest are good for you. Others are poison.

The forest is full of Spiders, P.Bugs, and Creeps. The Spiders are the worst. Use the E.Key and keep out of trouble. There isn't much of value in the forest, though the Bandage offers Nina a little more protection than the SuedeSH.
Down stairway 1 is a basement with a couple of Herbs. Collect what you can on the first floor, then go meet Morte.

**MINI-BOSS: MORTE**

Morte is a grim character who doesn't want to let you pass. He's not too hard to beat, though. Just use the E.Key and heal when necessary. He goes quickly and has a very small second wind. Go back to the Healing Fountain after beating Morte, then up stairway 3.

**CHARGE UP**

This is a good time to charge Nina up to Level 8. Stay near the healing fountain and fight until she reaches that level before continuing with the adventure.
When you're ready, drop down the right-hand hole on the second floor to reach stairway 9 and go on to meet Mortea, Morte's brother. If you want, get the Life2 (1) from the first floor before meeting Mortea.

Mortea is even more grim than his brother, but you can defeat him. Just use the E.Key and healing spells to keep everybody healthy. Mortea packs a wallop in his scythe, but his second wind is mercifully short.

KARMA TOWER B

Cross the bridge to reach the second tower of Karma. Up the stairs are a Dragon Shrine and a Healing Fountain. Use them if you wish, then go back down one level and talk to the three girls who block the way to the next stairway. Step on the plates inside the doorway and head downstairs to meet the Wizard.
Use the E.Key against the Wizard, especially when he uses his Petrify spell to reduce the damage of your normal attacks. You'll have to use Herbs to heal yourself if you get into trouble from the Wizard's continuous use of lightning and freeze spells. One hit from the E.Key takes care of his second wind, though.
After you defeat the Wizard, you get the Remedy. Then the bird people will fly you back to Winlan. Talk to the king and get his permission to use the basement tunnel. Nina joins your party and now you head for the basement and the tunnel. Head east toward Tantar and Tuntar.

Want a quick way out of Winlan? Ride the waterfall to the bottom.

With the Rang, you can attack all your enemies at once while Nina uses the E.Key.

To the southeast you'll find the twin towns of Tantar and Tuntar.

When you reach Tantar, visit the Weapon Shop and get the Bandana for Nina and the SuedeAR for the hero. Then visit the man in the southeast building to trade the I.Ore for the Saw. Finally, get any other items you want, talk to the townsfolk, stay at the Inn, and then save. Head over to Tuntar next.
The man trades the I.Ore for one Saw.

Use the W.Ptn on Nina.

In the Chief’s house, learn about the Ring.

**FOREST OF DESPAIR**

- A. Life & T.Drop
- B. Wrist
- C. T.Drop
- D. Herb
Forest Dungeon

Look out for traps. Always take the long way around in this dungeon.

A. T.Drop, 2 Life, Long SD
B. Herb, T.Drop, Acorn, Life2
C. WolfHT (trapped), 2 Herb, T.Drop
D. Herb
E. Herb
F. Guards
The General's not happy about being discovered. He challenges you. He's a tough enemy, but now you have Bo on your side, and Bo knows Freeze spells. You can beat the General without Bo's spells, but it's nice to know they're available.

Pog is a two-headed beast, which means that sometimes he gets two attacks. However, the strategy for beating him is the usual. Use the E.Key and the Rang. Heal when necessary. Pog's second wind is not too big. Just a few rounds will finish him.
**Charging Up and Hunting**

**CHARGE UP HERE**

Once you defeat the General, give Bo the WolfHT, then go back in the room labeled B3b and charge up your characters. By the time you finish, the hero should be at Level 17 (23,000 EP). You may want to return to Tantar to rest at least once before the hero reaches Level 17. You can use Nina’s Warp spell to return to Tantar quickly, once you’re out of the forest.

While you’re fighting, you’ll also collect Meat (which will heal the whole party somewhat) and C.Stns (which cast Freeze spells when used during battle). You’ll get C.Stns from Zargs and S.Riders. Warhogs leave Meat. You want to end up with as many C.Stns as you can get.

It is important to charge your characters now, because the next bosses will be very tough if you don’t.

**USE BO TO HUNT**

Put Bo in the lead and he can hunt game out in the countryside. When hunting, use Mrbl3 to prevent monsters from attacking while you’re hunting!

Experiment, and you’ll soon discover that different animals give different (and useful) objects. For instance, Boars give Meat. Deer leave Antlers (for healing). Birds leave W.Meat, and white deer leave W.Antlers (for replenishing magic points).

Bo can also walk right through the trees of a forest, which will come in handy very soon.
WATER CAVE

GETTING THE WTRJR

To get the Wtrjr, you must perform the following tasks in order:

1. Talk to the Chief's daughter in Tuntar.
2. Talk to the Chief in Romero. He'll ask you to get rid of the zombies.
3. Leave Romero and reenter at night.
4. Talk to the Chief's daughter (upstairs).
5. Talk to the old woman in the graveyard.

The old woman will tell her zombie husband to open the trap door that leads to where the Wtrjr is hidden.

Use Bo to make it through the forest. Head west, then south to find the island where the cave is located.
Fill the WtrJr with the special water and return to Romero. Once the town is restored, you can get the Tablet that lets you into Agua Tower.

Agua Tower is full of good items. Ride the floating platforms to get from one place to another.

A. Life2
B. Herb
C. Apple & Acorn
D. SunHt
E. IronSH
F. ThiefCL
Wisp is tough, so you'll need the usual patience to whittle him down to size. Use Bo's Frost spell and the E.Key. If you have a ProtnB, it can reduce the damage done by the Wisp's attacks.

Even though Wisp is tough, he has no second wind. Beat him and he stays beaten. He gives you the KnfKey.

Once you have obtained the KnfKey from Agua Tower, head back to Romero and sell off any extra equipment. Then head east, through the trees. Stay to the north and you'll find the Stone Robot!
You meet the General again on the 5th Floor. You'll have to defeat him again to complete your quest.
**BOSS: GENERAL (AGAIN)**

The General is up to his old tricks again. Now he's trying to get the Stone Robot to do his dirty work. He fights you again, and he brings a couple of Lancers along to help out. But he's really no problem if you charged up your characters in the Forest of Despair. His second wind is pretty short as well.

---

**ORGANIZING YOUR INVENTORY**

Collecting a lot of stuff? You can make more sense of it if you organize. Try putting all permanent items at the bottom. This includes the Map, WtrJr, and KgKey. Leave the E.Key at the first position, though. It's still handy.
THE RING

You need the Key to get into the cave where the Ring is hidden.

A. Life  E. Acorn
B. Life2  F. SkySH
C. 2000 GP  G. Ring
D. Herb

Stairway 3 leads to a passageway, up more stairs, and eventually to the upper area. Find Chest C with 2000 GP.

B5a

The first cave has a W.Ptn. It leads outside and to another cave.

Put on the Ring.

Ring Cave

Ride down the waterfall.

Equip Nina with the SkySH and the hero with the Ring.
When you get back to Tantar, it's deserted. Everyone is in Tantar for the wedding... except the General. He's taken the Robot while nobody was looking and used it to destroy Tantar. Better get control of the Robot before he destroys Tantar, too!

**BOSS: GREMLIN**

The General turns himself into Gremlin, the nastiest boss villain you've faced yet. If your characters aren't charged up by now, they'll be in trouble. His attacks are extra strong, especially against Bo. He's got one attack — his own version of breath of fire — that hits each member of the party and does plenty of damage. Use Meat if everyone gets hurt.

Gremlin's got a lot of hit points. Try to outlast him until he reaches his second wind and "gets mad." Then you've got even more work ahead because Gremlin still has more than 600 hit points left! Remember those C.Stns you got in the Forest of Despair? This would be a good time to use them. Toss a few toward the Gremlin, and use Bo's Frost spell as well. If Bo runs out of spell points, use an Acorn to recharge him. (Each Acorn recharges 20 AP.)
The Stone Robot is tired of being used for human purposes.

So it sacrifices itself in the volcano south of Tantar.

The lava flows into the riverbed and hardens. The party heads south.

The Sollie Robot is tired of being used for human purposes.

Talon south of the volcano is a small shrine. Inside, the hero undergoes a test of his ability and courage. He must fight Talon, without the help of his friends. He visits the healing fountain first, and gets a Melon from a chest. Then he fights.

There is little you can do, but hit again and again, healing with Herbs or Cures when he gets hurt. Use any C.Stns you still have, and use the E.Key — it's more effective than the Rang. Talon goes slowly, but he goes, and he has no second wind. Once the hero has succeeded, he gains the ability to transform himself into one of three types of dragons.

Use Bo to enter the fairy ring and talk to the fairies. Then find the boy trapped in the strange area to the east. Talk to him, then head south to a cave.

Some strange force is keeping me here!
When you try to enter Auria, you're thrown into jail. Fortunately, there's a lazy thief in bed, and he'll let you out if you ask. Visit the Weapon and Item shops next door. For Nina, get the Rapier and the Tiara. Get the BroadSD for the hero, and get the SageML and LongBW for Bo. At the Item Shop, get one Vitamin and one Pouch. Sell off any excess weapons and armor. Then go upstairs.
Upstairs, above the Weapon and Item Shops, you find a secret passage. Push on the cabinet, then find a Life2 under a jar.

The man at the table gives you 5000 GP for some Vitamins. Sorry, he only does it once.

This boat could come in handy. Now you know who owns it.

Talk to people to get clues.

Look in chests and cabinets to get items and gold.

