

Introduction

Welcome to the legendary kusoge, infamously known as the worst RPG on the PS1. Broken music, laggy sound effects, bizarre polygonal art, and a rushed story all await you in this must-be-experienced masterpiece. Despite what you may think, it's not a particularly difficult game. If you get stuck, a few levels should help you overcome things, otherwise there's a few strategies that'll come in handy.

Stats

Here's a quick primer on the stats the game uses from the manual:

- AP: Attack Points, damage
- DP: Defense Points, physical defense
- QP: Quick Points, turn acting speed
- IQ: Intelligence Quota, magic damage
- MG: Magic, magical defense
- ST: Strength, does not clarify what it means
- SK: Skill, does not clarify what it means

Tips

Optional Scenes

Ancient Roman has many optional side scenes with zero indication of anything. I marked as many as I could as optional events in the guide, so I highly encourage you to check those out. Every time I play the game, I find more, so this list may be incomplete. There's a few scenes I translated related to later party members in Rune Malna, so there's certainly something there I missed if you revisit at some point.

Status Effects

There is no indication of status effects in this game. If you or an enemy is put to sleep, charmed, or petrified, it is only visible by lack of action on the next turn.

Spells

When you buy or obtain a spell, all party members can use it. However, it'll only appear in the list if you have enough MP to cast it. Because of this, characters like Burke may seem like they can't use some magic, when in reality they just don't have the MP for it. It makes the spell menus a bit dynamic and confusing at times.

Sleep Axe

The Sleep Axe is the speedrunner's weapon of choice for Burke for good reason. It has a 100% chance to make an enemy fall asleep for 3 turns. This means any boss that's a single enemy will be unable to attack once Burke hits them. In boss fights with three enemies, you can silence them by hitting them one at a time to keep the sleep effect up. This really breaks the game, so I'd recommend playing without it if you want to enjoy the combat and try out all the spells. If you want to make sure Burke always goes first, buy as many Speed Cocoas as you can to raise his QP.

Turn Off Encounters

Strangely enough, if you hold O while walking on the overworld, encounters cannot happen. It's unknown if this is a glitch or a debug feature they forgot to turn off, but it's here. Be careful though, since this could leave you underleveled for the later game. If you use the Sleep Axe, then your only real issue though will be a three-person boss fight at the end of the game that may require some extra armor or spell finesse. More information at that point in the guide!

Part 1: Reaching the Castle

Digging Camp

Once you have control, you'll find yourself outside. Talk to the 4 wandering NPCs. This will cause the warden to pop out and tell everyone they have tomorrow off.

Optional items:

- In the top house on the west wall, check the small boxes on the left for a Heka Fruit, which heals HP.
- In the house on the north wall to the right, enter to briefly meet a muscular man stealing food. Examine the turnip on the counter for a Heka Fruit.
- Head right above the warden's building to a new screen. Check the left boxes close to the camera for 5 Gahme, which is the game's currency. Check the tree for a Heka Fruit.
- Head below the warden's building to a new screen.
 - In the left-most building, raid the old man's plant for a Maka Fruit, which heals MP.
 - In the building next to it, check the left box on the back wall for a Knife, the center box for a Dagger, and the right bookcase for a Leather Hat.
 - In the last building, examine the axe 3 times until you get a Baton. Check the box above it for a Knife.
 - The Baton is useless since the moment the party member who can use it joins, you find a better one, so might as well sell it ASAP.

Head to the first screen, then enter the bottom building on the west wall. Talk to the girl to learn about the hidden passage. Examine the back bed for a Heka Fruit. Leave and enter the next building up, then examine the barrel for the secret passage. Examine the box to the left of the treasure chest for a Maka Fruit, then head up the ladder. After the scene, head back to the sleeping quarters for another scene.

Now that you have a full party, equip everyone with all the junk you found! I'd recommend giving Michelia the leather hat for some defense. She can also use the robe, so give the other two cloth armors and trash can lids. The dagger is 1 AP (Attack Point) stronger than the knife, so give that to Kai since Burke is stronger stat-wise.

Optional: Before you head off to fight the warden in his little hut, head north to the small building on the left side of the north wall we ignored earlier. Talk to the purple-haired girl twice for a Ladle and a Tough Man. The ladle is a weapon for Michelia, so equip that. The tough man is a consumable that will permanently raise your defense points (DP) by 1.

Head into the building the Warden appeared from for your first boss fight.

Warden

You can kill this guy easily at level one without any previous fights. Just make sure to heal if you need to before walking in. After the first turn, have Michelia cast Heal on whoever got hit the previous turn. She's the fastest, so she will usually act before the boss attacks again.

After the fight, you'll automatically be taken out of the digging camp and into the forest.

Hergest Forest

Head directly north to the next screen, then cross the bridge. Before going to the next screen, follow the river on the other side, go as far right as you can and check the area to find a Heka Tree where you can pick a Heka Fruit. Head north to the next screen.

Note: After the Sage's Tower, you can return and a Big Heka will have grown on the tree. It's not really worth it, though you could use the "hold circle for no encounters" glitch to run and grab it quickly. Did I just mention that glitch? Try not to abuse it, but it's there if you need it.

