Your adventure would be very difficult without this guide. It includes maps of all the towns and mazes in Phantasy Star II. Study it carefully as you pursue your quest. Go forth in strength and honor, brave adventurer.
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## Your Journey

Role-playing games are journeys packed with adventure. This Phantasy Star II guidebook provides hints should you find yourself completely stumped and unable to proceed. It’s best to read the hint only if absolutely necessary, and then, only the hint you really need. Have fun!

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Your journey starts from Paseo. First, ask the Commander of Mota in the Central Tower the reason for your first journey. The Commander asks you to go to the Biosystems Lab where the Biomonsters are created, and bring back a Recorder. He does not know where the Biosystems Lab is located. You need to talk to the townspeople and obtain that information. They will also give you some hints for your journey. Back in your home awaits Nei who will accompany you. Then go to the stores and buildings. They sell various weaponry and devices which you will need. We suggest you also buy some medical supplies! Venture forth after obtaining your supplies and as much information as possible in this town.

BUILDINGS IN PASEO

- Central Tower
- Teleport Station
- Data Memory
- Clone Labs
- Tool Shop
- Armorer's Store
- Protective Gear Store

<table>
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Arima looks devastated. What happened here?

Arima is the first town you find.

Leave Paseo and head north. Arima is to the northeast. It is the first town you come to. The town has been dynamited and destroyed by the scoundrels. Talk to the townspeople. They tell you that the daughter of Darum has been kidnapped by scoundrels from Shure. Now you know your next task is to find Shure. Shure lies to the east of Arima. There are no data memory or tool shops in Arima. You and Nei must be well equipped for the perils ahead. Buy yourself a sword and a steel bar for Nei. Return to your home in Paseo by Teleport Station. There you find your friend, Rudo. Now, the three of you continue the journey. Your battles against the enemy will increase.

Although Arima is devastated, you can get a lot of information.

Return to Paseo and meet Rudo.

When three fight, you suffer less damage.

ENEMIES THAT APPEAR UP TO THIS STAGE

- Fire Ant
- Mosquito
- Bee
- Poisoner
The dungeon at Shure is difficult.

The first dungeon is Shure.

Leave Arima and continue northeast. You see Shure near the beach. Shure is a four-level dungeon. As you go higher, the power of your enemies becomes stronger.

Follow the map carefully when you enter Shure. It's easy to get lost! Return by the same route to get back to the ground. Use the Escapipe which you bought at the tool shop in Paseo to return to the outside at once. Since you are still inexperienced, you must carry Monomate and Dimate for healing and an Escapipe.

Find a small key to open the locked boxes.

**ENEMIES THAT APPEAR UP TO THIS STAGE**

- Locust
- Spinner
- Carrier
- Proggy
- Armor Ant
- Pulsar

**1st LEVEL**

<table>
<thead>
<tr>
<th>Items to be found on this level</th>
<th>MONOMATE</th>
<th>DYNAMITE (2)</th>
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<tr>
<td>150 MST</td>
<td>40 MST</td>
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</table>

**Hints for this level**

Turning right on the first level leads to a dead end. So, go left. Take the long way around to the left to get up to the second level.

**2nd LEVEL**

<table>
<thead>
<tr>
<th>Items to be found on this level</th>
<th>DIMATE</th>
</tr>
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**Hints for this level**

Read the map carefully to find the chute to get up to the third level.
**3rd LEVEL**

<table>
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<th>Items to be found on this level</th>
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<td>HEADGEAR</td>
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<td>SHOTGUN</td>
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<td>20 MST</td>
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**Hints for this level**

This is the most difficult part in your journey to the fourth level. On the map, compare the second and third levels to go ahead.

**4th LEVEL**

<table>
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<th>Items to be found on this level</th>
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<td>SIL RIBBON</td>
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<td>LETTER</td>
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<td>SMALL KEY</td>
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</table>

**Hints for this level**

Find a small key on the fourth level to open the locked box containing dynamite. Also, find a letter and some silver ribbon to cover Nefi’s head. A very dangerous opponent will appear.

---

**TOWER OF NIDO**

The Tower of Nido is a three-level dungeon. You will meet very powerful enemies before finding Teim.

**Find Teim in the Tower of Nido.**

Use dynamite to break through the entrance to the Tower of Nido. Although the Tower is only three levels high, it is more difficult than the dungeon of Shure. Do not overestimate yourself. Hone your skills through the fights against the weaker enemies on the first level. Of course, you will need your medical supplies and an Escapage.

Follow the map carefully when proceeding through the dungeon or you may be eliminated by a stronger opponent. Take special care on the third level since the enemy is very powerful.

**ENEMIES THAT APPEAR UP TO THIS STAGE**

- WASPY
- AMOEBA
- LEECHER
- BLASTER
- VORTEX
- BUZZER
- TOADER
- SPITKILL
**1st Level**

Hints for this level
When you enter Nido, the passage divides to the left and right. The left leads to a dead end. Turn right to go up to the third level to save Teim. Take the chute at the central end.