This woman is looking for her son. Perhaps you've seen him?

Give the SmartRG to Nina.

Don't touch this chest unless you want to end up in jail again!

Use Nina to fix this man's back and get 20,000 GP.

Ross lives in the main mansion. His daughter is locked in the safe. If you can get her out he'll let you use his ship.

No way to get her out. You need someone who can open a safe!

Don't forget to check out Ross's place. There are some good items lying around.
The cave just east of Auria is full of Midgets, Bullies, and Flies. You have to go down into the basement and walk all the way around to get to the exit leading to Bleak. Don’t worry. You can’t get all those chests yet, but you’ll get them later.
A. Inn
B. Dragon Shrine
C. Weapon Shop
D. Item Shop
E. Life2 (under barrel)
F. 2 Herbs
G. Life, W.Ant
On the way from the cave to Bleak, you'll encounter G.Slimes. Fight them and earn big-time experience and gold!

Walk around the water to Bleak.

Friendly place. They offer free lodging at the Inn.

Oops. Good thing you had a Pouch to hold your valuables. You get 5000 GP.

Is everybody in Bleak out to make a buck? Sometimes you just have to say no.

At the Weapon Shop, sell the G.Tiara and buy the WoolRB for Nina, the MetalSH for the hero.

In building E, push the short barrel to find a Life2 underneath. You can't move the big box, but maybe later...

In the main building, speak to the old man and learn about Karn, a thief who might be able to open the safe in Auria. But Karn is in Krypt, looking for a thieves' book. The old man offers to trade you the Icicle for a G.Bar. You need the Icicle to cross the desert to get to Krypt.
After you've gathered all the clues and items you can from Bleak, you may as well go find that lost boy. Return to the fairy ring and talk to the fairies again. (The quick way there is to use Nina's Warp spell to go back to Tantar, then walk south.)

Mrbl1 is very useful. Each time you use it in battle, it makes your next hit a perfect hit (or Slam). This becomes significant when using the hero's dragon spells or other high-powered attack, since it doubles the effect.

Head for the cave to the west.
You learn about the Fife from one of the townsfolk. Then talk to the mayor about it. He wants you to help him with a small problem involving a giant SandWorm. No problem. Talk to other people in town to learn about Krypt.

A. Inn & Dragon Shrine
B. Fife
C. Sand Worm

Arad is in the middle of the desert.

The mayor has the Fife.

You can use it to make a bridge appear over the quicksand of Krypt.

They have a problem with the SandWorm.

There's a New Moon tonight. Wait, and you will see it.
The SandWorm is a big enemy, and he might pose an even bigger problem, but for one thing. The hero has dragon magic now. The ThrDr spell turns him into a mighty dragon whose lightning attack does 130 HP damage. Also, in the dragon form, he takes less damage when hit. Use ThrDr against the SandWorm, and he'll be fishbait in no time!

Once you get the Fife, head south to Krypt and press the A button to play it. A bridge appears over the shifting sands and you can enter.
Krypt is tricky. You need to look out for pit traps that can send you down into an empty basement. Also, there are lots of enemies. Skip the chests at first, and go find EyeSpy. Get past him and you'll encounter a treasure trove — and a couple of surprises.

Try to find a safe route. Watch out for pit traps in Krypt.

If you fall in a trap, use this stairway

Hug the wall going from stairway 3 to meet EyeSpy.
EyeSpy has eyes everywhere, but they all come together to fight you! Talk about the evil eye! But the hero's ThrDr spell can do wonders. Use Mrbl1 to double the effect, taking off 260 HP each attack. Look out for EyeSpy's lightning attack. He starts using it after all his secondary eyes are gone. The lightning attack hits each of your party for 25 HP damage.

EyeSpy has a short second wind, especially if you're using ThrDr.
While you're helping yourself to the goodies in the chest, you set off a water trap. Luckily, Karn, the thief, is hiding in one of the chests. He disables the trap, then decides to join you if you'll help him find the Book. To the right are the statistics for the party once Karn joins. Put Karn in front to spot any traps!

A. Life, Herb
B. HuntCL
There's a trick to finding the Book. Here it is: It doesn't matter which coffin you look in. It's always the last one. So go around from one to the next until you have looked at all of them. Then you'll find the Book in the final one. Once you find the Book, though, you can go explore the rest of Krypt. Use Karn to disable the traps and get the stuff from all the chests on the upper floors before leaving and returning to Arad to rest.
Now that Karn has joined the party, you can return to those places where you previously encountered locked doors. First, warp back to Auria and enter the cave just to the west. See page 32 for the map.

**KARN**

Now return to Auria and unlock the safe. The king's daughter won't leave, though. The clue about her mother might shed some light on the subject. And speaking of light, it's time to head for the Tower of Light and Dark!

Travel from Bleak to the Tower of Dark and Light. It's gloomy around the tower. Maybe that's why they call the town Bleak. Inside, you'll meet the old man, who challenges you to climb to the top and meet the ghosts. Along the way, you can pick up some extra items.

With Karn's help, you get the Dart and the G.Bar, but you can't get through this wall. Not yet, anyway.
Tower of Light and Dark

A. 2000 GP
B. B.Stn & Life
C. Life2
D. Herb, Cure, HornHT
E. Turban
F. 2000 GP
G. Mirror
The ghost who protects the DkKey is called Cloud. He's looking for a good fight, and that's what he'll get. Use ThrDr.

Ordinary weapons aren't very effective against Cloud, though you can try AtkUp, one of Nina's spells, to make ordinary attacks more effective. But the real damage will be done by the dragon. If you've got any Mrbl1 left, you can speed up Cloud's demise by using them.

Cloud has some nasty attacks. His lightning spell is bad, but the Devastat is the worst. It takes 45 HP off each party member. Nina will be kept busy repairing damage until the Cloud is defeated. Fortunately, Cloud has no second wind.

When you defeat Cloud, you get the DkKey. Go downstairs... and the old man will give you the Mirror, too.
When you use the Mirror, Ross sees his wife and she convinces him to change his mind.

Ross's daughter decides to let you pass, but only if you agree to drive off the Dark Dragons.

The safe has some good items: MetalSH, Dart, B.Stn, and 5 Herbs.

The way to the Light Tower is through some secret passages. Get an F.Stn along the way.

At the ship, you meet the Dark Dragons and fight them. Use ThrDr to take care of them. Although you defeat them, they destroy Ross's ship. Now you need another plan. The captain and Gobi suggest an alternative, and you trade Gobi a G.Bar for some Gunpowder, then head to the north cave after staying at the Inn and saving the game.
Use the GnPwdr to blow up the rocks.

The Dark Dragon camp is well guarded.

Time to board the Dark Dragons' ship.

You'll have to fight your way past several guards to get to the lower decks where you'll find the General again.

**BOSS: SQUID**

The General shows up yet again and transforms into Squid. As usual, use your ThrDr against Squid. Each attack will do 195 HP damage, and with Mrbl1, it does twice that!

Squid has more than one attack. Sometimes he can attack each party member, and he's especially effective against Nina and Bo. Keep them healed while the hero finishes off the enemy. Squid's second wind is short.

Get the V.Ptn from the cabinet, then go downstairs to get 2 Herbs and 2 Acorns.

The ship's hold is stuffed with gunpowder.

Looks like a good time for a sea voyage...
Having taken over the enemy's ship, the party returns to Auria and finds the captain again. Then they board and set sail. Gobi asks them to take him as far as Prima.

They're waylaid on the high seas by the Dark Dragons' fleet. Gobi suggests they blow up the ship and escape. The GnPwdr is below decks.

But the Dark Dragons won't make it easy. As they make their way down below, the soldiers attack time after time. The Archers are especially tough. Finally, they meet the boss, Octo.
Octo attacks immediately after you fight two Archers, so try to keep your party as healthy as possible. Octo's attacks are very powerful, especially against Nina. To take care of Octo quickly, use ThrDr and Mrbl1 to take 390 HP off each time you attack. Otherwise, keep everybody healthy and outlast him. Octo has a short second wind, and you'll take care of him in one round.

Everyone jumps in the water and watches while the ship explodes.

The Dark Dragon leader detonates the GnPWdR. Time to abandon ship!

Gobi tells you about Prima, the undersea city. But you'll need the Gills to get there. He offers to sell them to you for 1,000,000 GP. Gobi's a funny guy. Of course you say yes. You don't have a choice, really.
CHAPTER FIVE

Gobi sets out to get the Gills. Head west underwater until you find the town of Prima.

PRIMA

A. Weapon Shops  
B. Item Shops  
C. Inns  
D. Dragon Shrine  
E. Storage  
F. Name Change  
G. Coffee Shop  
H. Guild Building
**Shopping In Prima**

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<td>Life</td>
</tr>
<tr>
<td>Charm</td>
<td></td>
<td>Chrm x 9</td>
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<th><strong>Item Shop B5</strong></th>
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<td>Worm2</td>
<td>Antdt</td>
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<tr>
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<tr>
<td>Trout</td>
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<tr>
<td>Rod1</td>
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<td>Life</td>
</tr>
<tr>
<td>Rod2</td>
<td></td>
<td>Chrm x 9</td>
</tr>
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</table>

There are several weapon shops in Prima. You'll find that you can't use all the items yet. However, you may want to invest in the EvilRP for Nina and the SteelBW for Bo. Check out the other items to see what might interest you.

Item Shops in Prima vary both in price and goods. The best deal is on Mrbl1s at Item Shop B2. If you can afford it, stock up on these.
What's this about a Sphere?

Stay at the Inn. Look upstairs for the TideHT.

