

The official Guide

(work in progress)

Main Quest

optional

• Choose a class.



Elsa

Class: Fighter
Level: $1 \rightarrow 18$ HP: $15/15 \rightarrow 100/100$ MP: $1/1 \rightarrow 18/18$ ATK: $1 \rightarrow 18$ DEF: $1 \rightarrow 18$ TMP: $3 \rightarrow 20$

Can equip: Swords
Shields
Corselets
Accessories



Elsa

Class: Tinker Level: $1 \rightarrow 18$ HP: $15/15 \rightarrow 100/100$ MP: $0/0 \rightarrow 0/0$ ATK: $1 \rightarrow 18$ DEF: $1 \rightarrow 18$ TMP: $3 \rightarrow 20$ Can equip: Hammers Gears Waistcoats

After getting up, go downstairs. Talk to Elsa's mother to get the Package.

Accessories

- Check the dustbin to find the Cheese (hidden items: 1/25).
- Leave Elsa's House. Head north to the Workshop and enter it. Talk to the Engineer and hand over the Package.
- Check the beer crate to find a Weiss Beer (hidden items: 2/15).
- Check the dustbin to find a Repair Kit (hidden items: 3/25).
- Check the switchboard on the left and choose A, B, B, A. Then check the switchboard on the right and set it to 158. (You're actually not supposed to know this number yet, but it works.)
- Check the dress to find a @ Blue Crystal (1/21, hidden items: 4/25).
- Leave the Workshop.
- Before the timer gets below 01:00, return to Elsa's Room and play the piano to make a chest appear. Open it to get a Star Capsule and 20 Gold.
- Open the other chest to get another Star Capsule and 20 Gold.
- Check the barrel next to Elsa's house to find an Sestragon (hidden items: 6/25).
- Head south to the Southway. Jump over to the right and check the tuft of grass to find an Oponion (sic).
- Check the trees in the northeast to find an Estragon (hidden items: 7/25).
- Return to Home.
- Check the trees north of the Elder's house to find 10 Gold (hidden items: 8/25).
- Check barrels south of the Elder's house to find a Potion (hidden items: 9/25).
- Enter the Elder's House.

- Break the urn behind the plant to get 1, 2 or 5 Gold at random.
- Check the dustbin to find a Repair Kit (hidden items: 10/25).
- Check the kitchen unit to find an Estragon (hidden items: 11/25).
- Go downstairs. Push the crates like this:



- Check the shelf on the right to find the O Dragon Egg (hidden items: 12/25).
- Check the plant to find an **Estragon** (hidden items: 13/25).
- Re-enter the Elder's Basement. Push the second crate from the right up two tiles and check the shelf on the left to find an Kestragon (hidden items: 14/25).
- Push the crates like this:



- Check the box to find a Repair Kit (hidden items: 15/25).
- Break the urn to get 1, 2 or 5 Gold at random.
- Check the linen box to find a Potion (hidden items: 16/25).
- Leave the Elder's House.
- Head west to the Westway. Enter Secret Room #1 here:



- Break the urns to get 1, 2 or 5 Gold at random for each one.
- Check the grass and activate the hidden switch to make a chest appear. Open it to get a 👶 Great Potion and 20 Gold.
- Back on the Westway, check the trees northwest of the Secret Room #1 entrance to find an ≰ Estragon (hidden items: 17/25).
- Return to Home.
- Fighter Talk to Neith and spend your free skill point.
- Check the barrel north of Neith to find a Potion (hidden items: 18/25).
- Check the trees east of Neith to find an Sestragon (hidden items: 19/25).
- Head north to the Northway. Go up the stairs and head west to Undine's Place. Pick the Heartberry (1/2).
- Back on the Northway, head north to the Moonlight Plateau. Check the trees near the entrance to find 10 Gold (hidden items: 20/25).
- Return to Home. Check the barrels in front of the Workshop to find a Repair Kit (hidden items: 21/25).
- Check the flower behind the portal to find a ③ Blue Crystal (2/3, hidden items: 22/25).
- Wait until the timer runs out.
- Enter the Workshop. Talk to the Engineer to get Brutus and 3 SRepair Kits Tinker and the first \$\ointige{\mathbb{R}}\text{Rocket Rage}.



