

SEGA
GENESIS
16-BIT CARTRIDGE



**SWORD OF
VERMILLION**



SWORD OF VERMILION INTRODUCTION

The world of Vermilion is a wonderful and dangerous place. Read this book to prepare yourself for the role-playing challenge of a lifetime!

Story of VERMILION

Eighteen years ago, the evil King Tsarkon of Cartahena invaded Excalabria, destroying the fertile fields and peaceful folk of that once prosperous land. When King Erik of Excalabria saw that he could do nothing to stop the hordes that stormed his castle walls, he ordered his bravest knight, Blade, to escape with his infant and raise him far from the land of his birth.



Blade journeyed far, at last settling in the isolated village of Wyclif. There he raised the prince, never telling him of his royal heritage. Eighteen years passed, and the young prince grew into a strong, skillful warrior. On the day of Blade's death, the prince learned of his true identity. He vowed to fulfill his destiny and avenge his father...



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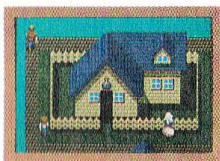
COMMON SIGHTS



Here's a quick introduction to the things you'll see on the screen as you adventure in the World of Vermilion.

To the left is your character. You get to choose his name and you determine all his actions. Use the Control Pad to move him through towns and villages, across vast wilderness, and into mysterious caves.

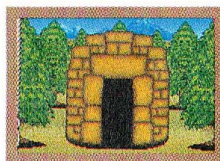
From left to right, the three pictures below show examples of a town, a village, and a cave entrance.



Town



Village



Cave Entrance

Exploring Towns and Villages

Your Home

This is the first place you need to go—your home in Wyclif. Blade awaits you there.



Weapon Shop

Weapons, shields, and suits of armor are bought and sold here. What's available varies from place to place. The more an item costs, the better it works.



Equipment Shop

Be sure to visit these shops whenever you enter a new town or village. Many useful items are sold here, but the prices go up at each new shop.



Magic Shop

The owners of these shops buy and sell Spell Books. You immediately know how to use a book that you purchase (as long as you have the magic points to cast it).



Inn

After an overnight stay at an inn, you regain all lost hit points and magic points. The lodging fees are more expensive in each new town or village you visit.



Fortuneteller

Fortunetellers always demand their fees in advance. Their advice is sometimes useful, sometimes not.



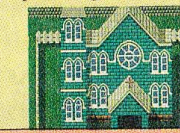
Tavern

Visit taverns to get news and information from the customers and tavernkeeper.



Church

Churches are vital to the success of your quest. Here you can remove curses, cure yourself of poisonings, and save your game. (Be sure to save your game often!)



ITEMS YOU'LL FIND

You will encounter a wide variety of items during your adventures. Items with prices can be purchased at Equipment Shops, while others can only be discovered in caves or the wilderness.

Herbs

20 Kim and up

Restore 40 Hit Points (HP) of damage. Be sure to stock up on these at the Equipment Shop.

Medicine

120 Kim and up

Restores 100 HP of damage. You won't find this until later in the game.

Candle

10 Kim and up

Lets you see inside caves. It doesn't last very long, so bring several.

Lantern

65 Kim and up

Works like a candle, only it lasts for as long as you stay in the cave.

Poison Balm

40 Kim and up

Cures all but the strongest poisons that you might suffer from.

Gnome Stone

300 Kim and up

Enables you to teleport from anywhere inside a cave to outside the cave entrance.

Treasure of Troy

The king of Parma really wants this!

Griffin Wing

820 Kim and up

Teleports you to the last town or village you visited. Does not work inside caves!

Banshee Powder

2,200 Kim and up

Use this if you don't think you can make it back to a town or village. You'll awaken at the last Church you visited, in full health and with all your gold.

Agate Jewel

3,200 Kim and up

Restores 10 Magic Points (MP). Be sure to carry one or two for emergencies.

Topaz Jewel

9,100 Kim

Restores 30 MP. Very useful, but you won't find them until late in the game.

Ruby Brooch

Using this item decreases by half the number of monsters you'll have to face.

Area Map

Gives you a bird's eye view of the wilderness region you're in. Villagers and townspeople give these to you for most of the game.

Truffles

These delicacies grow in Bremen's Cave. They are greatly desired by the king of Deepdale.

Alarm Clock

2,000 Kim

This can be found only in the Equipment Shop in Keltwick. It's good for waking up people.

Rafael's Stick

Removes curses. You won't find this until the later stages of your quest.

Titania's Mirror

Using this shows you an area map of the region you're in. After a battle, you must use it again to see the map.

Old Woman's Sketch

She lives in Helwig. There is someone in Keltwick who'd like to see this.

Old Man's Sketch

He lives in Keltwick. Perhaps the woman in Helwig would like to have this item.

Digot Plant

When all other poison remedies fail, this plant will do the trick.

Pass to Cartahena

You need this to enter Cartahena, but can you find it?

Joke Book

The Malaga Equipment Shop sells this. I wonder what it's good for?

Vase

They sure have some odd items in Malaga!

Small Bomb

This is sold in Malaga, too. Maybe you'll get a bang out of it.

Kulm Vase

This item is so rare that no one is quite sure what it does.

Mirror of Atlas

This improved version of Titania's Mirror always shows a map of the current region.

KEYS

Some of the passageways in caves are blocked by gates. Many of these gates require special keys to unlock them. Once unlocked the gate can be opened and the passageway explored. There are many different keys in Vermilion; most unlock only one gate, but a few unlock two or more different gates.

SPECIAL ITEMS

The following items are important to your quest; if you fail to find these items, you won't be able to finish the game.

Three Crystals

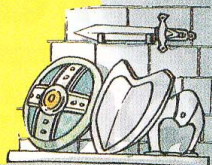
There are three crystals—white, red, and blue—that the king of Swaffham would love to possess. If you can get them for him, you may be able to claim a very valuable reward....

The Eight Rings of Good

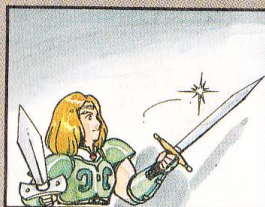
There are 16 rings that control the destiny of the World of Vermilion. Eight of these rings represent good; the other eight epitomize evil. Tsarkon has the eight rings of evil. To have any chance of overcoming his vile power, you must locate the eight rings of good and confront

Tsarkon in the ultimate contest....

WEAPONS, SHIELDS, AND ARMOR

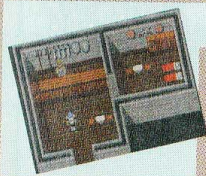


Within the World of Vermilion you will find a wide variety of combat gear. Some of these items are commonplace, but others are potent artifacts of legend. Most of them are described here; a few are left for you to figure out.



SWORDS

Swords are the weapons of choice in the World of Vermilion. Remember to ready a sword (and shield and armor, too) after you buy it!



• Swords for Sale

The following weapons are sold in the Weapon Shops you'll find in various towns and villages. The more expensive the sword, the more damage it causes, so buy the best you can afford.

Bronze Sword
100 Kim • Wyclif

This will be the first weapon you buy. Get another one as soon as you can.

Iron Sword
400 Kim • Parma

If you can't afford the Sharp Sword in Parma, buy this one and use it until you can afford the Sharp Sword.

Sharp Sword
800 Kim • Parma

Much better than the Iron Sword. Buy it as soon as you can.

Long Sword
1,800 Kim • Deepdale

When you reach Deepdale, buy this one only if you can't afford the Silver Sword.

Silver Sword
3,700 Kim • Deepdale

Buy this instead of the Long Sword, if you can afford it. It has a good resale value.

Prime Sword
5,100 Kim • Malaga

An improvement over the Silver Sword, but not as good as the Golden Sword. Its resale value is the same as that of the Silver Sword.

Golden Sword
8,200 Kim • Malaga

Not only is this a powerful weapon, but you get a great price for it when you sell it!

Platinum Sword
14,800 Kim • Tadcaster

Buy this one only if you don't have the kim to buy the Diamond Sword. You won't lose much kim when you resell this beauty!

Diamond Sword
21,000 Kim • Tadcaster

Diamond-encrusted edges give this sword tremendous cutting power. Great resale value!

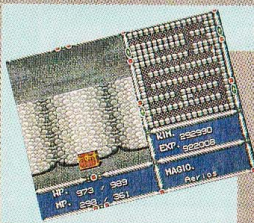
Royal Sword
34,600 Kim • Swaffham

Though this is more powerful than the Diamond Sword, you may want to save for the Ultimate Sword. Poor resale value.

Ultimate Sword
42,000 Kim • Swaffham

This is the best weapon you can buy, but there is a better weapon whose price is beyond kim.

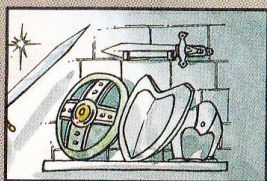




• Swords Not Sold in Shops

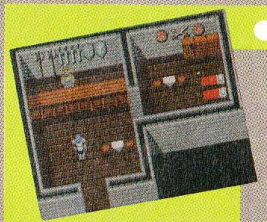
The following swords can be found only in caves or in the wilderness. These weapons are powerful, but one comes with a curse!

Dark Sword	This weapon is useful, but you can't cast magical spells once you ready it.
Graphite Sword	A mighty sword that is hidden in a treasure chest deep inside a cave. It's more powerful than the Golden Sword.
Barbarian Sword	This weapon is also found in a cave. Sheathe the Diamond Sword or any sword less powerful when you find the Barbarian Sword.
Critical Sword	The Ultimate Sword pales in comparison to this awesome weapon.
Death Sword	Death for your enemies, that is. The Death Sword is mightier than the Critical Sword.
Sword of Vermilion	The finest weapon ever crafted. Someone you meet on your travels will make this for you, but it will cost you dearly.



SHIELDS

Even the mightiest sword doesn't protect you from opponents' blows. You need shields and armor to lessen the damage your enemies inflict upon you.

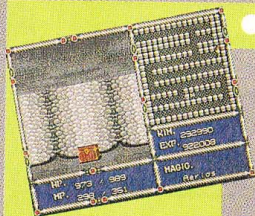


• Shields for Sale

The following shields may be purchased in various Weapon Shops in towns and villages throughout the World of Vermilion.

Leather Shield 50 Kim • Wyclif	Not much use in combat, but it may be all you can afford at first.
Small Shield 80 Kim • Wyclif	Get this shield before you head off to Parma.
Large Shield 250 Kim • Parma	Buy this shield only if you lack the kim to purchase the Silver Shield.
Silver Shield 500 Kim • Parma	A great improvement over the Large Shield. Be sure to have this shield before you leave for Watling.
Gold Shield 1,500 Kim • Deepdale	A very handy shield to have as you face more powerful foes (good resale value, too).
Platinum Shield 3,200 Kim • Deepdale	Buy this as soon as you can; you're going to need it!
Diamond Shield 4,100 Kim • Malaga	An excellent shield for defending against the tough monsters you'll face around Malaga. Very good resale value!
Knight Shield 6,300 Kim • Tadcaster	Though better than the Diamond Shield, you won't get as much for it when you trade it in for a stronger shield.
Carmine Shield 12,700 Kim • Swaffham	Simply the best shield kim can buy! Get it as soon as you can.





● Shields Not Sold in Shops

Certain special shields can't be bought; they must be earned in battle or exploration. None of these shields are cursed.

Gem Shield

More powerful than the Silver Shield, the Gem Shield is a great find early in the game. You won't get much kim when you sell it.

Sapphire Shield

Better than the Gem Shield, but not as good as the Gold Shield. Once you buy the Gold Shield, you can sell this for lots of kim.

Magic Shield

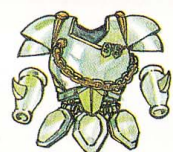
If you're lucky, you'll find this in a chest inside a cave. It's more powerful than the Gold Shield.

Poison Shield

This is hidden deep within Blazon's Cave. When this shield is readied, you cannot be poisoned by monsters.

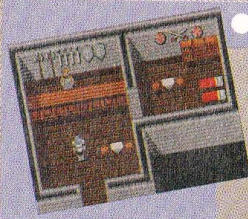
Dragon Shield

This powerful shield must be obtained in a very special way. Someone in Helwig may help you get it.



ARMOR

Suits of armor provide excellent protection against the attacks of your foes. Be sure to have both a shield and a suit of armor readied at all times as you journey on your quest.



● Armor for Sale

Most of the armor in the World of Vermilion is sold in the Weapon Shops in towns and villages.

Leather Armor

200 Kim • Wyclif

This will probably be your first set of armor. Buy Bronze Armor as soon as you can.

Bronze Armor

400 Kim • Wyclif

Be sure to be wearing this armor when you set out for Parma.

Metal Armor

900 Kim • Parma

Buy this if you can't afford Scale Armor when you first get to Parma, but get Scale Armor as soon as you can.

Scale Armor

1,100 Kim • Parma

The best armor available in Parma.

Plate Armor

2,800 Kim • Deepdale

This is nice armor, but the price is pretty steep. Good resale value.

Crystal Armor

4,500 Kim • Deepdale

More powerful than Plate Armor; it's worth every kim you spend on it.

Silver Armor

7,000 Kim • Malaga

Not much resale value, but it's a big improvement over Crystal Armor.

Knight Armor

9,200 Kim • Malaga

The best armor you'll find for a long time. You'll practically have to give it away when you try to trade it in.

Gold Armor

15,000 Kim • Tadcaster

This gold-plated armor is as effective as it is valuable. Tremendous resale value.

Ultimate Armor

14,000 Kim • Tadcaster

You won't get much kim when you sell Ultimate Armor, but it'll save your hide a few times!

Odin Armor

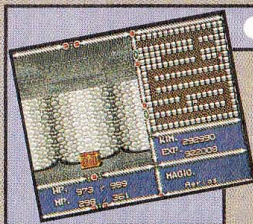
30,000 Kim • Swaffham

Great armor, but are you sure you can't use your old armor a bit longer and save up for Diamond Armor?

Diamond Armor

50,000 Kim • Swaffham

The best armor kim can buy! You'll be one sharp-looking warrior in this armor. You'll get most of your kim back when you sell it.



● Armor Not Sold in Shops

As is the case with swords and shields, some armor can't be found in shops. Watch out for the cursed armor, though.

Skeleton Armor

More powerful than Scale Armor, this can be found in a cave.

Crimson Armor

Every bit as good as Ultimate Armor. You won't get much when you trade it in (but at least you didn't have to pay for it).

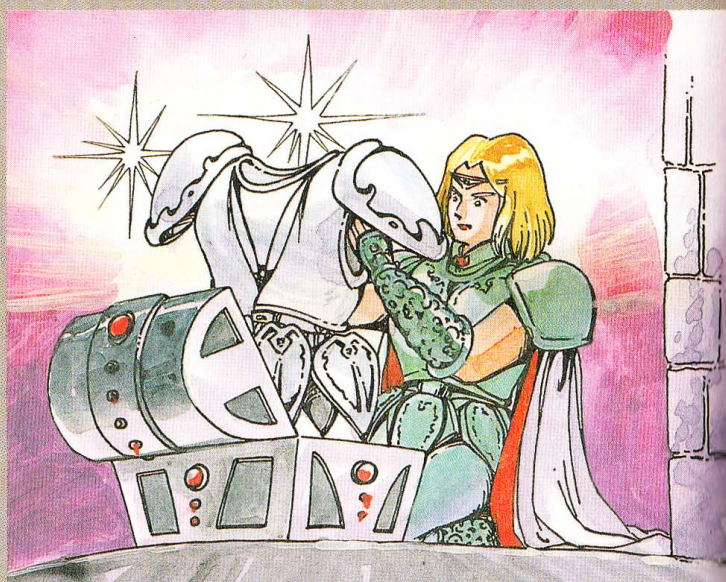
Secret Armor

This is even better than Diamond Armor. Be sure to wear this when you find it.