**2nd Level**

Hints for this level
The passages divide into a maze on the floor. To find Teim, first go to the chute at the left of the first level. Then, proceed to the second and third levels. Follow the map carefully and go to the center of the third level where you will find stronger opposition.

**3rd Level**

Hints for this level
Go back and forth between the levels in the dungeon to reach Teim.

Items to be found on this level
- TRIMATE
  - 60 MST

Can you overcome the enemy and save Teim?

Very strong opponents are encountered on the 3rd level. You must beat them to save Teim. Teim will tell you that a man named Darum at the North Bridge is her father. She will ask you to take her to the North Bridge to see him. If you save Teim without encountering the enemy, use the Escapipe immediately and return to the outside. Probably, you are badly hurt. Go straight to the hospital in town for treatment. Then, see Darum at the North Bridge.

At last, you meet Teim.
North Bridge

What will happen when Teim meets her father, Darum?

Your journey expands when you cross this bridge.

You saved Teim to cross this bridge. Now your journey will grow after crossing the bridge. However, Darum, Teim's father, is on the bridge. You are surprised when they meet. Their sad story awaits you.

Weapons and other items required for your companions.

Now, there are three of you. You will have more companions later. Check everybody's weapons and items.

Your situation just now

First, Rolf, the agent, must have a sword to fight with. How about Nei? Have her buy two steel bars at the Armorer's shop in Arima. Nei should have a steel bar in each hand so she can attack twice. A shotgun is recommended for Rudo.

As you replace the protective gear from now on, don't buy and sell often. Also, use the protective gear acquired in the dungeons carefully. Always carry your medical supplies. Take as much as you can carry. Also, take a Telepipe and an Escapipe.
What does Ustvestia say about the Musik Technique?

You find many new items at the armorer’s shop and the protective gear store in Oputa. You will be better protected by the items you acquire in this town. The most important matter here, however, is to go to Ustvestia’s home. Ustvestia will ask you many questions. Answer his questions well, and he will tell you about the Musik technique. You need money to learn this technique. The price is different for males and females. You will discover the purpose of learning the Musik technique through later adventures.

Nei’s skill will become better than the others. You must continue onward, and not worry.

During the trip, Nei’s skill will become better than the others. You must continue onward, and not worry. Remember, Nei is becoming stronger.

Your fourth companion appears.

Return to Paseo by Teleport Station after getting the information and buying your supplies in Oputa. Your companions will visit your home in Paseo. The fourth is Amy.

Amy is a female medical doctor and knows techniques that will restore your physical strength.
The Biosystems Lab is the third dungeon.

The Biosystems Lab has three levels above ground and two basement levels. The Recorder is on the 1st basement level.

Hints for this level

The passage on the first level of the Biosystems Lab divides to the left and right at the entrance. The right passage is a dead-end, so turn left. There is no container holding items on the first level. Chutes to the second level are found at three locations.
3rd LEVEL

Items to be found on this level

DYNAMITE

Hints for this level

You will suffer from the attack of strong enemies if your companions come to the third level with weak bodies. Blaster, and Jelly will make your friends sleep or attack you vigorously.

Go to the basement through the center of the third level. First, however, obtain Dynamite from the container on the third level.

You will need Dynamite to get to the center of the third level.

You must destroy the central door on the third level with Dynamite to reach the basement.

4th LEVEL

Items to be found on this level

POISON SHOT
ANTIDOTE
TRIMATE

Hints for this level

A Damage Zone is located in the first basement level. Go carefully when walking through there.

Powerful enemies await. You should carry Monomate and Dimate to recover your strength.

Leave the Biosystems Lab immediately after getting the Recorder.

Watch out for the damage zone.
PASEO TOWN

The Commander of Paseo gives you your next task.

Give the Recorder to the Commander of Paseo.

The Commander orders you to go to the Library when you arrive at the Central Tower. When you arrive at the Library, someone there tells you the cause of the abnormality at the Biosystems Lab. She will give you a Keytube to help you cross the Zema Bridge.

You will face a new stage when crossing the Zema Bridge. When you return home, your fifth companion, Hugh, will visit you. He is a biologist.

ZEMA BRIDGE

Insert the Keytube at the Zema Bridge to open the door.

What awaits you after the Zema Bridge?

Use the Keytube you received at the Library and the door will open automatically. Now, the going gets tougher.

What awaits you?

Use the Keytube to open the door.

You have obtained the Keytube.

Hugh is your fifth companion.
When you arrive in town, ask the people for information. They will tell you about Roron.

Roron seems to be a peninsula to the south of Zema.

From now on, Zema is an important town for your journey. Zema is the break-point between Kueri, Piata, and Roron. You should try to conserve your energy in Zema.

Buy the items at the armorer’s store and protective gear shop in Zema.

You hear of a resort town on a lake, although the suburbs of Zema are on dry and rough terrain.

What is going on?

The items sold at the armorer’s shop and protective gear store in Zema are expensive, but they are all necessary for your journey.