Brutus

Class: Duel Bot Level: $1 \rightarrow 21$ HP: $45/45 \rightarrow 145/145$ MP: $20/20 \rightarrow 20/20$ ATK: $2 \rightarrow 42$ DEF: $1 \rightarrow 21$ TMP: $2 \rightarrow 22$ Traits: 50% physical damage taken 50% ice damage taken 150% electro damage taken Cold resistance Blind resistance N Bleed resistance Sleep resistance Poison resistance Counter Rate + 25% Can equip: Cannons Gears

Equipment: Sire Cannon I

• Outside, talk to Neith.



Dumdelion

- If Elsa's HP drop below 25%, Neith restores them by 10. Let this happen three times to get a 🦰 Star Capsule.
- Kill the Dandelions.
- Fighter Neith gives you the first 💸 Shortsword.
- Return to Elsa's Room and rest.
- Tinker Check the book shelf to learn � Chaos Charge.
- Go downstairs and check the breakfast to raise Elsa's MHP by 5.
- Enter the Workshop. Talk to the Engineer to get the first 🍃 Mana Unit.
- Outside, head west to the Westway.
- Talk to the merchant.



Potion: 10 Gold
Honey: 20 Gold
Estragon: 10 Gold
Buckler: 60 Gold

Please note that 🖶 Honey gets more expensive the further you progress, so you might want to buy some.

- Fighter Buy a @Buckler.
- Outside, head west to the Westway. Cross the bridge. Check the tuft of grass to find an Qoponion.
- Head west to the Slumberwoods.



Gigantula

HP: 60
MP: 12
ATK: 24
DEF: 24
TMP: 36
Traits: 150% fire damage taken
150% ice damage taken
Poison resistance
Deals physical damage

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12.5% chance to cause Stun on attack
25% chance to cause Poison on attack
Rewards: 12 EXP
Drops: Potion (1:1)
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- Check the mushroom at the brookside to find an Estragon (hidden items: 1/17).
- Jump across the lily pad and check the tree to find a \(^{\chi_{\text{c}}}\) Chest Key (hidden items: 2/17).
- Open the locked chest to get the first First Aid and 20 Gold (% Chest Keys left: 0).
- Jump over to the right and pick the Heartberry (2/2).
- Return to the Slumberwoods. Head east. Pick the Heartberry (3/2).
- Check the barrel next to it to find a \$\infty\$ Chest Key (hidden items: 4/17).
- Open the portal and enter Board #1.

If all has gone perfectly up to this point, you should have 3 Potions, 1 Great Potion, 9 Star Capsules in your consumables inventory.



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Jelly
HP: 10
MP: 1
ATK: 3
DEF: 2
TMP: 1
Traits: 50% fire damage taken
        150% ice damage taken
        150% electro damage taken
        Shatter resistance
        Burn resistance
        Cold resistance
        Blind resistance
        N Bleed resistance
        Sleep resistance
        Poison resistance
        Confusion resistance
        Deals physical damage
       25% chance to cause & Poison on attack
Rewards: 1 EXP
Drops: /Potion (1:10)
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Bloodsuck

HP: 10 MP: 4 ATK: 4 DEF: 2 TMP: 6 Traits:

Traits: 50% ice damage taken
150% electro damage taken
Shatter resistance
Blind resistance
25% Melee Evasion Rate
Deals physical damage

25% chance to cause | Bleed on attack

Rewards: 2 EXP

Drops: Wampyric Field (1:50)



Wood Worm

HP: 45 MP: 3 ATK: 6 DEF: 6 TMP: 3

Traits: 150% fire damage taken
150% ice damage taken
Blind resistance

Confusion resistance
Deals physical damage

25% chance to cause 🔊 Bleed on attack

Rewards: 3 EXP

Drops: Wooden Shield (1:30)