Old Nick Armor

The best armor there is! If it wasn't for the minor problem of a curse....

* Combat items not mentioned here are for you to figure out.



MAGICAL SPELLS

All magic is cast from Spell Books. You can buy these from the Magic Shops in towns and villages. There are two types of magical spells: Movement and Combat. Movement magic can be used only while you're moving around (walking through town, wandering in the wilderness, etc.). Combat magic can be used only during battle.

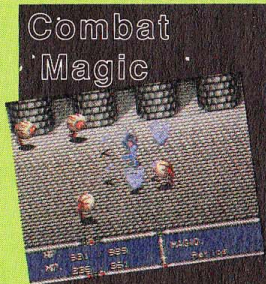


Movement Magic

Be warned! These spells cannot be used once combat has begun!

BOOK NAME *Where Found	Spell Effect
BANGUA *Parma, Deepdale	Restores 60 HP, uses 6 MP. You'll use this a lot; get it as soon as you can.
BANGUIA *Malaga, Helwig	Restores 200 HP, uses 12 MP. Very handy for long trips through the wilderness.
BANGUIO *Hastings	Restores all HP, uses 31 MP. The best healing magic for sale anywhere!
BANGUIOS *Not For Sale	Restores all HP, uses 2 MP(!). No longer sold in Magic Shops, but you may stumble upon it.
TOXIOS *Keltwick, Malaga	Anti-poison, uses 6 MP. This cures you when you've been poisoned.
EXTRIOS *Helwig	Instantly takes you from inside a cave to outside its entrance. Uses 5 MP.
ARIES *Malaga, Helwig	Teleports you to any town or village you've been to. Doesn't work in caves or inside towns and villages. Uses 13 MP.
LUMINOS *Keltwick	Gives you light while underground. Works just like a lantern. Uses 5 MP.
INAUDIOS *Helwig	Monsters won't be able to find you while this spell is in effect. Uses 8 MP.

Combat Magic

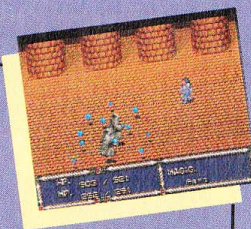


The following Spell Books can be used during combat. You must have a Spell Book readied beforehand if you want to use it in battle (only one Book can be readied at a time).

BOOK NAME •Where Found	Spell Effect
FERROS •Parma	Creates a spinning ball of fire that circles around you, damaging your foes. Uses 1 MP.
COPPEROS •Stow	Casts a fireball ring that surrounds an enemy and also damages nearby foes. Uses 4 MP.
MERCURIOS •Helwigbody	Sends repeated spirals of fire out from your body. Improved version of Ferros. Uses 7 MP.
ARGENTOS •Swaffham	Creates a fireball that homes in on an enemy. It may attack multiple foes. Uses 10 MP.
HYDRO •Keltwick	Causes an enemy to be attacked by a blast of water. Quick foes evade it. Uses 4 MP.
HYDRIOS •Swaffham	A more powerful version of Hydro. Uses 8 MP.
VOLTI •Deepdale, Stow	Emits a ball of lightning that circles around you. Uses 2 MP.
VOLTIO •Malaga, Swaffham	Erects a barrier of lightning around you that damages all who touch it. Uses 12 MP.
VOLTIOS •Swaffham	Casts lightning bolts at monsters. Uses 16 MP.
AERO •Stow, Keltwick	Causes a single area of vacuum to appear. It may miss its target entirely. Uses 3 MP.
AERIOS •Malaga	Many areas of vacuum are created and sent toward your foes. Uses 9 MP.
CHRONO •Keltwick	Freezes enemies in their tracks, but only for a short time. Uses 5 MP.
CHRONIOS •Hastings	More powerful version of Chrono that halts monsters for a longer time. Uses 10 MP.
TERRAFISSI •Hastings	Creates an earthquake that devastates your enemies but leaves you unharmed. Uses 25 MP.

YOUR FOES

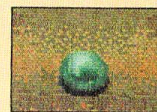
You'll meet many deadly foes during your travels. They may appear anywhere in caves and in the wilderness (but not in towns and villages). Every time you defeat a monster, you receive experience points and kim. Sometimes treasure chests appear as well; inside you may find items unavailable in shops.



SLIMES

These disgusting creatures bounce after you with their rubbery bodies. Though the green slimes are weak, the black glops really pack a wallop.

Green Slime Blue Jelly Red Glunk



Gray Ooze White Pudding Black Glop



KOBOLDS

Nasty little monsters with dog-like faces. They're some of the weaker foes you'll face.

Dog Kobold Coyote Kobold Hyena Kobold Wolf Kobold



UNDEAD

The sword attacks of the walking dead are relatively weak. You shouldn't have too much trouble with these monsters.

Skeleton

Zombie

Ghoul

Cryptmaster



BATS

Fast little creatures that can chew you to pieces if you're careless.

Fruit Bat



Cave Bat



Killer Bat



Vampire Bat



SORCERERS

These evil beings are easily killed—if you can get past the magical fireballs they cast at you.

Neophyte



Conjurer



Mage



Wizard



FLOATING EYES

If looks could kill, these things would get you every time! Try not to touch them when you attack—they have strong attacks but weak defenses.

Eyeball



Red Eye



Zap Eye



Killer Eye



SNAKEMEN

Use magic on these nasties—they're tough and they're fast!

Rattler



Python



Cobra



Anaconda



GIANT MUSHROOMS

Watch out for the poisonous spores spewed out by these subterranean monsters.

Puffball



Toadstool



Fungo



Morel



CYCLOPS

Even magic has little effect on these extremely powerful creatures. Don't try to slug it out with them!

Basher



Smasher



Crusher



Obliterator



FIRERINGS

Some of these beings teleport around the screen, while others emit spirals of fireballs.

Flamer



Melter



Scorcher



Incinerator



SCORPIONS

They're fast, they're tough, and they're poisonous. Even the bravest warriors think twice about tangling with these guys.

Noodler



Stinger



Injector



Poisoner



MOLDS

These creatures lash out with their tentacles. If you can avoid the tentacles, molds are fairly easy to kill.

Creeper



Oozer



Slimer

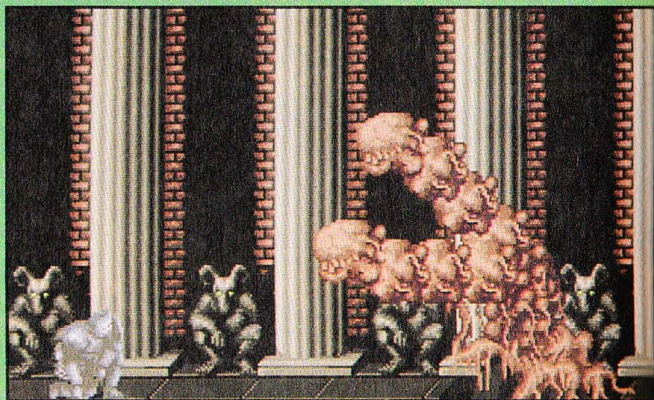
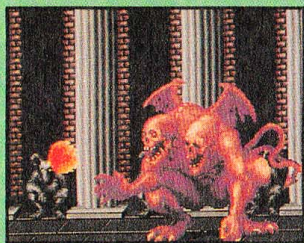
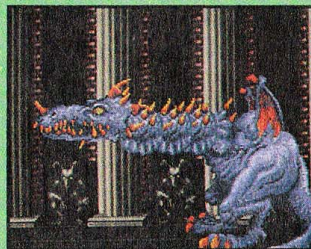


Slurper



These giant creatures are the leaders of the monsters in their region of the World of Vermilion. They appear only inside certain castles and caves. Be sure to have all your Hit Points and your best combat gear readied before you face an Archmonster! Archmonsters cannot be defeated with magic; you must use your sword and your cunning. Step back or crouch down to avoid their attacks, then step in and attack their undersides at close range.

ARCHMONSTERS



SWORD OF VERMILION

The Adventure Begins!

You've spent long enough familiarizing yourself with the things you'll meet in the World of Vermilion. Now it's time to start your adventure!

GAME PLAY NOTES

• Save your game as often as you can! Entering a new town, going up a level, or gaining a potent item are all good reasons to head to a Church to place the game in memory. You can go on playing right away.

• Use all three saved game records. Don't save under record #1 all the time—use #2 and #3 also. Keep track of



which number your latest game was saved under.

• When you put on a new piece of combat gear, make sure that it improves the appropriate ability ("STR" for swords, "AC" for shields and armor), compared to that ability's rating with your old gear.

• Be sure to ready any new piece of combat gear (use the "Equip" submenu off the main menu). Also, Combat Spells can be used only if they are readied (only one can be readied at a time).

• Though the Poison Shield isn't the best shield, you may want to use it to avoid being poisoned by

certain monsters (but ready your best defensive shield when you face an Archmonster).

• Speak with everyone you meet. People often have something new to say if the game situation changes.

• Throughout most of the game, certain villagers and townspeople give you maps of their areas. The top picture here shows what you'd see with a map, while the bottom picture is the view you'd see without a map. (Maps to caves can be found inside the caves.)

• Some items and events vital to your quest are not described in this Hint Book. You'll have to figure those out yourself!



1. THE VILLAGE OF WYCLIF

This is where the game begins. Until you see Blade at home, you can't leave the village and you can't enter the shops.

The Death of Blade

When you reach your home, you find Blade upstairs on his deathbed. Before he dies, he tells you of your heritage and gives you some money to start you on your quest.

Stay near Wyclif until you gain a few levels of experience and can easily handle the local monsters. The prices here are the lowest you'll find in the World of Vermilion.



▲ Blade's grave has been prepared.

Shops in Wyclif

Inn	10 Kim	Church	Remove Curse 100 Kim
Fortune-teller	10 Kim		Cure Poison 2 Kim
Weapon Shop	Bronze Sword 100 Kim Leather Shield 50 Kim Small Shield 80 Kim Leather Armor 200 Kim Bronze Armor 400 Kim		
		Equipment Shop	Herbs 20 Kim Candle 10 Kim

The Village of Wyclif



▲ Before he dies, Blade tells you of your birth.



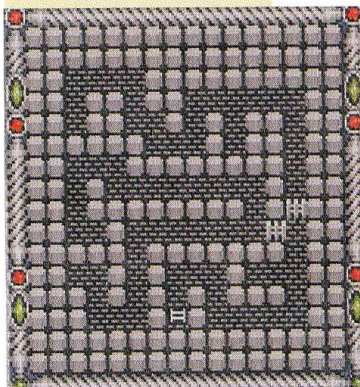
2. PEAK CAVE

You should be at least 2nd level before attempting to enter Peak Cave to get the Ring of Wisdom. Watch out for the Kobolds and Undead! If you enter the cave with a Bronze Sword, Small Shield, and Bronze Armor, you should be able to make it through.

Peak Cave

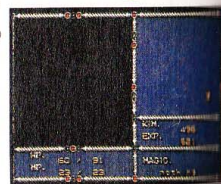
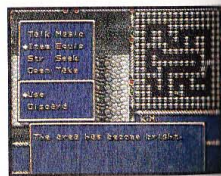
Items to be Found	Herbs Candles 100 Kim Ring of Wisdom
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Peak Cave Map



Be Sure to Bring Enough Candles!

You'll need more than one candle to explore all of Peak Cave. Once you enter the cave, use a candle to light up the space you're in (be careful—if you accidentally go back up the ladder to outside, you'll lose your candle!). To see all of the cave,



you'll need to find the map that's hidden in the cave. Until you find a map, draw a rough map of your own so you're not running around in circles.



▲ A friend has been keeping the ring for you.

3. THE ROAD TO PARMA

Even if you haven't gained many levels, the weak monsters you'll face shouldn't be able to stop you from reaching Parma.

Keep Up Your Strength

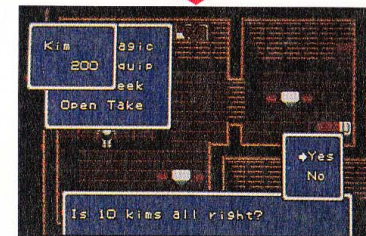
Bring Herbs to recover your Hit Points after battles. Parma isn't very far from Wyclif, but the monsters you'll meet will wear away at you. If you happen to die, you'll find yourself back at the last Church you saved a game in (or Wyclif, in this case). Half your gold will go to charity, but you'll be wiser for the experience.

You'll have a tough time if you didn't get a map of the road to Parma from a villager in Wyclif. You may want to go back and talk to everyone in Wyclif again.

The toughest foe you'll face here is the Neophyte. Dodge his fireballs or else!



▲ Beware of the Neophyte's fireballs!



▲ You can return to the Inn in Wyclif if you need to regain lost HP.

4. THE TOWN OF PARMA

Many puzzles await you in this town. The king has a request for you.

A Puzzling Town

Go to the Inn first to recover any lost HP (it's a bit more expensive than Wyclif's Inn). Then talk to the townspeople. There seems to be something odd about the king of Parma.

When you locate the king's castle at the far end of town, you find there's a room you're not allowed to enter. Go talk to the king; he'll tell you to go to the Cave of Troy and bring him back the Treasure of Troy.

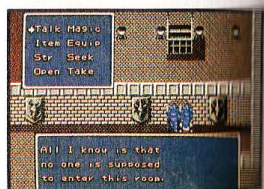
The swords, shields, and armor for sale here are better than those in Wyclif. Be sure to trade up before you venture out to explore the Cave of Troy. Buy the Books of Sangua and Ferros Spells (available at the Magic Shop) as soon as you can. Get a Lantern and Gnome Stone at the Equipment Shop before heading to the Cave of Troy.

Get Better Equipment

Though your level has gone up a bit since Wyclif, the monsters around Parma are much tougher than those around Wyclif. You'll need Scale Armor and a Sharp Sword to deal with them.



▲The king says he'll give you a ring if you bring him the Treasure of Troy.



▲ Hmmm. I wonder what he's hiding in there?

Save Up For Those Spell Books

You can't go much farther without buying some Spell Books. Ferros can attack foes at a distance (at a cost of only 1 MP). Sangua is very handy for restoring hit points lost during battle.