Check the treasure chest for a Maka Fruit, then head up the other side. Head north one more screen to exit the forest.

Rune Gate

Enjoy one of the most banger songs on the OST. Examine the giant hole to get through the barrier, then enter the building. Check the pile of books for more Cloth Armor. Replace Michelia's Robe for one extra defense. Examine the actual old armor to find a locket that you take with you. Leave the building, then examine the next door to the north to leave and enter the world map.

Rune Malna

Enter the church on the left side of the screen. After the scene, check the bookshelf for a Stuffed Bear. It's an accessory that gives +3 defense. Cherish it for the rest of the game. Exit, then enter the building to the north on this same screen.

After the long scene, day will rise, and you're free to continue on your way. Head to the north west to reach the second screen, then south to exit to the world map

Note: There's also a spell you can find here with Minna in your party, but I'm not sure when.

Lake Mount

Most of the buildings here are shops, but you probably don't have much money. Feel free to check out their inventories and the amazing polygonal shopkeepers, then head right a screen. The top building on the left is a magic seller. Avoid buying Ice Rock, Valga, Nocturne, or Thor Low as you'll get them for free in short order. If you look at his shop, he'll tell you about how the Nocturne spell is hidden in town afterwards.

Optional: Enter the bar on the left side of the right screen. Talk to the pink-haired girl to hear about how she lost her ring. Return to the left side of town, then talk to the blond guy in the shop with a blue roof. He'll give you a replacement ring. Go back to the bar and give her the replacement ring. She'll teach you the Nocturne spell as thanks! Return to the guy for a free Salve, which heals 300 HP.

Enter the large barracks on the right side of town and talk with Captain McLeod. Afterwards, the path to Sanitas Village is open, so head out!

Sanitas Village

Ah yes, the infamous song that drives you insane~ This song made the game famous in Japan, resulting in many remixes in any genre/game style you can imagine. Search YouTube for サナトリ村 and have fun.

Optional: There's a treasure chest with a very good shield if you go past the first screen to the center of the village, then turn southeast towards the woods. HOWEVER: this chest "grows" throughout the game, so if you hold off on the Knight Shield for now, you can

come back later in the game for an even better one. It'll become a Magic Shield first, then later the ultimate shield Dustpan. You can buy all but the last one, so I highly recommend waiting.

Optional (required for extra scenes, highly encouraged): Back at the village center, head northeast past the white building to the hot springs in the back. Examine the lockers for Long Johns which are male-only and give good defense. Examine the hot spring for a quick dialogue (this enables a later scene).

Enter the white building in the middle of town, then talk to the doctor. He'll ask you to pick up some medicine from the pharmacist. Leave, then head southeast a screen. Enter the first building, then talk to the drunken pharmacist for the medicine. Return to the doctor. He'll ask you to come back the next morning, so head to the inn and pay for a night.

If you visited the hot springs, the party will make a pot of soup from mushrooms Burke found in the mountains, which cause everyone to get loopy. Michelia runs off into the night and you actually have 2 options with different scenes: chase after her towards the hot springs or just go back to bed. Both scenes are pretty good, so if you can, feel free to reload and pick the other option.

The next morning, head back to the doctor. Enter the back room and talk to Marl. He'll teach you Valga, Thor Low, and Ice Rock, which are basic fire, thunder, and ice spells respectively. Afterwards, leave town by going past the inn to the overworld.

Mell Village

Enter the inn directly in front of you to show the locket to the owner. Afterwards, leave the inn, then head right to the next screen. Shop if you'd like, then enter the large house in the back to speak with the village elder. After, head back to the screen with the inn, then continue left to the next screen. Cross the bridge and enter the left door.

After the cutscene and amazing punch, you have two options. If you re-enter the house and talk to Michelia, she joins immediately. Otherwise if you return to the inn and sleep, she'll join you in the morning. If you talk to Michelia right away, this enables a few cute romance scenes later, so this is the better option. Leave the village, then after the cutscene, head to New Heinroque Castle to the north on the overworld map. Fara the fairy will join your party during an event.

New Heinrogue Castle

Head down the road to the next screen.

Optional: Talk to the chickens repeatedly to learn the Breath of Life spell.

Head to the gate to get turned down by the guards. Return to the entrance of town, then check out the sign by the inn. After, enter the building on the right of the screen and talk to the knight.

Optional: Now that the sun is going down, talk to the drunk guy again who asks you to join him. Burke is interested, but Michelia warns you that you have to wake up early. This unlocks a scene at night.

Sleep at the inn to continue. After the night ends, you'll automatically be taken to the test. Once you gain control again, you'll be in a corridor of the castle. Head forward to the main lobby area, then try and leave through the south opening. After a deluge of cutscenes, LEAVE IMMEDIATELY to reunite with your friends before realizing you don't know where to go. Talk to the minister to get 3,000 gahme (you won't get the money if you don't leave first), then leave the throne room and meet up with your friends.

Optional: Head to the manju shop, which is the first doorway to the north of the inn. Talk to the priest for the Thor High spell. This is highly recommended for the trials coming up.

Return to the world map by leaving south of the inn, then head to Sage's Road.