Jerax

Boss

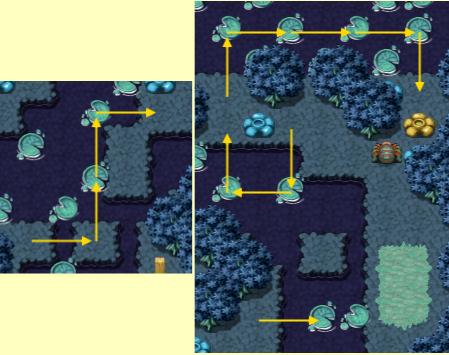
HP: 135 MP: 6 ATK: 3 DEF: 6 TMP: 6 Traits: 150% fire damage taken 150% ice damage taken Instant K.O. resistance 50% Stun resistance Shatter resistance Cold resistance Deals physical damage 25% chance to cause % Confusion on attack 25% chance to cause Silence on attack Rewards: 30 EXP Drops: Ostar Capsule Notes: At the end of turn 3, plays a strange melody that makes Elsa drop a Potion (so it's lost) and causes Stun on your robot(s).

Always keep count of your Elite kills.



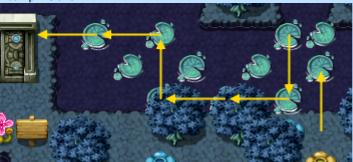


- Move to each blue field and then to the boss square. Kill Jerax.
- Open the mystic chest to get a 🖒 Great Potion, 3 🧣 Estragon, 50 Gold and a random 📝 mystic equipment item.
- Leave Board #1.
- Enter the hut and talk to Linve. Let her make a healthy soup to raise Elsa's MHP by 5 (*heartberries left: 1).
- Check the blanket to find a % Chest Key (hidden items: 5/17).
- Head west to the Hushlands. Talk to Luna ...
- ... and answer nicely.
- Find Libra. She's either at the Home portal, at the board portal in Home or at the cursed tree on the Southway. Talk to her.
- Buy 3
 Honeys from the merchant.
- Tinker Buy 2 @Bucklers from the merchant.
- Tinker Return to the Slumberwoods. Talk to the Blacksmith to get the 🍗 Bell.
- Return to the Hushlands. Check the golden Hushlands flower to get rid of a piranha plant.
- Jump like this:

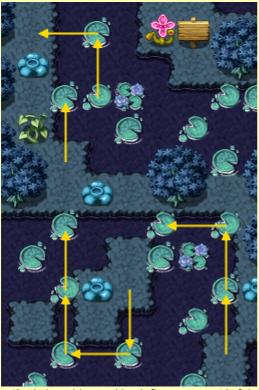


• Check the golden Hushlands flower to get rid of another piranha plant.

• Jump like this:



- Check the blue Hushlands flower to find the Lost Thread (hidden items: 6/17).
 Check the blue Hushlands flower next to the golden one to find a Blue Crystal (3/3, hidden items: 7/17).
 Open the chest to get 3 Honeys and 20 Gold.
- Go back, then jump like this:



- Check the golden Hushlands flower to get rid of the last piranha plant.
- Use the Home portal to return to Home.
- Fighter If you have any free skill points, talk to Neith and spend them.
- ullet Enter the Workshop. Talk to the Engineer and hand over 4 $\, igordown$ Dim Tears.
- Talk to Clarissa and have over the
 Star Capsule).
- Talk to the Jeweler and hand in the Blue Crystals (handed in: 3) to get 12 \$\frac{4}{8}\$ Estragons.
- Return to Elsa's Room and rest. The next day, return to the Workshop and talk to the Engineer to get the ammer.
- Tinker Talk to Clarissa to get the @Leather Waistcoat.
- Use the Home portal to return to the Hushlands.
- Check the water lily to find a

 Blue Crystal (4/5, hidden items: 8/17). (You don't want to hand this one in yet.)
- Open the portal and enter Board #2.