We recommend you buy a ceram. swrd, laser knife, and cannon.
Roron

Can you get a jet scooter from the Motavian in Roron?

Something sinister awaits you in Roron.

Walk to Roron from Zema.

Roron is situated on a peninsula along a beach to the southeast of Zema.

The building on this peninsula is the garbage dump for Roron. The Motavian living at the dump will give you a jet scooter.

There is a dungeon for combustible garbage and a dungeon for non-combustible garbage at the dump. Your opponents become stronger as you go further into the basement.

Roron's garbage dump is at the tip of the peninsula.

When you enter the dump, walk carefully.

Hints for this level

Check the two dungeons in Roron.

The dungeon at the bottom is the one you want. The first level is very narrow.

Items to be found on this level

Cannon

The first basement is narrow but your enemies are strong.

Hints for this level

Take the shortest route in the second basement level to avoid powerful enemies.

Each of the two dungeons' first basement levels has a container. Watch out, these containers may hold unpleasant surprises!
The second basement level is not so difficult. However, the container you find may have an item you seek - or it may have garbage, so be careful. Follow the map carefully when you descend to the second basement level by the chute.

Be careful with the things the Motavian gives you.

If you talk to the Motavians in the third basement level, they will tell you of a jet scooter. The dungeon where you hear of the jet scooter is for non-combustible garbage. Also, the third basement level in Roron is not difficult, but watch out for powerful enemies.
After learning about the sea, visit the Professor’s home.

Kueri is a town full of brand new information.

It’s a long way from Zema to Kueri. You will meet strong enemies on the way to Kueri, but the information you obtain there is very important. You will get some very useful information for your adventure at sea by jet scooter. The most important thing to do in this town is to find the Professor’s home. He studies a subject that you must know about for your sea adventure.

What does the professor study?

What is a Maruera Leaf?

The Maruera Leaf seems to be the material that enables you to dive in the sea. It must be somewhere on Uzo Island where you are going to visit.
We recommend you ride a jet scooter when visiting Piata.

A very powerful weapon is sold in Piata.

Your opponents on Uzo Island are very strong, so get the powerful weapon and protective gear in Piata.

Piata is located southeast of Zema. Use the jet scooter to go to Piata.

Be careful, there are many strong enemies at sea.

The weapons and protective gear sold at the armorer’s shop are very powerful and very expensive, but will be a great help to you.

We recommend you get a Lasr.swrd, Lasr.bar, Acidshot, and Lasr.cannon. The Crmc.armor, Crmc.cape and Crmc.chest will give you excellent protection.

Remember the three Control Towers.

The items at the armorer’s shop and protective gear shop are very expensive.
Uzo Island

Despite the small size of Uzo Island, its dungeon is quite large.

Look for Uzo Island on the jet scooter.

Uzo Island is located at the east end on the map of Mota. Search that area on the jet scooter. Remember that the enemies at sea are very persistent and strong.
There is a fake island of Uzo. There are two identical islands at sea, one north and one south. The real island is the northern one.

Disembark on the Island. Enter the mountains from the right side of the island as shown in the photograph at the right. Beware, many strong enemies will appear.

Check the map carefully and find the Maruera Leaf. There are many imitations of the Maruera Leaf.

You can dive into the sea with Maruera Gum.

Take the Maruera Leaf to the Professor's home.

If you are badly injured by the time you find the Maruera Leaf, use the Escapipe and Telepipe to return to town quickly. Then, take the Maruera Leaf to the Professor in Kueri.

The Professor will make Maruera Gum. However, the Maruera Gum can only be used at certain places.

ENEMIES THAT APPEAR UP TO THIS STAGE

- Pandite
- Reptile
- Spit Fang
- Pug Hit
- Pug Brat
- Pug Kill
- Wolf Ang
- Burnwolf
- Head Rot
- Catman
- Blowshik
- Blockhed

Go underwater by using the Gum.
CLIMATROL

The dungeon of Climatrol is the largest dungeon you have yet seen.

You find Climatrol when you go due south of Uzo Island.

Look carefully for where the water changes color. You will find this place by going due south from Uzo Island. Then, use the Maruera Gum to go underwater. Go through the underwater passage to find Climatrol in the interior.

You must take at least these items to Climatrol:

as much Trimate as possible, a Telepipe, and a Hidapipe.

Moor the jet scooter in the place where the water color changes. Use Maruera Gum and dive to the underwater dungeon. You can use Maruera Gum as many times as you need.

A clue to finding the entrance to Climatrol is Uzo Island.

Watch out for the strong enemies at sea!

Hints for this level

The underwater dungeon is the only route to Climatrol. The orange area is the damage zone. Do not waste your energy before the adventure.

The orange area is the damage zone.
The first level of Climatrol looks like an ordinary passage. You can go up easily.

The second level is even easier to pass.

Be careful on the third level as there is a pitfall at the center. There is also a treasure chest.

There is a pitfall and a treasure chest on the fourth level. Your opponents are also stronger.