Part 2: The Quest to Prove Yourself

Sage's Road

Feel free to walk past the bodyguard waiting for you if you'd like, then enter the incredibly tiny dungeon. Off on the left side is a chest with an Elf Stick, which is a weapon for Fara. You'll probably run into 1 fight, maybe 2 before you're out. It may be worth grinding a little to hit level 3, but not strictly necessary. Follow the path to the tower ahead of you for the Sage's Tower.

Sage's Tower

Once at the tower, run to the very top. Talk to the Grand Sage, who will task you with undergoing a challenge. He instructs you to go to the Port of No Return and take the boat to the Port of Trials. Leave the tower, then take the road back to the world map.

Port of No Return

There's not much interesting here apart from some shops. I'd recommend buying a Teddy Bear for Fara for some extra defense or give her the one you have already. Once you're ready, go down the dock onto the boat.

Port of Trials

Once at the trial ground, check in with the observer who will demand you sleep. Enter the tiny shack in between the entrances to pass time and heal. If you took Michelia from her family early, you'll have some cute scenes when you sleep throughout this section. In the morning, enter the left arch.

Trial of Muscles

Shopping: There's a shopkeeper out front who will sell you stuff before the trials. I highly recommend the Glass Rod (600 gahme) for Michelia which gives 10 intelligence. The Morning Star (380 gahme) for Burke has 8 attack and gives 3 additional strength. Kai will get a new sword very shortly and Fara just got the Elf Stick, so they should be set weapon-wise. If you have spare money, grabbing some armor may be nice. Michelia can only use the Circlet (480 gahme), whereas the guys can get a Helmet (600 gahme), Hard Leather (600 gahme), or Chain Mail (1,500 gahme). Hard Leather is already a +8 defense jump from Cloth Armor, so those aren't a bad call. The Chainmail is 30 DP vs the Hard Leather's 16 DP, so consider if it's worth waiting. The helmet is +7, so that's not bad either if you don't have helmets already. Chances are you won't have enough money, but you can always grab some after the trials.

Enter the hot/cold faucet door. If you're underleveled, then spend as much MP as you can using Thor High to kill mobs, then recover at the bed. Once you're ready, follow the singular path to the top where there's a boss fight to prove your strength.

Swordsman

If you grabbed the Thor High spell earlier, just unleash it with anyone who can, then physical attack otherwise. If you don't win after a turn, just make sure someone heals.

He'll give you the Blood Sword for winning. You may get a Knight Shield and/or a Full Helmet as drops from the fight, so equip everything you have.

After the boss fight, equip the Blood Sword on Kai, then head back to the tiny shack for more mandatory sleep. Once again, you'll have a bonus scene if you have Michelia's affection. After, enter the right dungeon.

Trial of Spirit

Same as before, climb the floors, fight the boss.

Sorcerer

This guy's a mage, so he's probably a little stronger against magic. Michelia's Thor High one-shot him for me still, so try that. Punch with the others.

After the boss fight, you'll get the Glacier Rod. Equipping it is a toss-up. It has 16 attack vs the 8 attack of the Glass Rod and gives +3 to your Magic Guard. However, the +10 IQ on the Glass Rod is extra spell damage, so it'll make your Thor High better. Perhaps after the Sage's Tower, swap to the Glacier Rod for mobs. You may have also gotten a Fairy Shield or Mage's Cape, so equip those if so. On your way back down, consider grabbing some nice armor with the money you found; the next location has some pretty heavy-hitting bosses!

Return to the base camp again. The overseer demands you sleep once more, then allows you to return from the dock. There's no need to return to the Port of No Return (heh), so just head straight to the Sage's Tower. If you struggled at all in this area, grind a little before returning to the tower. I'm sure you'll be fine though. You did buy the armor, right?

Sage's Tower Actual

Once you return, talk to the guy in the center to learn the true final trial: a boss rush! He'll be nice enough to heal you before you head up the stairs a bit to the first fight. Only once though.

Monk x3

This may be a little harder since there's 3 targets, but if you Thor High kill one quickly, then you shouldn't have much problem. This is the trial of strength floor, so Burke is a must with his high physical defense.

Afterwards, heal up and save, then head to the next fight.

Bishop x3

Okay this was the first hard fight of the game for me. At level 10/11, Kai often gets 1-shot by their magic, leading to a wipe. I'd recommend swapping Fara in if she's not in the party since she has the highest magic defense. She has two key spells here: Nocturne (if you did the side quest), which has a chance to put the full enemy side to sleep for 2 turns, then Gale Wind, which hits all enemies. Start the fight with Nocturne (there will be no indication if it worked or not), then either Gale Wind to hit everyone for lower damage or Thor High for higher single target damage. Fara will run out of MP fast, so have Burke throw her Maka/Heka Fruit as needed.

Afterwards, heal up and save. I'd swap Fara back out as the next boss hits hard.

Grand Sage

Maybe I'm just under leveled, but he has a good chance to one-shot someone. Reload if things go south, but attack with Kai and Burke, then Thor High with Michelia (or Fara if you use her). Two Thor Highs or one and some physical attacks

should do it. He gives a lot of XP, so I'd try to keep everyone alive. You may notice a trend with this game that the hardest fights are multiple enemies, then single enemies aren't that bad. Second playthrough with better armor, he barely scratched me and died after Thor High + 1 attack.