Swamp Rose

HP: 20 MP: 12 ATK: 8 DEF: 8 TMP: 4

Traits: 150% fire damage taken 150% ice damage taken 50% electro damage taken

Shatter resistance

Cold resistance

Bleed resistance Sleep resistance

Poison resistance

Confusion resistance
Silence resistance
Deals physical damage

25% chance to cause Poison on attack

Rewards: 4 EXP

Drops: KEstragon (1:10)



Aubergenius

HP: 25 MP: 15 ATK: 5 DEF: 10 TMP: 10

Traits: 150% fire damage taken 150% ice damage taken

50% electro damage taken

Shatter resistance

Deals electro damage

12.5% chance to cause Stun on attack

25% chance to cause Blind on attack

Rewards: 5 EXP

Drops: Potion (1:10)



Basso HP: 60 MP: 18 ATK: 12 DEF: 6 TMP: 6 Traits: 150%

Traits: 150% ice damage taken
150% electro damage taken
Shatter resistance

Poison resistance
Deals physical damage

Rewards: 6 EXP

Drops:

Estragon (1:10)



Brogmar

Boss HP: 270 MP: 12 ATK: 12 DEF: 12 TMP: 6

Traits: 150% fire damage taken

150% ice damage taken 50% electro damage taken Instant K.O. resistance 50% Stun resistance Shatter resistance

Shatter resistance
Cold resistance
Sleep resistance
Poison resistance
HP Regeneration
Deals physical damage

12.5% chance to cause Stun on attack 25% chance to cause Spleep on attack 25% chance to cause Poison on attack

Rewards: 60 EXP
Drops: Star Capsule

Notes: Once brought to 50% HP or below, makes two Augergenii

appear.

• Move to these red fields to get 10 Gold each:



- Move to each blue field and then to the boss square. Kill Brogmar.
- Open the mystic chest to get 3
 Potions, a
 Repair Kit, 50 Gold and a random
 Impstic equipment item.
- Leave Board #2. Head south.
- Pick the Heartberry (2/2).
- Talk to the Elder and then to Elsa's mother to get a Mushroom.
- Return to the Slumberwoods. Head east and check the brown mushrooms to find a Mushroom.

- Head east past the bridge, then south. Check the trees at the bridge to find the 🔷 Nuts (hidden items: 9/17).
- Go back to the portaloo, then head southeast. Pick the Heartberry (3/2).
- Enter the hut. Check the recipe to get 5 \delta Nasty Brews.
- Talk to Linve. Let her make a healthy soup to raise Elsa's MHP by 5 (Heartberries left: 1).
- Return to Home.
- Fighter If you have any free skill points, talk to Neith and spend them.
- Return to the Elder's Basement. Check the paint bucket to find a @ Blue Crystal (5/5, hidden items: 23/25).
- Head south to the Southway. Check the cursed tree. Use a 🐧 Nasty Brew to destroy it.
- After crossing the bridge, head northeast. Pick the Heartberry (2/2).
- Return to Linve's Hut. Let her make a healthy soup to raise Elsa's MHP by 5 (→Heartberries left: 0).
- Return to the Southway. After crossing the bridge again, head west and jump across the brook. Check the trees to find an § Estragon (hidden items: 24/25).
- Check the barrels next to the merchant to find a Potion (hidden items: 25/25). For finding all hidden items, you get a
 Honey.
- Talk to the merchant.



Potion: 10 Gold
Honey: 30 Gold
Estragon: 10 Gold
Buckler: 60 Gold
Hard Leather: 30 Gold
Enfeeblement: 50 Gold

- Buy an **Enfeeblement**.
- Fighter Buy a \$\infty\$ Hard Leather.
- Head south to the Kalra Ruins.
- Push the crates like this:



- Pick the Heartberry (1/2).
- Head west and open the locked chest to get the second First Aid and 20 Gold (Chest Keys left: 1).
- Check the bones next to the portaloo to find a Potion (hidden items: 1/15).
- Push the crates like this:



- Check the now-accessible box to find a Repair Kit (hidden items: 2/15).
- Check the cursed tree. Use a 💩 Nasty Brew to destroy it.
- Open the locked chest to get the \sqrt{10} Ice Cannon II and 20 Gold (\%\Chest Keys left: 0).
- Push the crates like this:



- Check the cursed tree. Use a \delta Nasty Brew to destroy it.
- Check the bones to find a Repair Kit (hidden items: 3/15).
- Push the crates like this:



- Check the now-accessible bones to find a % Chest Key (hidden items: 4/15).
- Open the portal and enter Board #3.



