

# Tips

## Age

Your characters age in this game and they can die of old age...

## Distribute

In the Inn you will distribute your items to your characters. Just pay attention to the 3“0” of each character as you want to replace them with items with a high number.

## Dungeon reset

Every time you do a dungeon the game maps it for you and you can save the map when leaving the dungeon. The thing is that if you do another dungeon and choose to save the map, the previous map will disappear and the previous dungeon will be reset. So don't worry if you save the woman instead of the man, you can come back later and save the man...

## Items

Each character can wear and carry 9 items, not more, 3 of them being weapon, armour and shield. I didn't check but I read somewhere that during your journeys in dungeons you can carry in a virtual bag 90 items which is quite a lot and then you can sell them when you're in the Inn and you distribute them.

## Spells

Do cast spells as much as possible as the game rewards you in doing so in the inn of any town by giving you more Magic Points when you rest there. You should also learn these spells as soon as possible: “Transportation”, “Resurrection”, “Fireflash 4”, you'll need the latter for fighting the game boss. Your sorcerer and your medic can learn Fireflash 4 at some point in the game.

## Team

As a piece of advice for the creation of your characters I would suggest creating a Wizard, 2 Priests, a Thief and a Minotaur Fighter and another one of your choice. The Wizard and the Priests are the only ones who can deal damage to the Black Lord with their Fireflash IV spell. And a Minotaur is required to enter the dungeon 8.

## Water rune

There are 3 of them. First one is very easy to get, it's the blue patch in the pond near the start of the game South of Pineville.

The second one is due East from Dragonor in the South of Gelnor

The third one is the hardest to get. First thing, one of your characters need to have the spell “Transportation”. Then you have to go to any town, cast this spell and choose the town of Phantasia. When you're in Phantasia you can also buy Ring I in the Armory. Then you leave the town, and in doing so the town is not visible any more. The dark blue patch is a little bit North East, not far from Phantasia. Then you'll have to walk and swim South and West if you're blocked then East to get to the main land.