Once defeated, you've cleared the boss rush! He gives you a scroll saying you've cleared the trial and leaves you to your business. Head back down Sage's Road, then enter New Heinroque Castle.

Part 3: Learning About the People Becoming Monsters Disease

New Heinroque Castle #2

Enter the castle and head to the throne room for a cutscene. Apparently the "People Becoming Monsters Disease" is running amok. Not only that, they decided to disguise it as a rabies outbreak... Anyway, they tell you to head to the town of Mahtas. Go do so.

Optional: On the way out, enter the western passage, then head all the way through to the training grounds. You'll find the Sage scarfing down manju. He'll give you a Tough Man if you don't tell on him.

Optional: Just before leaving town, enter the small building on the right where you signed up for the guard test earlier. You'll find the Minister who gives you 1,000 gahme!

Mahtas

Ignore all the villagers telling you how terrible Leon the Magician is and go up one screen. Enter the small house on the right and talk with him. He tells you that the elves would know better and that someone in town has met them, so go bother them. Leave the house and return one screen. Talk to the carpenter in the bottom right. Unfortunately, he's busy with work and can't multitask, so he asks you to meet up with him at the bar tonight.

To pass the time, head north two screens to a small shrine. Wake up the napping old lady next to it to learn about the pixies. You receive the Pixie Stick from here. With that, the sun

goes down, so head back to the bar next to the carpenter. He tells you about an old tree deep in the Pixian Forest, which is added to our map!

As for equipment, we should be in good shape from the trials, so I'd save your money. There's a good weapon for Burke to buy in the next area, so save up for that. The next area is a cakewalk compared to the trails.

Pixian Forest

Head to the treasure chest in the northwest for a Maka Fruit, then exit to the northeast.

On this Y shape, take the right branch to the next screen. On the right side here, open the chest for a Big Heka, then continue up the left branch.

The ancient tree is in the nook to the northwest. The south path leads back to the 2nd screen, so ignore it and examine the tree.

Once inside the tree, I'd recommend unequipping everything from Fara that others can use, such as a Teddy Bear. Follow the path forward until a cutscene, where you're escorted to the village.

Elf Land

Take in the sights for a moment as you're escorted up. When you gain control again, exit the house, then head north into the large building for a cutscene. After all said and done, you're told to return to the castle yet again. Visit Fara before you leave.

When you're free to explore, the rainbow stairs on the two main town screens have shops inside, with an inn on the first screen if you head to the blue oval pointing northwest. At the weapon shop, you can buy the infamous Sleep Axe (3,000 gahme) which not only is 20 attack vs 8 of the Morningstar, but is also the speedrun weapon of choice; any enemy hit by this will fall asleep for 3 turns and not take action 100% of the time. It's incredibly broken. It may be a bit game breaking, so might be better not to go crazy with it, but I'd still recommend buying it to have around in a pinch.

Minna has joined your party to replace Fara, so make sure to equip her if you plan on using her. She seems to be a middle ground fighter/caster, with more magic attack/defense than Kai and Burke, but less than Michelia. If you give her the Glacial Rod, her attack jumps to

36, which is 1 higher than my level 14 Kai with the Blood Sword. Feel free to use who you want based off your playstyle.

When you're finished, head south out of town, south out of the tree, then south out of the forest. You could return to the castle to continue the plot, but a side quest for Kai's ultimate weapon has begun, so take a detour to Sanitas Village. This is missable.

Optional: You can visit Rune Malna to see that reconstruction efforts have begun. Inside a wooden cage, Boo Rei has been captured! If you wait until the next party member, you'll get a more detailed scene, but you can get a scene with him now if you want.

Optional: You can visit Fara in the hospital now and then throughout the game. You'll get various cute scenes and an accessory for Kai later on. Her interaction hit box is really tiny on the bed, so hold O and keep trying to hit it.

Sanitas Village and the Beast Shrine

Optional: The growth chest in the forest has become a Magic Shield, but you can buy it from the shop, so just ignore it.

This quest gives you the sealed final weapon for Kai that we'll unseal later, so it's highly recommended and missable! It requires 4,000 gahme to complete, so I recommend either selling old equipment, or grinding in the Pixian Forest for a bit. It shouldn't take too long.

The boat on the northwest end of Sanitas Village has been repaired. You can spend 2,000 gahme to get ferried across to the Beast Shrine. Once on the other side, you'll find the door is sealed with a strong magic.

Return to town, then enter the white building and enter the top-most small room to talk to Marl the magician again for advice. He'll give you the Spiral Staff to unseal the magic.

Head back one more time, paying another 2,000 gahme. You can now enter and pick up the Dragon Sword. It offers a modest boost in attack, but more importantly gives +10 in quick, intelligence, and skill.

Return once more to Marl to close out the scene and return the Spiral Staff. Someone sent the monsters to the Beast Shrine to get the sword, but failed and left when you took it. Now finally head to the castle.