Thihi Tome

HP: 35 MP: 21 ATK: 14

TMP: 14 Traits: 150% fire damage taken 50% electro damage taken ○ Cold resistance N Bleed resistance 25% Melee Evasion Rate Deals physical damage 25% chance to cause **Confusion on attack 25% chance to cause & Sleep on attack Rewards: 7 EXP Drops: SEstragon (1:10)



Mithrilbot

HP: 40 MP: 16 ATK: 8 DEF: 24 TMP: 16 Traits: 50% physical damage taken 150% fire damage taken 50% ice damage taken 150% electro damage taken

Cold resistance Blind resistance N Bleed resistance Sleep resistance Poison resistance 10% HP Degeneration Deals electro damage

12.5% chance to cause Stun on attack 25% chance to cause Poison on attack

Rewards: 8 EXP
Drops: Leaden Glue (1:50)



Horseman

HP: 90 MP: 9 ATK: 18 DEF: 18 TMP: 18

Traits: 50% physical damage taken 150% fire damage taken 150% electro damage taken Deals physical damage

25% chance to cause N Bleed on attack

Action Times + 1

Rewards: 9 EXP

Drops: Sknight's Mail (1:60)



Hemrock

Boss HP: 135 MP: 18 ATK: 18 DEF: 27 TMP: 9

Traits: 50% physical damage taken 50% fire damage taken 150% ice damage taken 50% electro damage taken Instant K.O. resistance 50% 🔯 Stun resistance Burn resistance

Cold resistance N Bleed resistance Sleep resistance

Poison resistance 9% Critical Hit Rate Deals physical damage

12.5% chance to cause Stun on attack

Rewards: 90 EXP Drops: OStar Capsule

Notes: At battle start, having a @Blue Crystal in the inventory

causes ∰Stun on Hemrock. Once brought to 50% HP or below, enters ☐Elite Mode.

• Move to these red fields to get 10 Gold each:



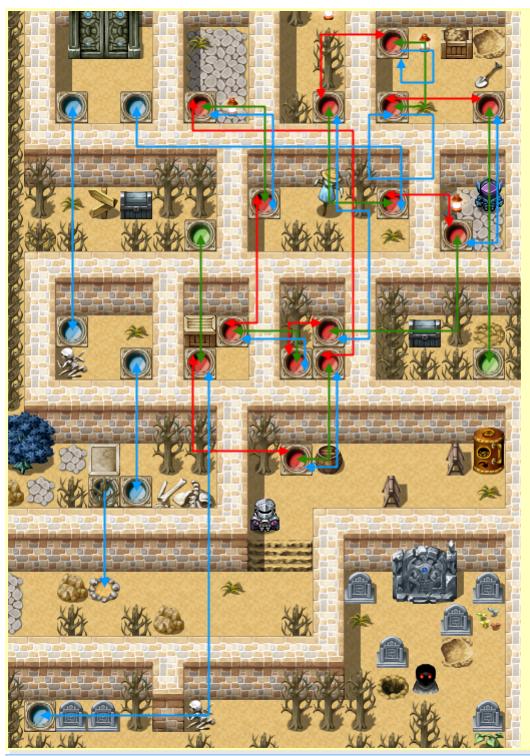
- Move to each blue field and then to the boss square. Kill Hemrock.
- Open the mystic chest to get 3 🐇 Estragons, a 🥯 Repair Kit, 50 Gold and a random 🛮 mystic equipment item.
- Leave Board #3.
- Check the dragon bones to find Poster #1 (hidden items: 5/15).
- Near the crossing to the Southway, push the rightmost crate out of the way and check the tombstone to find Poster #2 (hidden items: 6/15). If the Explorer blocks it, you need to rest and return.
- Push the crates like this:



- Check the barrel to find a 💍 Great Potion (hidden items: 7/15).
- Near the crossing to the Mana Maze, check the trees to find Poster #4 (hidden items: 8/15).
- Re-enter the Kalra Ruins via the crossing to the Mana Maze to reset the crates.
- Push the crates like this:



