

SEGA OF AMERICA

573 Forbes Blvd., P. O. Box 2167, So. San Francisco, CA 94080 1-800-USA-SEGA

HELPFUL HINTS : PHANTASY STAR

How to get started:

The cave in the upper right-hand corner contains a treasure chest with 50 mesetas. (This cave is also called a warehouse.)

- Laconian Pot You can get the laconian pot in the house in the upper left corner. (It will automatically be given to you.)
- If you have obtained 200 mesetas (by killing Swarms and Scorpions), head for the town of Scion which is right of Camineet, go to the secondhand shop that sells secrets and try to purchase secrets three times. The third time, you will receive a road pass.
- Road Pass Return to Camineet and replenish your hit points (HP) in the rest house. Remember, the rest house is where you can be replenished for free.
- Passport Head left to the spaceport and purchase a passport for 100 mesetas.
- Fly to Motavia and find the shop that sells rare animals in the city of Paseo. When you are asked to purchase one, say "No". When asked to trade, say "Yes" and give the laconian pot. You will then receive Myau. Myau has a potion called alsulin around her neck. (Check your items.)
- Myau/Alsulin
- Odin Return to Palma and exit Camineet. South of the fortress is a cave where you will find Odin turned to stone. Use the alsulin and you will awaken him. Also, in his cave is a treasure chest with a compass which will enable you to enter the Eppli Forest (south of the cave). Note: "Use" Flash.
- Compass
- Talk to the leader in the Eppli Forest and he will tell you where to find the dungeon key to enable you to enter locked dungeons. To find the key, return to Camineet, go into the same cave where you originally found the chest with 50 mesetas. There will be another chest with the dungeon key.
- Dungeon Key
- Exit Camineet and head north to the coast line (far north of Scion), and enter the cave. Three levels down you will buy a sweetcake for \$1,000.
- Sweetcake
- Return to Motavia to the city of Paseo. Enter the cave guarded by 2 guards. Give the large robot cop the sweetcake and he will let you by to see the governor. (Follow the gold hallway to the governor's mansion.) The governor will give you a letter.
- Governor Letter
- Return to Paseo and exit the city in the upper left corner. Walk around the antlions to the left and follow mountains, eventually

arriving at the Mahara cave in the upper left of the mountains.

Noah There you will find Noah. If you give her the letter, she will go with you.

Gothic Return to spaceport. In the lower left corner go down the orange manhole. On the other side of the tunnel you will arrive in Gothic.

Dr. Luveno Exit Gothic and head south to the prison in the mountains. Here you will find Dr. Luveno whom you will need to see several times before he agrees to accompany your group.

Assistant Return to the tunnel connecting Gothic and the spaceport. Take the branch to the right in the tunnel and on the other side of the door is Dr. Luveno's assistant. If you have the Doctor, the assistant will go with you.

Polymtrl Return to Gothic and exit to the right. Head down to the coastline and go left and up around mountains. Cross the lava pit on sides (be quick, don't stop to fight!). Immediately to the left is the Bortevo junkyard. Above Bortevo is a tunnel that will take you to the other side of the water. Follow the coastline around to the right and you will be at the City of Loar. (Replenish yourself after lava trip.) Proceed up and around the mountains. Head far left to Abion where you will find polymtrl in a First Food shop. Also, on the left side of the city is another cave (similar to the one in Camineet, where you got the dungeon key). Go in and kill Dr. Mad and you will receive the laconian pot for the second time.

Laconian Pot

Hapsby the Robot Return to the Bortevo junkyard, and go to the house with the blue door. Use the polymtrl in front of the junkpile and you will receive Hapsby the Robot.

Spaceship Return to Gothic. The two houses in the middle of Gothic (not destroyed) house Dr. Luveno and the assistant. See Dr. Luveno 3 times and the third time he will have build the spaceship.

Amber eye To the left of Dr. Luveno's lab is a monk. He will let you go by and to his left will be the completed spaceship.