New Heinrogue Castle #3

Head to the throne room to report to the minister. On the way, most of the shops have upgraded their stocks a bit. The magic shop here sells the next heal spell Large Heal (500 gahme) which may be useful as your health is starting to get higher than Heal can handle. Chances are you're broke if you got the Dragon Sword, so don't worry too much.

In the throne room, you're told of powerful equipment on the Sealed Island that will aid you on your journey. However, they need to prepare a new boat, which will take some time. Instead, they report that the town of Barrows May has been attacked by demons and wish for you to lend a hand. They give you a letter to give to Captain McLeod at the Rune Gate, asking for aid. To save you the trip, he's already at Barrows May.

Barrows May

You'll automatically enter the first building on your left and find McLeod, who will then join your party! He joins for a very short time, so enjoy him while you can. Head one screen right and enter the tower, then in the entry room, check the left corner to find the villagers. Turn around and head up the stairs. Open the chest for some Sneakers which will raise your quick points, letting you act faster. Burke could use the boost. Remember that you can use your other party members to heal your active ones!

Continue up the stairs for several floors. The chest next to the purple stairs has a Flute which for some reason gives 2 magic and 7 strength. Heal and save before going up the stairs for a boss fight.

Dracotaur

Hit once with a Sleep Axe, beat until dead. Not much else to say here other than physical attacks or Thor High for the magic users. Shouldn't have any issues.

After, head back down the tower and visit the man who only sells milk if you want. The bar with McLeod in it is oddly an actual general store. When finished, head to the exit. McLeod will say you should visit Old Heinrogue Castle as part of the Minister's request.

McLeod's Side Quests

McLeod's already about to leave our party, so before then, we have some side quests he's needed for. These are all missable if you don't do them now!

Rune Malna

You'll see that the town has begun reconstruction efforts and has soldiers walking about. Head straight up to the blond girl stalker whose in love with McLeod to get the All Lover skill which is a full-enemy charm spell.

Head one screen over, then head south to the wooden cage to see that Boo Rei has been captured! Kai asks that McLeod helps to free Boo Rei, but he refuses due to the danger. He'll make sure no harm falls to him however.

Digging Site

To reach the start of the game again, enter the Rune Gate. Feel free to enter to have McLeod check in on his subordinates, then head to Hergest Forest. Hold O if you want to avoid weak encounters here. On the screen with a bridge, check the right side north of the river to find that a Big Heka has grown. Continue to the dig site.

Once there, check the northmost gate that was locked. You'll find that the door was just broken and McLeod fixes it. There are enemies here amazingly enough, so be prepared. They're similar to the Barrows May enemies. Once you reach the top and see a video, you've seen all there is.

Old Heinrogue

Back on the plot: you'll start outside the castle, so walk inside. Save and heal, then take the left fork followed by the northwest door.

Sir Blore

Nothing special, just either use physical attacks or Thor High until he's dead. If Burke has the Sleep Axe, the knight may never even get a turn.

After the scene, enter the door to the upper left to find... your dead mother from 17 years ago? After the scene, head back to the hallway to regroup with Sarina and McLeod. At this point, remove all equipment from McLeod since he's about to leave. Once you're ready, head back to the entrance. You'll automatically be taken back to Rune Gate to drop off McLeod, followed by teleporting to the castle. After the long conversation, head out of town and to the port city of Nautilus.

Part 4: The Divine Power Quest

Starting the Quest

Nautilus

This questline is extremely long and will encompass most of the rest of the game. You'll find your ship immediately, but you need a captain before you can go out. Walk through town and talk to every non-shop NPC you find until it becomes nighttime.

Once it gets dark, head back two screens to the bar. Talk to the white-haired man on the left side. He'll think about helping you out, but in the mean time, he gives you a coin that'll get you a free night at the inn. Rest there for the night.

Shopping: At the end of town, there's an old man by some boxes who sells magic. For 1,700 gahme, you can buy the Thor High equivalent of fire and ice, Valgano (1,700 gahme) and Iceberg (1,200 gahme). Might be worth it for options. For the same price, the Aqua spell hits all enemies with a water attack, though it costs 50mp to use. Buy what interests you. Check the other shop if you'd like, but we should still be quite solid on equipment.

Once you're ready to leave, head back to the ship to meet the guy from the bar. He introduces himself as Baroa and joins your party permanently. Board the ship and ready the second disc!

Optional: Now that you're on disc 2, you can visit Fara to get a hand-knitted Scarf for Kai! Not only that, but it packs a whopping +15 defense! You may need to talk to her, leave the room, then re-enter for newer dialogue until you get it.

Optional: If you drop by the docks in Sanitas Village, you may run into a mysterious blond stranger that Minna seems to know. There may be another condition to make this trigger.

Sealed Island

Once here, head south a screen to a set of doors, then open it and head inside. Take the left branch for a Knight Shield, then head back and take the right branch. Go into the arches up ahead to enter the techno shrine.

Inside we find the sacred weapons, but are rejected. The party decides to regroup, so head back to the ship.

Note: Whenever a character gets their divine power, they should be able to come claim their weapon. You could do so early, or just wait until everyone's ready.

Baroa says that, according to rumors, Temple Island may have the key. Michelia says they should go back to the castle to talk with the Minister.