At the Guild Building, talk to the Guild Owner.

The Guild Owner tells you to go to Gant.

Check out Item Shop B2. You'll get a good deal on Mrbl1. If you need them, get some Mrbl3, too.

To get to Gant, go south and a little east until you find a beach entry. Then walk along the path south and back north again. The enemies on the path to Gant are wimpy, but they slow you down. Mrbl3 prevents attacks.

On the way to Gant, Gobi can use the Mrbl3 to avoid fights.

He's not much of a fighter, though he does have some effective spells underwater.

When you make it to Gant, go directly to the main building at the north end of town.
In Gant, you get a package to deliver.

Please take the Gills with my thanks.

A ghost has come to take him away to the Nether World!

Take some Goods to the Prima Guild Owner, OK?

Yes

No

I'll buy the Antidote for 3GP?

Yes

No

The Gills are in place.

With the Gills, you can all travel to Prima. Check out Gobi's salesmanship at the empty Item Shop. He doesn’t get very good prices. Too bad.

BOSS: MORTEO

Morteo looks a lot like Morte and Mortea, but he's stronger. His attacks can be murderous. Use ThrDr and Nina's Zom1 spell (which does 120 HP damage). Morteo has about 700 HP second wind.

After you defeat Morteo, you meet Ox, one of the metalsmiths of Gant. He tells you a disturbing tale, and you realize it's time to head for Gant.
NOW THAT YOU HAVE BOTH KARN AND OX IN YOUR PARTY, YOU CAN GET SOME ITEMS THAT PREVIOUSLY ELUDED YOU. FIRST WARP TO WINLAN AND CHECK OUT THE LOCKED ROOM IN THE BASEMENT. YOU GET A TURBAN, FLAMERP, BROKENSD, LIFE, LIFE2, AND CURE.

RETURN TO ROMERO AND THEN ENTER THE AGUA TOWER TO GET SOME ITEMS, INCLUDING 3000 GP, SILVERBR, AND 2 LIFE. IF YOU GO ALL THE WAY TO THE TOP, YOU CAN GET THE FLAMESH. NEXT, RETURN TO KRYPT AND GET THE B.RANG. OX IS STRONG ENOUGH TO BREAK IT FREE OF THE ROCK. YOU CAN'T USE THE B.RANG YET, BUT IT WON'T BE LONG NOW.

IN THE CAVE LEADING FROM AURIA TO BLEAK (PG. 32) YOU CAN NOW GET AT SEVERAL CHESTS.

NEXT STOP, GANT.
Find the HrGlas in a cabinet in the Inn, then talk to the village elder. To get to the dungeon, go back to the water and walk northwest, past Prima to a beach.

A. Weapon Shop
B. Item Shop
C. Inn (HrGlas in cabinet)
D. Dragon Shrine
Use Ox in the lead to break through walls and rocks that block the way. The dungeon is full of soldiers, and you'll fight a series of Archers and Lancess. Pick up items from the chests, and eventually, you'll come to the enemy leader. He turns into Toad, the next Boss.
After you beat Toad, you find out that you're too late to save the prisoners. Most of them have been taken to Nabal. Nabal's to the north, but there are clues that lead you to an old man near Gant because the security at Nabal is too tough to break through.
If you decide to go north, a mysterious man issues a warning.

So Warp back to Gant and go to the northernmost building and get the B.Rang fixed. You'll find it's a very powerful weapon; much better than the Rang.

Karn's First Lesson

Who are you? Karn? Let me teach you this spell.

After getting the B.Rang fixed, walk into the next room and push aside the cabinet to reveal a secret passage. Now have Ox smash the stones, then switch to Karn and have him talk to the man there.

Karn learns a spell of transformation. This spell, called Shin, allows Karn to "fuse" with Gobi and Bo to become a super-being with qualities of all three.

After Karn's lesson, save the game, then head north to the beach, then east until you find the small hut among the palms. Talk to the man you find there.

You have a B-Rang!
The old man expresses an interest in the B.Rang. He's also interested in your problem and suggests a strategy that might just work.

When you go to steal the GrimFowl's egg, mother hen gets pretty mad. So, you have no choice. It's fight or give up. Use ThrDr and Mrbl1 if you have them. Also, make sure Karn is in his Shin form. If Ox is wearing the EchoHT, spells cast at him will also hit the caster. Use Nina's Fort spell to protect any weak characters. GrimFowl is pretty tough, and her second wind is around 600 HP. Without Mrbl1s, it's a dangerous battle.

Lead the angry GrimFowl north, toward Nabal, then you'll toss the egg inside the fortress. You must move slowly, or the GrimFowl won't be able to follow you.
Push on the jars, then search under them to find Life2 and SkullRG. Equip the hero with the SkullRG.

A. Push for Life2 and SkullRG
B. MagicRG
C. Cure

The GrimFowls keep the guards busy while you slip into the fortress.
**BOSS: SLIMEX**

Well, inside Nabal, who do you think you meet? The General again! This time he sends one of his helpers, a pretty slimy guy, after you. These three jelly creatures don't seem very threatening, but looks can be deceiving. They can pack a lot of punch in their attacks. Two attacks on Nina can wipe her out, and they take mega HP from Karn when they attack.

In the first round, cast ThrDr. Be sure Karn is already in his Shin form. Then have Nina cast Fort on Karn. After that, Nina will be busy healing whoever gets damaged. Attack one of the SlimeXs at a time. The sooner you reduce their numbers, the better. However, when they have all been beaten to a pool of jello, they reassemble into a massive slime. It's a little like starting over with a new boss. Fortunately, this one attacks one character at a time.

To get rid of SlimeX quickly, use Mrbl1 with both the hero and Karn. If you don't have many Mrbl1s, you might consider visiting Prima before attacking this boss. He can be beaten without Mrbl1s, however. They just make the slimeball go faster.

Ox's wife knows about the General's plans. It looks as if Prima is the next target of the Dark Dragons.
Gobi suggests seeing the Guild Owner. He has a suggestion.

Upstairs, you learn more about the Sorceress, and under the bed you find a Statue that will help you get to see her. Next, warp to Arad and find the moving city — Wisdon.

INVENTORY MANAGEMENT 101

Before you head for Wisdon, now might be a good time to sell any excess baggage and stock up on certain items. You want to be sure you have some Mrbl3, Mrbl1, Acorns, and Cures. Herbs are no longer much use, and Cures are much more effective. To make room in your inventory, consider visiting the storage place and leaving off the Rang, the Key, and the Fife. You won't need them now. Finally, if you haven't already done so, consider organizing your inventory items with all the permanent items at the bottom and the usable items at the top.

Wisdon is abandoned except for the ghosts who guard the Sorceress. The only functional building is the Dragon Shrine where you can save your game.
Ox can break down the walls and rocks to get to the chests. There are some useful items in this dungeon. In particular, find a ProSH for the hero and one for Karn, OldSP for Gobi, and RageHR for Ox. Enemies include M.Scorps, R.Slimes, and Choppers.
The Sorceress is guarded by three ghosts, Wisp, Cloud, and Myst. You'll have to fight them, one after the other, to gain their respect and prove you're worthy of the Sorceress' time. Wisp is pretty easy, so you should be able to beat him without any special strategies. Cloud is a bit harder, and you will want to use ThrDr against him. If you want to make the job quicker, use Mrbl1 as well. Myst is the most difficult of the three ghosts, and you'll definitely want to use ThrDr and Mrbl1 to make short work of him. Many of his spells will affect all four of your party members, making it more difficult to keep them healthy.

None of the ghosts have second winds, but they attack one after the other, so you don't have any time to rest or heal.
INTERVIEW WITH A SORCERESS

Bleu gives you the OldEgg and tells you to drop it in a warm place, like a volcano. Then she goes back to sleep.

SHOPPING IN GANT

Before heading out to find the volcano, Warp back to Gant and do some shopping. Trade in or sell all your excess equipment and buy whatever looks good for your party members. In particular, equip Ox with the SpineHR, and equip Gobi with the HeroSP and the MetalSL. Some characters may benefit from the protection of the IronHT. Once everyone is equipped and ready, rest at the Inn, save the game, and head out for the beach — no, not for a day of sunbathing, but to find the undersea entrance to the volcano.
Stand on the small peninsula and drop the OldEgg. It starts to grow, and you find yourself back in Wisdom with Bleu.

Undersea Volcano

A. SharpBW  
B. 3000 GP  
C. M.Drop

D. 2000 GP  
E. PowerDR  
F. Herb

Give the PowerDR to Karn to replace the Dart.

Ox drops the OldEgg into the ocean volcano.

The OldEgg has grown larger in the volcano.
Breath joining the party.

When they do attack, the Dark Dragons outnumber you.

But the Typhoon Bug destroys half the Dark Dragons' fleet.

The Dark Dragons are gathering underwater near Prima.

Time to take care of the Dark Dragon leader — again.
**BOSS: PINCHER**

Pincher is a tough boss, mainly because his lightning bolts are extra powerful and hit all four of your party at once. Remember, if you get in trouble, use Meat or M.Drop to heal everybody. Also, you can switch an injured character out of the action and bring in another.

For fastest results, use ThrDr and Mrbl1 plus Bleu's Boom spell and Gobi's EcoX. Keep hitting Pincher with everything you've got and he'll go down. His second wind is moderate. He should be crabcakes within two rounds.
Back in Scande, Zog has words with Jade. The buck is passed on to four of Jade's top lieutenants: Cerl, Goda, Cort, and Mote. Their mission is to destroy the Light Dragons and bring the goddess keys to Jade.
After the forces of the Dark Dragons are turned back from Prima, Gobi receives his license and the Sphere, which lets him change into a Big Fish. He also gets the MystSF, which Bleu can wear as an extra item.