Landrover Fly to Uzo on Motavia and head southeast. There you will find the Casba cave. Enter and kill the Casba dragon and you will receive the amber eye. On the other side is the City of Casba. There you can buy the landrover and you will talk to a villager about the hovercraft. When he asks if you have heard of the hovercraft, say "Yes". Return to Uzo and talk to the villagers, one will tell you where the flute is buried. Return to Bortevo junkyard and enter the very first house on Alis' left. Go in and "Search" and you will automatically receive the hovercraft.

Hovercraft

Flute Return to Gothic. Go to bottom left corner and at the deadend with one tree use "Search" and you will receive the flute.

Gas Shield Return to Palma. Go down from Scion to the coastline and use the hovercraft. While in the water, head down and to the right. You will come upon a floating island. Enter the city on the island and find the dungeon. In the dungeon you will find a shop where you can buy the gas shield.

Return to Motavia. Head up and to the left to poison gas field. In there is the City of Sopia. The leader will tell you about

the mirror shield which is used against Medusa. To find it, leave Sopia and head left to the lake. There you will find an island with one antlion and a few cacti. From the antlion, head down to the first cactus. Sit on it and "Search"; you will receive the mirrorshield.

Mirror  
Shield

Return to Palma and go to Gothic. Exit Gothic and head down to the mountains. Left of where you found Dr. Luveno is Medusa's tower. At the top of the tower, fight Medusa and you will receive the laconian axe.

Laconian  
Axe

Return to Scion and use the hovercraft. To the right of Scion in the water is a floating tower. Look through the tower and you will find a treasure chest with the laconian sword.

Laconian  
Sword

Go to Skure on the planet of Dezoris. Make your way through all tunnels and you will come upon the Dezoris village. There you can buy the ice digger. The ice digger can be used only at 2 places to actually dig through ice. One is at the Altiplano Plateau where you will find the laerma nut tree. The other is found to left of the entrance to the final Dezorian tunnel. Follow the upper mountain range to the left and head down to find the cave containing the prism.

Prism

After finding the prism, head up and you will find the Guaron morgue. Note : You will know your are in the morgue because you will find nothing but zombies. Across a pit trip in the morgue will be the laconian armor.

Laconian  
Armor

Head down around the mountains to the left from the morgue and you will find another tunnel. Go through the tunnel and find the laconian shield.

Laconian  
Shield

Go to the cave above the cave where you found the prism. Go through and it will take you to Corona Tower. When you exit the cave head to the upper left to find the Corona Tower.

Work you way to the top of the Corona Tower. You will find a Dezorian who will trade your Amber Eye for the torch.

Torch

Proceed to Altiplano Plateau and "use" the torch at the laerma nut tree. You will receive the Laerma nuts.

Laerma Nuts

Return to Motavia. In the mountains south of the lake where you previously obtained mirror shield is a cave. Find Tajima (Noah's teacher) and fight and you will receive the Frad Mantle.

Frad Mantle

Return to Scion. North of Scion is the Baya Malay Tower, surrounded by a wall. Enter guard tower with Noah's "open" magic. Answer "No" when the Robot cop asks if you have your pass, then kill him. When you exit the tower, you will be on the other side of the wall. Head left and up to the cave. Go through the cave and you will be at a lava pit. Use the hovercraft to cross the lava pit and down to the left will be the Baya Malay tower. (Refer to map for instructions.)

Crystal

On the first level, there are 2 sets of stairs that head up. If you take the back stairs and go up 3 more levels you will find behind a door, Damor, the soothsayer. Answer "Yes" to all questions until he asks if you believe everything he has said and then say "No". When he asks if you are calling him a liar, say "No" and he will give you a crystal. Note: The crystal can not actually be used. It will only protect you and can not be used as a weapon.

Miracle Key

Head back to level one and take the stairs heading up in the lower right corner. Follow instructions on enclosed map. If you explore the levels, you will come upon the miracle key.