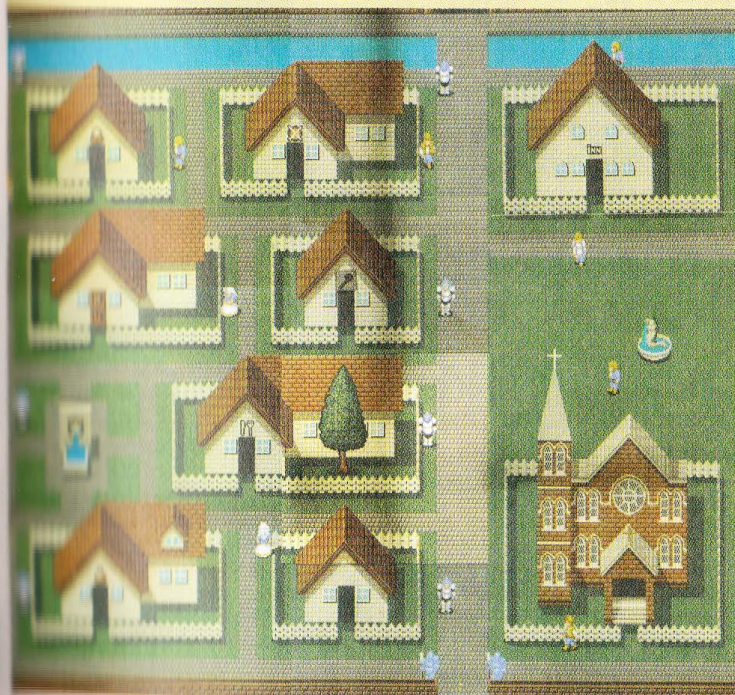
▲ Buy the available Spell Books as soon as you can.

Shops in Parma

Inn	13 Kim	Church	Remove Curse 110 Kim Cure Poison 4 Kim
Fortune-teller	13 Kim		
Weapon Shop			Iron Sword 400 Kim Sharp Sword 800 Kim Large Shield 250 Kim Silver Shield 500 Kim Metal Armor 900 Kim Scale Armor 1,100 Kim

Equipment Shop	Candle 15 Kim Herbs 25 Kim Poison Balm 40 Kim Lantern 65 Kim Gnome Stone 300 Kim
Magic Shop	Ferros 500 Kim Sangua 800 Kim

The Town of Parma

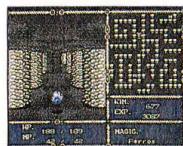


5. THE CAVE OF TROY

This cave is larger than Peak Cave, and it's pretty far from Parma.

Are You Tough Enough?

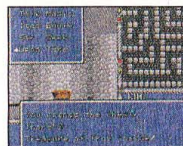
If you have a hard time fighting through the monsters on the way to the cave, you may need to go up a level or two before tackling the cave. The Ferros Spell Book will come in handy here.



▲ The Neophyte and the Eyeball are your main adversaries.

Get the Treasure and Get Out!

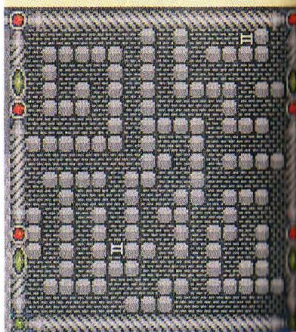
The Treasure of Troy is in a chest on the second level of the cave. Once you find the Treasure, use a Gnome Stone (you did buy one, didn't you?) to leave the cave instantly.



▲ At last, the Treasure of Troy!

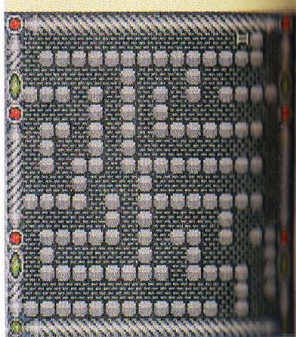
Items to be Found: Herbs, Candle

Level 1



Items to be Found: Scale Armor, 300 Kim, Treasure of Troy

Level 2



6. BACK TO PARMA

Now it's just a simple matter of trading with the king, isn't it?

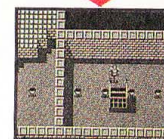
The King Likes You So Much....

The king is impressed that you brought him the Treasure of Troy. So impressed that he wants you to stay in Parma. In fact, he demands it. You find that this means you can't leave town. Talking to the townspeople sheds a little light on your situation, but the king seems to be the only one who really knows what's going on.

When you go back to see the king, he turns into an Ice Dragon! This is your first encounter with an Archmonster—don't be discouraged if you die a few times. Crouch down or back off when he's about to strike, then dart forward and get a few good whacks in.



The real king was imprisoned underground in the forbidden room.



After you defeat the Ice Dragon, the forbidden room is now open and you can meet the real king. You'll get the Ring of Heaven from him.

Now you can also get information about the village of Watling (your next stop) and a map to guide you there. Be sure to stock up on supplies and save your game before heading out of town.

◀ You'll meet the false king several times before he turns into the Ice Dragon. He's the toughest monster you've ever faced!

7. The Village of Watling

This is an odd village—everyone appears to be really old.

Get the Gem Shield on the Road to Watling

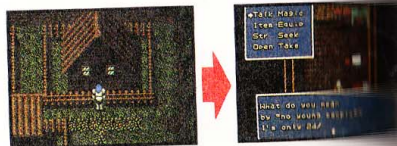
There's a dead-end road on the way to Watling. Wander down it and you'll find a treasure chest with the Gem Shield inside.



▲ Don't pass up the Gem Shield!

Not Much Here

Watling has an Inn, a Church, and a couple of houses. After talking with the villagers, you find that they claim to have been young only recently, but a monster sapped their strength and stole their youth.



▲ Everyone's old in Watling.

Free Rooms!

When you go into the Inn, the innkeeper tells you that the lodging is free. What a deal!



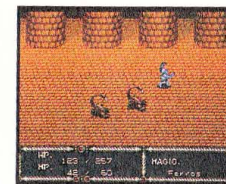
◀ Can't beat this deal! How does he stay in business?



The monster that stole the villagers' youth lives in Verlin's Cave. Sharpen your sword, warrior!

Beware the Scorpion's Sting!

The area around Watling is infested with horrible Scorpions. Be sure to carry lots of Poison Balm with you. It's best just to run away and hope you escape before you get stung. Scorpions are so fast that you usually won't even have time to cast a Ferros spell.



▲ Hope you have lots of Poison Balm!

Shops in Watling

Inn	?? Kim	Church	Remove Curse 120 Kim Cure Poison 6 Kim
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The Village of Watling



8. VERLIN'S CAVE

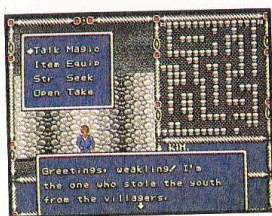
The second Archmonster, known as the Stone Demon, awaits you in Verlin's Cave.

Raise Your Level

If you're close to going up a level, stretch out the trip to Verlin's Cave so you gain the level before entering the cave. The monsters inside are tougher than those outside (and there's always the Stone Demon...). Be sure to keep your HP up to the max while searching for the Stone Demon.



▲ There's a lot to see on the way to Verlin's Cave.



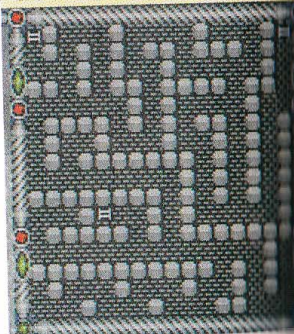
◀ He appears to be an ordinary man, but he soon shows his true form.



◀ Dodge his attacks and then stab him in the chest.

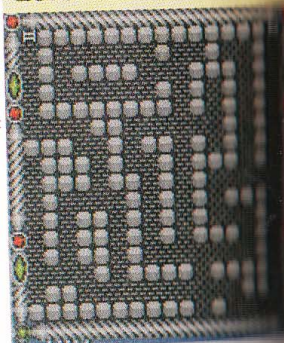
Items to be Found 600 Kim Candle

Level 1



Items to be Found Herbs

Level 2



9. BACK TO WATLING

After you defeat the Stone Demon, the villagers' youth returns and you'll get a lot of information.

Happy Days Are Here Again!

At first, everyone's so happy about being young again, they aren't really thinking about talking to you. But after you speak with someone who didn't go senile earlier, the villagers will give you lots of information. Be sure to get a map of the road to Deepdale, the next town down the road.



▲ Everyone's too happy to be useful to you.



▲ More surprises at the Inn!



▲ Be sure to talk with the man in this house.

It WAS Too Good to be True!

Return to the Inn and the innkeeper will be young once more, but you'll think he's still crazy! Don't forget to save your position at the Church.

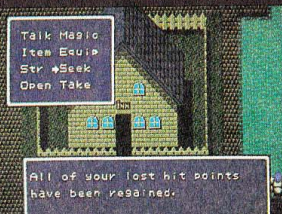
10. THE TOWN OF DEEPALE

Where's the king? No one seems to know, least of all you!

To Find a King

The road to Deepdale is tough. Between the Snakemen and the Scorpions, you're probably pretty happy to be back in civilization. But where's the king of Deepdale? Everyone seems to like him, but no one knows where to find him. It seems that he often disguises himself as an ordinary citizen and wanders around town! From the townspeople you find out that the king loves the Truffles that grow in Bremen's Cave. Maybe if you had some Truffles, the king would come forward. It's worth a try!

Restore your health for free!
Carefully check the area around the bottom, right-hand side of the screen.



▲ The king isn't going to show up until you come back with the Truffles.

Inflation, Inflation

Deepdale has lots of shops, but the prices are pretty high. Buy the Book of Volti Spells as soon as possible. You may need to wander around outside of town to obtain enough kim to buy everything you want.

Medicine is sold in the Equipment Shop here. It's a lot more expensive than

Herbs, but it's more effective, too.

Shops in Deepdale

Inn	28 Kim	Church	Remove Curse 130 Kim Cure Poison 8 Kim
Weapon Shop	Long Sword Silver Sword Gold Shield Platinum Shield Plate Armor Crystal Armor	1,800 Kim 3,700 Kim 1,500 Kim 3,200 Kim 2,800 Kim 4,500 Kim	

Equipment Shop	Herbs Medicine Poison Balm Lantern Gnome Stone	30 Kim 120 Kim 60 Kim 70 Kim 350 Kim
Magic Shop	Volti Sangua	1,200 Kim 900 Kim

The Town of Deepdale



11. BREMEN'S CAVE

You'll have to dodge poisonous Giant Mushrooms and tentacled Molds while searching for the Truffles.

Going Up a Level Will Help

You can go up a level here, if you're careful about how you fight the Giant Mushrooms and Molds. There are lots of treasure chests around, too.



◀ You've found the Truffles!

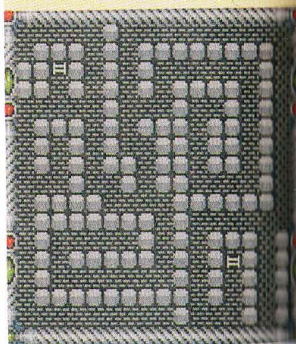
You've found the king! Bring the Truffles back to Deepdale and search the town's houses. The king will reveal himself to trade the Truffles for the Ring of Wind. You'll be pointed toward Stow as the next step of your quest.



◀ He's odd but harmless.

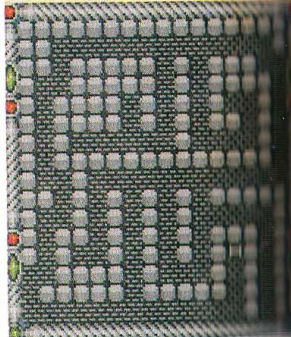
Items to be Found 1,200 Kim Large Shield Herbs

Level 1



Items to be Found 700 Kim Truffles

Level 2

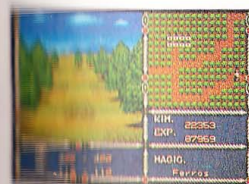


12. THE ROAD TO STOW

It's a long, long way to Stow, and the roads are full of powerful monsters.

Choose Your Path Carefully

Travel northeast to reach Stow. Check the path ahead of you; if you don't watch out, you may end up in a maze that leads nowhere.



▶ Choose your path carefully; don't take the wrong road!



▶ Leave this cave alone until you've been to Stow.

Don't enter the cave you see on the way to Stow; things will go a lot better if you come back to it after you reach Stow.

Dangerous Monsters Await You

Even if you use magic, the Neophyte, the Black Glop, and the Python Snakemen will inflict lots of damage. Use Medicine and Sangua Spells to see you through.



▲ You'll have lots of company on your trip!



▲ Use magic on those tough Pythons.

13. THE TOWN OF STOW

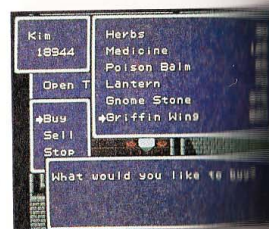
The king of Stow has been robbed and no one really wants to talk to you.

They're Not in a Friendly Mood

You don't get much information from anyone in Stow. It seems that something important was stolen from the king last night. Not even the king is willing to talk much about it. Since you can't get much information in town, do some shopping then head back to that cave and see if anything there can shed some light on the problem in Stow.



▲ Not even the king wants to talk to you.



▲ Buy a Griffin Wing as soon as you can.



▲ Several good Spell Books are for sale in the Magic Shop.

Heading for Asti's Cave

Things will be tough for you if you entered the cave before talking to the

townspeople of Stow. After talking with them, head out to the cave to see if you can clear up the mystery of Stow.

Shops in Stow

Inn	50 Kim	Remove Curse	140 Kim
Fortune-teller	50 Kim	Church	Cure Poison
			10 Kim
Magic Shop	Copperos	3,700 Kim	
	Aero	3,200 Kim	
	Volti	1,400 Kim	

Equipment Shop	Herbs	30 Kim
	Medicine	125 Kim
	Poison Balm	60 Kim
	Lantern	70 Kim
	Gnome Stone	375 Kim
	Griffin Wing	820 Kim

The Town of Stow



14. SANGUIOS CAVE

You'll find a place on the second level where you can get the Book of Sanguios Spells, but why is it so cheap?

Dealing With the Monsters

There are so many nasty creatures down here that you may be better off running away from most of them (and living to fight another day...).



▲ This mushroom has poison. Basher is very dangerous also.



Sanguios Spells For Sale—Cheap!

You meet someone selling the Book of Sanguios Spells in the farthest reaches of this cave. It's a great deal—don't look a gift horse in the mouth.

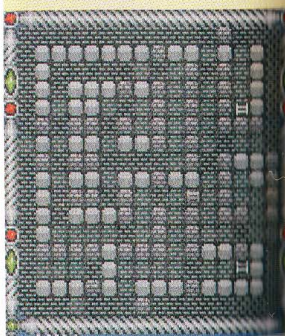


▲ This Spell Book is important to your quest.

Items
to be
Found

850 Kim
Lantern

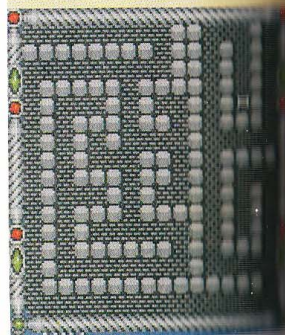
Level 1



Items
to be
Found

Skeleton
Armor

Level 2



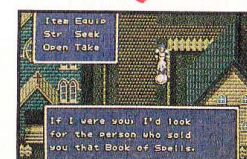
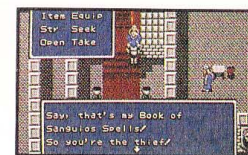
15. BACK TO STOW

Take your time getting back to Stow; gain a level or two using the tremendous healing powers of the Sanguios Spells.

An Unexpected Welcome

When you reach Stow with the Sanguios Spells, the people there say strange things to you. You suddenly realize that you're holding the very item that was stolen from the king last night. Better go straight to the king and try to explain things....