Before you leave Prima, buy a Worm2 from one of the shops.

... turn west at the blue water...

... then go south into the ring of rock.

Up on the beach, you'll find a small hut.
The hut is full of small frogs. Talk to them.

Back in the water, head in a general northwest direction until you find a beach on a small island.

You can't understand most of the people in Tunlan. There's one fellow traveler from Gust who shares your problem and offers a suggestion.

At the uppermost doorway in Tunlan, do some exploring. Look for this secret passage.

Downstairs, there's a safe of some sort, and a couple of chests outside the safe. If you try to open those chests, you're in for a surprise. If you try for the one on the right, you'll drop into a room full of boxes which you can push out of the way.

However, you want to try for the left-hand chest. You'll drop into a room with some other people. Find the Rod5 under one of the boxes, then find the passage out under another. Now that you have Rod5 and some bait (Worm2), you are ready for a little side trip to do some deep-well fishing.
Time for a short digression from the story. Warp to Romero, then walk west around the mountains until you find a well out in the middle of nowhere. Equip the hero with Rod5 and Worm2, then cast your lines. You should drag up a DragonSD. Although the DragonSD is powerful, the B.Rang is generally more useful because it hits multiple enemies.

The next place to visit is the town of Gust, located north of Tunlan. To get there, Warp back to Tunlan, then use Gobi to swim due north until you reach some pink coral. Find the beach just past the coral and walk west along the shore. Pass a large orchard, then walk north to Gust.
Some of the people seem a bit strange in Gust.

A. Weapon Shop
B. Item Shop
C. Dragon Shrine
D. Inn (Sash in cabinet)
E. Flute Maker (Karn spell)
F. G.Fly cave
G. Nicholie's hut

A big Fly took my lunch. Now I'm hungry!

He used to be a master Flute craftsman. Now, he's gone bonkers.
This clue about the bridge and Nicholie will turn out to be important.

In the house of the crazy flutemaker, push aside a box to reveal a trap door. Drop down into the room below and push barrels out of the way. Have Karn talk to the man there to learn another spell of simulation. This one is called Debo.

Find the Sash at the back of the Inn and equip Nina with it. Give the DreamRG to Karn.
There are a lot of really good items for sale in Gust. Unfortunately, they're pretty expensive. You'll probably want to buy TriDr for Karn, MoonBW for Bo, and WorldML for the hero, Bo, and Ox. You might also like to get the FlameSH and the GaiaMsk (which Ox likes). Sell any excess from your inventory. If you're still short, try warping to Bleak and fighting G.Slimes to build up your gold, then Warp back to Gust to complete your shopping.

Walk to the north end of Gust and keep going. You'll pass a strange flower in the ground. Go around the flower and use Karn to open the door and enter another dungeon. You'll find several chests, but they're all guarded by powerful monsters with limited vocabularies.
GUST DUNGEON

A. Cure2
B. Herb
C. L.Ptn
D. Rod4
SUB-BOSS: ROGUE

This dungeon is full of chests guarded by Rogues. These are pretty tough monsters, but you're equal to the task. Use Karn's Debo form and attack with Karn, Nina, Ox, and the hero. If you want, rotate Bleu in to cast a spell, but watch that she doesn't take too much damage. These Rogues are good for charging up because they give you a lot of EP as well as more GP.

When you reach Cort, he douses you with some strange formula that makes you small.
There's big trouble a brewin'.

You find a mouse hole and enter it.

The mice are friendly and offer you lodgings.

Welcome to the Mouse Inn.
Would you like to stay?  Yes  No

Minor roaches will attack you as you walk through the tunnel, but the boss roaches are up at the north end.

To get the M.Cura potion from the mice, you must fight the roaches.
K.Roaches are tough when you're only three inches tall! Anyway, use all your powers, including ThrDr. Use Fort on Nina. She's very vulnerable. Ox is very effective, as are Karn (in fused form) and ThrDr. Use Mrbl1s with Ox, Karn, and the hero, if you've got plenty.

K.Roaches have a very short life, but a long second wind. Keep at 'em, and concentrate on one at a time.

The mice give you the M.Cura potion, and you go back outside the hole and use it to regain your normal size. Now you can continue to explore the dungeon, using the stairs to go to the next floor and find Cort.
You’ll ride a series of platforms to find your way to Cort, who waits with one of his pet monsters.

RugaX is a fearsome-looking version of the Rogue. Use Fort on Nina and ThrDr with Mrbl1s. The good news is that RugaX has no second wind. Just beat him down and he’ll stay down. Actually, you’re in for a small surprise …

It turns out that RugaX is actually Nicholie, the bridge builder you have heard about. Cort’s flower seems to have a bad effect on people. So you know what you have to do. The flower must be destroyed! Nina can’t cure Nicholie, so he’s taken back to Gust.
In order to heal Nicholie, Bleu will need the Oil. Remember the frogs you found before in a small cave? That's where you can get the Oil. But when you get to the Frog Cave, they are hungry for a G.Fly.

**BOSS: G.FLY**

The G.Fly is tougher than it looks. It can pack a mighty attack, especially on Nina. So use Fort on Nina and ThrDr.

If you want to make quick work of the G.Fly, use Mrbl1 on the hero and you'll swat the nasty insect down.

The G.Fly has a very short second wind. Once it's defeated, you can get it and take it to the frogs.
With the G.Fly in hand (yuck!), Warp back to Tunlan and then swim north and east to the beach where the Frog Cave is. Trade the G.Fly for the Oil, then Warp back to Gust. Inside, Bleu attempts to heal Nicholie while you take the rest of the party to attack Cort's evil flower.

Cort's evil flower has a very long lifeline. Use ThrDr with Mrbl1, and use Fort on Nina. Karn (in his Shin form) is very effective, too, so you might want to use Mrbl1s with him as well.

FlowerX can spit poison, or clap its hand-like flower branches on an enemy, which causes a lot of damage. But with Nina healing everyone, you'll be able to outlast FlowerX and destroy it.

FlowerX has a very short second wind.
The flower is destroyed, so you return to Bleu.

There's more trouble. Nicholie has turned into a monster again.

Defeat RugaX again. He's tough, but you've already been through this. As before, he has no second wind.

Finally, Bleu is able to bring Nicholie back to normal. He offers to fix the bridge.

Before you leave Gust, check out the flute maker again. He'll give you his latest flute, called Maestro.

There's a box that will move, but not even Ox is strong enough. Now head north out of Gust, toward the bridge.
The HornToad is challenging. Its main attack is a body slam that can take a lot of HP off one of the weaker characters. Its lifeline is very long, and you'll need to hit it with everything you can come up with.

Use ThrDr with Mrbl1 and Bleu's Chill spells. It will take a while to bring HornToad down to size, but eventually he'll get mad. Then you've still got a long way to go, because this boss has a big second wind (more than 1400 HP!).

Worse yet, he'll start creating his own private earthquake, which can wipe out characters like Nina and Bleu in one blow. The earthquake move hits the whole party, too. You'll be doing a lot of healing, but eventually, even this toad goes the way of all good bosses.
Finally, the bridge is fixed and you can cross it. Check your Map to see where you are and where you've been. A quick trip back to Gust to stay at the Inn and save is a good idea before setting out across the bridge.

Press Start to view the Map, A to zoom out, and B to exit.
After crossing the bridge from Gust, you'll discover a strange creature peering out of a hole. Follow him and drop down the crack in the earth. You'll land in Gramor, the village of the Mole People. You'll find out that one of the Mole People, Mogu, is trapped in a dream world. This is the Dark Dragons' work, and you are asked to help Mogu.

The Mole People give you the Cowl so you can understand the people of Tunlan. With the Flute, you are now ready to go to Tunlan. But first walk south from the Mole Hole and pass through the cave there. It's a good idea to consider using Mrbl3 in this cave because you'll come up against some nasty D.Fleas and M.Fleas. They use the Shock spell that can wipe out any character in one blow! Get through this cave and you'll find your way to the town of Spring.
There are some useful items in Spring. You won’t stay here long, but you may want to pick up the PowerDR for Karn, the SpineCL for Gobi, and the QuartzAR for Karn, Nina, Bleu, and the hero. Search the Inn to find the Clog for Bleu. Next, leave town and Warp to Tunlan.
**Cities and Towns**

1. Drogon
2. Camlon Castle
3. Nanai
4. Winlan
5. Romero
6. Tantar & Tuntar
7. Aura
8. Bleak
9. Arad
10. Prima
11. Gant
12. Nabal
13. Wisdon
14. Gust
15. Gramor
16. Tunlan
17. Spring
18. Carmen
19. Scande

**Other Locations**

A. Forest to Karma
B. Karma Towers
C. Forest of Despair
D. Cleansing Water Cave
E. Agua
F. Stone Robot
G. Water Cave
H. Dragon Training
I. Fairy Ring
J. Krypt
K. Tower of Dark & Light
L. Spyre (Tower of Sky)
M. Tock
N Tower of Tyr
O. Dig Spots
P. Wells
Q. Fruit Tree
R. Cerl's Tower
S. Weapon Collector
T. Dark Dragon Camp
U. Grimfowl Forest
V. Old Man and Goat
W. Dungeon
X. Frog Cave
On these pages you'll find statistics for the monsters in Breath of Fire. This information is also available on the poster that came with the game. However, we've included it for your convenience. We've listed HP (Hit Points), AT (Attack Power), EX (Experience Points you gain), and G (Gold).