Once you have gone through level 13, you will be on the roof of Baya Malay (Blue skies, forest, etc.). "Use" the prism and then the Nuts and you will fly to Lassic's castle.

Once you have found and defeated Lassic, you must return to the governor, so keep Myau alive or have a transfer so that you can return to Palma.

When you enter the mansion, you will fall through a pit trap. Follow the corridors and you will eventually fall through 2 more pit traps. You will find yourself facing a two-way hall. Go right and go around 2 corners. Take 3 steps and face the wall on the left - a secret door will be revealed. Enter and follow corridor to a magic door. At this time, heal yourself with burgers.

When you enter the door, you will be faced with the last enemy.

Possible technique:

Alis - "Fire"  
Myau - "Help" to Noah  
Odin - Attack (Equip with laser gun)  
Noah - "Wind"

Good Luck !!!!!!!




Medusa's Tower

Phantasy Star Map Key

MEDUSA'S TOWER


Staircases


up  down





trap down


Doorways

 normal

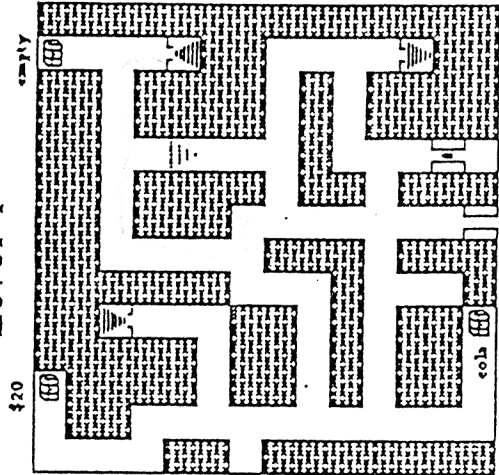
 locked

 magical

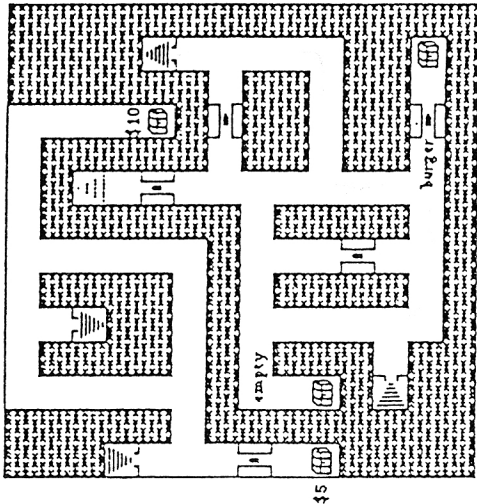
 hidden passage

 Treasure Chest

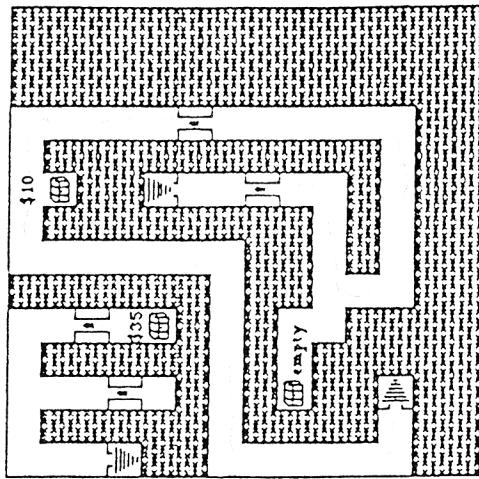
Level 1



Level 2