Well, that didn't work out the way you'd planned. Looks like you'd better head back to the



▲ It's all a big misunderstanding, but everyone thinks you stole the Book of Sanguios Spells.

cave and have a talk with that girl.

Before You Return to Stow

Having the Book of Sanguios Spells is like carrying a portable Inn around with you. It heals so much damage and uses so few MP that you could

wander in the wilderness forever (almost). Take advantage of this to go up a level or two before you get to Stow and the king takes the Book (and your rings).



▲ Use it before you lose it!

16. BACK TO SANGUIOS CAVE

The young girl who sold you the Sanguios Spells is actually the Fire Demon, an Archmonster.

Duck the High Ones, Hack the Low Ones

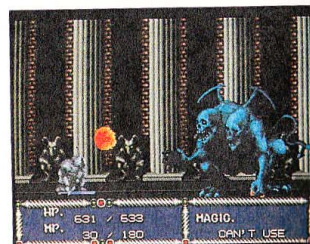
When you accuse the girl of stealing the Book, she transforms into the Fire Demon and attacks.

Avoid the high fireballs it tosses by ducking down (stay down a little bit longer than you

think you have to, just to be sure the fireball is past you) and slash at the low fireballs. Get in close as soon as you can and hack away. This is a tough monster, so it'll take quite a few good blows to kill it.

Once you defeat the Fire Demon, the girl reappears and apologizes for the trouble she's caused. Now

that that's settled, it's time to head back to Stow to claim your reward.



▲ But she doesn't seem very sorry.

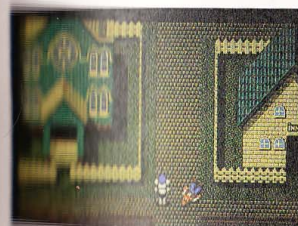


▲ Once you've taught her a lesson, she's pretty humble.

17. BACK TO STOW AGAIN

You should have known better than to believe that girl.

Your Rings Have Been Stolen



▲ What happened here?

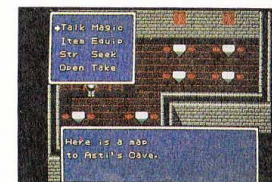
Back in town and ready to prove your innocence, you find that the Fire Demon reached here first and wreaked havoc on the town. Even worse, it stole the rings the king had taken from you. You're told that the demon went to Asti's Cave. At least now the townspeople believe you were innocent!

Get Ready For Asti's Cave

After talking with the king, get the map to Asti's Cave from the tavernkeeper, and head out to the cave. The trip is tough, but the gold and experience points you'll earn should make the journey worthwhile.



▲ Not quite the answer you'd hoped for.



18. ASTI'S CAVE

There's little treasure here, but the Fire Demon has some rings you want.

Lots of Empty Chests Along the Way

There are many treasure chests along the road to Asti's Cave, but only one of them has anything in it (a Ruby Brooch).

You opened the chest. Sorry, there's nothing inside.

You opened the chest. There's a Ruby Brooch inside!

▲ Lots of chests, only one has treasure.

The Fire Demon is More Powerful

The demon's fireballs cause a lot more damage than in your previous meeting.

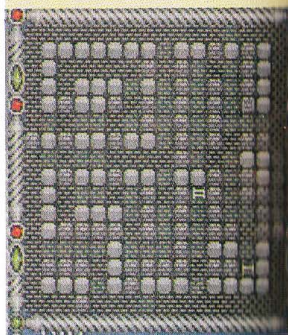


▲ That's one tough Fire Demon!



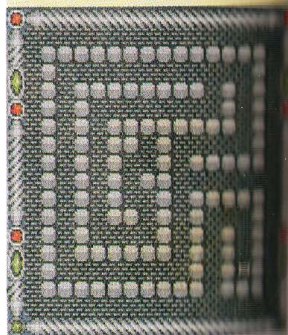
Items to be Found
Royal Shield

Level 1



Items to be Found
None

Level 2



19. BACK TO STOW YET AGAIN, THEN TO KELTWICK

Now the king of Stow wants you to fetch a doctor.

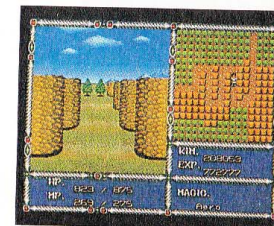
Keltwick's Nearby, But Watch for Scorpions

After all the king of Stow has put you through, now he wants you to go to Keltwick and fetch some doctor? He's pushing his luck, but you can't just leave the townspeople to suffer like this.

It's not far to Keltwick, but there are lots of Scorpions. Rest up at the Inn before you continue, buy some Poison Balm, save your position, and head out.



▲ He's a bossy little king, isn't he?



▲ The road is short but twisted, and it's just crawling with Scorpions.

20. THE TOWN OF KELTWICK

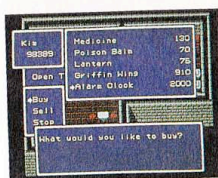
Not only is the doctor here, but the Magic Shop has wonderful Spell Books.

Where is That Doctor?

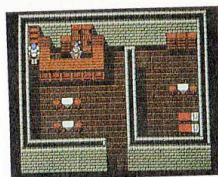
Most people seem to think highly of Doctor Basil, but some say he's pretty lazy. It sounds like you might find him asleep—maybe you'd better get that Alarm Clock at the Equipment Shop to wake him up.



▲ Most people here know of Doctor Basil.



▲ You'll need the Alarm Clock.



▲ Go up to the second floor of the Inn, find the man there, and use the Alarm Clock to awaken him.

While you're looking for the doctor, stop in at the Magic Shop and check out the great Spell Books for sale.

Basil's on the Second Floor of the Inn

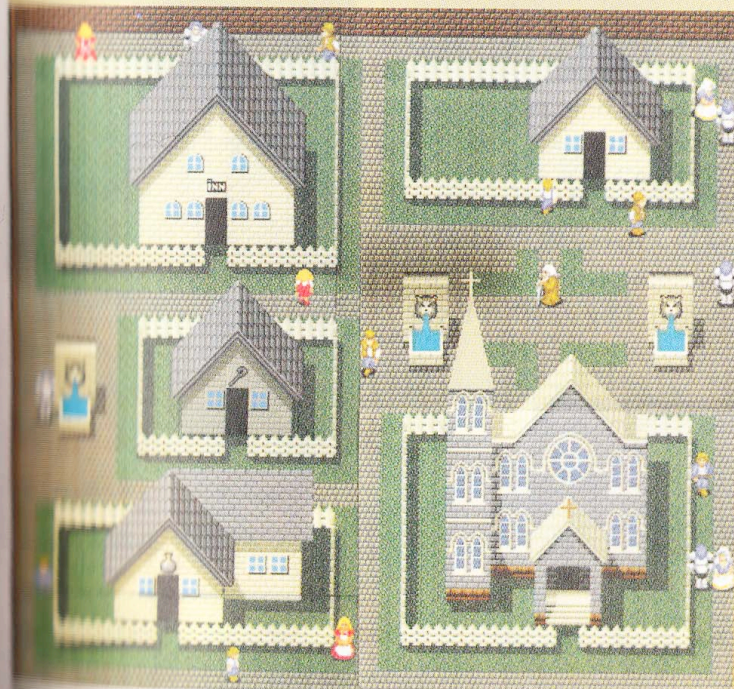
You'll find the good doctor asleep on the Inn's upper floor. If you don't have the Alarm Clock, he'll only mumble at you. Once you use the Alarm Clock, he's wide awake and ready to head toward Stow. You'd better follow him there, just to make sure he doesn't fall asleep on the way.

Shops in Keltwick

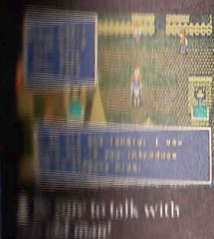
Inn	96 Kim	Church	Remove Curse	160 Kim
			Cure Poison	14 Kim
Equipment Shop			Medicine	130 Kim
			Poison Balm	70 Kim
			Lantern	75 Kim
			Griffin Wing	910 Kim

Magic Shop	Aero	3,400 Kim
	Luminos	5,200 Kim
	Hydro	4,500 Kim
	Chrono	5,700 Kim
	Toxios	8,500 Kim

The Town of Keltwick



You'll Meet Someone Important



Talk to the old man near the center of town. He's looking for a sweetheart. Keep him in mind for later in the game—he'll help you get an important item.

21. ONE MORE VISIT TO STOW

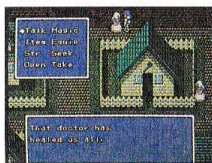
At last, the king of Stow shows some gratitude for all your hard work.

The King Presents You With a Spell Book

When you return, the townspeople have been healed and they're grateful to you. Visit the king and he gives you the Book of Sanguia Spells. This isn't as good as the Book of Sanguis Spells, but be thankful you got anything without the king demanding another favor.



▲ The townspeople are healthy once again. Be sure to see the king before you leave.



Too Many Books?

Be sure to take the Book of Sanguia Spells from the king, even if you have to drop another Spell Book. If you've reached your limit of eight Spell Books, you'll need to be choosy about which ones you buy.



▲ The king thanks you and has some advice for you.



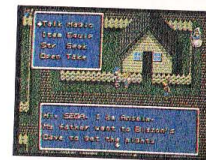
The king also tells you about Malaga, the next town on your way. Before you leave Stow, make sure you have the best equipment you can afford. Stop at the Inn and recover all your HP and MP, if you haven't already done so.

22. BACK TO KELTWICK

Here you can get information about the town of Malaga and Blazon's Cave.

Talk to Anselm

Some townspeople mention that Bearwulf, little Anselm's father, has gone off somewhere. Once you find Anselm, he'll tell you his father went to Blazon's Cave to get the Poison Shield for you. But his father hasn't returned and Anselm's worried. Better go to Blazon's Cave and check on Anselm's father.



▲ What could be keeping Anselm's father?



Big Events in Malaga

Apparently there's a power struggle of some kind in Malaga. Two people are contesting who is to be the next king and the town is divided into opposing factions. Keep this in mind, but first head to Blazon's Cave.



▲ There's unrest in Malaga, but you have more immediate concerns.



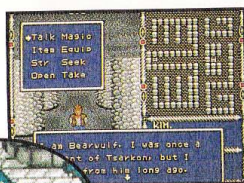
23. BLAZON'S CAVE

You'll find some great combat gear in this cave.

The Poison Shield is on the Second Level

Most of the treasure chests in Blazon's Cave are empty, but a few hold very worthwhile items. You'll meet Bearwulf in the cave; he's giving up because the monsters are too tough for him. You'll have to find the Poison Shield yourself—it'll come in handy on your quest!

► Bearwulf has had enough.



◀ Giant Mushrooms are everywhere!

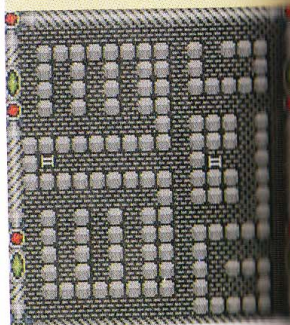
Return to Keltwick

Once you've found the Poison Shield (and maybe a suit of Emerald Armor), head out of the cave and back to Keltwick (Bearwulf has something for you).

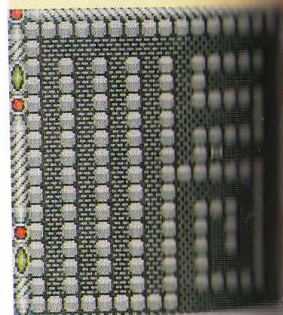


Items to be Found	Emerald Armor
-------------------	---------------

Level 1



Items to be Found	1,000 Kim, Mirage Sword, Poison Shield
-------------------	--



◀ Hold on to that key!

24. MALAGA CAVE

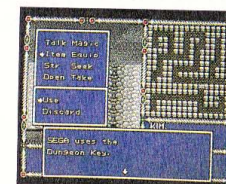
Not much to this cave. Just pass on through.

The Mysterious Tree

Not far from the cave stands a lone tree. You won't find anything there now, but maybe later you'll hear a rumor about it.



▲ There's something funny about this tree.



▲ Use the key to unlock the gate.



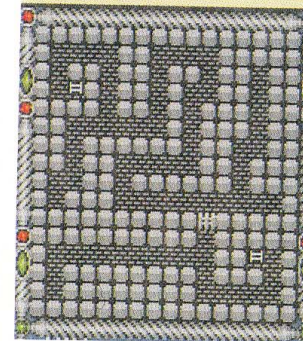
A bear left and there's a cave.

The Key is Your Ticket Out

You have to pass through this cave to get to Malaga. If you don't have the key to open the gate, you'll have to head back to Keltwick. There's nothing to find in this cave, so head right for the other exit. Malaga isn't far away (ask the wise man on the way there).

Items to be Found	None
-------------------	------

Malaga Cave



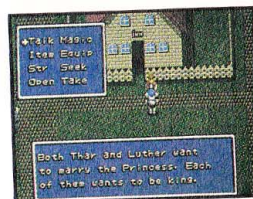
25. THE TOWN OF MALAGA

Except for the Princess, everyone here has chosen sides.

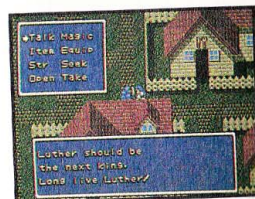
Political Trouble is Brewing

The townspeople either complain about the two ministers (Thar and Luther) or they support one against the other. No one seems very happy here. Even the town soldiers have chosen sides.

The previous king passed away two years ago. The two ministers have been vying for the kingship and the Princess's hand ever since. The Princess doesn't like either of them, but there's no end in sight to the turmoil. Perhaps you can find a way to help out.



▲ Everyone seems to have taken sides in the power struggle for the throne.



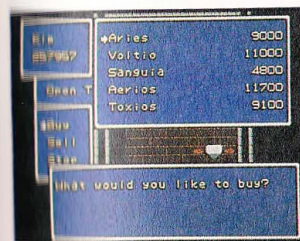
The Best Place in Town

You'll be amazed at all the people in the Tavern. It's hard work to question them all, and you won't get much useful information. You may not even be able to get out.



▲ What a crowd! What's the attraction?

Lots of Useful Spell Books



Be sure to check out the Magic Shop. There are a number of useful Spell Books for sale here, including Toxios, Aries, and Aerios. The last two Books are highly recommended.

Shops in Malaga

Inn	124 Kim	Remove Curse	170 Kim
Fortune Teller	124 Kim	Cure Poison	16 Kim
Weapon Shop		Prime Sword	5,100 Kim
		Golden Sword	8,200 Kim
		Diamond Shield	4,100 Kim
		Silver Armor	7,000 Kim
		Knight Armor	9,200 Kim

Magic Shop	Aries	9,000 Kim
	Voltio	11,000 Kim
	Sangui	4,800 Kim
	Aerios	11,700 Kim
	Toxios	9,100 Kim
Equipment Shop	Joke Book	??
	Vase	??
	Small Bomb	??

The Town of Malaga

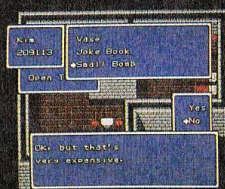


The Equipment Shop

Something extremely important happens in this shop. Though it may be somewhat frustrating right now, you'll be much better off later in the game if you accept a little hardship right now.