The fifth level is wider. There are eight chutes going up. Your success in reaching the eighth level depends upon which chute you choose. The unique structure of the Climatrol dungeon becomes apparent on this level. Check the map to see which way to go.

Which chute do you use to go up?

Check your route.
The seventh level is the most difficult one in Climatroil.
The key to finding your way on the seventh level is which chute you choose on the sixth level, because there are a lot of chutes in Climatroil.
You must reach the center of the sixth level after using the chute several times between the sixth and seventh levels. There are two containers on the sixth level. Don't get lost before reaching them.

Which chute will you choose?

It's a long way to the container.

The seventh level is divided by pipes.
Although you can see it, it is a very long way to your destination.
There are three containers in the seventh level.
However, each route is very hard to follow.
Powerful enemies such as Flarewlf, Catfang, and Forest await on the seventh level.
You had better use the medicine and techniques to recover from your injuries at the hands of your enemies.

The maze is very complicated.

Your enemies are very strong.
8th LEVEL

Hints for this level

A girl waits for you at the center of the eighth level. She knows the maze and the secret of Climatrol. One of your purposes at Climatrol is to meet this girl. Who is she?

When you reach the center of the eighth floor....

Talk with the girl.

You will see a tragic fight between Nei and Neifirst.

Nei knows this girl well. She is called Neifirst. She is part of the secret of Climatrol and you will learn a sad destiny here. What is it?

Neifirst is the strongest enemy you have yet met.

ENEMIES THAT APPEAR UP TO THIS STAGE

Plarewlf  Python  Blastoid  Catfang

Pinta  Scaly  Forest  Catety

Nait-Drg
You will be chased by the Government from now on.

Return to Paseo. A new adventure awaits you.

When you return to Paseo after defeating Neifirst, you learn that you are wanted by the Government as the criminal who put Mother Brain out of order.

Your next task is to find the cards which open the four dams. They seem to be hidden in a Control Tower. The Control Towers in Piata are suspicious. The townspeople will not easily give you information, but you must obtain it. Also, ask for information at the Library.

Nei cannot be recovered even at the Clone Labs.

When you defeat Neifirst, your enemies turn into robots.

Your next goal is to find the four cards to open the dams.

One of the three Control Towers in Piata is linked to the underground dungeon.

There are Control Towers in the seven towns of Mota. A passage linked to the underground dungeon is located in one of the Control Towers.

Check out the three Control Towers in Piata and you will find the passage to the underground dungeon.
Remember, your enemies are all robots now.

When examining the three Control Towers, you find one which you can enter.

ENEMIES THAT APPEAR UP TO THIS STAGE

WHISTLE  METAL MAN  MAZGAMMA
1st LEVEL

There are plenty of chutes at the first level of the Control Tower.

Look carefully at the place on the second level where the chute arrives from the first level.
You must go to the center of the second level in this dungeon. Be careful of which chute you use to get to the center of the second level.

The key in this dungeon is to use a number of chutes carefully between the first and second levels. Once you reach the seventh lower chute from the left, your destination is closer.

You will be surprised at the number of chutes.

2nd LEVEL

There is a keyboard at the center on the second level. Learn how to use the Musik technique taught to you by Ustvestia when standing in front of the keyboard.
You must use the technique to stay in the Control Tower. When you use the technique, the central door opens. Go to the room where the four cards are stored. Examine the room and locate the four cards.

You will find green, blue, yellow, and red cards.
CAUTIONS WHEN YOU GO TO THE DAM!!

The four dams up ahead are more difficult dungeons and the enemies are also very strong, so pay attention to our hints and advice.

Who are the best companions to explore the four dams with?

When you defeat Neifirst, your enemies turn to robots from Biomonsters. Your companions should also be changed so that you can combat the robots.

You now have seven companions after defeating Neifirst. We recommend Rolf, Rudo, Kain, and Anna. Your task will be hard if the levels of Kain and Anna are low, so we would advise you to improve their levels at an early stage.

Your companions' outfits and medical supplies.

The hardest places on your trip on Mota are the Green, Red, Blue, and Yellow Dams. Your opponents at the dams are stronger than the Biomonsters. Go to the hospital and recover your strength before leaving for the dams. Take as much Trimate as possible. Hugh and Anna can make a double-fisted attack if they have a weapon in each hand. It would be a good idea to give a LASR. SWRD to Rolf, a LSR. CANNON to Rudo, a LASER KNIFE or LASER SHOT to Hugh, and a LASR. SLSHR to Anna. Give them highly protective outfits. Attack mainly with the weapons and only use Technique when it is sure to be effective.

When Shir's level reaches 10, take her to the baggage room in the Central Tower of Paseo.

Shir is a thief. Include her in your companions and go shopping in town. Shir suddenly disappears and you find her at your home. She always returns with something, but the things she steals are different depending upon her level. Take her to the baggage room of the Central Tower in Paseo when her level reaches 10. She steals a Visiphone which you can use to save your game anywhere. The Visiphone cannot be bought, it can only be stolen by Shir in Paseo. It is a very convenient item for your adventure at the dams.
RED DAM

The first dam you tackle is the Red Dam.

