

SEGA OF AMERICA

(1-800-USA-SEGA)

573 Forbes Blvd. , P. O. Box 2167, So. San Francisco, CA 94080

HELPFUL HINTS: Y's

To Start:

Aron starts the game unarmed and with \$1,000. Immediately buy a short sword in the city of Minea. (Be sure to equip Aron with the sword.)

Proceed to talk with all villagers and explore all shops. Writing all messages is a good idea at this point.

Game Play:

Exit Minea and enter field. Kill creatures to build gold and experience points. Cross bridge to right and enter another field. At the bottom of the second field is a lake. Go to the right side of the lake and at the indentation, attempt to walk on the water. If in the correct location, Aron will receive the Gold Pedestal.

Return to Minea and in the village market, sell the Pedestal for \$2,000. Then buy the Sapphire Ring for \$1,000.

Take the Ring to Donis in Ohman Bar and receive \$1,500 as a reward.

With this gold, proceed to buy shield and armor. Once fully armed, visit Sara in the Seer's House. Aron will receive the Crystal.

To the right of the second field is the city of Zepik. Visit the house of Jeba. If Aron has the Crystal, he will then receive the Temple Key from Jeba.

Exit Zepik to upper-right and follow path through the hills. Situated at the crest of the hill is the palace.

The creatures in the palace are extremely powerful. Be sure to upgrade arms as gold is accumulated. Always carry a wing so returning to Minea is easier.

Enter the palace and approach gold statue to far right. If in possession of the Temple Key, touching the gold statue will gain entrance to the inner regions of the palace.

On the far left side of first floor is a chest containing a Ruby.

On the far right of the first floor is a decorated wall. Touch the wall and Ankharat appears. To defeat, stay at top of screen and when Ankharat appears, run and touch and return to original position. After defeating him, a hole in the wall will open. This is a passageway to second floor.

Work through the second floor to the stairs in the upper-right corner. There are three chests hidden throughout this level. In the upper-right chest, a Necklace will be found. At the top is a chest containing Key to Prison. And at the bottom left is the chest with the Key to Chest.

With the Key to Chest in possession, return to second floor to open locked chests. One chest contains a potion, the other, a mask. Also, with the Key to Prison, the three prisons at the top of this level can now be entered. In the left prison, the Silver Bell can be obtained.

Back on the first floor, the locked chest contains the Ring of Mail.

Exit the palace. Take the Silver Bell to the House of Mayor in Zepik. In turn, the Power Ring will be received.

At the top of the second field is the mine. The mine has three levels. (Be aware, the mine creatures are even more powerful than the creatures found in the palace.) In the far upper-left corner are two chests, one has a potion, the other contains the Silver Armor. In the lower left side is a chest where the Timer Ring can be found. Proceed to upper-right corner of first level to find stairs to second level.

On the second level, go to immediate left and find the chest containing the Roda Seed. Further to the left is the chest containing the Harmonica. And in the lower-right corner is the chest which holds the Heal Ring.

Exit the mine and make way down the second field to the large triangular tree. Once the Roda Seed is in possession, by standing at the foot of this tree, Aron can now converse with it. Buried beneath a Roda tree (there are two of them), is the Silver Sword.

Proceed to Minea to return the Harmonica to the poetess, Reah. At this time, return to the palace. From the third floor, make way to upper-left corner and take the stairs to the fourth floor. In the lower-left corner is a chest containing the Ivory Key. On the fourth floor, top center, are the stairs that lead to the fifth floor. On the fifth floor are two chests, one in the very upper-right corner, the other on the bottom towards the left. These treasure chests contain the Marble Key and the Silver Shield.

Throughout floors four and five are several gold statues. Touching these gold statues results in being transported to different locations throughout the palace. Touching the correct sequence of gold statues will gain access to a room filled with pillars (broken and whole). Progress all the way to the left and there will be a green door. Touch the door to enter the room. There will be a chest on the left. Touch the chest and Wyrms will appear. Stab repeatedly with sword to kill. Once gone, touch the chest again to receive a Book of Y's.

Return to the Seer's House (Sara) in Minea and obtain another Book of Y's.

Take the books to Jeba in Zepik and she will read them.

Now, return to the mine. On the second level of the mine there are stairs at the very top center that go to the third level of the mine. Once on the third level, proceed up to top right corner. There will be a chest containing the Key to Doomed. On the left side of the third level is another chest containing a potion. From the potion, proceed down to very bottom, far left. There, a blue door is located. Go thru the door and touch the chest to encounter Birdo. He is very difficult to destroy. Do not attempt to destroy the mini-bats. Instead avoid the bats and wait until they join and form the large bird. Stab the wings only. Do not rush this fight. Once he is dead, another Book of Y's is received.

Again, take this book to Jeba to be read.

It is now time to go to the Tower of the Doomed for the second half of the quest. Return to the palace, but do not enter. To the right of the palace is the Thieves' Den, where Goban lives. Beyond the Thieves' Den is the Tower of the Doomed. Once the Tower has been entered, it cannot be left, so be sure to save the game at this point.

The first six floors of the Tower must be carefully explored as there are many specific areas to look for.

- Look for a room holding four chests. One has the Evil Ring, one has a mirror, one has a potion, and one is empty.
- Continue on to find a room with three Stone Statues (they are in the formation of an upside-down triangle). When the room is entered, the screen will flash and the door will be covered with a prison door. At this time, all silver arms will be lost. Walk into the prison door and a hole will appear in the right wall. A man will walk out. Talk to him and receive the Statues for Rauba. Exit the room and go to Rauba.