If you would like, you can head to the island Baroa mentioned for a pile of equipment and money, though it's optional. Otherwise, skip the next section and go to the castle.

Optional: Warrior and Magician Temple

Up ahead is a split path, presumably separating the Warrior and Magician Temple. Head right first and go inside.

Head up to the alter to be warned. Save, then approach again to start a fight!

Watchman

Have Burke attack the 2nd target with the Sleep Axe to knock them out, then have someone use Thor High on the other plus physical attacks.

After the fight, examine the left doll for a Wind Sword - it's not as good as the Dragon Sword, but either Minna or Sarina can use it - then continue examining it until you get a Vampire Spear, which is a good weapon for Baroa. Examine the right one for the Ice Axe. Head out, then take the other path.

Inside the hut, examine the staff to have Burke punch it and cause problems. After, head down the stairs to see four chests. Grab the Magic Robe, Speed Cocoa, 8,000 gahme, and Buckler. Michelia can use the Magic Robe for a huge jump in both physical and magic defense. She can use the Buckler too for a slight shield boost since she can't use the Knight Shields. The Speed Cocoa will permanently increase Burke's speed to Sleep Axe faster, and the money can be used for more Speed Coco— I mean, spells from the Grand Sage.

Lastly, examine the altar to learn the Volvo spell, which should increase defense in battle if they ever lasted long enough for this to matter.

New Heinrogue Castle Detour

Back at the castle, you're told to visit the Grand Sage at the Sage's Tower. Do that!

At the top of the Sage's Tower, the Grand Sage tells you to visit Hermit Village to learn more about the gods and their power. You can get there through the Port of No Return, so head there next.

At the port, check the upper left building to see the restaurant is getting close to completion and also to meet a familiar face.

Talk to the blond guy at the dock to open a new location to the Hermit's Island on your map.

Hermit's Island

Enter the north building on the right and talk to the hermit inside. He'll give you a Talisman. Exit, then head one screen left. Save, heal, then prepare yourself for one of the most difficult dungeons in the game. Use the talisman to open the door then...

...you're done! Phew! Examine the bookcase to have everyone start reading about the six gods. The Dragon God will only recognize those with the other 5 god's powers. The Dragon God resides in an island off Sanitas Village (Beast Shrine), the Mountain God in Cuden

River, the Ocean God around Pika or Geass Tower, the Goddess in the northwest island, the Spirit God in the forest north of Barrows May, and the Hero God at Farnus.

After, head out then head back down the Sage's Road.

Optional: If you return to the Grand Sage on the way out, he'll offer to sell you some of the strongest magic spells in the game. They're expensive, but for now consider getting Thor Hell (3,250 gahme) for the highest single-target lightning spell.

At this point, the game just vomits out locations for you to go to. You'd think you can do them in order, but many of them require specific gods to be appeased first with no warning. That's where this guide comes in.

Mountain God

Cuden River

Head north to the next screen, then cross the bridge. Finally after that, enter the stone arch for the dungeon.

Head to the left chest. It, uh, ???s you. Continue to the other chest for a Beast Helmet, which not only has 17 defense but +30 strength! I gave it to Burke.

Save before entering and heal! Burke will solo this boss fight, so make sure he's equipped with the Sleep Axe if you don't use him!

Gaia

Well, Burke is soloing the Mountain God. You know what that means. Sleep Axe over and over! Yeah, you just win. Without the Sleep Axe should still be easy, as long as Burke has some equipment.

Readjust your party! Once finished, head back to the world map. Head to the Spirit Temple next near Barrows May.

Optional: At this point, I spent all my money on 13 Speed Cocoas to raise Burke's QP by 13 points to make him go close to first for Sleep Axe fun times. Just some food for thought.

Spirit God

Spirit Temple

Head down two screens into the cave to appear in Willy Wonka's Chocolate Factory. Save, make sure Minna is equipped, then head in.

Nymph God

I didn't have Minna very well equipped, but got through okay. Thor Hell didn't do much, Iceberg and Valgano didn't work much better, so physical attacks seemed the way to go.

Once completed, you'll receive the Spirit God's blessing for Minna.

Readjust your party! After, head to Vinna Port.

Goddess

Vinna Port

Enter the only house. To reach the Goddess, you'll need a Ring and a Bracelet. For safe keeping, the items are in Keb Village. Go there!

Keb Village

Monsters are everywhere! Talk to them to death? Enter the house to find a child whose parents are the people you needed to find. Also they're dead. Sounds like Luna Shoal to the east has what we need, but this kid has no home now. Apparently he's related to Leon, the tool wizard from earlier, so let's go drop him off in Mahtas.

Optional: In Mahtas, talk to the carpenter for the Crystal Axe due to mismanaged ladies in lakes. Head to Leon to deposit the child. He throws a Bamboo Broom at you. It's actually really good for Michelia with 50 attack damage.

With that out of the way, head to Luna Shoal.

Luna Shoal

Head inside, then continue until you reach two chests for the Bracelet and the Ring. Leave.

Vinna Port Again

Ignore the house this time and head inside the temple. No boss fight this time, but you'll get the Goddess' power for Michelia!