<table>
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<th>Monster</th>
<th>HP</th>
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Slimes are basic nuisances with no special attacks.

Fleas are a little worse than slimes, but not much.

Glooms may cast nasty T-Bolt spells.

Beaks are quick, and often get the first hit.

Look out for their poison attack.

Average enemy, easy to beat.

Nothing special about this one.

Easy to beat, give good experience and gold.

Often team up with other enemies.

Sometimes leave Meat.

They can turn you old. Use T.Drop or Heal spell.

Average enemy, sometimes leaves C.Stn.

Tough, early on. May leave C.Stn.

Tougher and meaner than they look!

Fast. Usually get the first attack.

May use poison attack. They never attack alone.
**Lancer**
- HP: 100
- AT: 58
- EX: 120
- G: 100

Your basic spear carrier.

**Bowman**
- HP: 180
- AT: 64
- EX: 140
- G: 100

Basic bow and arrow man.

**Tronk**
- HP: 40
- AT: 26
- EX: 140
- G: 72

Can use curses and silence spells.

**Shadow**
- HP: 100
- AT: 30
- EX: 120
- G: 60

Very dangerous monster with various spells.

**Mage**
- HP: 85
- AT: 40
- EX: 140
- G: 70

Easy to beat, but don’t let them start casting Blast spells.

**Fly**
- HP: 45
- AT: 92
- EX: 40
- G: 20

Just a nuisance. Use the Rang.

**Scorp**
- HP: 70
- AT: 70
- EX: 120
- G: 60

Tough enemy of the desert. Often found with SandClods.

**Cactus**
- HP: 54
- AT: 90
- EX: 130
- G: 50

Basic desert enemy. Attacks in groups.

**Prickle**
- HP: 90
- AT: 65
- EX: 40
- G: 20

Another type of cactus. Also attacks in groups.

**SandClod**
- HP: 100
- AT: 90
- EX: 340
- G: 120

Easy desert enemy; leaves good Exp and G.

**Creon**
- HP: 100
- AT: 80
- EX: 220
- G: 120

Found on land, shoots fireballs. Relatively tough.

**E.Chest**
- HP: 45
- AT: 65
- EX: 860
- G: 360

Very tough defense, dangerous spells, great Exp and gold!

**Sorcerer**
- HP: 200
- AT: 40
- EX: 600
- G: 200

Tougher version of the Mage. Look out for BurnOut spell.

**Chopper**
- HP: 100
- AT: 130
- EX: 480
- G: 300

Like the Midget, but worse.

**Fungus**
- HP: 80
- AT: 62
- EX: 240
- G: 120

Found around the Fairy Ring. May cast Devistat or Paralyze.

**D.Rider**
- HP: 44
- AT: 65
- EX: 50
- G: 30

Meaner version of the S.Rider. Often found with Buzzers.

**D.Knight**
- HP: 180
- AT: 148
- EX: 780
- G: 300

Fast like G.Knight. Uses Redirect. Often found with Warlocks.
**Wraith**
- HP: 220
- AT: 118
- EX: 600
- G: 300
- Still more dangerous version of S.Rider.

**Bully**
- HP: 45
- AT: 100
- EX: 120
- G: 60
- Bulla's big brother?

**Ghoul**
- HP: 280
- AT: 130
- EX: 700
- G: 300
- Like the Zombie, but worse.

**Phoenix**
- HP: 240
- AT: 128
- EX: 720
- G: 360
- Flaming bird. Fairly dangerous. Its Slams do a lot of damage.

**Chimera**
- HP: 180
- AT: 78
- EX: 560
- G: 180
- Very tough bird, attacks in groups.

**Ameblob**
- HP: 75
- AT: 48
- EX: 60
- G: 45
- Nasty spell-casting blob.

**Spearman**
- HP: 150
- AT: 84
- EX: 500
- G: 340
- Tough spear user.

**Archer**
- HP: 180
- AT: 92
- EX: 560
- G: 180
- Another bow user.

**Fishy**
- HP: 65
- AT: 60
- EX: 360
- G: 300
- Basic ocean-dwelling enemy.

**Dogfish**
- HP: 140
- AT: 55
- EX: 560
- G: 150
- Tougher than Fishy. May leave Urchin.

**Tentacle**
- HP: 60
- AT: 60
- EX: 240
- G: 150
- Another ocean-dweller. May use Paralyze attack.

**CreonX**
- HP: 120
- AT: 100
- EX: 600
- G: 400
- Stronger, underwater version of Creon. Also shoots fireballs.

**CactusX**
- HP: 70
- AT: 60
- EX: 360
- G: 270
- Underwater cactus? Sometimes attacks with CreonX

**CrawlerX**
- HP: 80
- AT: 80
- EX: 250
- G: 150
- Like the P.Bug, but underwater.

**Nautilus**
- HP: 200
- AT: 128
- EX: 700
- G: 300
- Tougher than Tentacle.
<table>
<thead>
<tr>
<th>Name</th>
<th>HP</th>
<th>AT</th>
<th>EX</th>
<th>G</th>
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<td>G.Slime</td>
<td>120</td>
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<td>800</td>
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**DogfishX**
- Often found on land with D.Fleas.

**Crab**
- Tough enemies, ordinary attack. You can often run. May leave Meat.

**AmeblobX**
- Nasty version of Ameblob found on land or under water.

**PincherX**
- Tougher than Crab. May use Paralyze.

**Claw**
- Even tougher than Crab or PincherX.

**D.Flea**
- Highly dangerous! Uses the Shock spell and/or Silence.

**R.Slime**
- A different kind of slime. Generally found in groups.

**M.Scorp**
- Tough scorpion with metal exoskeleton. Fast, uses body slam attack.

**Warlock**
- Tough spell-caster. Don't leave him to last. Uses T-Bolt and Silence.

**Zoom**
- Insidious floating heads. Look out for killer spells.

**Roach**
- Your basic garden variety roach.

**Blaze**
- Hot spells like BurnOut! Use cold to counter.

**Golem**
- Lots of HP on this character. Hit hard.

**WraithX**
- Looks familiar, but more dangerous. Uses SlowDown and AgileUp.

**G.Slime**
- Good for early charge up of HP and Exp.
**Buzzer**

HP 100  
AT 100  
EX 130  
G 50  
More of a nuisance than a threat!

**Flower**

HP 700  
AT 140  
EX 1800  
G 600  
Various spells, moderate attack. Casts Silence.

**Widow**

HP 300  
AT 164  
EX 1400  
G 450  
Like the Spider, but obviously much worse. Also poisons.

**M.Flea**

HP 100  
AT 120  
EX 1680  
G 400  
Nasty flea, uses Shock and Silence spells. Be careful!

**WarhogX**

HP 280  
AT 140  
EX 1360  
G 480  
These unpleasant fellows can wipe out your party with BurnOut spells.

**Mimic**

HP 300  
AT 140  
EX 800  
G 3000  
Tough false chests cast Paralyze and Curse, but they leave good stuff.

**FireHead**

HP 240  
AT 140  
EX 1400  
G 1000  
Fiery version of Beak. Uses Inferno. Can be difficult.

**Entity**

HP 700  
AT 120  
EX 1680  
G 800  
A mysterious armored man. Uses Redirect.

**ICU**

HP 2500  
AT 120  
EX 1290  
G 540  
Nasty spell-caster found late in the game. Uses Paralyze.

**Peril**

HP 2800  
AT 100  
EX 460  
G 200  
This is a Gloom with an attitude.

**BlazeX**

HP 2400  
AT 120  
EX 840  
G 200  
You thought Blaze was bad. Uses Inferno.

**Gargoyle**

HP 2200  
AT 84  
EX 1200  
G 400  
Found in Tyr's Tower.

**LancerX**

HP 300  
AT 100  
EX 500  
G 340  
The mother of all lancers. Often found with BowmanX

**BowmanX**

HP 110  
AT 30  
EX 280  
G 90  
The father of all bowmen. Often found with LancerX.

**Soldier**

HP 600  
AT 160  
EX 1320  
G 720  
Basic soldier. Basic weapons and attack.
**Cerl**
- HP: 3500
- AT: 225
- EX: 8000
- G: 9000

**Zog**
- HP: 16000
- AT: 240
- EX: 7000
- G: 7000

**Sara**
- HP: 15000
- AT: 320
- EX: 8000
- G: 9000

**Goda**
- HP: 11000
- AT: 235
- EX: 6000
- G: 6000

**Jade**
- HP: 25000
- AT: 280
- EX: 8000
- G: 8000

**Tyr**
- HP: ???
- AT: ??
- EX: ??
- G: ??
A. Weapon Shop  
B. Item Shop  
C. Dragon Shrine  
D. Inn  
E. Girl from sky  
F. Song in a bottle  
G. Healing song
The old woman needs your help. Her daughter wants to give away the TmKey. If you help her, she'll let you use the Bolster, which will allow you to enter Mogu's dream and help him. So you try to talk to the princess, but she won't listen.

You find out that the combination to the safe is written on the princess' back, so you sneak in at night when she's swimming and read the combination. If it is still daytime, leave town and use the DkKey to change the time to night. (The HrGlas will change night to day.) Go to the secret passage in the wall upstairs to see the princess without being seen.
You read the marks on the princess' back and go to try the combination on the safe downstairs.

Something goes wrong, though. You have read the combination backwards, in the reflection. Then the princess appears. Now what?

Bleu decides to blow up the safe, but then Cerl appears and steals the TmKey before you can get to it.

