

Okay, some first-offs. First off, the main character in the original *Arcus* is JEDAH CHAFF; he's the knight dude from *Arcus Odyssey*. You'll meet a warrior woman in the bar; her name is ERIN GASHUNA, and she's the chain weapon chick in *Arcus Odyssey*. By the end of this quickstart guide, you'll run into VIED, also known as "the old wizard from *Arcus Odyssey*". The elven archer shows up later. This disc is three games linked back-to-back. The first, *Arcus*, was Wolf Team's second self-published title. They pretty much overhauled the game for this release -- for example, the characters look totally different from the original PC version. *Arcus 2: Silent Symphony* had a great name and was ported to half a dozen consoles, but it sucked (until the Mega CD version, which rocks). No one talks about *Arcus 3* because no one played it -- the game was only released on this disc (print run of around 5000) and on the PC-98. But both versions are great.

Sometimes when you're doing something, like saving or spending money or leaving a dungeon, a quick choice will come up. It's asking -- "are you sure?" The top answer is yes, the bottom one is no.

Buttons commands:

A -- [Camp Menu](#)

B -- Cancel

C -- Confirm (in dungeons, Auto-Map)

Town Walkthrough

Alright, here we go. Start the game, skip past the cinemas, and you're in town. You'll notice a row of portraits across the top, except that there's only one (of Jedah), because no one likes you yet. The commands run down like this:

Town Menu

Move	moves to a different spot
Talk	talks to random people in town

Be sure to jot down the important kanji and what it means for reference, because some options aren't always available, so it will change the order in which stuff appears. Whenever you see this TALK option (or rather the kanji for it) I suggest talking until messages start repeating, but you should know those RPG basics by now.

Move Menu

Bar	go to the bar and TALK (top) or LEAVE (bottom)
Inn	SLEEP and SAVE (top) or LEAVE (bottom)
Weapons Shop	they have armor, too
General Store	buy medicine and crap here
Leave Town	this takes you to the Overworld map

There are three freaks in the bar -- some buddy of yours, some whore, and some warrior chick. (If you've cheated and looked at the instructions, you already know the warrior chick is Erin). Talk to all of them if you like, although there's really not much point to it right now. What you wanna do is press A to open up the CAMP MENU.

Camp Menu

Status	press left and right to see status of characters
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Items	brings up the item menu
Magic	brings up the magic menu
Equipment	lets you remove/add equipment
Order	change the placement of party members in battle
Setup	various commands. on message speed, 1 is slow, 4 is fast

Item Menu

Use	use an item
Give	move an item from one character to another
Discard	get rid of an item forever
Inquire	provides info about an item
Lineup	switch where items appear on the list

Magic Menu

Use	cast a spell
Inquire	provides info about a spell
Lineup	switch where spells appear on the list

Once you're done with that, you can check out the shops.

Shop Menu

Buy	blow some money on stuff
Sell	empty your backpacks for some coin
Leave	get the hell outta there

There isn't anything useful for you to buy in the Weapons Shop -- certainly nothing you can afford, anyways. BUT in the General Store, you'll notice there's an item for 5000 gold! Well we don't care about that, but right underneath is an item for 10 gold. Buy a bunch of it, as it's a healing item (heals 7 HP). You'll notice you also have WP (willpower), which affects how well you fight. Don't worry about that right now.

So from the main town screen, pick MOVE (top option) and LEAVE TOWN (bottom option). Once you're on the overworld map, you can move the pointer around. It'll only go to one place right now though, which is the Tree of Life. Go there. In the future, visiting the tree will replenish all your HP and WP. But there's nothing else to do here. Pick the one option (which is LEAVE) and you're back at the overworld map.

From here, move the pointer to the spot on the left (to the right is the town you just came from) and go to the ruins. This is your first dungeon! Learn to love the C button, it's gonna be your auto-map. The first floor of the dungeon is pretty straightforward, but you're gonna get in a fight, so you'll need to know how to fight!

NOTE: Not all options in the Combat Menu are available to all characters.