It is the easiest dam of the four.

The nearest town to the Red Dam is Zema. Enter the Red Dam through the inlet of Roron. The Red Dam is three levels high. The main computer, which is your destination, is located in the center of the second level.

Be careful of Whistle which you meet often before reaching the Red Dam.

1st LEVEL

Hints for this level

The first level is divided into three blocks. Each block is small, but you must make many trips between the first and third levels to reach your destination.

Unfortunately, there is no container on the first level.

ENEMIES THAT APPEAR UP TO THIS STAGE

ROLEZI EYESORE SONOMECH WIREFACE

WIREHEAD MECHOMAN
**2nd Level**

**Hints for this level**

The first level is located at the breakpoint between the first basement level and ground level. Watch the three blocks carefully to make trips between the first basement level and the two ground levels. The first basement level divides to the left and right. The right and left sides are identical. Don’t get lost! There are seven chutes on the first basement level. Use the chutes carefully and get the Swd of Ang.

---

The Sword of Ang is a weapon for Rolf.

When you get the weapon, equip it immediately.

---

**3rd Level**

**Hints for this level**

The Swd of Ang is in a container on the first basement level. However, the dungeon is divided into three blocks. So, follow carefully to arrive at the container with the Swd of Ang.

The second level is divided by pitfalls as well as walls. The key here is how you reach the computer at the center of the Red Dam. Check the locations of the chutes.

Two items are hidden in a container on the second floor; a Fire Slsr for Anna and a Fire Staff for Amy. They can also be used for purposes other than weapons.
The Yellow Dam has four levels.

The Yellow Dam is closer to Kueri.

It is closer for you to reach the Yellow Dam from Kueri. The Yellow Dam has four levels. The main computer, which is your destination, is located at the center of the third level. Check the map carefully before proceeding because the Yellow Dam is more complicated than the Red Dam.

1st LEVEL
Hints for this level
The key on the first level is how you can reach the center. Use the two vertical chutes in the right side.

2nd LEVEL
Items to be found on this level
ESCAPPIPE

Be careful when using a chute.

Hints for this level
Take an Escapipe from the container on the second level. Check the map carefully to proceed through the dam.

ENEMIES THAT APPEAR UP TO THIS STAGE
FINJAMMA INFORMER COOLEY 61 TWIG MAN
**3rd LEVEL**

<table>
<thead>
<tr>
<th>Items to be found on this level</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRYST CAPE</td>
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<tr>
<td>CRYST CHEST</td>
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<tr>
<td>CRYSTANISH</td>
</tr>
</tbody>
</table>

**Hints for this level**

The main computer is located in the center of the third level. However, only one chute leads there. There are three containers with items. Be careful not to get lost. Also, be careful - one of the chutes is a trap!

Many of the chutes on the third level are dead-ends.

---

**4th LEVEL**

<table>
<thead>
<tr>
<th>Items to be found on this level</th>
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</thead>
<tbody>
<tr>
<td>AMBER ROBE</td>
</tr>
</tbody>
</table>

**Hints for this level**

The fourth level is easy and you can walk around. The enemies, however, are strong. You must get an Amber Robe from the container on the fourth level.

The Amber Robe is used as a Gires technique when used as an item.
BLUE DAM

The rest of your adventure on Mota are the last two dams.

Of the four dams, the Blue Dam has the most levels.

The Blue Dam is a five-level dam and you will often get lost in here. Also, your enemies are stronger and it will be more difficult to escape from them. Try to save your energy until you approach the main computer.

Hints for this level

Powerful enemies appear even on the first level. There is no container with items on the 1st level. If you are not confident with your physical strength, return to town using a technique or an item.

ENEMIES THAT APPEAR UP TO THIS STAGE

VAN
ATTMecha
POD HEAD
Get the Antidote and Crescegear from the container in the second level in the Blue Dam. Crescegear has another function when used as an item. Go through the dam slowly to improve your level through battles with the enemies.

Three items are hidden in containers on the third level. Think carefully in order to reach the three containers. You should know that the third level is the half-way point in the shortest route for you to attack the Blue Dam.
4th LEVEL

Hints for this level
The main computer is located on the fourth level of the Blue Dam. However, you can’t get there by ordinary methods. The key here is to use the pitfall. Your destiny depends upon which of the five pitfalls you use. So, read the map carefully.

A Colorsarif and Trimate, which you can use as items, are hidden in containers on the fourth level.

Items to be found on this level
COLOR SCARF
TRIMATE

5th LEVEL

Hints for this level
Now, you are at the top level of the Blue Dam. Storm Gear is hidden in a container on this level. Storm Gear functions as Gizan when used as an item. The key on this level is to compare it with the fourth level and jump into the L-shaped pitfall at the maze center.

You are getting close to the main computer.