What happens is that when you talk to the shopkeeper, you're forced to purchase one of the items he has for sale. He refuses to tell you the prices and claims you don't have enough kim. Then he takes all of your kim and your swords too! (You do get one of the items he has for sale—big deal.) He takes pity on you and gives you a lousy sword and then sends you on your way. He won't even talk to you again.

This is a very important event in the game. Resist



the temptation to reset the game and start again from your last saved position. If you can just grin and bear it until you get enough kim to buy a decent sword, you'll be glad you did later in the game.

You can make things a little easier by stocking up on expensive goods like spell books or diamond shields before going into the equipment shop. After your



money gets taken away, go back and resell them.

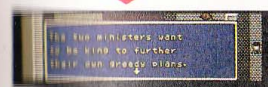
You can't get all your money back this way, but it's better than nothing.

If You Really Want To...

If you really want to get around this event, there are several ways, including avoiding the Equipment Shop entirely. Again, we advise against this. Think of it as a way to build character.



The Princess Has Been Waiting For You



When you enter the throne room, you find that the Princess is expecting you. She seems to know a lot about you. She tells you that a man named Bruno is hiding in Harmony Cave with the Ring of Water. Neither of the two ministers is very pleasant—you'd hate to see the Princess end up with either of them.

Your next task is to find Bruno and convince him to give you the ring. How easy that will be remains to be seen.

There's Something About Those Ministers....

Thar and Luther seem like pretty nasty people. It must be unpleasant for the Princess to be stuck in the castle with such rude ministers. It turns out they want you to find Bruno and bring the Ring of Water back to them. It doesn't sound like a very good idea. Head off to Harmony Cave to get the ring for yourself.



▲ Neither minister wins awards for his personality.



▲ The Princess has a lot to say to you.

26. HARMONY CAVE

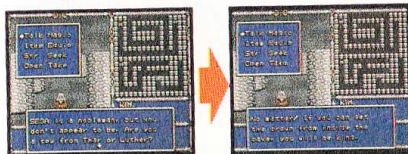
You must pass a test to get the Ring of Water (and become king of Malaga in the process).

This is a Tricky Cave

Level 1 of this cave is divided into several parts. To reach them all, you have to go down to Level 2 and come back up via another ladder.

Bruno Proposes a Test

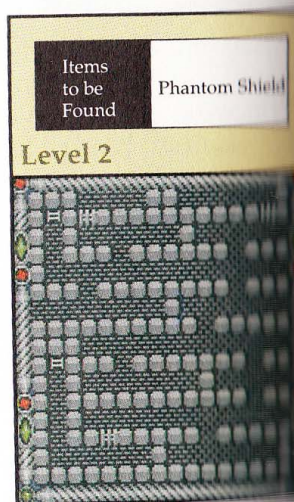
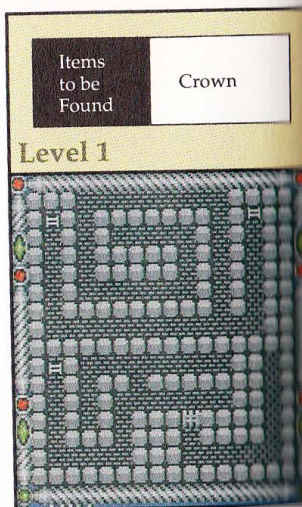
When you meet Bruno, he challenges you to find the Crown that is hidden in the cave. If you bring it to him, he will judge you worthy of the Ring of Water and the kingship of Malaga.



▲ Bruno proposes a test.



▲ True to his word, Bruno gives you the ring if you give him the Crown.

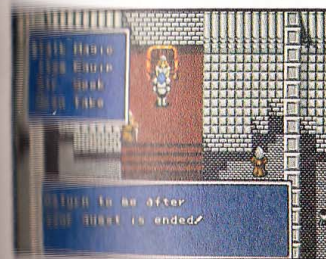


27. BACK TO MALAGA

You're proclaimed the new king of Malaga and urged to marry the Princess.

Return to the Castle

When you return to Malaga with the Ring of Water, everyone hails you as the new king. But you must turn down this honor for now, as you must postpone any wedding plans with the lovely Princess. But you can get engaged and promise to return when your quest is over (if you survive).



▲ The Princess will wait for you.

Two Unhappy Ministers

Thar and Luther are both upset when you visit them. Well, you stole the kingship out from under them, so what do you expect? They each make some veiled threats and then leave. Good riddance, you think.



▲ You've seen the last of them, eh?



Forget about them for now. Bruno eventually shows up at the castle and has some information for you. He'll tell you about the village of Barrow. Get a map from someone in the castle, then hit the road. Heal up and stock up before you go!

28. THE VILLAGE OF BARROW

It seems like a peaceful place, but there's something strange here.

The Road is a Combat Zone

It's not far to Barrow, but you'll have to fight powerful foes every step of the way.



▲ The monsters are getting tougher!

An Old Man Has Some News

It seems that there's a total of about 15,000 Kim strewn about the Cave of Burgandy. Sounds like you have quite a cleanup job ahead of you. Time to head over there and tidy up the cave a bit.



▲ Kim! Piles of it!



Big Doings in Tadcaster

The villagers have heard that there's lots of trouble in the nearby town of Tadcaster. It seems that a real nasty guy has come in and is bullying the whole town. Even the king does exactly what he's told. You might want to head that way after you investigate the Cave of Burgandy.

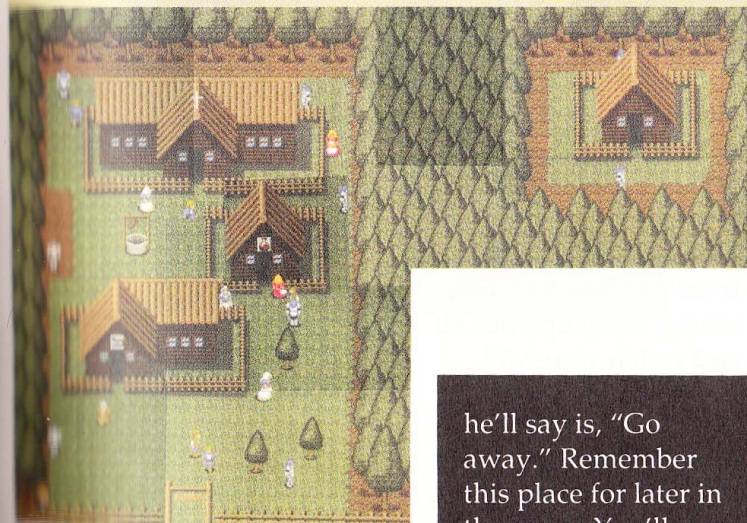


Shops in Barrow

Inn	148 Kim	Old Man's House	??
Church	Remove Curse 180 Kim	Cure Poison 28 Kim	

Equipment Shop	Medicine 142 Kim
	Lantern 80 Kim
	Griffin Wing 990 Kim
	Agate Jewel 3,200 Kim
	Gnome Stone 400 Kim
	Banshee Powder 2,200 Kim

The Village of Barrow



he'll say is, "Go away." Remember this place for later in the game. You'll need to get something very important here.

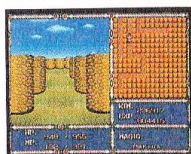
There's a hidden path through the forest on the east side of the village (next to the Church). If you take this path, you reach the home of the old man known as "Uncle Tibor." If you go inside, all



29. THE CAVE OF BURGANDY

This cave has three levels. Pay attention to the map to figure out where to go.

Lots of Treasure



The cave is close to Barrow, but the monsters are tough!

Once you get here, there's lots of treasure to be found. You can also find the mighty Graphite Sword here as well. The monsters in the cave range from very weak to very strong. Keep up your HP and watch your MP!



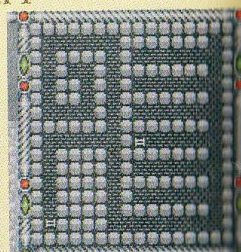
▲ Maps make travel much easier.



▲ Use Aerios to wipe out your foes.

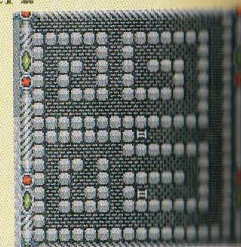
Items
to be
Found 2,000 Kim

Level 1



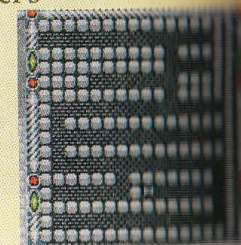
Items
to be
Found 3,000 Kim

Level 2



Items
to be
Found 8,000 Kim
Graphite Sword

Level 3



30. THE ROAD TO TADCASTER

Now you're off to solve the problems of the people of Tadcaster.

Talk to Travelers

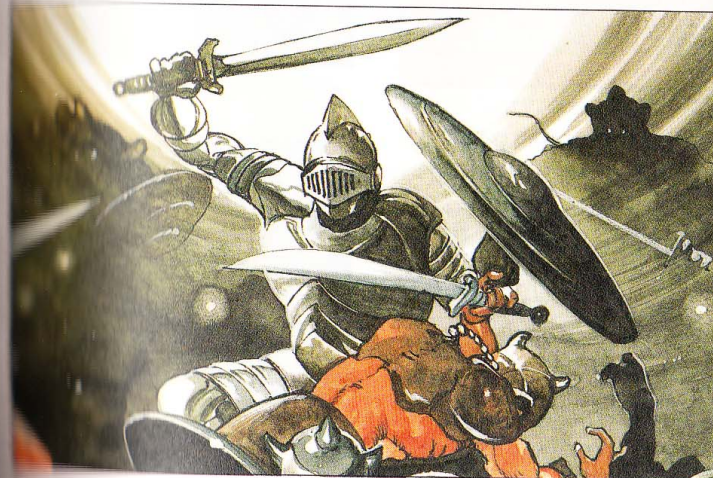
Once you've explored the Cave of Burgandy, head for Tadcaster. If you happen upon a fellow wanderer on the road, be sure to stop and talk with him. He may be coming from your destination and may have some advice for you. Sometimes he may even have a map for you. You never know when you'll run across important information during your travels.



▲ You may meet someone on the road to Tadcaster.



▲ At last, the gates to Tadcaster lie before you.



31. THE TOWN OF TADCASTER

Your fame precedes you.

Where're All the Shops?

The first thing you notice about Tadcaster is that it lacks certain amenities that you've become accustomed to. If you're low on HP, you'd better use Spells or Agate Jewels to recover, because there's no Inn here. They also lack a Magic Shop and an Equipment Shop. It seems to be a poor excuse for a town.

Why Such a Bad Rep?

You sure have a rotten reputation with the townspeople. Everyone's terrified of you! Have you been here before and just forgotten? Think back—what have you done that would have had such a negative effect on these people? You've trashed

lots of monsters, but you sure don't remember killing any people. What's going on? Maybe the king of this town can explain things to you.



▲ What's going on here?



▲ Who do these people think I am?



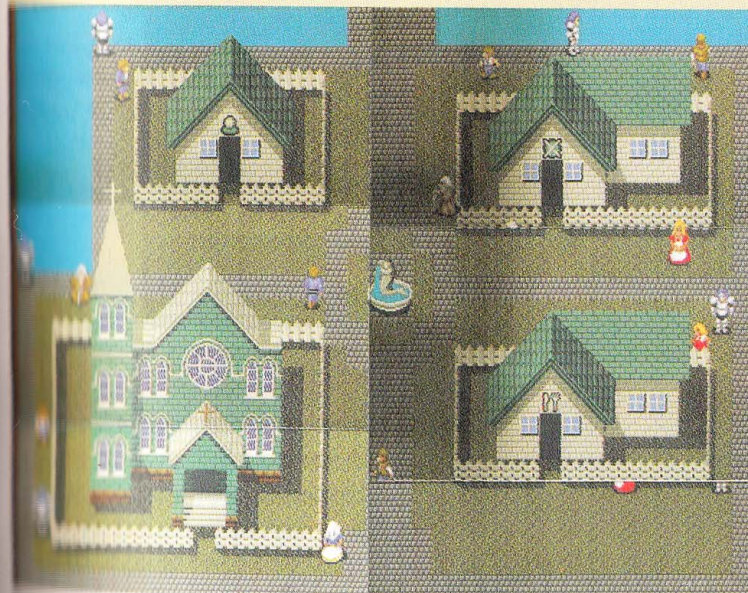
▲ You've got the wrong guy, ma'am

Shops in Tadcaster

Fortune-teller	156 Kim	Tavern	??
Church	Remove Curse Cure Poison	190 Kim 24 Kim	

Weapon Shop	Diamond Sword	21,000 Kim
	Platinum Sword	14,800 Kim
	Knight Shield	6,300 Kim
	Gold Armor	15,000 Kim
	Ultimate Armor	24,000 Kim

The Town of Tadcaster



Combat Gear is Mighty Expensive

Though Tadcaster lacks most of the shops you'll find in other towns, it does have a great Weapon Shop. Save up for the Diamond Sword, Knight Shield, and Ultimate

Armor. Sure, this stuff costs a lot, but aren't you worth it?



The King Seems Confused

When you meet the king, he's scared of you, too. He also claims that he already gave you his ring. He seems too scared to be lying to you; why would he think that he's already given you the ring?



▲ The king seems to have mistaken you for someone else.



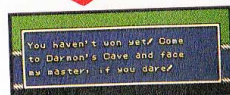
A Soldier Holds the Key

After your meeting with the king, head toward the center of town and look for a soldier. Talk to him and things become clear. At first he thinks you're his master, whom he just recently saw in Darmon's Cave. At the same time that you realize someone has been impersonating you, he realizes that you're

the real Prince and he attacks.



▲ You've cleaned up the town, but the real culprit awaits in Darmon's Cave.



Now the Townspeople Understand

After you defeat your impersonator's lackey, the townspeople realize that they've been tricked. The king also recognizes his mistake. Now it's time to get a map to Darmon's Cave and have it out with this impersonator.



▲ Head to Darmon's Cave and settle this thing.

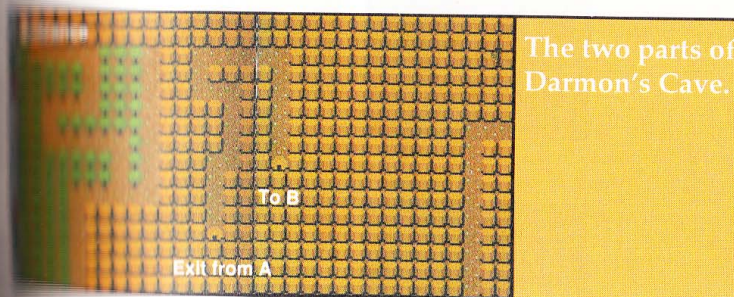
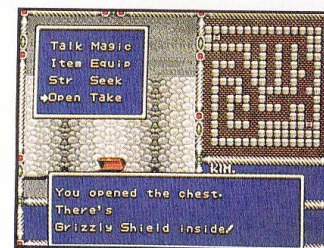
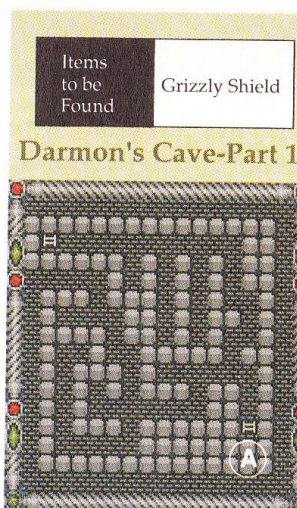
32. DARMON'S CAVE - PART ONE

This cave is different—it comes in two parts.