In the ensuing melee, Bleu casts another spell, and everything goes black.

When you go back downstairs, you can reach the chests there. Get 2 Melons, an M.Drop, and the Bolster from the chests.
Before you return to Gramor, Warp to Gant and then go to the beach, go underwater, and swim up to the beach leading to the Nabal jail. Go past the jail and then head west, through the mountain pass, instead of going north to the GrimFowl forest. Now follow the mountain path south and east again until you find a small dragon hut. Enter the hut, get Mrbl2 from the chest, and fight Bain to learn four more dragon spells.

Bain doesn't have a second wind. Use Thrdr and you should be able to take care of Bain without any great difficulty.

You may want to Warp to Arad next and stay at the Inn (which is free), then Warp to Gramor and use the Bolster at Mogu's bedside. Save the game in Gramor first, though. Once you enter the dream, you can't get back unless you defeat Mote.

Also, if you don't have many Mrbl3s, you may want to stock up on them before using the Bolster.
When you use the Bolster, you are transported into Mogu's dream, where you meet creatures who represent his emotions.

I'm Mogu's Aneer.

I can't help you because Aneer can't solve any problems.

I am Mogu's Fear.

I want to destroy the monster, but I'm afraid.
When you’ve finished exploring the dream village, go up the ladder at the north end of the village and head northeast, toward the North Tower.

Inside the tower, you’ll find that the narrow hallways appear and disappear when you step on the strange circles.

Find your way to where Mote awaits you. There are a lot of dangerous enemies here, so you may want to use Mrbl3, if you’ve got any. If you get lost, see the map on page 96. Unfortunately, you’re in a dream, and Mote’s in control.

Mote turns into Mothro, and all your attacks on the giant moth are futile. There must be something wrong. Run away from the battle, then use Bleu’s Exit spell to get out of the tower. Time to return to the dream village.
Anne tells you where to find Courage. You'll need Courage to defeat Mote.

WarhogX can seriously threaten the party, but Bleu's Flee spell can get you out of the battle fast.

The Gas Field is dangerous and sometimes confusing. If you've got Mrhl3s, you might want to use them.
Once you get through the Gas Field, you'll find Courage hidden in a cave. With some coaxing, you bring him out of hiding and all of Mogu's Attributes become united. Now you must make your way back through the Gas Field. (Bleu's Exit spell does not work.)

**THE NORTH TOWER**
You may have found Courage, but that doesn't mean that you've won.

I'll be at the top of the tower.

Fighting in the Dream World is not the same as it is in the Real World!
This time, the fight's for real. Mothro is a strange enemy who starts out with no lifeline. But you'll throw everything you can at him. Use BltDgn with Mrbl1 to do 450 HP damage, and any other spells you can come up with.

Mothro has some strange attacks, including a poison attack. He can also make you miss a lot, but he also misses. It might take a while, but you will defeat him.

Mogu makes an idle threat.
Now that Mogu has joined the party, it's time to explore the world and use Mogu's special abilities. First stop: Camlon Castle, where they've erected a statue in your honor. Walk north to find the digging spot.

Put Mogu in the lead and press A over the special mark on the ground. Inside, there's a member of Karn's clan. Put Karn in the lead and he'll learn the new spell, Doof, which combines Bo, Ox, and Karn.

Now Warp to Bleak and go back to the building with the box you couldn't move before. Have Karn use the Doof spell and he'll become strong enough to move the box. Downstairs, you'll find the ClearCL for Nina.

Now go back upstairs and move the box in the back bedroom. You'll drop into the room where a member of Karn's clan is waiting to teach him yet another spell.
This time Karn learns the Puka spell. This one combines Karn with Gobi, Bo, and Ox. Puka is a powerful little creature.

Just north of Auria is another special spot. Open it with Puka in the lead. Get the DarkBR from a chest inside and equip Karn with it.

Inside is the LoveBR.

Now return to Spring and visit the Weapon Shop. Good items to look at are the IronCW for Mogu as well as a GaiaMask, and the QuartzAR for anyone who can use it. Also sell any excess equipment.

The Item Shop in Tunlan is a good place to stock up on Mrbl1s.
South of Spring is Spyre, the Tower of Sky. You'll need Mogu to dig your way inside.

You'll meet a wide variety of monsters in this tower. In the basement, you'll find some useful items, including the FlameAR for the hero and WorldAR for Ox. Then start up the tower.
Once you begin climbing the tower, you'll find yourself in vast areas, each representing a different landscape. Each landscape features different monsters from other parts of the game. At the upper levels, you may want to use Mrbl3 to avoid fighting. It helps if you know where the next stairway is, however.

Hint: On the Green level, the next stairway is to the northeast. On the Rain level, it's to the southwest. In the Desert, head due east, and a little south. On the Ice level, head north. On the Sky level, head southwest. On the Space level, head northeast again.

Occasionally, you'll see an opening in the wall. Don't walk through! It will drop you outside to the bottom.

When you finally get to the top of the tower, you meet Mote. He transports you into his own private dream world. To find Mote, you'll have to find his Conscience.
You meet the man who climbed to the top of the tower.
Remember him.
Outside of town, walk around the spiral path to get to the small cave.

A. Cure & JadeBw
B. L.Ptn & Trident
C. Trap
D. Smoke
E. CursedHT, FaceMask
F. Mote's Conscience
G. Healing Fountains
H. Dragon Shrine

When you go after the chests, you spring a trap. Drop in the hole to escape.
If you don't use Mrbl3s in this dungeon, you'll be attacked constantly by D.Fleas and M.Fleas. These nasty little critters have bad habits, like casting the Shock spell and wiping out your party. Beware!
Mote challenges you and breaks open the wall so you can proceed. If you think you're prepared, heal at the fountains and save your game at the shrine, then continue onward.

This section of the dungeon is very tricky. When you step on the markers in the path, the whole path will spin. You can get lost easily. Use the numbers in circles to find your way through the maze:

- At 1, go West.
- At 2, go South.
- At 3, go North.
- At 4, go East.
- At 5, go North.
- At 6, go South.
- At 7, go South.
- At 8, go East.

Of course, you meet plenty of enemies. Puka can do some damage with his slam attack. Also, use Bleu's Chill spell when you're fighting Blazes.
How dare you come to my world and try to fight me!

Karn found a trap.

Karn finds the secret trap door on 3F. (See number 12.)
Mote is a strange creature that starts out as a lot of big colored squares. As you hammer at him, he gradually condenses into a more or less normal monster. He also gets tougher and tougher as he condenses.

When you first attack him, use normal attacks, and don't use your dragon spells. Eventually, Mote will interrupt the battle to gloat and taunt, but his Conscience will appear and help you. Now the battle really begins. At first, Puka is very effective, and using Mrbl1 with Puka will deliver mega-hits. Don't use any dragon spells, though. They don't work. In fact, spells usually don't work on Mote, so you'll have to finish off this tough boss with weapons. In addition to having to fight him twice, Mote also has a very substantial second wind.
Once you have defeated Mote, you get the SkyKey from the guardian. Use it in the pillar and you’ll restore Spring to its appropriate weather.

Back in Spring, the people are talkative. Now all you have to do is understand what they’re saying. Visit the Weapon Shop for one clue, then sell off any excess equipment.

Based on the clues the townsfolk have offered, you might try fishing in the duck pond to the west of the town. With the Rod5 and the Shell for bait, you’ll catch the DragonAR for the hero.

After your little fishing expedition, save the game and head upstream to the small cave you see behind the waterfall. Time to leave Spring and head for the next place.
The cave behind the waterfall is simple to negotiate, but it's full of dangerous creatures.

When you emerge from the cave, walk south until you find the town of Carmen.

If you check the Map, you'll see where Carmen is.
CHAPTER NINE

CARMEN

A. Weapon Shop
B. Dragon Shrine
C. Inn
D. Doctor's house
E. Alan's house
When you do get to Carmen, rest in the Inn, then search the cabinet in back for the RubyBR. If you try to talk to the people in Carmen, you’ll find that something is wrong. One young man has a possible answer. He mentions Tock, which is located to the East.

**FISHING FOR SLABS**

Before you investigate Tock, take a side trip to Tantar. Nearby, you’ll find a well where you can catch an ancient slab. It doesn’t make much sense right now, but it might be important.

**MORE DIGGING**

Now walk northeast to find another digging spot for Mogu. Inside the chamber, you’ll find L.Ptn, A.Ptn, V.Ptn, and Clog.
**SHOPPING IN TUNLAN**

Warp to Tunlan and sell off any excess equipment. Get the BoneCN and the GuruCT for Bleu if you can afford them. (Actually, you can skip the BoneCN if you want. You’ll soon find a better one for free.) You also may want to stock up on Mrbil’s here.

**MORE DIGGING**

Back in Carmen again, set off to the south, then go east around a small forest. Pass the first earthen ramp leading south and take the second one. There’s a mark in the cliff just a little further to the east. Use Puka to get inside and find the WindBR.

Now go back up the ramp and head north to find a spot for Mogu to dig in. Get the HeroBW for Bo. Equipping the HeroBW to increase Bo’s attack power.
Northwest of where you got the Wind BR is the tower called Tock. You'll need Bo to get through the trees and enter the tower. Just before you visit the Healing Fountain, change Karn back to Puka.

Step on the arrows to move through the walls.

A. Healing Fountain  
B. Life  
C. EvilCN  
D. IcyAR  
E. Cure  
F. G. Tiara  
G. Life2  
H. GuardSH  
I. AgileHT  
J. WolfSkin
FireHeads cast some big-time heat spells. Counter with something cold.