- Check the bones to find Poster #3 (hidden items: 9/15).
- Return to the Mana Maze. Talk to the knight and hand over the 🖺 🖺 🌊 🕎 posters to get access to the maze.
- The teleporters work like this:



- Check the closed box to find a % Chest Key (hidden items: 10/15).
- Check the robot multiple times to get the <a>Blue Mana Core.
- Check the digging spot in the west to find 10 Gold.
- Open the locked chest in the west to get the second Shortsword and 20 Gold (Schest Keys left: 1).
- Take the Shovel.
- Open the locked chest in the east to get the first \$\tilde{\mathbb{Q}}\$ Soothing Sphere and 20 Gold (\$\mathbb{C}\$ chest Keys left: 0).
- Enter Secret Room #2 here:



- Break the urns to get 1, 2 or 5 Gold at random each.
- Pick the Heartberry (2/2).
- Leave Secret Room #2. Check the bones near the entrance to find a
 \$\lambda\$ Chest Key (hidden items: 11/15).
- Check the digging spot in the east to find 10 Gold.
- Check the trees near the dragon bones to find the Red Thread (hidden items: 12/15).
- Return to the Kalra Ruins. Check both digging spots to find 10 Gold each.
- Return to the Southway. Check the digging spot to find 10 Gold each and a 🕟 Skull.
- Return to the Westway. Check the digging spot to find a % Chest Key and 10 Gold.
- Return to Linve's Hut. Let her make a healthy soup to raise Elsa's MHP by 5 (*Heartberries left: 0).
- Return to the Workshop. Talk to the Engineer and hand over the Blue Mana Core.
- Talk to Clarissa and have over the <a>Red Thread (Fighter to get a <a>Star Capsule).
- Outside again, talk to the Jeweler and hand in the @ Blue Crystals (handed in: 5) to raise Elsa's DEF by 1.
- Return to Elsa's Room and rest. The next day, return to the Workshop and talk to the Engineer to get Marimba.



Marimba

Class: Mana Bot Level: $7 \rightarrow 21$ HP: $60/60 \rightarrow 130/130$ MP: $35/35 \rightarrow 35/35$ ATK: 7 → 21 DEF: $14 \rightarrow 42$ TMP: $7 \rightarrow 21$ Traits: 150% fire damage taken 50% physical damage taken 50% ice damage taken 150% electro damage taken Cold resistance Blind resistance NBleed resistance Sleep resistance Poison resistance Can equip: Cannons Gears

- Tinker Talk to Clarissa to get the @Sanguine Silk.
- Return to the Mana Maze. Talk to the ghost and hand over the 😔 Skull. Bury it to make the ghost disappear.
- Check the large tombstone to find a Blue Crystal (6/8, hidden items: 13/15).
- Check the colourful plants to find another @ Blue Crystal (7/8, hidden items: 14/15).

Equipment: Sice Cannon I

• Open the portal and enter Board #4.



Boney Beast

HP: 50 MP: 10 ATK: 20 DEF: 20 TMP: 30 Traits: 150% physical damage taken 50% fire damage taken 150% ice damage taken 50% electro damage taken Burn resistance Cold resistance N Bleed resistance Sleep resistance Poison resistance Deals physical damage 25% chance to cause NBleed on attack Rewards: 10 EXP Drops: Sepair Kit (1:20)



Graveminder

HP: 110
MP: 33
ATK: 22
DEF: 11
TMP: 11
Traits: 50% physical damage taken
150% fire damage taken
50% ice damage taken
50% electro damage taken

Cold resistance N Bleed resistance Sleep resistance Poison resistance 25% Melee Evasion Rate Deals fire damage 25% chance to cause \$\infty\$Burn on attack Rewards: 11 EXP Drops: ≨Estragon (1:10)



Unmage HP: 60 MP: 36 ATK: 12 DEF: 24 TMP: 24 Traits: 150% physical damage taken 50% fire damage taken 50% electro damage taken Cold resistance N Bleed resistance Sleep resistance Poison resistance Deals fire damage 25% chance to cause \$\infty\$Burn on attack Rewards: 12 EXP