Items to be found on this level
STORM GEAR
GREEN DAM

It is most convenient to go to the Green Dam from Paseo.

The Green Dam is your last destination. Something will certainly happen to you here.

The main computer of the Green Dam is located in the center of the second level. This dam is very large and there are many chutes. Remember, always know where you are!

ENEMIES THAT APPEAR UP TO THIS STAGE
- TWIGTALL
- KILGAMMA
- HYVSOLID
- MONSTAR
- POLEZIAX
- ARMY EYE

1st LEVEL items to be found on this level
- AEGIS
- STAR MIST
- TELEPIPE

Hints for this level
You could get lost on the first level, depending upon which chute you use first. Identify the chute connection from the first to the second level by the number. Then, try each one.
Three Army Eyes appear when you insert the card to the main computer at the center of the second level. Despite your putting up a tremendous fight, unfortunately, you will be captured with Army Eye Plasma ring and sent to Gaila. This is an important part of the story.

You must use the chutes repetitively to reach the main computer. Also, use the exterior passages.
Can you escape from Gaira while being unable to fight?

You fought against Army Eye at the Green Dam and were locked in the Gaira satellite by them. Army Eye took all your weapons, armor and other items. You are also bound with Plasmaring and cannot fight your enemies and can only escape from them.

You cannot fight.

You are bound with Plasmaring and covered with Prsn.clhs. All your items have been taken.

Be careful in the damage Zone.

When you look for the exit of Gaira, the alarm sounds. The Gaira orbit aims toward Palm. You are saved by the space pirate, Tyler, when Gaira almost crashes into Palm and you are taken back to Paseo on Mota.

Gaira aims toward Palm.

Palm explodes!

Tyler gives you information.
PASEO TOWN

Leave Paseo for your second adventure.

To your surprise, there is a space port in the Central Tower in Paseo.

Meet the Commander of Paseo who will tell you about Dezo. He will also tell you that a space port is located on the roof of the Central Tower. No one knows what is on Dezo.

Recover your strength before leaving for the space port. Take plenty of medical supplies.

SKURE

Is there a key in solving the secret of Mother Brain on Dezo?

Your adventure starts at Skure, a space port on Dezo.

Skure, Dezo's space port, is a 3-level dungeon with one ground level and two underground levels. The exit of the dungeon is linked to the ground. You must find the exit of Skure Space Port to go to town. However, there are monsters including robots in the Skure Space Port. Also, a secret lies in the Skure Space Port.

Enemies await you when you exit Skure Space Port.

First, if you are injured, you must return to Paseo.

Leave for the second planet, Dezo.
DEZO MAP

The Skure Space Port is located in the central lake. Passages stretch from it to all destinations on Dezo. There are only three towns, but there are dungeons: Menobe, Guaron, Naval, Ikuto, and Crevice. There is also an Esper Mansion in Alplatin. You will have many adventures in these towns and in the dungeons on Dezo. Check your map carefully before starting your journey.
**1st LEVEL**

**Hints for this level**

Remember that the dungeon starts from the first level of the Skure space port and stretches to the ground.

Robots and new enemies live on Dezo.

**ENEMIES THAT APPEAR UP TO THIS STAGE**

TRACER  POLEZISS  ORANGAH  TRORDAGE
RABBIT  DEZO OWL  SKYTIARA  LRGMINER
ORANGOO  GUN BUST  RABITGUT

**B1st LEVEL**

**Items to be found on this level**

- MAGIC CAP
- GARDA BOOTS
- 6400 MST
- 8600 MST
- 12000 MST

**Hints for this level**

Reach the ground through the first basement level. There is a container on this level. Remember that the Skure Space Port starts from the first level and stretches to the ground.

**B2nd LEVEL**

**Items to be found on this level**

- MAGIC CAP
- 18000 MST
- 5600 MST
- 15000 MST
- 7800 MST

**Hints for this level**

You must go to the second basement level to reach the ground.
ZOSA TOWN

Wear a magic cap when asking for information in town.

The first town on Dezo is Zosa.

Learn how to use the magic cap and magic cap in the towns on Dezo.
If you wear the magic cap, the people on Dezo will only tell you lies. Also, the price of items in the shops is different when you are wearing the magic cap.

Do not take Shir to Dezo.

You must return to Paseo on Mota if Shir steals from a shop on Dezo.

Return to Paseo on Mota if Shir steals on Dezo.

BUILDINGS IN ZOSA

- TELEPORT STATION
- DATA MEMORY
- HOSPITAL
- CLONE LABS

- TOOL SHOP
- ARMORER'S STORE
- PROTECTIVE GEAR STORE

DIMATE 60
HIDAPIPE 280

BOOMERANG 480
CERAM SWORD 3200
LACON MACE 1800
AC SLASHER 2400
ACIDSHOT 480
PULSE VLN 4800

LACONIAMET 25000
LACONINISH 35000
LACONCAPE 36000
LONG BOOTS 6800
SHUNEBOOTS 7300
LACON EMEL 12000
AUKBA TOWN

Aukba is the most important town on Dezo.