Ocean God

Castle Droa

Enter the tiny castle. Open the chests for a Pole Axe and Ointment. Save, then head up for a boss fight.

Goo Monster

Sleep Axe. Thor Hell. Attack. Done.

Open the chest for the Geass Jewel. Head to the Geass Tower.

Geass Tower

Head forward until you reach a tower. After failing to open a door, an old lady will tell you she knows how, but only if you do something for her. She asks you to go to Castle Droa to grab a jewel for her. Good thing we went there first! Unlock the tower and head inside.

Open the chest to learn the Fjord spell, which is an ice spell that hits all targets. It's very good for multi-enemy fights and is more powerful/expensive than Aqua. Use whichever you have enough MP for in battle.

Continue up the stairs, past the wall scroll room, to the room with a shrine. Enter the room, then use the left ladder to go higher.

Open the chest for the Geass Rod. It's a key item, so you can't use it. Head back down to the entrance. The old lady will tell you to use it at Pika Shoal. Head there!

Pika Shoal

The goddess flushes the plot toilet for you and lets you into the temple.

Open the treasure chest for the Neptune Shield, which is exclusive to Baroa. Keep heading forward until you see the red/blue door. Save, fully equip Baroa, then head inside.

Ocean God

I had no weapon for Baroa, only the Neptune Shield from a second ago. Took a healing item or two, but got through okay.

Readjust your party! Once finished, head back to the world map.

Hero God

Farnus City

The main shop of note here is the magic shop specializing in all-targeting magic as a shop gimmick. I'd recommend buying All Heal (3,000 gahme) for a party heal.

Either way, head two screens east to the dock then enter the first building to talk to the guard of the Hero God. He tells you to go north of Luna Shoal to Alna Dam. From there, you can get to the Rob Koloa Waterfall. Inside is a sword you need to bring back.

Alna Dam

Run straight ahead. Save before going into the door and heal for a fight. Make sure your MP is good too!

Ixionidae and Russet x2

Multi-enemy fights are the hardest. Have Burke stall the big one, Michelia or any mage use an AoE skill like Aqua or Fjord, then anyone else attack. Make sure to stagger Burke out over everyone to keep sleep stuns up. I had to actually use the chicken healing spell to bring back a dead Burke. It's 100 MP, but it brings back the dead. On my next playthrough, I used All Volvo and no one took more than 10 damage a hit.

After, you hear that in order to proceed, you'll have to break the dam and potentially flood a town. You decide to visit Hinamiz– Conton Ruins to see if anyone lives there. Head forward to get there.

Conton Ruins

When you arrive, you FINALLY SEE THE EVIL CHARACTERS who totally exist in this game. They've hidden away people here, so you can't flood the town and proceed! Your party has the amazing idea to give everyone a fruit that lets them... breath underwater and flood them anyway... Head back to the world map, then to the Escar Tree.

Escar Tree

Grab the fruit. Go back. Give everyone the fruit. Proceed to the dam, but save and prepare for a fight.

Rob Dam

Hell Lancer

Single enemy, much better. Sleep axe, attack. He seems to be strong against lightning, or at least high magic resist. Died too fast to find out.

Now the dam breaks! Head forward, then go behind the waterfall. Head past the first room, then check the treasure chest you find for the Hermit Guard. It matches the Knight Shield in defense, but also gives skill. Save and heal before going into the next room.

Deluga

It's very vulnerable to thunder, so Thor Hell all the way!

Inside the snake is the Gaia Sword! Give it to Sarina. Now that we have it, return back to Farnus.

After showing the old man the sword, he'll tell you to get on the boat to the temple.

Hero God Temple

Once inside, take the right path for a treasure chest with the Hero's Armor. It's exclusive to Sarina and shoots her defense through the roof. Head back up the other fork, save, then head inside.

Hero

You were given good armor and a good sword, so some good ol' fashion swording should do the trick. Use a Heka Fruit if you need to.

Readjust your party! Afterwards, head back out to the world map.

Dragon God

Sanitas Village

Now for the final god's power! Head to the pier, pay the 2,000 gahme, then enter the shrine and get the Dragon God's power. Along with it comes the elusive Dragon Saber! It's broken as hell! If you failed to get the Dragon Sword earlier, you'll be locked out of this.

Now let's return to Heinrogue and plot the finale! But first...

Head back to the Sealed Island now that you have all the god's powers. They'll grant you Burke's Giant's Axe, Michelia's Venus Rod, Minna's Elf Sword, Sarina's Rune Sword (but she renames it to Jenatos Sword), and Baroa's Poseidon Spear. These are the ultimate weapons; Michelia's intelligence jumped from 80 with the Bamboo Broom to 180.

(Keep the Sleep Axe though, the true ultimate axe.)

FINALLY the growing chest in Sanitas Village will have changed into its final form, so go claim your Dustpan! It either requires all the final weapons to be found, or just Sarina's since she dubs it the Jenatos Dustpan, much to the dismay of everyone else.

Part 5: A Quick Trip to the Underworld

New Heinrogue Castle

Talk to the Sage in his office to the left of the central lobby. He tells you the Minister is at Old Heinrogue and that you should go to hell. The Underworld. The gate is at Mons Island, south of Pika Shoal. The key to get inside is in two caves. Inside are statues you have to align.

