V-Note’s Chronicle
A GUIDE TO:

Book I & II

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Ys Book I & II are copyrighted by Nihon Falcom 1987, 1988 and Hudson 1990.

The TurboGrafx console holds 5 Save Slots for each game title. When you complete Book I you will lose all 5 slots, so record your passwords. Save your game at any time. Recover your password from the Continue option on the in-game start menu.

Super Password
*Q2eb/bbbbCFjj/jjhhghgh ghghgh/hhghghgh/hghghgh gQyQyQ/QyQyQyQ/QyQyQzPz PzA

Extra Options (Japanese version)
I-Wa-Sa-Ki-Hi=Ro-Ma-Sa

Ignore the incorrect password message and choose the "Continue" option. An options menu will appear at the bottom of the second saved game screen.

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(I) = PRESS THE "I" BUTTON  (F) = ACTIVE WHEN EQUIPED  (II) = PRESS THE "II" BUTTON  (P) = PERMANENTLY ACTIVE

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Ys Book I
Find the 6 lost books of Ys, and face Dark fact.

Ys Book I - Items
Blue Amulet - Used to break an ancient curse.
Blue Necklace - Protection against the statue traps.
Brooch (P) - A key for using mirrors as passageways.
Eagles Jewel (P) - Allows you to read the Ys volumes.
Golden Vase - Can be sold to Pim for a profit.
Hammer (II) - Used to clear the bad air in Darm Tower.
Heal Potion (II) - Recovers health.
Key/Dorm (P) - Key to Dorm Tower.
Key/Ivory (P) - Key.
Key/Marble (P) - Key.
Key/Prison (P) - Opens Feena's prison cell.
Key/Shrine (P) - Opens the door to the Shire.
Key/Treasure Box (P) - Key.
Mask of Eyes (E) - See hidden passages.
Mirror - Steals enemies, will break if used too often.
Necklace - Can be sold to Pim for a profit.
Ping/Armor (E) - Reduces damage by 1/2.
Ping/Evil (E) - Depletes life, key to Edo's Annex.
Ping/Healing (E) - Refills HP when standing still.
Ping/Power (E) - Doubles attack power.
Ping/Sapphire (P) - The One Eyed Man's wedding ring.
Ping/Timer (E) - Reduces enemy speed by 1/2.
Ruby (P) - Can be sold to Pim for a profit.
Sara's Crystal (P) - A key for using the golden statues.
Wing (I) - Return to any town.

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Ys Book II
Return the books to the statues of the priests.

Ys Book II - Items
Life Drop ( ) - Revive from the dead, only one exists.
Letter ( ) - Deliver to the Doctor.
Ancient Slate ( ) - The Wand of the Holy World (P) - Imbue's Adol with magic.
Pick Axe (II) - For mining.
Magic of Fire (I) - Missile weapon.
Magic of Light (I) - Magic of Return (I) - Takes you back to a visited town.
Magic of Transform (I) - Turn into a spoon.
Heal (II) - Refills your HP meter.
Wing (II) - Return home.
Kerreta Flower (P) - For Lilis's potion.
Evil Bell (II) - Summons the evil goons.
Scroll of Guidance (E) - Learn from each goddess statue.
Misty Ice Drop (I) - Create bridges of ice.
Stone Shoes (E) - Walk up icy waterfalls.
Idol of Hawk (E) - Adol's Homing to Fire magic.
Cape of Holy Spirit (E) - Recover HP.
Illusion Mirror ( ) - Reveals a disguised doorway.
Poda Tree Nut (I) - Recover MP.
Whisper Earrings (E) - Used to hear faint voices.
Poda Tree Leaf (E) - Protects against poisonous gas.
Blue Owl (E) - Helps the demon King rescue Tarra.
Vocal Swell ( ) - Used to communicate with Hadat.
Pass ( ) - Allows free access inside Solomon's Shrine.
Peace of Mind Ping (E) - Reduces magic usage by 1/2.
Sacred Cup (II) - Holds healing waters.
Dreaming Idol Stone (II) - ??
- Save at arrival in Minea Town. Talk to Sara. Use the money to buy a Sapphire Ring from Pim. Bring the ring to the One-Eyed Man, at the Bar, for a 500 GP profit. Speak to Liar 'The Poet' to learn of her plight.
- Purchase equipment, return to Sara and get Sara's Crystal. Journey to Zeptic Village.
1. Recover the Prison Key. Return to the jail cells and use the Prison Key. Rescue Feena.

   **Minor Event!**

   ...and get the Treasure Box Key. Feena suggests you return to Zeptic Village. But first, recover the Necklace, Mask of Eyes, and the Silver Bell.

2. Exit the shrine and see Goban, at the Thieves' Nest. Then, continue to Zeptic Village to Speak to Jeva. Return the Silver Bell to the Village Mayor, and accept the Power Ring.