The Far End of This Part Holds A Special Item

The road going northwest out of Tadcaster leads to this cave. You must go through this first part of Darmon's Cave, leave by the other exit, and then travel a short way to reach the second part of Darmon's Cave.

Your impersonator isn't in this part of the cave, but you can find the Grizzly Shield here. You may want to ready this shield for the confrontation with your impersonator in the other part of Darmon's Cave.



The two parts of Darmon's Cave.

33. DARMON'S CAVE - PART TWO

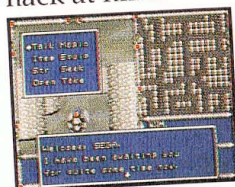
Your impersonator awaits you here!

Get the Barbarian Sword

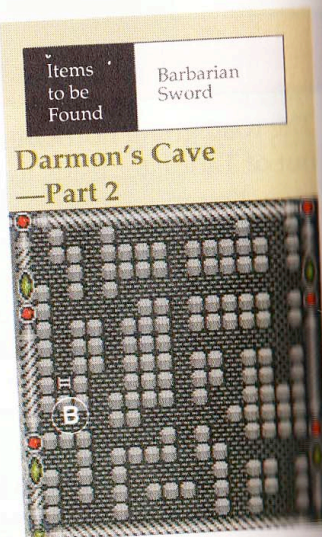
Find the Barbarian Sword before you fight your impersonator. You'll really want to beef up your attack before you face him. He's nearby, so be careful! (Hmm. Come to think of it, how did he know you were headed to Tadcaster, and how did he know what you look like?)

Revenge at Last

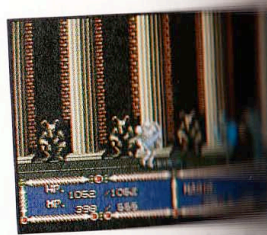
Your impersonator is at the far end of the cave. He speaks to you briefly, then turns into an Archmonster—the Necromancer. You'll have to fight through his creations to hack at him.



▲ He does look like you, but wait...



▲ You'll need this sword!



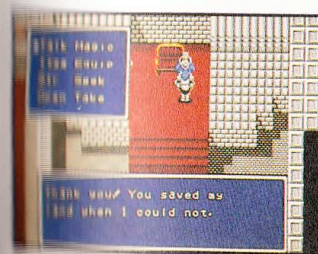
▲ He reveals his true form in the heat of battle.

34. BACK TO TADCASTER

Now that the imposter is taken care of, maybe the townspeople will talk to you.

You Get Cooperation Now

The people are happy to talk to you after all you've done for them. Everything seems to have turned out for the best, but the king has a bit of bad news for you. It seems that you were too slow in hunting down your impersonator. The Necromancer already sent the king's ring to Tsarkon.



▲ The king is grateful for all you've done.



▲ You had news for you.

You're nearly done here. From what the townspeople say, Helwig appears to be the next logical place to go. Be sure you get a map, then hurry on your way.

Hmmm. Which Way Should You Go?

West out of Tadcaster there's a fork in the road. If you have a map, you may notice a subtle clue hinting at which way to go. The village of Helwig isn't very far.



35. THE VILLAGE OF HELWIG

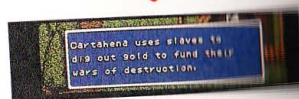
Where have all the men gone?

They Miss Their Men

You seem to be the only man in this village. All the women here miss their men and want them back, but where did they go? Keep asking around and you'll find out.



▲ The women here need your help.



▲ An old woman explains the problem. Will you help?

The Old Woman Sheds Some Light

Eventually you'll meet an old woman who tells you of Methuen's Cave and the gold that is mined there. It seems that Cartahenan soldiers took all the men away to dig out the gold. So that's where Tsarkon gets the funds for his wars of conquest!

Shops in Helwig

Inn	172 Kim	Church	Remove Curse
Fortune-teller	172 Kim		200 Kim
			Cure Poison
			22 Kim
Equipment Shop	Medicine	155 Kim	
	Griffin Wing	1,020 Kim	
	Lantern	92 Kim	
	Agate Jewel	3,780 Kim	
	Gnome Stone	420 Kim	
	Poison Balm	90 Kim	

Magic Shop

Aries	12,000 Kim
Sanguia	5,100 Kim
Mercurios	8,700 Kim
Inaudios	3,000 Kim
Extrios	6,200 Kim

The Village of Helwig



There is one man left in the village. The priest in the Church apparently disguised himself as a woman when the soldiers came. The trick fooled the dim-witted soldiers and the priest was left in the village.



Don't Pass Up the Magic Shop

There are a lot of very useful Spell Books in Helwig's Magic Shop. There's the healing of the Sanguia Spells, the instantaneous travel of the Aries Spells, and the time-saving Extrios Spells, to mention only a few of the Books available. Since you can't carry more than eight Spell Books, you'll have to think hard about which ones will be most useful to you. Consider also the number of MP each type uses up. Try to



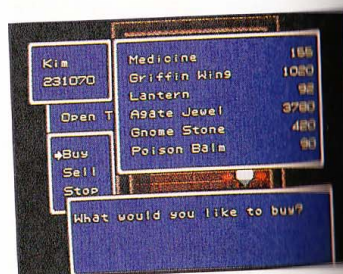
Aries	12000
Sanguia	5100
Mercurios	8700
Inaudios	3000
Extrios	6800

▲ It all looks good, but you can carry only eight.



be ready to handle any situation that may come up, while using the minimum number of MP.

Consider also that many items in the World of Vermilion duplicate the powers of Spell Books.



▲ Some tough choices. Consider a mix of items and Spell Books to cover all contingencies.

Medicine can restore lost HP, Lanterns work like Luminos Spells, Gnome Stones can replace Extrios Spells, etc. Try to carry at least one each of the Medicine, Gnome Stone, Griffin Wing, and Agate Jewel items.

There's Someone Interesting At the Inn

When you enter the Inn to rest from your travels, you'll see a woman off to the side in another room. Talk to her and she'll really urge you to go right away to rescue her husband and the other men of the village. She's someone who doesn't like to be crossed, so be careful when speaking to her.

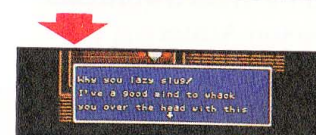
Name:	SEGA
Condition:	Best
Level:	31 EXP: 999999
Next level EXP:	??????
HP:	1052 MHP: 1052
MP:	555 MMP: 555
STR:	1014 AC: 1049
INT:	397 DEX: 1513
LUK:	541 KIM: 231070

Name:	SEGA
Condition:	Good
Level:	31 EXP: 999999
Next level EXP:	??????
HP:	1 MHP: 1052
MP:	555 MMP: 555
STR:	1014 AC: 1049
INT:	397 DEX: 1513
LUK:	541 KIM: 231070

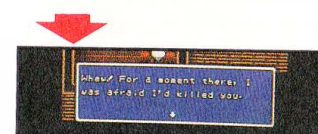
▲ Look at what happened!!



▲ Head to the Inn for some hard-earned rest.



▲ She has a request for you.



▲ You may be sorry if you don't take her hint.

36. METHUEN'S CAVE

Rescue those villagers, but watch out for the monsters.

Little to Find Here

Methuen's Cave is southwest of Helwig. The monsters on the road are getting more and more powerful, as are the foes you'll face in the cave. The only item you'll find is a map, but if you defeat the Undead, you'll find the Dark Sword and Skeleton Armor.

The Villagers Are on the First Level

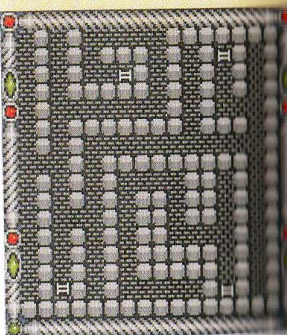
The men are toiling away on the first level, but you have to go down to the second level to get there. Finding a map will speed things up.



▲ Mission accomplished!

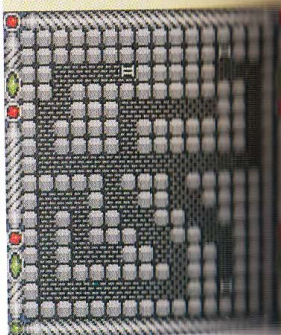
Items to be Found None

Level 1



Items to be Found None

Level 2



37. BACK TO HELWIG

The men are back (thanks to you) and more information is available.

Talk to Everyone



▲ The men are back and all is well in Helwig.



▲ Swaffham appears to be your next destination.

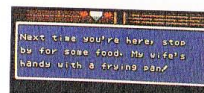
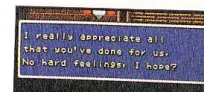
Talk to every villager you see; some of them have important information for you. Everybody's pretty happy and they're all very grateful to you.

About That Woman....

If you return to the Inn, you'll meet that woman under more pleasant circumstances. She has her husband back and she's happier than when you last saw her. She'll apologize for being rude to you at your last encounter. Her husband thanks you and invites you back if you're ever in the area again.



▲ She's nicer to you now.



The Dragon Shield

Somewhere in the village, you'll run into a traveler. If you talk to him, he'll mention that he's looking for the mighty Dragon Shield, which he's heard is somewhere in this village. But no one here seems to know anything about it.



▲ Where is that Dragon Shield?

The Old Woman

You'll also meet an old woman here. After you rescue the men, she'll sadly tell you that she's lonely. She wants you to find her a friend, so she gives you a sketch of herself for you to show to prospective suitors. Wasn't there a lonely old man somewhere?



▲ Be careful, don't carry too much.

The Key

Someone you rescued will hand you a Secret Key he found in Methuen's Cave. He's not sure where you might use it, but you should probably hang on to it in case it comes in handy sometime.



▲ Who might be interested in this old woman's picture?



Ruby Brooch
Griffin Wing
Dunseon Key
Agate Jewel
Agate Jewel
Gnome Stone
Secret Key
Old Woman's Sketch

▲ The two special items in this village are both important.

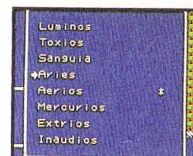
38. BACK TO KELTWICK

The old man you met there might be interested in the sketch of the old woman.

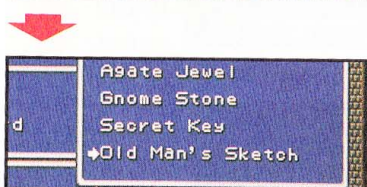
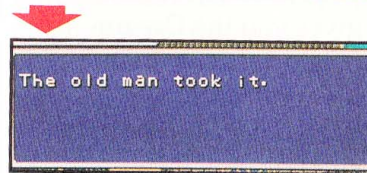
He's Interested!



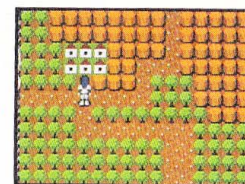
▲ Aries Spells are mighty handy!



▲ The old man likes what he sees....



Using the Book of Aries spells, you whisk back to Keltwick to show the sketch to the old man. He wants to get to know her better. He gives you a sketch of himself to show to her. Now you have to whisk back to Helwig.



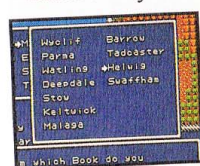
▲ Now you can instantly visit any village you've been to before.

39. BACK TO HELWIG AGAIN

The Dragon Shield is your reward for getting the old man and woman together.

Back to the Old Woman

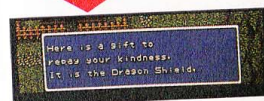
Return to Helwig and show the old woman the sketch the old man in Keltwick gave you. She likes him and promises to write him a letter. She's so pleased with your success that she gives you the Dragon Shield, a family heirloom for which she has no use. This shield should come in very handy as you face the incredibly nasty



monsters in the later part of the game.



▲ The old woman has a reward for you.



Can't Get the Dragon Shield?

Since you can carry only eight pieces of combat gear (swords, shields, and armor) you may not be able to take the Dragon Shield if you have too much gear. If this happens, go to a Weapon Shop and sell some gear that you're not using, then come back and get the Dragon Shield. You don't want to pass up this unique item!

Here's a nice person and a good friend. I want to give you the Dragon Shield as a

present, but you are carrying too much already.

▲ Get rid of something if you have to, but get that Dragon Shield!

40. THE TOWN OF SWAFFHAM

There's no Inn and everything's very expensive.

It's a Long, Long Way....



▲ You'd better be prepared for the long road ahead.



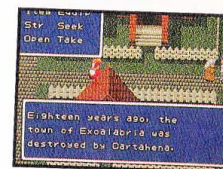
▲ Is Swaffham up ahead somewhere?



The road to Swaffham is very long and convoluted. You might take a lot of damage on this trip if you decide to slug it out with every monster you meet. Since there's no Inn here, you'd better have lots of medicine and Agate Shields to keep your strength up.

Everyone Knows Something

The townspeople have lots of vital information for you. Be sure you talk with everyone you can find. You'll hear about maps, kings, history, etc. Everyone has some tidbit for you.



▲ Townspeople know the history of the region.

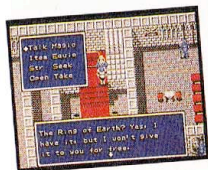


▲ You'll hear about the caves near Swaffham, the greed of Swaffham's king, and much more.

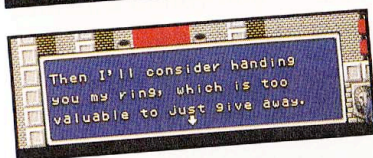
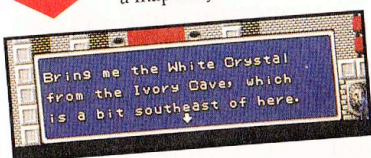


The King Has a Task For You

The king wants you to fetch a White Crystal from the Ivory Cave for him.



▲ The old man has a map for you.



The townspeople told you the king was very greedy. He wants you to bring him the White Crystal before he considers giving you his ring. If you want the ring (and he knows you need it), you'll have to do as he says.

No Inn

There's no Inn here, but if you have enough MP, you can use Aries Spells to zoom to an Inn (the one in Wyclif is cheap) and then zoom back to Swaffham.