Ask for information at Aukba.

The townspeople will tell you about the secret of the Crevice.

They will tell you about the people who escaped from Palm.

Ask the townspeople for information immediately upon arriving at Aukba. They will tell you the story of the Crevice and the Esper Mansion in Alplatin. Wear the magic cap to get information.

The weapons sold at a weapons shop and armorer's shop on Dezo are very powerful and efficient. However, they are very expensive, so be careful when buying them.
Ryuon Town

It is best to make Ryuon your central point for your adventure on Dezo.

Ryuon is the last town on Dezo.

It would be best if you made Ryuon the central point for your adventure because Trimate can only be obtained at a tool shop in Ryuon.

The information from the people of Ryuon is not very useful. However, three armors made of Laconia are sold at a shop in this town. Also, it is convenient because Trimate is sold at a tool shop.

Buy the armor made of Laconia, despite its high price.

Buy plenty of Trimate at the tool shop in Ryuon.
The Crevice is an underground dungeon.

Where does the Crevice connect to?

Go through the Crevice to reach the Esper Mansion in Alplatin. Take a good look at the Crevice near Aukba. You see wave rings spreading. Enter there to enter the Crevice.

In the Crevice, several chutes go up to the ground. However, only one chute goes to the Esper Mansion. Use the chutes on the first basement level to reach the maze which is connected to the Esper Mansion. Watch out for pitfalls.

Enter the wave rings to enter the Crevice.
Many enemies who are unique to Dezo appear in the Crevice.

There are seven chutes in the dungeon on the second basement level in the Crevice. You will reach Alplatin depending upon which chute you choose. Your opponents on this level are very powerful. We suggest you return to town and recover your strength rather than fighting enemies who will drain your energy.

B3rd LEVEL

Your goal is close when you arrive at the third basement level.

Hints for this level

Once you arrive at the third basement level, you can easily reach the ground where the Esper Mansion is located in Alplatin. However, after reaching the ground, it is still a long journey to the Esper Mansion. We hope you have not drained your strength.

You have finally reached your goal, Alplatin!
Awakened from a long sleep, Lutz gives you an item.

The one who has been sleeping in the basement is Lutz with the Esper power. He escaped from the Esper hunting by Mother Brain and has been waiting for warriors who are against Mother Brain.

Lutz tells you about the items hidden in the four dungeons which you will visit later, the secret of Dezo, and the destiny of the Agent. Lutz then gives you the Prism.

What is the secret of the Prism?

With the Prism Lutz gives you, you can see what you could not see before and your adventure expands.
Menobe is a dungeon near Aukba.

Use the prism Lutz gave you.

Using the prism, you can finally see the geography of Dezo. Your adventure expands with the prism. You will find four dungeons - and each one is unique! Remember, attack is difficult unless you read the map carefully. The first dungeon is Menobe.

To those who sold the items obtained at the Dams.

Some may have sold the items obtained at the Dams because they are in high demand. These items are hidden in containers in the four dungeons.

Decide your companions.

Very strong enemies appear in the dungeons on your adventure. Since you will be easily defeated if your level is low, you should decide your companions now. Then, improve their individual levels steadily. A way to increase their individual levels faster is to fight with fewer companions in your party. While this will make their levels increase faster, the danger is also much greater.

The party of Rolf, Rudo, Anna, and Kain would be ideal.
1st LEVEL

Items to be found on this level
NEI CROWN

Hints for this level
When entering the dungeon, you will see that the passage at the center of the first level is connected to three rooms, to the right, left, and at the end. Your destination is determined depending upon which room you enter first.

2nd LEVEL

Items to be found on this level
STORM GEAR

Hints for this level
Starting from your destination in reverse, check the map of the first, third, and fourth levels carefully. The rooms at the right and left are connected in different directions on the second level.

3rd LEVEL

Items to be found on this level
NEI MET
COLOR SCARF

Hints for this level
There are two containers, one contains Neimet. The dungeon is divided into small rooms. Think carefully to reach your goal. Check the map carefully.

4th LEVEL

Hints for this level
Although it is the upper level, you have not yet reached your final goal. Trees bar your way and a strong enemy awaits you.
GUARON

This dungeon challenges your skills from the beginning.

Guaron is a 16 level dungeon.

You must think how to go through the dungeon with your restricted strength. Follow the route in reverse starting from the container, or you will be lost. The route to your goal is determined on the first level.

The circumference of the building is part of the dungeon.

Items to be found on this level

<table>
<thead>
<tr>
<th>1st LEVEL</th>
<th>2nd LEVEL</th>
<th>3rd LEVEL</th>
</tr>
</thead>
<tbody>
<tr>
<td>LACONINISH</td>
<td>CRYSTCHEST</td>
<td></td>
</tr>
</tbody>
</table>

Hints for this level

Remember that the circumference of the building is part of the dungeon, or you will be lost on the first level.