3. Return to the Shrine and go down to Depth 2. Recover the Ivory Key, the Silver Shield, and the Heal Potion. Find the secret passage near the statue with the glowing eyes, remembering Goban's advice. Recover the Marble Key, and use the mask near the statue with the glowing eyes.

   Open the first locked door with the Ivory Key, then open the chamber door with the Marble Key.

4. Defeat the Centipede Boss and recover the Ys Volume 'Hadals'.

5. Use a Wing to return to Zeptic. Visit Jeva to translate Volume Hadals. Venture to Minea and buy another wing. Go to Sara's shop for info. Talk to Lair for quest info. She holds items from Jeva and Sara.
Enter the Mine. Recover the Heal Potion. Next, recover the Timer Ring. Then, recover the Silver Armor.

Cross the bridge and advance to Mine Depth 2. Recover the Heal Ring, the Silver Harmonica, and Poda Tree Seed. Enter the passage to Mine Depth 3.

Recover the Darm Key, followed by collecting the last Heal Potion on your way to the south-most door.

Defeat the Vampire Boss and recover the Ys Volume 'Dabbie'!

Wing back to Minea Town, and don't purchase another one. See Lair and return her Silver Harmonica. For your reward, she gives you Ys Volume 'Toba'!

Visit Grandma Jeva, to have her read your new Ys volumes.

Minor Event!

Goban Toba takes your Wing and you enter the Tower of Death.

*Note: A Version 3 BIOS is required to pass Goban, with Magic Engine.
Enter Darm Tower and go to the far-right passage to access the second floor.
- Recover the Evil Ring, the Mirror, and a Heal Potion.

Return to the entrance chamber and go left, to the next passage and advance to floor 3.
Make your way to the 5th floor, and take the left-most passage leading to floor 6. When you enter the room with three statues, you will be transported to the prison on floor Bi.
You discover you've lost your Silver Armor and Silver Shield. Speak to Luta Gema.

**Minor Event!**
Examine the prison gate. Colin will come to your rescue, and he will give you Rasta's Eagle Idol.
Along the passage with 9 statues, equip the Mask of Eyes to reveal a hidden doorway. Rasta gives you the Blue Necklace.

Advance to the 7th floor, but be sure to equip the Blue Necklace before the prison trap.
Darm Tower - 11f

Speak to Colin and recover the Silver Sword.

Darm Tower - 10f

Advance to floor 8 and defeat the Mantis Boss. Recover Volume Messa.

Recover the Hammer.

Darm Tower - 9f

Advance to floor 9 and recover the Silver Shield.

Next, use the Hammer to break the ventilation system and release the poisonous gas that is trapped in the passageway on floor 11. Speak to Luta Gemma and learn of a prisoner.

*Note: Breaking the ventilation system, before speaking to Pasta on floor 11 causes his scenario to be skipped.
See Pasta on floor 13, he tells of a girl who was taken to Pado's annex, on the 16th floor. Advance to floor 14 and defeat the Boulder boss. Recover the Brooch.

Recover Volume 'Gemma'!

Recover the Silver Armor on floor 13. Advance to floor 15 and recover the Battle Shield.

Venture up the tower to floor 16, than to the south-most door to access Pado's Annex.

Minor Event!
Equip the Evil Ring and free Lair. You are awarded with the Glasses. You can now read an ancient language.

Take a detour through floor 11 and see Luta Gemma.

Minor Event!
He gives you the Blue Amulet.
Darm Tower - 21-25F

- Read volumes Messa and Gemma.
- Equip the item that you were instructed to wear, when going to floor 19, for the Battle Armor.
- Advance to floor 20 to recover the Flame Sword.

Defeat the Demonheads Boss, then save a password.

Darm Tower - 20F

- Equip another item, mentioned in an Ys volume, to open the next door.

Major Event!

- Last Battle
- Untitled Track
  - Sounds like - 'I'm Not Your Fool'

Darm Tower - 19F

- Sit back and enjoy!

Darm Tower - 18F

- From floor 16

Darm Tower - 17F

- Heal Potion
Bernice gives you a letter for Dr. Flair, and 300GP Sword & chain Armor.

Guido Needs Iron.

Speak to Dr. Flair. He tells of his brother Palle, who is lost.

Get the Ancient Slate, the Wand of Holy World, and a Roda Tree Nut.
Return to Senior's, where he will instruct you as to exactly where you can stick the Books of Ys.

Head to the Divine Area and recover: Cleria Ring, Pick Axe.

Find Palle. He'll need a rare flower, and a Roda Tree Nut from the Ruins.

Return 5 Books and recover: Magic of Fire, Magic of Light, Kerseeta Flower, Iron Ore, Evil Bell.
An equipped magic wand will deplete your MP...

○ You should now have gold to buy the Small Shield, Long Sword, and some Chain armor.

○ Return to Dr. Flair, who is now with Ralle, will make a potion. Bring to Lilia's mom.