You'll Find a Map Outside of Town

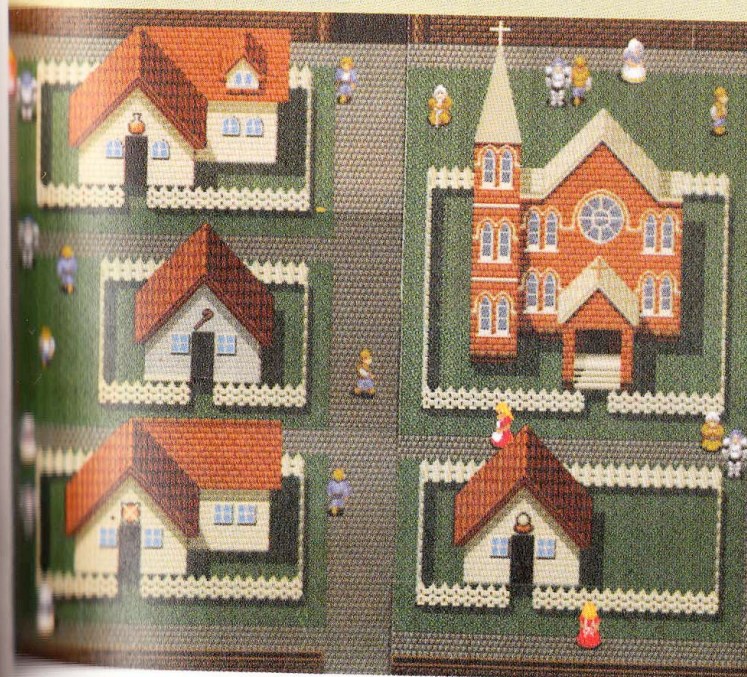


▲ Now you can see where you're going.

Shops in Swaffham

Fortune-teller	190 Kim	Church	Remove Curse 210 Kim Cure Poison 24 Kim	Magic Shop	Hydrios 20,000 Kim Argentos 40,000 Kim Voltio 35,000 Kim
Weapon Shop	Ultimate Sword 42,000 Kim Royal Sword 34,600 Kim Carmine Shield 12,700 Kim Odin Armor 38,000 Kim Diamond Armor 50,000 Kim			Equipment Shop	Medicine 171 Kim Poison Balm 108 Kim Lantern 102 Kim Griffin Wing 1,050 Kim Agate Jewel 4,120 Kim

The Town of Swaffham



The combat gear, items, and spell Books for sale in Swaffham are all expensive. Buy only those items you think you'll really use; you may need your kim for other things later, so don't spend it frivolously.

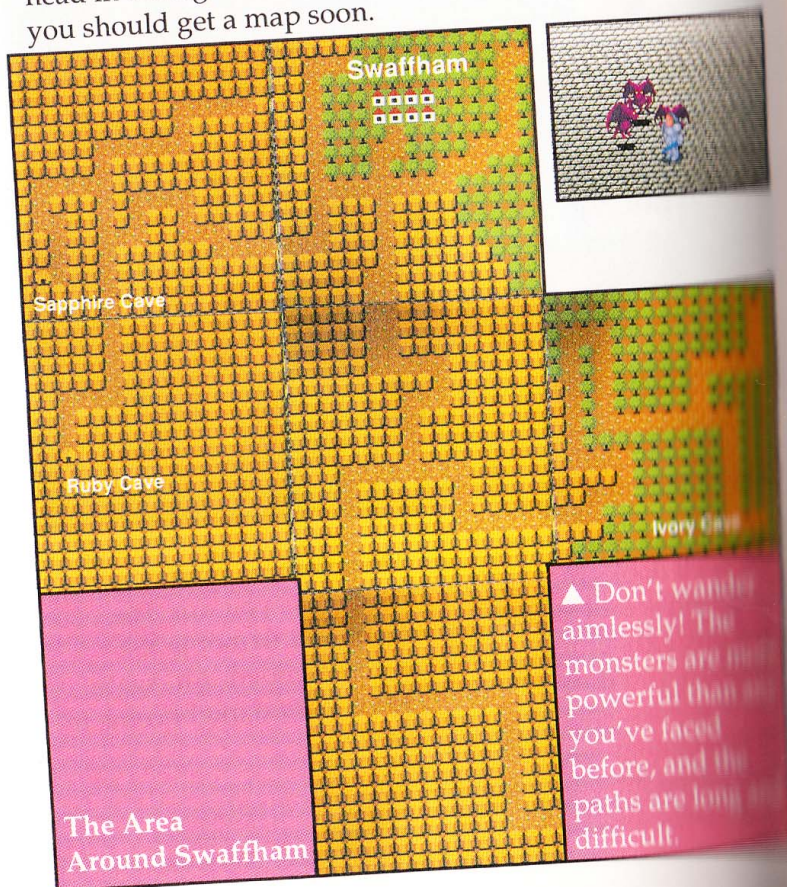
Do buy the Ultimate Sword as soon as you can. The Diamond Armor is also recommended. An Agate Jewel or two might come in handy.

41. THE AREA AROUND SWAFFHAM

This is a complicated region, so find a map of it as soon as you can.

You won't find maps in towns and villages anymore, but sometimes the people you meet in the wilderness have some for you. You won't have a map to the Ivory Cave when you leave Swaffham, but if you head in the right direction, you should get a map soon.

Listen to directions carefully; as you can see, there are three different caves in the Swaffham area. If you don't have the proper key to enter a cave, you'll have to try another cave.

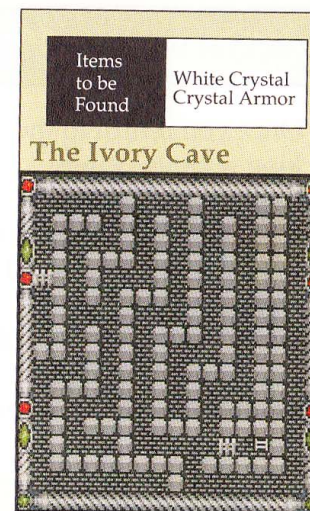


42. THE IVORY CAVE

This is the easiest of the caves in this area. Your main adversaries are the Undead.

Use the Key

Without the proper key you can't even enter this cave. Once you unlock the entrance gate with the key, open the gate and pass through. The gate will close behind you, but you can still unlock it with the key (or use Extrinsic Spells or Gnome Stones) to get out.



▲ Congratulations! You've found the white crystal.



The Dark Demon

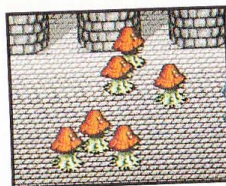


43. THE RUBY CAVE

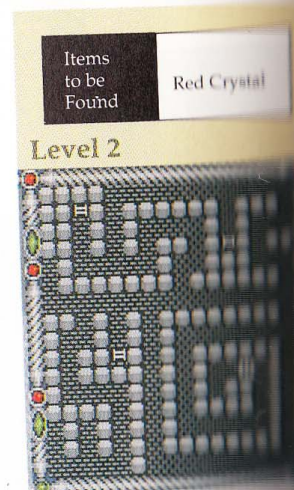
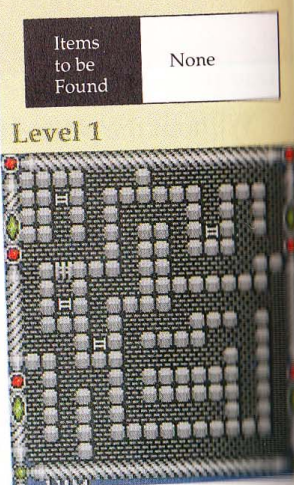
This two-level cave is difficult without the maps.

You Should Have Known There'd Be a Catch

Once you return to the king with the White Crystal, he gives you another key and tells you to fetch the Red Crystal from the Ruby Cave. When you return with the Red Crystal, he'll think again about your request for his ring.



◀ Avoid those poisonous Giant Mushrooms!



44. THE SAPPHIRE CAVE

This cave has five levels. Don't get lost!

Where Are You?

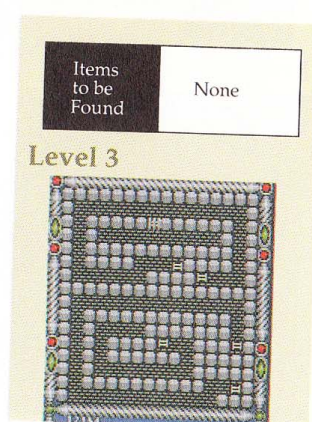
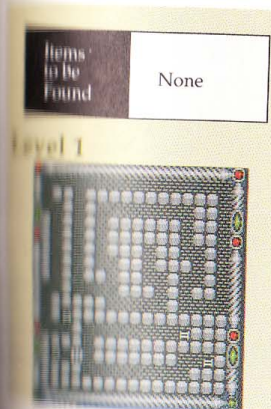
You need to go up and down all these levels to figure out where the Gray Demon and the Blue Crystal are hiding. Until you find all the maps, keep track of which level you're on so you don't waste time wandering about aimlessly.

Fast Monsters

The monsters here are faster than any you've met before. You may want to fire off a blast of magic at the start and then run for the exit if it looks too dangerous.

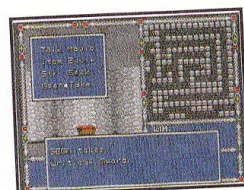
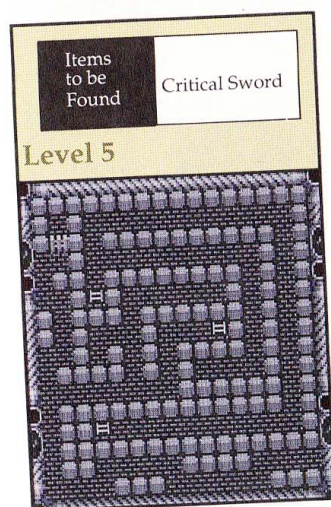
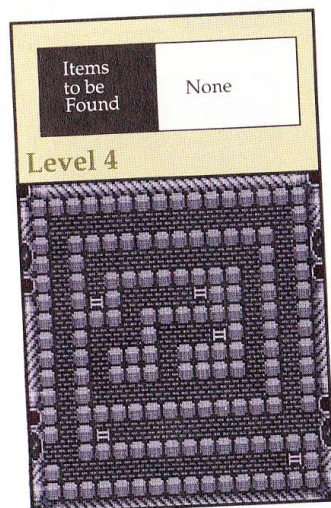


▲ No running away from these guys.



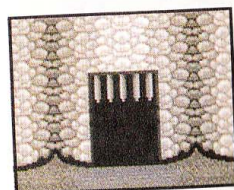
Be Careful Going Through Gates

Two of the gates in this cave aren't locked; the Gray Demon waits for you behind one of them.



▲ Arm yourself with the Critical Sword!

The Critical Sword is behind a gate on the fifth level; the Gray Demon is on the second level. Heal yourself totally before opening the Gray Demon's gate!



▲ The Gray Demon lies beyond this gate.



45. BACK TO SWAFFHAM

You've found the three jewels, and the king reluctantly hands over his ring.

Return to the King



▲ At last you get the ring!



Use the Aries Spell to return to Swaffham. You may want to heal yourself somewhere else first, since Swaffham lacks an inn. Once you give the king the Blue Crystal, he finally agrees to give you his ring. Some of the townspeople seem surprised that the king was willing to part with his ring.

Talk to Everyone Again

Now that you have the ring, most people have something different to tell you. Listen carefully, because the information is important to the last part of the game.



▲ The road to Excalabria leads through a cave to the southeast.

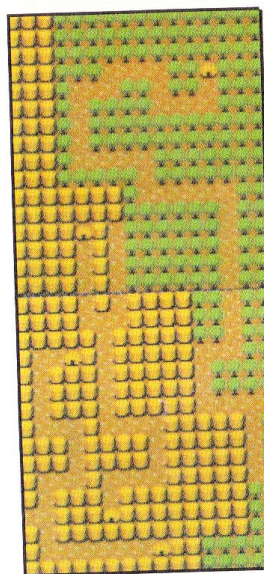


46. THE CAVES OF EXCALABRIA

There are three connected caves here, but all you want to do is get through them to Excalabria.

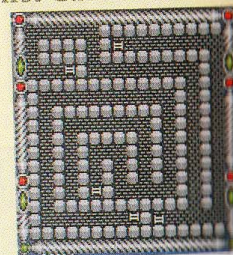
Look for the Maps

The maps to the two levels of the first cave are hard to find. There's nothing else of value here, so just head for the exit. If you're already at 31st level, you have little to gain by fighting monsters (unless you're low on kim), so run away whenever you can.

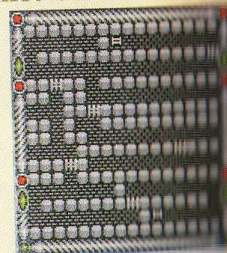


The Area Around The Caves of Excalabria

First Cave-Level 1

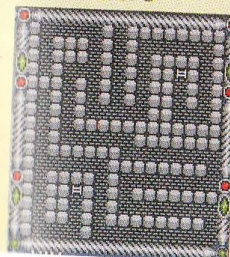


First Cave-Level 2

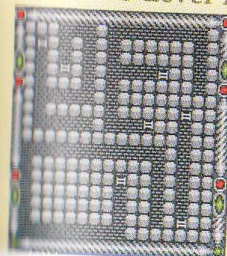


After exiting the first cave, head for the next cave

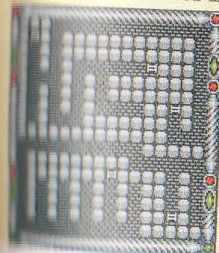
Second Cave



Third Cave-Level 1

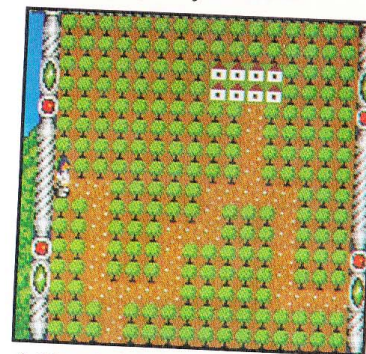


Third Cave-Level 2

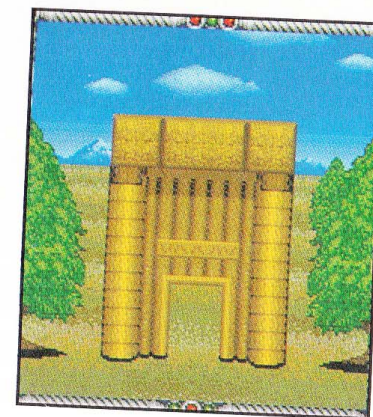


entrance you see on the map. The second cave has only one level. Once you're through the second cave, head for the third and final cave. This two-level cave is a bit trickier, but once you're through it, Excalabria is only a short distance away.

Don't bother looking for anything but maps in these caves. Just get to Excalabria as quickly as you can.



▲ Excalabria at last!



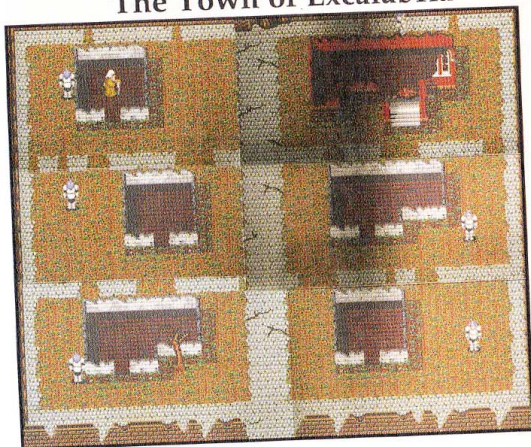
47. THE TOWN OF EXCALABRIA

This is where you were born. Excalabria is deserted except for one old man.

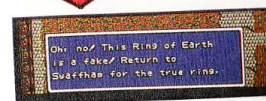
The Old Man

All the buildings in town were razed by Tsarkon's troops 18 years ago. An old man named Knute waits in the ruins of a building. He has some shocking news for you—when you meet him he notices that the Ring of Earth you received in Swaffham is a fake. You thought there was something funny about how easily the king of Swaffham agreed to give you his ring. Looks like you'd better head back to Swaffham and straighten things out.