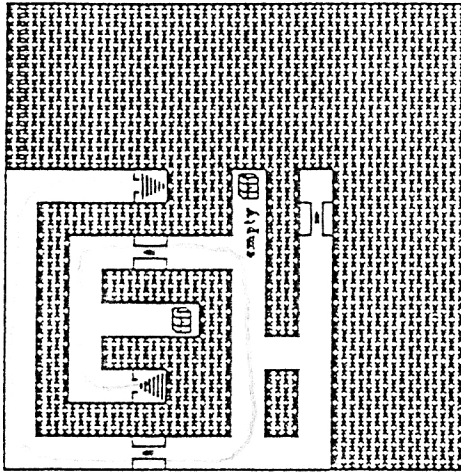


Level 3

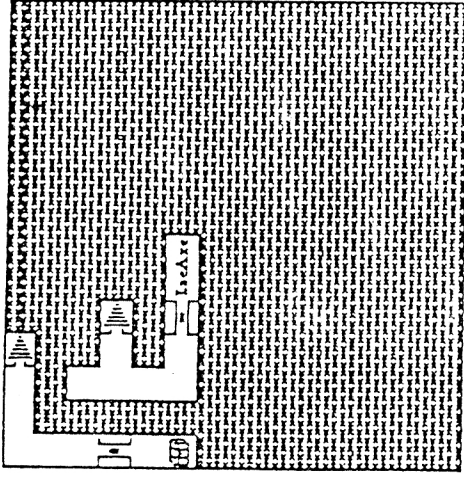


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Chicago

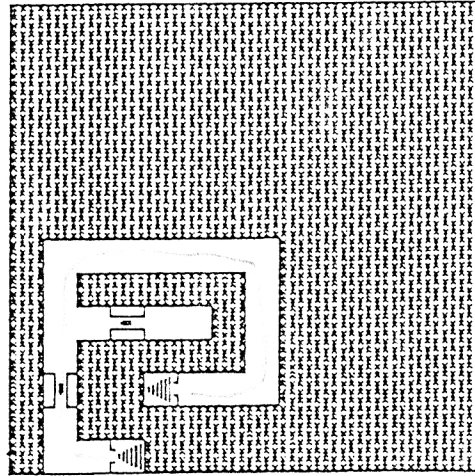
Level 4



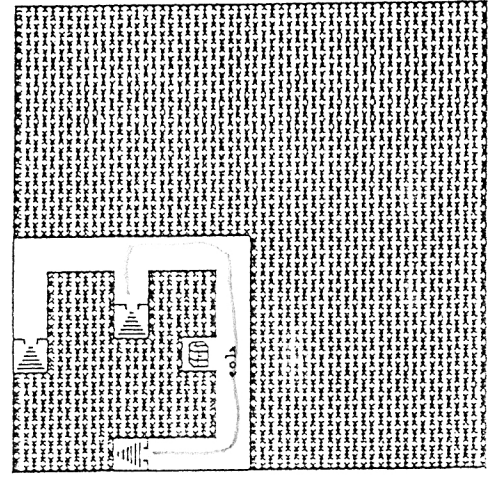
Level 7



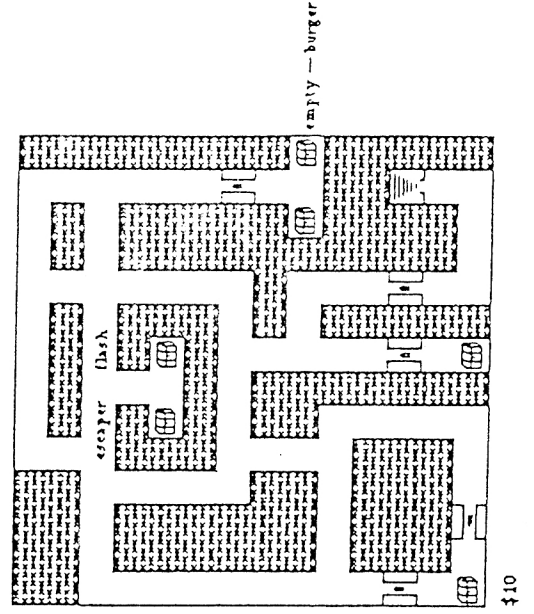
Level 5



Level 6

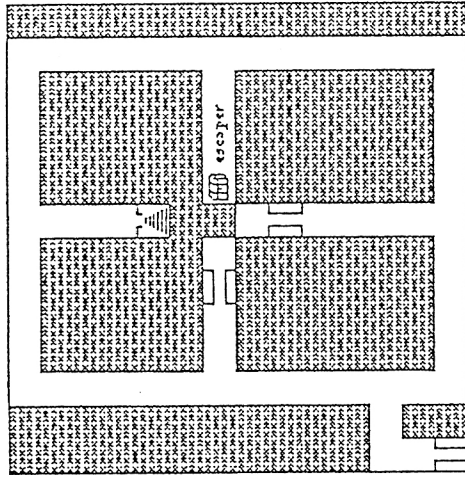


Level -1

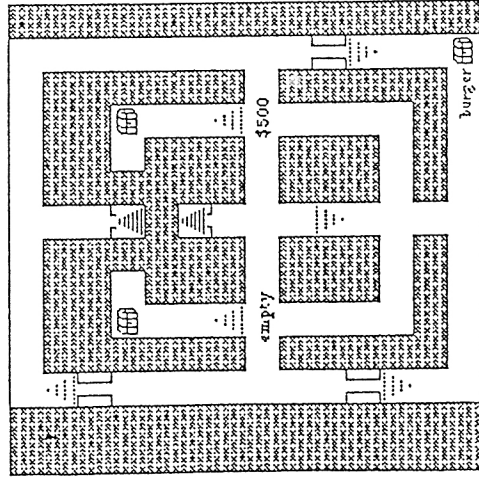


# Corona Tower

Level 1



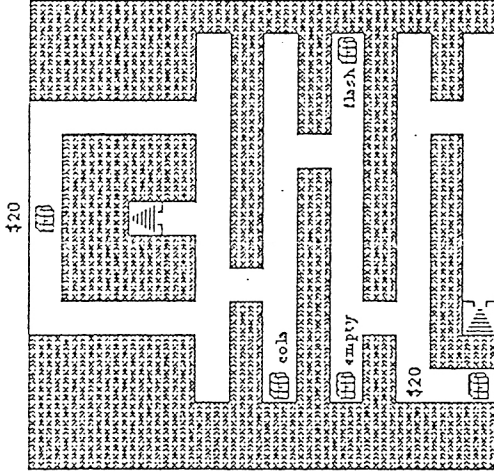
Level 2



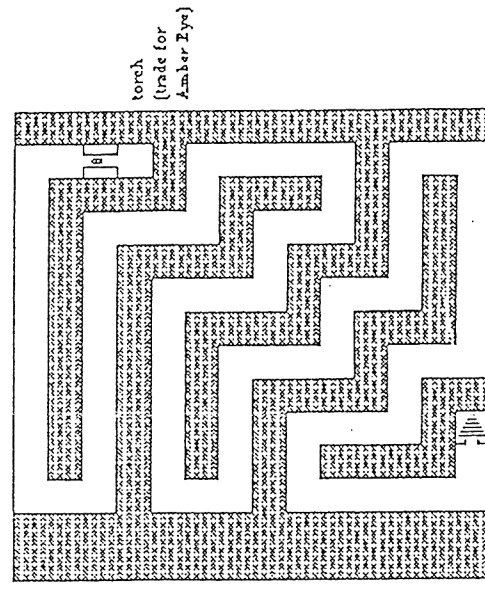
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# Corona Tower