Lilia's mom delivers the wand - magic of return (Hadal's magic), from Peqs.

**Minor Event!**
*Exploit the basement monsters for gold!*

Visit the last statue and get the Scroll of Guidance.

Get: Misty Ice Drops.
- Visit Burn Village for an essential tip, and test Kudo's loyalty with Transform magic.
- Get the Whisper Earrings. Return to the eerie place and summon the goons for tips.
- Find the Blue Orb.

**Burnland West**

- Blue Orb
- Podia Tree Nut

**Burnland Middle**

- Podia Tree Nut
- Zambiehead Boss

**Minor Event!**

Return to Burn Village.

**Burnland East**

- Podia Tree Nut
- Kudo

**Burn Village**

- From floor Ice Park
- To Fania Village
- In Pamia Village, talk to Maria's mother. Upgrade equipment, speak to Hadat. His son Sada and the family sword are missing.
- Speak to Jeff.
- Minor Event!
  - In Pamia Village, talk to Maria's mother. Upgrade equipment, speak to Hadat. His son Sada and the family sword are missing.
  - Speak to Jeff.
  - Negotiate for the Pass, from the Pass Guard. Spy on a private conversation, but how to understand it?
  - See Dalles on way to Canal. You're transformed.

In Pamia Village, talk to Maria's mother. Upgrade equipment, speak to Hadat. His son Sada and the family sword are missing.
- Speak to Jeff.
- Minor Event!
  - Return to Hadat for a mission and get the Voca Shell.
  - Approach the Shrine gate and speak to the guards in a language that they understand. Yetai's room is on the 3rd fl. to right of shrine.

SAVE
0 Inspect the first door.
   Speak to the Resistance forces.
   Find...
0 Sacred Cup of Dabbie, and take it to Evan in Pamia Vg. Use a
   magic that can help you see, to find the cup.
   Return to Pamia.
   Return to the Hideout. Must wear the Goddesses pendant to
   pass. Speak to Lilia.

Minor Event!

0 She gives you the Master Key, return to...
   Solomon’s Shrine
   Recover...
0 Magic of Timestop and the...
0 Iron Shield. Replace your Roda
   Nut if necessary.
   Speak to the goon guarding the
   Silver Pendant.

Head to the Canal - Guarded by
   Dalles.
   Get the *item*.
   Head back to Druegar, in
   Solomon’s Shrine.
   Win, and talk to the Statue on
   the left, then use it to go to...
   Solomon Main I.
Minor Event!

Transport to Pamia Village and speak to the person mentioned during the Voca Shell conversation.

- Return to Canal West and use the Canal Key to access the Canal Release Panel. Release the canals.

Minor Event!

- Recover the Battle Armor.
- Recover the Idol of Falcon.
  - Head to Goddess’ Castle.
  - Talk to Keith – You must save Maria.
  - Head to Canal Mid. For the...
- Battle Sword.
  - Enter the Goddess’ Shrine.
  - Defeat the Belfry guardian.

Confront Dalles. Recover the...

- Dreaming Idol Stone & return to the Goddesses. Transport to Pamia. Head to the secret meeting room in Solomon’s Shrine, and recover the...
- Blue Orb.
  - Stand atop the belfry and use the Idol to release the descendants of Ys from their stone prisons.
  - Transport to Pamia for quick access to the Stone statue in Canal East. Get the...
- Cleria Sword, and transport to Pamia. Speak to Sada’s father for...
- Cleria-Armor.
  - To the Runaway hideout for...
- Golden Pendant.
Head to Dalles Room via the right-side statue in Solomon Mid. Defeat Dalles and recover the Magic of Shield.
Equip the Peace of Mind Ring.
Continue through Y's core and speak to Tarf?, Maria, Keith and Dekka, and Lilia who gives...

Goddess's Ring. Use it to remove the barrier. Advance.

**Minor Event!**

Goban and Luta appear, get the...
Silver Harmonica.
Talk to Luta and get...
Shield of Cleria. Play the Harmonica.
Talk to Reena and Lair.

**Minor Event!**

Equip the Goddess's Ring and Magic of Shield.

**Minor Event!**
Enter the final chamber and discover the true source behind Darm's power.

End Action: forced soft restart (run+select).

The rest is the stuff of legend...
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aka. V-Note’s Chronicle: Ys Book I & II
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Correction & Addition Contributors

*Note: At this time, as I am aware of many corrections needed, especially for Book II. I cannot guarantee credit for all corrections. Among other issues, if you find the ONE that would get a credit.

Musings

Shouldn’t it be ‘Shadow of the Tower of Death’?
Referencing the Sapphire Ring – Is it possible that there are other NPC’s that want the other valuable items, instead of selling them to Pim.

Typography

John’s Hand Regular
King Arthur Special Normal
Churchward Brub Reg

I’m Rick James, b*tch!