The Town of Excalabria



▲ That miserly king gave you a fake ring!



Now that you've visited Excalabria once, you can use Aries Spells to zip to a town or village with an Inn, heal up, then zip back here anytime you want. But first head to Swaffham.

48. BACK TO SWAFFHAM ONE MORE TIME

Devastation has visited Swaffham since you were here last.

Tsarkon Has Struck!

The Cartahenan armies have destroyed Swaffham as they destroyed Excalabria so long ago. Only the king remains now. He tells you that Tsarkon now has the Ring of Earth. Head somewhere to restore your health, then return to Excalabria to tell Knute the bad news.



Use the Aries Spells

Since you have little time to waste, use the Book of Aries Spells to get to an Inn and then return to Excalabria. Time is of the essence now.

Head to Hastings

In Excalabria, Knute tells you to head to Cartahena for the final showdown with Tsarkon. He says you can get information along the way.



It's a Long Road

The road to Hastings is long and difficult, especially without a map.



49. THE VILLAGE OF HASTINGS

Everyone here has something important to tell you.

Listen Well to the Villagers

Several of the villagers tell you of valuable items they hid in various towns you've passed through. You may want to revisit Swaffham and Excalabria. You also hear about the Sword of Vermilion and where it awaits you (though only if you followed our advice earlier in this book).



Beware of This Woman



Be careful if you enter a certain house in Hastings. The woman there is up to no good. If you fall victim to her, talk to the villagers—they can direct you to a place where help is available.

Some Villagers Knew Your Father

You'll meet people who were once your father's servants. They escaped the destruction of Excalabria and settled in this village to wait for you.

Shops in Hastings

Inn	250 Kim	Tavern	Free	Church	Remove Curse 230 Kim Cure Poison 28 Kim
Equipment Shop	Medicine 190 Kim Poison Balm 122 Kim Topaz Jewel 9,100 Kim Lantern 115 Kim Banshee Powder 3,750 Kim			Magic Shop	Chronios 20,000 Kim Voltios 47,000 Kim Sanguio 28,000 Kim Terrafissi 70,000 Kim

The Town of Hastings



Topaz Jewels are cost-effective items that you can buy only here. If you can afford it, carry two or three of them for emergencies. You may want to pick up some Poison Balm, in case you're not using the Poison Shield anymore.

Check Out the Magic Shop

There are some great Spell Books for sale here. They're all outrageously expensive, but they're worth it. Sanguio Spells are very useful in restoring your HP, while the Terrafissi and Voltios Spells make quick work of your foes.

50. PREPARE FOR THE FINAL BATTLE

Collect the special items the people in Hastings mentioned.

In Excalabria —Titania's Mirror



▲ Search the withered tree.

Search the withered tree in Excalabria. This mirror enables

you to see a map of the area you're in. The map disappears once combat starts (but you can use the mirror again to make the map reappear).

In Swaffham —Raphael's Stick

Check the destroyed Weapon Shop in Swaffham (first shop on the left). Raphael's Stick removes curses and enables you to use a special suit of armor

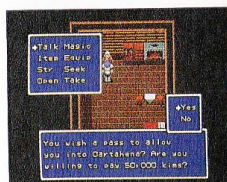


▲ Raphael's Stick is hard to find.

you may run across....

In Barrow—The Pass

Go to Uncle Tibor's house in Barrow to buy a Pass that will enable you to enter Cartahena. It's expensive at 50,000 kim, but having a Pass is the only way to get into Cartahena.



▲ The Pass costs you dearly.

In Malaga —The Sword of Vermillion

The best sword in the World of Vermillion awaits you at the Equipment Shop in Malaga, providing you followed our advice earlier



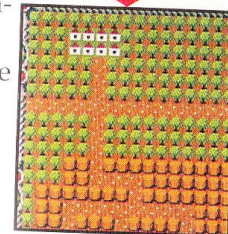
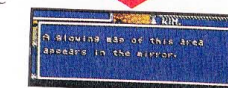
▲ The Sword of Vermillion is ready for you.

51. THE ROAD TO CARTAHENA

The final battle looms, but the road is long and punishing.

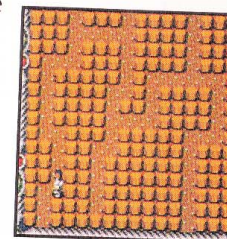
Use the Mirror

Use Titania's Mirror to guide you to Cartahena. Once you reach Cartahena, you can use Aries Spells to teleport from here to anywhere else and back again, but this first trip must be on foot. Since you've reached your level limit by now, and your enemies keep getting stronger, you should just run away from combat encounters. Save your strength for the Archmonsters you'll face soon enough.

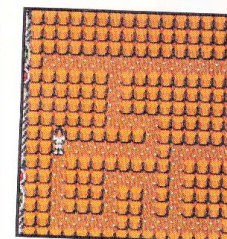


▲ Titania's Mirror shows you the paths ahead.

The Road is Your Enemy



▲ Conserve your strength for the most difficult journey of the game.

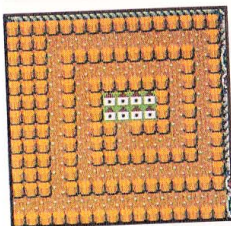


The road to Cartahena is the longest and most difficult you have ever faced. Conserve your HP and MP by running away from battles. Once you reach Cartahena, you can heal yourself somewhere else and return via Aries Spells.

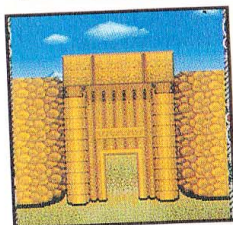
52. THE TOWN OF CARTAHENA

The people have been turned into stone statues!

A Tortuous and Torturous Road



▲ After a journey that seems to take forever, you reach Cartahena.

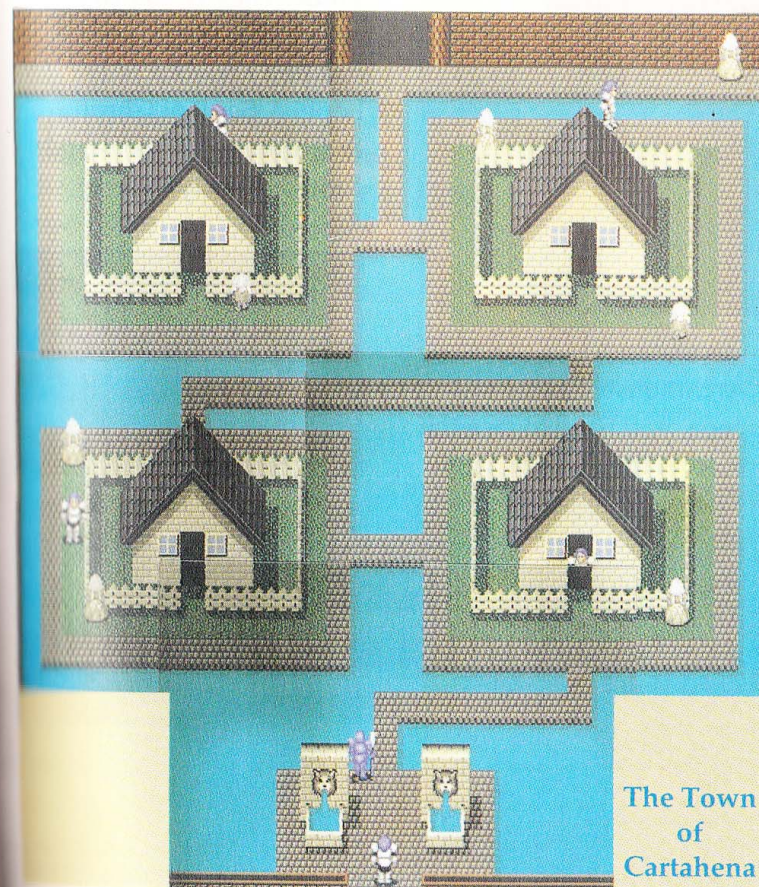
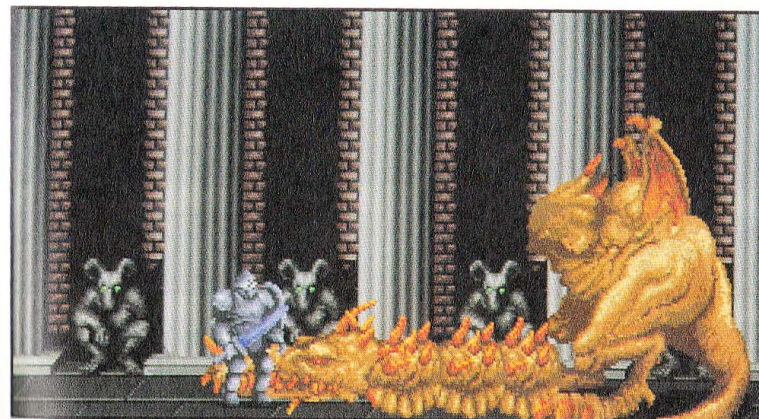
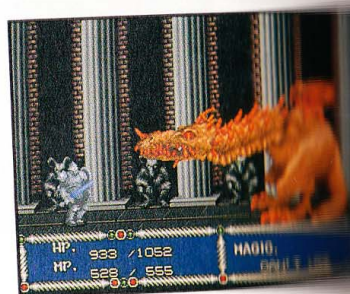
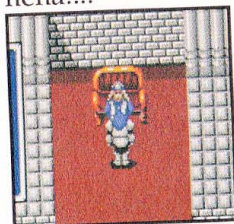


The final road to Cartahena coils around the town in a spiral that seems to go on forever. Once you enter Cartahena, return to Hastings (or any other place). There you can rest at the Inn, save your position at the Church, then return to Cartahena.

Exploring Cartahena

If you have a Pass, the soldier at the gate lets you through without a word

(you cannot enter without a Pass). You find that almost everyone has been turned to stone. In one house is a man who hid and was spared the fate of the others, but he doesn't have much useful information for you. Once you enter the castle, restore all your HP, because you're going to have some trouble with the king of Cartahena....



The Town of Cartahena

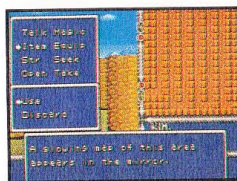
53. THE ROAD TO THE CAVE OF THULE

The road seems to go on forever—Tsarkon wants to discourage you.

The Final Road



▲ This road was crafted to discourage you—don't let it!



Once you defeat the Archmonster in Cartahena, you have to face the road to the Cave of Thule. Tsarkon designed this path to eliminate the weak and discourage the irresolute. If you can make it through, your quest is almost at an end.

The Deadliest Monsters

The most powerful monsters in the World of Vermilion await you on the road to the Cave of Thule. They're so fast and strong that magic and running are your only hope. A Book of Chrono or Chronios Spells would come in handy here.

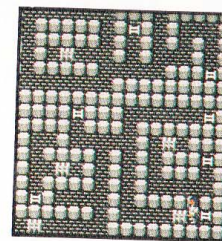


54. THE CAVE OF THULE

At last, Tsarkon is near. But first you must collect the missing rings of good from his underlings....

The Cave of Archmonsters

You must figure out the layout to this final cave on your own. Three Archmonsters must be defeated before you meet Tsarkon. Each Archmonster holds a key to the gate it guards; you must kill the Archmonster to obtain the key. Beyond each gate lies a ring. Keep the keys—they can be used on more than one gate!



▲ The Cave of Thule is in sight at last!



▲ Can you defeat Tsarkon and his guards?



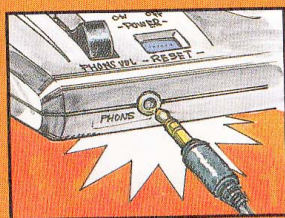


SWORD OF SOUND

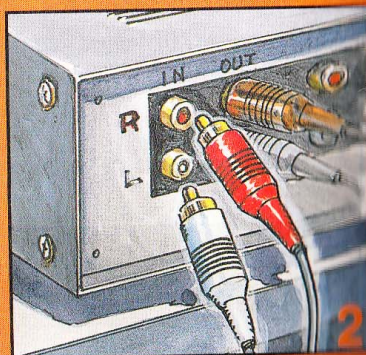
There's More

You'll need the following extra equipment to perform the sound test:

- An RCA Y-cable with a double pin jack ending
- A stereo or a radio/cassette player
- A 30-minute cassette



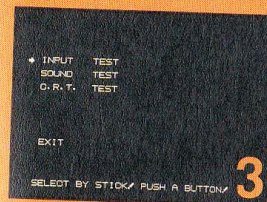
1. Insert the single end of the RCA cable into the SEGA Genesis headphone jack.
2. Insert the double-pin end of the RCA cable into a stereo or radio/cassette player.



Plug your Control Pad into the Player #2 jack in the Genesis machine. Press the A, B, and C Buttons simultaneously. Now you can access the input test.

VERMILION TEST

Here Than Meets The Eye

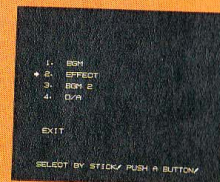


3. The hidden screen shown here should now appear on your TV screen. Switch the Control Pad into the Player #1 jack.

□ With the Input Test you can test the Control Pad functions.

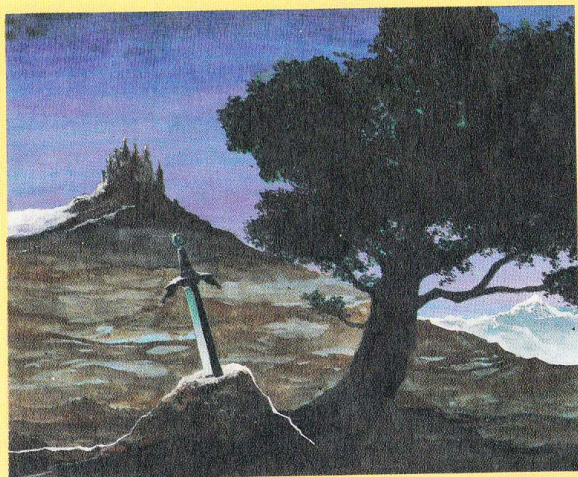


□ With the Sound Test you can hear all the music in the game through your stereo speakers. If you have a cassette tape ready, you can record the music.



□ Choosing the CRT Test enables you to check whether the color is properly adjusted on your screen.





SWORD OF VERMILION

Helpful Hints

by

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SEGA GENESIS[®]

16-BIT CARTRIDGE

1
PLAYER

SWORD OF VERMILION[™]

16-BIT
CARTRIDGE

Evil threatens the world of Vermilion. Armies of the evil Tsarkon march in conquest. All hearts look to you.

From your beginnings in the humble village of Wyclif, you must search the world for the eight rings of good. On the long road ahead you'll face treacherous governors and beasts ten times your size. You'll travel to 14 towns, and battle through 14 first-person dungeons where every corner can mean death.



Choose from dozens of swords and shields.

Prepare to face the archmonsters, forked tails and hideous eyes of Tsarkon's minions. Talk with townspeople to learn the secrets of the caves.



Be ready for hundreds of hours of adventure gameplay. Save up to three different games with battery backup. Over 30 spells and 20 special items—use them with care. At last, armed with the sword of Vermilion, you're ready to meet Tsarkon in the final struggle.



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