- To find Rauba, look for a long hallway lined with Stone Statues. Put on the mask and a door among the Statues will now be revealed. Enter the door and talk to Rauba to receive the Blue Necklace. Equip with the Blue Necklace and Evil Ring.
- Return to the room with the three Stone Statues. Leave and go through entire Castle back to the same room. This must be done several times before the man on the right allows you to go on. When this happens, the wall to the right will open allowing access to the seventh floor.

On the seventh floor, there is a chest containing the Silver Sword. Take the stairs on the right to the eighth floor.

On the left side of the eighth floor are stairs ending in a green door. Go thru the green door and enter a room with a green door. Touch the green door and Insecta will appear. To kill, avoid the green objects he throws while stabbing him. Once he is dead, enter the green door to find two chests. One has a Hammer, the other has a Book of Y's.

Proceed to the stairs at the top center to floor nine. In the middle of the ninth floor is a room with one chest surrounded by four Stone Statues. Be prepared, as the Statues come to life and must be destroyed. The chest contains the Silver Shield.

Go to the right of floor nine to find the stairs to floor ten. The tenth floor has two sets of stairs.

The stairs on the left of floor ten lead to the eleventh floor. When the room at the top of the stairs is entered, the life meter will suddenly drop steadily. Run to the right and enter the door. Hurry down the stairs and talk to the man. Read his message and when the life meter is full, exit that room and run back to the door on left. Go downstairs back to the tenth floor. Take stairs on right to ledge with pillars. Go five pillars to right and stand in front of fifth pillar. Equip with Hammer and use; the pillar will break. The poisonous room will now be harmless.

Before returning to poisonous room, proceed to right on ledge to next door. Enter door and make way to stairs at the far left. The stairs lead-up to the twelfth floor out onto another ledge with pillars. Go right to next door on ledge and enter. To the left on that floor, is Luther Jemma.

Return now to the poisonous room. From the room where the old man gave the message and filled the life meter, continue to right to another door. Take stairs to left to thirteenth floor.

Make way to left and talk to old man. From the old man, proceed to right to stairs to fourteenth floor. To the right of the fourteenth floor is a green door. Enter and touch the next green door. I-Ball will appear. Destroy (do not touch red spot in center or rocks he is throwing) and enter green door to find two chests. One has the Rod and the other has a Book of Y's.

Return to old man on thirteenth floor and proceed down through doorway to mirror. Touching the mirror without the Rod will do nothing, however, with the Rod, touching the mirror will lead to a different area of the thirteenth floor. The thirteenth floor is full of mirrors and can be very confusing. Take it slow and try to memorize what each area looks like. In this area is a chest with the Silver Armor.

By continuing through the mirrors and doorways, sets of stairs can be found. Take all stairs as they lead to other areas. On the fifteenth floor is a chest with the Battle Shield.

After finding the Battle Shield, exit room and go all the way to the left, take hallway up and go all the way right to door. Go through door to the sixteenth floor.

On the sixteenth floor is a crossway to the Tower of Rado. Enter Tower and head all the way to left to find a green door. Enter and encounter Reah, the poetess. Reah has the Monocle.

With the Monocle in possession, read the books found in Tower.

After reading the books, it is necessary to return now to Luther Jemma on the twelfth floor. Luther Jemma will present the Amulet.

Proceed up the floors from Luther Jemma to fifteenth floor. Take stairs on far left to seventeenth floor. In the middle of the seventeenth floor is a chest with a potion. From there, continue to left to stairs to eighteenth floor.

The eighteenth floor has two sets of stairs. Take stairs to right to nineteenth floor. On the nineteenth floor is a room guarded by two Stone Statues. Enter the room and find a chest surrounded by four Stone Statues. Equip with Evil Ring and Blue Necklace. Touch chest and receive Battle Armor.

Return to eighteenth floor and take stairs on left to twentieth floor.

Go left through twentieth floor. On the way, a hole will appear in the wall. Go through hole to room with chest with two guards. Kill the guards and touch the chest to receive the Flame Sword.

From the hole in the wall, continue to left to stairs leading to twenty-first floor.

The twenty-first floor is another floor filled with mirrors. Proceed as before in the thirteenth floor to find stairs to twenty-second floor.

The twenty-second floor is also filled with mirrors. Touch the correct mirror to find a room with a green door. The room will suddenly have two faces (one black and one white) with fireballs revolving about each face. This is Heady and he is tough. Go to bottom center of screen and stay there. Wait for two faces to merge and run up and touch. Only touching the white face will cause his life meter to drop, so when possible, go for him.

After Heady is dead, go to far left and proceed up all the sets of stairs (approximately four). At the top of the last stairs is a green door. If the Amulet is in possession, the green door can be entered. This is where Dark Dekt is hiding. Before confronting him, make sure to equip with all Silver Arms. Touch him and the platform will take off and fly through space. He will start flying around while throwing fireballs. When he is touched, a portion of the floor disappears and cannot be walked on. Be careful and use strategy! Try touching him when standing on the edges first so the floor won't disappear in the center making it impossible to run around. Make every hit count. If possible, try following him around the board with the sword constantly touching him. Once he is defeated, the last book hidden in his cloak will be received.