Drops: Potion (1:10)

Horror A



Boss HP: 120 MP: 24 ATK: 36 DEF: 12 TMP: 24 Traits: 50% fire damage taken 150% ice damage taken Instant K.O. resistance 50% Stun resistance Shatter resistance Burn resistance Cold resistance Sleep resistance

Deals fire damage 25% chance to cause \$\infty\$Burn on attack

Rewards: 40 EXP

Horror B

Drops: Star Capsule (1:3)



Boss HP: 120 MP: 24 ATK: 12 DEF: 36 TMP: 24 Traits: 150% fire damage taken 50% ice damage taken Instant K.O. resistance 50% Stun resistance Shatter resistance ○ Cold resistance Sleep resistance Deals ice damage 25% chance to cause 🕙 Cold on attack

Rewards: 40 EXP
Drops: Star Capsule (1:3)



Horror C

Boss HP: 60 MP: 24 ATK: 24 DEF: 24 TMP: 36

Traits: 50% electro damage taken Instant K.O. resistance 50% ∰Stun resistance

Shatter resistance
Cold resistance
Sleep resistance
Deals electro damage

12.5% chance to cause ♥Stun on attack 25% chance to cause ♥Blind on attack

Rewards: 40 EXP

Drops: Ostar Capsule (1:3)

• Move to these red fields to get 10 Gold each:



- Move to each blue field and then to the boss square. Kill the Horrors.
- Open the mystic chest to get 3 / Potions, a 🕹 Great Potion, 50 Gold and a random mystic equipment item.
- Leave Board #4.
- Get to the graveyard. Pick the Heartberry (1/2).
- Return to the Kalra Ruins and head southwest. Pick the Heartberry (2/2).
- Return to Home. Head east to the Eastway.
- Open the locked chest in the east to get the Spire Cannon II and 20 Gold (Schest Keys left: 1).
- Check the cursed tree. Use a 🐧 Nasty Brew to destroy it.
- Enter the Cave.
- Talk to the merchant.



Potion: 10 Gold
Honey: 40 Gold
Estragon: 10 Gold
Buckler: 60 Gold
Hard Leather: 30 Gold
Enfeeblement: 50 Gold
Filthy Glue: 50 Gold

- Buy a ��Filthy Glue.
- Open the chest to get a Great Potion and 20 Gold.
- Check the tuft of grass in the northwestern corner to sink the spikes.
- Go upstairs to enter the Gigantulas' Den. Check the tuft of grass in the northeastern corner to sink the spikes.
- Go upstairs. Check the tuft of grass behind a stalagmite to sink the spikes (also in the Gigantulas' Den).
- Return to the Gigantulas' Den. Head south and pass the now-sunken spikes. Open the locked chest to get the and 20 Gold (% Chest Keys left: 0).
- Go outside to feel the cold.
- Use the Home portal and return to Elsa's Room. Check the wardrobe to get the Cosy Mantle.

- Use the Home portal and return to Everwhite.
- Head north. Check the rock in the northwestern corner to find 10 Gold (hidden items: 1/18).
- Check the log piles to find 10 Gold (hidden items: 2/18).
- Enter the house. Open the chest to get 3 Potions and 20 Gold.
- Check the chimney to find a % Chest Key (hidden items: 3/18).
- Check the flower pot to find a

 Blue Crystal (8/8, hidden items: 4/18).
- Break the urn to get 1, 2 or 5 Gold at random.
- Check the barrel next to the portaloo to find a Repair Kit (hidden items: 5/18).
- Check the log piles east of Amanda's House to find 10 Gold (hidden items: 6/18).
- Return to the cave exit and head east. Check the snowman to find a Blue Crystal (9/8, hidden items: 7/18).
- Check the barrel behind a tree to find a Repair Kit (hidden items: 8/18).
- Return to the stairs and head north. Open the locked chest to get the SMountain Dew (% chest Keys left: 0).
- Return to the eastern stairs and head north. Talk to the commander.
- Head southeast to Snowbound.