Level 3



Level 4




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CORONA TOWER

# Phantasy Star Map Key


## Staircases


up  down





trap down


## Doorways

 normal

 locked

 Magical

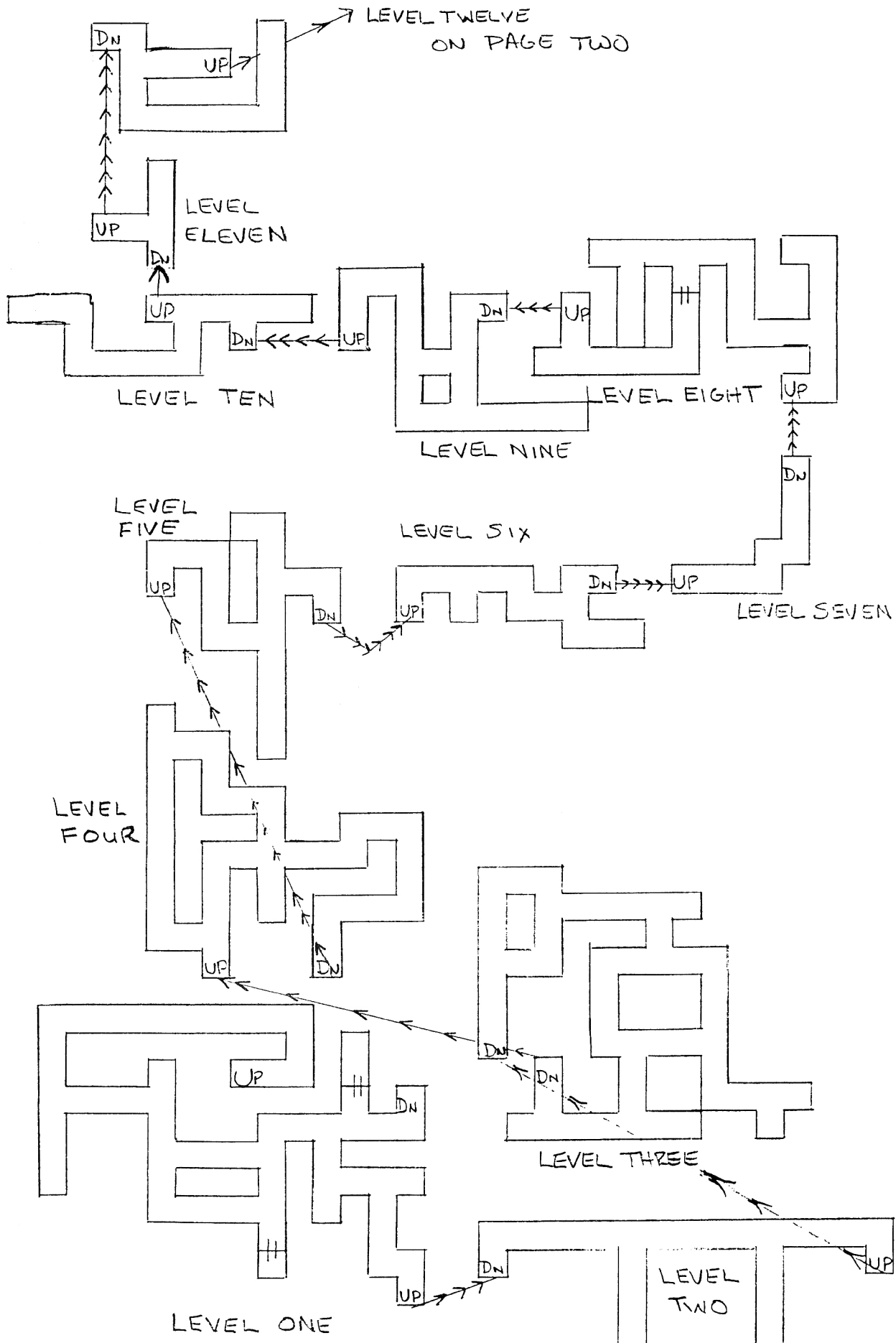
 hidden passage

 Treasure Chest

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# BAYA MALAY TOWER

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FINALLY! JUST FOLLOW THE CORRIDOR WHILE GOING THROUGH THE DOORS. IT'S A ONE-WAY TUNNEL. YOU'LL THEN SEE STAIRS GOING UP. GO UP STAIRS AND YOU ARE ONE THE ROOF! USE THE PRISM AND THEN THE NUTS.

BEWARE THE GOLD DRAGON!!!