The EvilCN sounds pretty bad, but it's the best weapon Bleu has now.

Walking through walls soon becomes second nature.

You take GuardSH.
GETTING THROUGH THE MAZE OF ARROWS

To get the first chest: a → b → c → d → e → f
To get the second chest: a → b → c → g → h → i → j → k
To get to the stairway from the second chest: l → m → n → o → p

On your way to get the AgileHT, look out for more FireHeads.
At the top of the tower, you meet Cerl, who has mastered time. She shows you the town of Carmen and boasts that she was the one who stopped time there. When she sees the young man you spoke to earlier, she seems to know him. But then she sets a time warp in motion and your party gets sucked into it.

The time distortion pulls you into it. There's nothing anyone can do.

You find yourself alone in the wilderness south of Tock. Try to get back to Carmen, but don't worry if you don't make it. Remember, the Shock spell can fell even a mighty dragon! But all your friends are back in Carmen, and that's where you'll wake up if you fail to make it there on your own.
It turns out that Alan and Cerl were childhood friends. But during the discussion about it, Alan suddenly takes off and heads back to Tock to talk to Cerl. He's convinced that she would never be part of the Dark Dragons' evil plans.

The party watches as Alan leaves. When he finds Cerl, she remembers him.

But memories aren't enough. It seems that Cerl is bent on carrying out her destructive plans. There's no choice left, but to fight.
Cerl is very strong, and you'll have to take off a lot of points to weaken her. Use BltDgn with Mrbl1, Puka with Mrbl1, and Bleu's BoltX spell. Each of these attacks does a little more than 400 HP damage.

Cerl's attacks aren't too hard if your characters are well armored. Use FortX to further protect them.

When you get her life bar low, she'll suddenly break out of the battle and use her time distortion ability. She doesn't fight fair.

Cerl: You're stronger than I thought, but you don't have a chance.

I will advance time until they are done. Will you let that happen?
You find yourself at the door to a fortress to the southeast of Carmen. Cerl seals herself inside, and you have no choice but to Warp back to Carmen. Check the Map first to see where you are so you can get back.

Back in Carmen, you hear Alan's story, and you learn why Cerl is upset. Alan blames himself for not standing up for Cerl when they were children.

There is one thing that might still reach Cerl and help her overcome her anger. It's the Fruit that Alan and she shared in childhood. Alan tells you about the Holiday Tree along the southern coast, and so you set out toward the southern coast.
Once you find the big tree next to the ocean, use Ox to knock the Fruit from it. Then head south along the road and into the mountain pass leading to Cerl's fort.

Outside, Cerl smells the familiar scent of the fruit and opens the door.

Upstairs, Cerl has lost the will to fight. But she doesn't believe Alan will forgive her. She offers you the TmKey.

You take the TmKey.
After you take the TmKey from the chest, Goda appears and accuses Cerl of betraying the Dark Dragons. Cerl sacrifices herself, and her whole fortress disappears, leaving only a foundation to mark its former existence.

You find yourself back in Tock, at the stairway leading to the fifth floor. When you use the TmKey in the pillar, however, something goes wrong, and Nina is caught in the time distortion. You and the party jump in after her . . .

. . . and end up in Tunlan. The mysterious man you met before gives you an important clue.
Remember the girl who fell from the sky? In Tunlan, you discover Nina, but she has amnesia. So you use Bleu’s Warp spell to return to Carmen and seek out the doctor. While you’re there, talk to the people in town to learn other interesting facts.

The doctor tells you about the Tonic, which is effective against amnesia. To prepare the Tonic, the doctor needs some items, including the W.Ant (which you can get by shooting a white deer), P.Fish, Root, and C.Nut. You can find a W.Ant under a small barrel upstairs in the doctor’s house. You might also want to pay a visit to the Weapon Shop and sell off excess equipment and buy anything that looks useful.
Before you leave Carmen, check up in the northeast corner of town, where the mysterious helper leads you to a discovery. You don't know what to do with it now, but you will.

If you want some extra money, try Warping to Auria and letting Bleu give this man a back rub. He'll give you another 20,000 GP!

Now Warp to Gant and use Mrbl3 if you want to avoid useless battles. (If you don't have any Mrbl3, remember, you can get them in Drogen.) Walk around to the beach, then head east until you find the C.Nut grove. Have Ox punch a C.Nut from a tree and take it.

Now Warp to Gramor and find the strange plant. Mogu can dig under this plant to get the Root. Now you have three out of four ingredients.
To get the final ingredient, walk back to what's left of Cerl's fortress and keep going through the mountain pass. You'll witness a strange scene between Cerl and Alan as children, then continue on through. When you come to a road, follow it to the broken bridge. The water here is strange and crimson colored. You'll catch a P.Fish here.

Take the ingredients to the doctor and he'll give you the Tonic. Warp back to Tunlan and give the Tonic to Nina. When she recovers, she's older and has a new ability.

Leave the city and put Nina in the lead. Now you can fly!
Now that you can fly, this is a great time to explore the world and find some of the good stuff that's lying around.

First stop? An island to the far north, near the middle of the map. Search there at the base of the tower to find the Tri-Rang for the hero. Just east of the tower island is another place to use Mogu to dig.

Fly southwest and fish in a well surrounded by mountains. You'll turn up a DragonSH for the hero.

Far to the southeast is another well where you can catch the DragonHT.

Northeast of the well with the DragonSH is a castle on an island. This is another dragon test for the hero. He'll fight Avian this time.
DRAGON TEST 3: AVIAN

Avian is like the other Dragon bosses. You just have to outlast him, using healing items as needed. Be sure to use BltDgn, though, or you won't have much of a chance!

ATK 260  DEF 418
ACT 108  MAG 82
Max AP 122/122 AP Used 7

SnoDr  FlmDr  ThrDr
IceDén  FirDén  BltDén
GldDén  Rudra

In case you didn't read page 112, this is a reminder to fish in the well west of Tantar and get the ancient Slab.

**AGNI — THE ULTIMATE DRAGON SPELL**

Remember the cave where you took the WtrJr to help Romero with its zombie problem? Well, that's where you want to go now, only this time you can walk down into the water. Inside, you'll learn the ultimate dragon spell. It's called Agni.
Now is a good time to get yourself in shape. Think of it as a workout program for heroes. The trick is, to get the most for your effort, you want to fight something that's not too tough but gives you lots of GP and EP. The perfect creature lives on the island where you found the Tri-Rang. The tower, by the way, is Tyr's Tower, not that you need to worry about that just yet. But if you walk around on this island, you'll meet M.Slime, a giant golden slime. Doesn't impress you? What about 9999 EP and 9999 GP every time you beat one?

By the time you finish charging up, you should be close to Level 30 (which you reach at about 179,000 EP).

Here's an example of how your characters might be equipped at this point.

<table>
<thead>
<tr>
<th><strong>Hero at Level 30</strong></th>
<th><strong>Nina at Level 37</strong></th>
<th><strong>Bo at Level 31</strong></th>
<th><strong>Karn at Level 29</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Tri-Rang</td>
<td>EvilRP</td>
<td>HeroBW</td>
<td>PowerDR</td>
</tr>
<tr>
<td>DragonAR</td>
<td>ClearCL</td>
<td>IcyAR</td>
<td>QuartzAR</td>
</tr>
<tr>
<td>DragonSH</td>
<td>SkySH</td>
<td>IronHT</td>
<td>StarSH</td>
</tr>
<tr>
<td>DragonHT</td>
<td>LoveHT</td>
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<tr>
<td>Ring</td>
<td>SmartRG</td>
<td>Clog</td>
<td>DreamRG</td>
</tr>
<tr>
<td>SkullRG</td>
<td></td>
<td></td>
<td>DarkBR</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Gobi at Level 31</strong></th>
<th><strong>Ox at Level 28</strong></th>
<th><strong>Bleu at Level 41</strong></th>
<th><strong>Mogu at Level 30</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Trident</td>
<td>SpineHR</td>
<td>EvilCN</td>
<td>MystCW</td>
</tr>
<tr>
<td>SpineCL</td>
<td>WorldAR</td>
<td>GuruCT</td>
<td>WorldAR</td>
</tr>
<tr>
<td>ProSH</td>
<td>MystSH</td>
<td>Gauntlet</td>
<td>AgileHT</td>
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<tr>
<td>PowerHT</td>
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</table>
After you're all charged up and the game is saved, head at last for Scande, which is located in the large southern peninsula, surrounded by crimson water. You'll need the pass you found in Carmen before you can enter, but you should have it with you. Take a look at the elevator. It doesn't seem to work right.

Well, perhaps the climber from Spring has been there. Warp back to Spring and talk to the injured climber, and sure enough, he's got the missing part to the elevator, but it's broken.

Gant is the place to get things fixed. Remember the B.Rang? Right. So Warp there and the B.Parts become the Parts.
Scande is the headquarters of Zog and the Dark Dragons. It's an ultra-modern city with a high tower.

A. Dragon Shrine  
B. Inn (Herb in cabinet)  
C. Obelisk entrance  
D. Elevator  
E. Entrance to Zog's Tower
Explore Scande before going up the elevator. You’ll hear some important clues, if you’re listening carefully.

The tower is high, but at the top, you meet the mysterious friend again. This time, he gives you a clue about something called D.Hrt that you can get in Tunlan. Sounds like good advice.
GETTING A SONG IN A BOTTLE

Remember the woman in Tunlan who told you about the tune in the bottle? Now's the time to go back there. She'll play the tune for you, and a message tells you that the hero is disturbed. That's a mild way of saying that he loses all but one HP! The woman puts the tune in a bottle for you. You get the D.Hrt.