The area is divided into two rooms on the second level. There is only one passage for you to reach the next level. The third, fifth, seventh, eleventh, thirteenth and fifteenth levels are passages to the upper levels.

ENEMIES THAT APPEAR UP TO THIS STAGE

| FIREFALL | MEXDRAGON | KINGLAVA | VORCANDO |
4 6•10•12•14 th
LEVEL

Hints for this level
There is only one passage for you to reach the next level.

8 th
LEVEL

Items to be found on this level
NEI CAPE

Hints for this level
These levels are passages to go up or downstairs. Remember which level you are on.

9 th
LEVEL

Items to be found on this level
CRYST CAPE

Hints for this level
There is one container holding an item. The way there is easy, but the enemies who await are stronger.

16 th
LEVEL

Hints for this level
The container at the center of the ninth level contains Crystcape. Regard the others as passages to the upper levels.

Items to be found on this level
NEI ARMOR

This is the top level. There is Neiarmor in the container on this level.
**KUTO**

If you fall into a pitfall, you cannot go upstairs via the stairs.

The dungeon of Ikuto is the hardest of all on Dezow.

Most levels in Ikuto are connected by pitfalls. You must use the pitfalls to go downstairs. Remember, however, in most cases you can use the Hinas technique or an Escapipe to go upstairs.

**B1st LEVEL**

Hints for this level

There are already nine pitfalls on the first basement level. You may fall to the bottom if you are not careful.

1st LEVEL

Hints for this level

There is one stair and three pitfalls on the first level.
**B2nd LEVEL**

**Items to be found on this level**

**LAC DAGGER**

---

**B3rd LEVEL**

**Hints for this level**

The third basement level is wide and you will see how difficult it is to reach the container.

---

**B4th LEVEL**

**Items to be found on this level**

**FIRE STAFF**

**LAC MACE**

---

**Hints for this level**

This level is the largest of all and it has forty pitfalls. Think carefully to prevent falling through the pitfalls. There is one container.

---

Return to town and recover your strength if you use too much technique.
**B5th LEVEL**

**Items to be found on this level**

NEI SHOT  NEI SLASHER

**Hints for this level**

Two items of Nei’s are hidden on this fifth basement level. Remember by which pitfalls you arrived here and confirm the location where you fell or you will never reach the container you found.

Your opponents are stronger.

---

**B6th LEVEL**

**Hints for this level**

There is nothing on the sixth basement level. You arrive here if you fall into the wrong pitfall.

There is one stair to return upstairs.
Naval is a five level, round dungeon.

Like the dungeon of Ikuto, you must use the pitfalls to go to different locations. Fall to the location of the container on the sixth level from the fifth level in Naval. Repeat going up and down to obtain items in the containers in this dungeon.

Naval is the last dungeon on Dezo.
2nd LEVEL

Items to be found on this level:
NEI SHIELD
TRIMATE
TRTH SLEEVES
NEI EMEEL
GR SLEEVES
LACON EMEEL
MIR EMEEL

Hints for this level
All the containers in Naval are on the second level. However, you must go to the fifth level to reach them, so read the map carefully.

3rd LEVEL

The room is separated to the right and left.

Hints for this level
The third level is a passage leading upstairs. Remember the central pitfall and passage. Your enemies are powerful.

B4th LEVEL

You will be injured by powerful enemies.

Hints for this level
The fourth level is also a passage. Remember that the central pitfall and passage are slightly misaligned.

B5th LEVEL

If you are careless, you only fall to the first level.

Hints for this level
Now, you must fall downstairs. Your destiny is determined depending upon which of the four passages you fall through. Check the floor maps carefully.
E S P E R M A N S I O N

Have you obtained the eight items of Nei (such as Neislasher, Neimet, etc.)?

Go to see Lutz to face your final battle.

Once you get the eight items of Nei on Dezo, Lutz will take you to the location called Noah. Noah is your final battlefield! Take plenty of medical supplies, Star Mist, and Moon Dew. You are advised to use Neisword to return to the Esper Mansion if you are injured at Noah.

N O A H

Noah is the last dungeon in Space.

Mother Brain awaits you at Noah.

Noah is a two level dungeon. Read the map carefully. The dungeon of Noah is not so difficult, but your opponents are strong, so check your location and the stair directions. Do not waste your energy before fighting Mother Brain.

Climb this stair first.

Your strongest opponents appear.
1st LEVEL

Climb this first level.

Your most powerful enemies appear in this last dungeon.

Hints for this level

The first level is wide but uncomplicated. Check the map carefully and find where the stairs lead to on the second level. The enemy is strong. Use the Megid technique against the enemy if your level is low. Use Neisword to return to the Esper Mansion. Repeat this to improve your companion's levels.

2nd LEVEL

Hints for this level

The container is on the second level. Open the container only if you have enough strength. You will know why when you open it. A shocking last scene awaits you at the top on this level.

The worst enemy you have ever met, Dark force.

What will you see at the end of this dungeon? Take a look! We dare you!
Phantasy Star II
Helpful Hints
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