You can check the cursed tree and use a 🐧 Nasty Brew to destroy it. There is no real reason to do it, but there is no a reason not to, either.

- Head east and pick the Heartberry (3/2).
- Check the log piles behind the pub to find 10 Gold (hidden items: 9/18).
- Check the barrels next to the pub to find a 2 Repair Kits (hidden items: 11/18).
- Enter the pub and talk to the hero.
- Re-enter the pub and talk to the waitress.
- Check the beer crate to find a Weiss Beer (hidden items: 12/18).
- Check the rack behind the waitress to find a 💩 Great Potion (hidden items: 13/18).
- Open the locked chest to get a Repair Kit and 20 Gold.
- Leave the pub and enter the church. Talk to the priest.
- Break the urns to get 1, 2 or 5 Gold at random for each one.
- Tinker Check the book shelf to learn
 Overdrive Charge.
- Check the plants to find a % Chest Key (hidden items: 14/18).
- Check the altar to find a 🙆 Great Potion (hidden items: 15/18).
- Return to Everwhite and talk to the commander.
- Return to the Gigantulas' Den and kill 8 Gigantulas.
- Return to Everwhite and talk to the commander again.
- Enter the Minehead and check the blue orbs in this order:



- Check the blue flames to find a @ Blue Crystal (9/8, hidden items: 16/18).
- Pick the Heartberry behind the cart (4/2).
- Enter the Manticore's Lair via the passage on the right. Head north and open the chest to get a 🤛 Repair Kit and 20 Gold.
- Head southeast and open the locked chest to get the Sirre Cannon III (Sichest Keys left: 0).
- Enter the Manticore's Lair via the passage on the left. After throwing the Manticore the Cheese, head east. Check the carts to find a % Chest Key (hidden items: 17/18).
- Use the Home portal to return to Home. Talk to the Jeweler and hand in the 🕝 Blue Crystals (handed in: 8) to raise Elsa's MHP by 5.
- Return to Linve's Hut. Let her make two healthy soups to raise Elsa's MHP by 10 (♣ Heartberries left: 0).

• Use the Home portal to return to the Manticore's Lair. Open the portal and enter Board #5.



Blizard Lizzard

HP: 65 MP: 26 ATK: 39 DEF: 26 TMP: 13

Traits: 150% fire damage taken 50% ice damage taken Frost resistance Shatter resistance Cold resistance

Deals ice damage

25% chance to cause 🖰 Cold on attack

Rewards: 13 EXP

Drops: Shardleather (1:30)



Catowl

HP: 70 MP: 28 ATK: 28 DEF: 14 TMP: 42

Traits: 50% ice damage taken
150% electro damage taken
Shatter resistance

25% Melee Evasion Rate Deals physical damage

25% chance to cause 🔊 Bleed on attack

Rewards: 14 EXP

Drops: Shut-Eye Gas (1:50)



Glacial Spectre

HP: 150 MP: 30 ATK: 45 DEF: 15 TMP: 15

Traits: 50% physical damage taken 150% fire damage taken

50% ice damage taken
Shatter resistance
Cold resistance

№ Bleed resistance % Sleep resistance © Poison resistance 25% Melee Evasion Rate

Deals ice damage

25% chance to cause 🖰 Cold on attack

Rewards: 15 EXP

Drops: & Great Potion (1:40)



Frost Giant

Boss HP: 675 MP: 15 ATK: 30 DEF: 30 TMP: 30

Traits: 150% fire damage taken 50% ice damage taken Instant K.O. resistance 50% ₹ Stun resistance

Shatter resistance
Cold resistance
Deals ice damage

12.5% chance to cause Stun on attack 25% chance to cause Cold on attack

Rewards: 150 EXP
Drops: Star Capsule



- Move to each blue field and then to the boss square. Kill the Frost Giant.
- Open the mystic chest to get a 👶 Great Potion, a 🥯 Repair Kit, 50 Gold and a random 🔃 mystic equipment item.
- Leave Board #5.
- Complete the game. (Just kidding! This guide isn't finished yet and will be continued in the future.