It's time to climb Zog's tower and meet the leader of the Dark Dragons. At last.
Zog's Tower
Finally, it's down to you and Zog. He's pretty big, but his attacks aren't as bad as you might think. Still, he often hits all the party members with his, yes, breath of fire (and other magical attacks). Use Bleu's Comet spell and have the hero use D.Hrt. This will do some damage to Zog, but there's more work to be done. In the next round, the hero will probably be wiped out, so use Nina's RenewX or a Life2 on him, then Revert Karn from his Puka form. On the next round, the hero should use the Agni spell. This will fuse all the party members into a giant dragon. Each hit from Agni does 999 damage to Zog.

When Zog grins fearlessly, that's the start of his second wind. It takes about eleven hits from Agni after that point to finish off Zog. At last, you've beaten the Dark Dragons. Or have you?
Zog admits defeat, but then the floor beneath you gives way. The party falls from the top of the tower.

You wake up in a small, enclosed cave. Your sister Sara is there. It seems as if the threat of the Dark Dragons is over, and the only remaining task is to destroy the goddess keys. Sara takes the last key from the chest and asks you to give her the remaining keys.

But Sara has changed. She's under Jade's control.

Sara and Jade take the keys and leave for Agua, where they'll wake up the goddess, Tyr. They leave you in a cave with no exit.

Things look hopeless until a mole person pops up through the floor. Now there's an exit.
Follow the Mole People through the hole and then watch the master digger work. He'll drill another hole and you follow them into it. Now you're back in Scande. Time to head for Agua.

Climb to the top of Agua. If you need to, refer to the maps starting on page 23. At the top, you'll find a small gap leading outside. Pick up the FlameSH along the way, then head for the top of the tower.

**Top of Agua**

When you go up the final stairway, you find this large Dragon Shrine.

Wonder what's inside?
A. Healing Fountains
Sara has difficulty making up her mind. One moment she's your friend. The next moment, she's ready to fight you.

By the time you reach Jade, it's too late to prevent Tyr's release. In a separate scene, you watch as Tyr's Tower pushes up from the ground on the small island where you charged up. Now there's an entrance to the tower.

If you step on the teleportation button, it will take you directly to Tyr's Tower. However, it is a good idea at this point to leave the tower and save the game somewhere convenient. You can also stay at an Inn before climbing Tyr's Tower and facing a whole new crew of enemies, up to and including the goddess herself. Once you're in Tyr's Tower, you can exit immediately by walking south.

Now you can fly to Romero, or any other convenient town, and save the game.
TYR'S TOWER
Tyr's Tower

Follow the stairways up and down between the first and second floors. In particular, look for the AgileAR for Nina and the FlameDR for Karn. Step on the buttons to open the gates on floor 1B. Finally, make your way to the third floor to meet Sara.

You take Domino.

You take FlameDR.
Before you talk to Sara, you might want to Revert Karn to his normal self. If you don't, you won't be able to use the Agni spell, which is by far the quickest way to take on Sara. Of course, if you didn't use the D.Hrt on Zog, you could use it here, instead.

Sara's barrier also damages the party. Use an M.Drop to heal everyone at once.

**Sara**

Sara is still under Jade's control and attacks you in the form of a great white dragon. The best way to counter her attack is to use Agni, but to do so you'll have to be sure that Karn is in his normal form and that you have enough spell points to cast the Agni spell. The battle is not tough at all when you use Agni. If, for some reason, you don't use Agni, it's going to be a long, hard conflict. Sara doesn't have a second wind, so you simply have to be persistent to prevail.
After you've defeated Sara, she regains her senses and becomes free of Jade's control. However, she also perishes, or at least goes where Light Dragons go when they expire. Continue to explore, heading across the upper bridge.
Examine the map on the previous page to find the best route through this next maze. You've seen this before. Or not seen it, as the case may be. Anyway, the path will disappear as you walk over the grayish disks. It will reappear when you walk on the red disks.

When you meet Jade, he sends you back with his force field. He gloats that he is all-powerful, then destroys the tower.

All is darkness.
After your confrontation with Jade, you wake up in Drogen. You’ve been unconscious for three days! Jade has resurrected the Obelisk, a mighty fortress that can move around. You must stop him.

Your friends all rejoin you outside, and you set off to destroy the Obelisk.

Fly back to Scande, and you’ll find the Obelisk. Fly directly at it and you can enter. But inside, there’s bad news. There’s a crack in the floor, but Mogu can’t dig through it. Perhaps the master digger can help.

Fly or Warp to Gramor and talk to the master digger. He tells you about the I.Claw. There’s also a clue about the Claw in Prima.
To find the I.Claw, you must first travel to see the old woman who collects weapons. She's on the island north of Auria. She's looking for a pen pal to talk weapons with.

Now you start a back-and-forth messenger service, carrying the old man's List to the old woman, then carrying the Wtzt from under the old woman's bed to the old man. He writes a letter that describes the Wtzt as a tool, not a weapon.
Now you return to the old man with instructions from the old woman. Since it’s not a weapon, she doesn’t want it. The old man gives you the I.Claw.

Take the I.Claw to the master digger and he’ll teach Mogu how to use it. It can only be used once, though. Back to the Obelisk!

Ride the floating platforms inside the Obelisk to get from one area to the next.
Goda gives you fair warning, but he's wasting his time.
**Boss: Goda**

Goda might think he's tough, but if you use Agni, he's way out of his league. Remember that you must Revert Karn before you can use Agni, so you might plan ahead and do that before meeting Goda.

Goda has a substantial second wind, but six hits from Agni take care of this rock-head and leave him for dust.
Ride platforms and walk on the raised areas to reach the stairway down. Watch out for Ruga. He's a tough version of the Rogue you met before. You'll also meet Gargoyles here. The path is pretty simple. If you need to, use Mrbl3 or Bleu's Flee spell to save on wear and tear.

If you switch to my side, I could give you a town or two.

What do you say, Max? Wanna join? Yes No

Jade makes you an offer you can refuse.
Jade is tough, but you'd be able to handle him fairly easily with Agni. There's just one problem. He knows the Shock spell, and he doesn't mind using it. Whenever he uses the Shock spell, he wipes out the hero and makes everyone revert back to normal, where they're very vulnerable. So, before you enter the battle with Jade, be sure the hero has all the spell points he can, and that you have some Acorns or other item to recover spell points, just in case.

If the hero is up around Level 30, he'll be able to cast Agni twice without recharging. However, if Jade catches you with the Shock spell too many times, you'll need to have everyone feed Acorns to the hero. (Three Acorns will do the trick.) Jade's second wind isn't too tough, and it only takes about three hits from Agni to finish him off. But watch out for that Shock spell. Jade has a nasty habit of using it.

Jade admits defeat. He doesn't seem too surprised; he appears to relish the prospect of your upcoming battle with Tyr.

**WARNING!!!**

**IF YOU DON'T WANT TO SEE THE FINAL BOSS, STOP HERE AND SKIP TO PAGE 157!!**
Before you do anything else, you may want to heal everyone and replenish their magic points — particularly the hero. Hopefully, you brought enough Acorns to do the job. (If you didn't, don't worry. There's another way to get healed, coming right up!)

When you're ready, step on the round plate in the middle of the floor and that section will start to fall. Eventually, it will stop and a floating platform will appear. You know what to do. Ride the platform to meet Tyr.

Strange, the fearsome goddess seems friendly, and she'll even heal all your wounds. But she sees you're ready for battle.

You begin to fight, but Tyr doesn't fight back. She asks you why you're attacking her. Could it be that she is a good goddess, after all? Then you hear Sara's voice. She tells you to use Agni to see Tyr's true self. Sounds like good advice.
The first time you hit Tyr as Agni, she is shocked. Her true self comes out!

Now the real Tyr is revealed. This hideous monster is her true form. Now it's time to finish the job you set out to do.

Use Agni against Tyr and her life bar will disappear quickly. But her second wind is something else. It takes 28 hits from Agni to finish off the goddess.

Strangely, you get very few HP or EP for destroying the goddess. Of course, you don't need them anymore, so it's all right.
Tyr vows to return. Because she's a goddess, it's hard to be sure she's defeated. But for now, the threat has past. Now the floor crumbles out from under your feet, but Nina can fly, so there's no real danger. In the end, you get the congratulations of Sara and the Dragon Lord. Now sit back and enjoy the ending sequences.

Note: There are two endings to Breath of Fire. If you defeat Tyr without using Agni, you'll get a less satisfying ending. It's up to you if you want to try that.
Chapter Twelve

Game Flow Index
Use these pages as a guide to the events that occur in Breath of Fire. If you’re confused about a boss, or how to get through a castle or dungeon look here to find the page number where that information is located.
These pages don’t mention everything you do in the game, but all essential activities, bosses, and objects are included.

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FINDING CHUN LI

What's Chun Li from Street Fighter 2 doing in Breath of Fire? Go to Bleak and talk to the magician in the house to the upper left. Say yes to him, but when he tells you to look behind you, say, "No," two times. Then say "Yes". Can you say Hundred-Kicks?
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RUSEL DEMARIA is head of DeMaria Studio and Creative Director of Prima's Secrets of the Games series. He is the author or co-author of many best-selling strategy guides for video and computer games, including Secret of Mana Official Game Secrets, Myst: The Official Strategy Guide, and TIE Fighter: The Official Strategy Guide (all from Prima).