Optional: Head to Old Heinrogue Castle to hear the Minister tell you about two forbidden spells he heard about here. You'll also receive Kai's father's armor, the Royal Armor.

Side Quest for Ultimate Magic

Skip this if you're not interested, but it doesn't take long, and you can ignore encounters if you really want to be quick about it. Head south of Mekua Port to see Bashis Ruins and two caves.

Bashis Ruins

Head forward two screens, then enter the door ahead for the... space ship. Continue forward and examine the hole in the wall to reveal a switch. This turns off the seals to the caves.

North Cave

Monsters here hit hard, so be careful or hold O to ignore. Enter the cave, then follow the singular path. At the end you'll learn Sword Dance. This spell costs a whopping 300mp, but does ~2,000 damage to all enemies.

South Cave

Same as before: Follow the singular path to the end. You'll learn Saint's Toils. This spell hits a single target for 1,200 damage, but only costs 130mp.

Finding the Keys to Hell

Ukeb Cave

Head forward into the cave, then open the chest for the Aqua Rose spell, which is the stronger version of Aqua. Keep going forward to the next screen and grab an Underworld Statue. Head back out.

Ikeb Cave

Head forward into the cave. Follow the path to the right for the other Underworld Statue. Head back to the world map.

Mekua Port

Head forward three screens until you reach the altar. The doors to the Underworld should open with the keys, then you'll get a cutscene.

Finding the Final Boss

At this point, I sold all my extra equipment for 60+ Speed Cocoas to get my characters close to 100 speed. It helped a lot.

Kuuba Port

Head down the linear path to the building. Go inside, then up the stairs for the Causality Rod, which is a plot item and not a weapon. Equip Misha, she'll be soloing a surprise boss!

Kanna

If you have Saint's Toils, then it'll one-shot him if it doesn't miss. Otherwise, Thor Hell did massive damage.

After, you'll teleport to some plains. Soon the rod will react and reveal a whole town with its square shadow? You'll be told to yet again go to two places to undo seals to get to a third place. There's a shop in this town, so grab anything you'd like, then leave to return to the port. Everyone will rejoin your party here, so make sure to reform your party again. Back at the map, head south to the island below.

Yuuro Port

Head down the path to a cave. Follow the cave a few screens to reach a mossy area. Head inside the building here to enter what looks like organs for some reason.

Open the chest to the left for the Alto Recorder. It's an accessory that gives a good boost of speed, so give it to either Burke for quick sleep axes or a spellcaster to use ultimate spells before they die. Save, then head up stairs for a boss fight against Lucia and Kana.

Lucia and Kanna

If you can get Sword Dance off, you'll pretty much win the fight. Usually Michelia was killed first turn, but if someone can bring her back with chicken magic, then she has another shot after Burke puts them to sleep. Otherwise this fight is a HUGE leap in difficulty as Lucia hits like a truck. If you can get All Volvo off, that may help you survive, otherwise keep her asleep while knocking out Kanna.

After the fight, the switch is flipped and you can continue to the next port.

Io Port

Walk up to the door to enter the cave. Enter the left path for the Dragon Helm for Kai. Head down the other path, then into the spaceship-looking building. Head past the pipes?, then open the chest for the God Armor. Save, then prepare for a fight against Romias and his pet.

Romias

Have Burke sleep Romias ASAP, then blast the rest with Sword Dance. If that's not an option, then All Volvo should keep you alive. Romias is no joke, so try to keep him from acting.

Dan Port

Optional: At this point, do your final shopping. Make sure to have some Angel Drops to bring back any dead party members. And use an inn!

With the gate unsealed, head forward to the castle. Just out front, the dragons can drop Kai's best armor, Dragon Armor.

Head inside to find the evil boss guy Gizafeal! He exists! And some underling!

Gizafeal and Geshtar

Sword Dance and Sleep Axes! Gizafeal is very tough like his underlings, so he's best stunned if possible. Otherwise, All Volvo and maybe even All Maka Guard if he's casting spells. He seems strong against all spells, so hang in there. Don't be afraid to use Angel Drops if you need to bring anyone back.

Gizafeal escapes once more, but not for long. I highly recommend using an inn or at least items to fully restore your party. The next battle is, without exaggerating, the hardest in the game.

Save immediately! THIS IS THE POINT OF NO RETURN!!!

Enter the upper left door to trigger the final boss fights.

Gizafeal, Romias, and Lucia

The first fight is the hardest against all 3 baddies at once. You'll need to disable or kill them ASAP. Lucia's the fastest with destructive magic, so stunning her quick is important. With the Sleep Axe, you just need to hit each person once, then rotate between them every turn to keep them stunned. Romias is mostly physical attacks, so if you get All Volvo off, you can mitigate his damage. Gizafeal likes to do AoE magic, which tends to be survivable. Honestly, the struggle is mostly if you're low level like I often am; if you're playing normally, you might be fine.

Before the final boss, you're given a full heal.

Gizafeal

Lastly is the final boss, who being a single enemy, is weak to Sleep Axe. lol.