Battle Menu

Combat	pick this to bring up the combat menu
Run Away	the whole party tries to run
Prepare	this brings up the CAMP menu so you can equip stuff or heal

Combat Menu

Attack	swing your weapon at an enemy
Magic	cast a spell
Defend	protect yourself from enemy blows
Item	use an item or equipment ability
Encourage	boosts Willpower during battle
Hide	thieves can try to avoid combat entirely

Dungeon Walkthrough

Level one is pretty straightforward. Explore around to make sure you find the chest (or two, I can't remember) for some quick cash. There's a door at the end -- when you get there, you'll run into TORON. He's a hobbit (he looks more like a dwarf, but he's smoking that pipe that hobbits all seem to love) and he's a thief. A really old thief, but he'll do. Seems that he's been searching for the SILVER RING, so you're gonna help him out, since you've got some exploring to do, too.

Now, Toron will actually come in pretty handy. Every now and then while walking through the dungeon, this "scary music" will start and enemies show up. Those guys, you fight. Toron's not very good at that. BUT! Sometimes "scary music" kicks in, and no enemies appear. And then there's an option on the screen. What this is -- it means you've detected a trap, and it's asking who should try to disarm it. Unless you enjoy pain, pick the bottom option (TORON's name). The trap will then harmlessly go away.

You might want to leave the dungeon and go back to town and visit the inn to save your game. Or you might not want to. Whatever the case, you end up back at this door where you found Toron. Go through and go to the staircase, which leads down to level two of the dungeon.

Dungeon Level Two

This one is a little more complex, though still pretty simple once you know what needs to be done. There are a couple treasure chests, a couple traps, and a couple doors. The western door WILL NOT OPEN. And it won't be open after you beat this dungeon, either (but perhaps later in the game? I don't know). The northern door is also locked -- but there's a trick. Explore around, and in two dead-ends you'll find these weird-looking stones. You want to push the stone (the top option). You'll know that you pushed it, because it won't be sticking out anymore. Once you've done that to both stones, then you can go through the northern door.

Walk to the north and into a dead-end. You won't see a chest there from a distance -- just walk and you'll trigger a special event. Namely, you will find the SILVER RING (making Toron happy) and a super-badass sword called TIAMAT (which should damn well make you happy, it boosts your attack power up from the 20's into the 80's). Unfortunately, before you can do anything, this crazy-awesome music will kick in (must be a boss) and this freakish blob beast will attack! Here's a tip, and it's a BIG ONE: from the initial [Battle Menu](#), pick the bottom option (prepare) and equip your friggin' Tiamat sword. Then the fight should be a snap -- just target and destroy each part of the beast's body. Once you've won, you'll be teleported back to the Overworld map.

Town Revisited

Go back to the Tree of Life, then go back to the town. You'll talk for a bit, before visiting the Bar. And the bar has been TRASHED.

TORON: "Who did this? Was it thugs? Bandits?"

FRIGHTENED MEN: "No, that's not it..."

[Jedah checks on the warrior chick and sees that she's okay]

JEDAH: "Thank goodness you're safe!"

Then she looks up at him and glares.

FRIGHTENED MEN: "It was her! SHE did this!!!"

After a bit of blabbering, you carry the inebriated warrior chick out of the bar (she joins your party) and then there's a ton of talking with the Wizard VIED and the KING and this freaky GOLDEN DRAGON named RIG VEDA. Just cycle through all that crap and now you've got a party of four people!

From here, leave town and go back to the Overworld map. You can visit the Castle now, but there's no point. Instead, go back to the Tree. From there, you can then go back to the Overworld map and move to the Ardor Forest (it's to the north). And now you're in the second dungeon, with an honest-to-goodness band of heroes, and you're on your own from here!

This is a step-by-step list on where to go and what to do in the RPG *Arcus* for the Mega CD. For instructions on navigating menus, be sure to check out the *Arcus 1-2-3 Quickstart Guide*.

Adventure's Beginning

1. After listening to a song about Jesus and watching Jedah Chaff bury his father, the game begins. You will start out in Prudencia. There's not much to be done yet, other than saving your game.
2. Head west to Elmizard Shrine.
3. While in the dungeon, you will recruit Toron the thief. Grab the silver ring and Tiamat sword while you're here. Upon doing so, a boss battle begins. Before entering combat, be sure to equip the sword; it will help tremendously (+67 attack power).
4. Return to town. After a cinema, Erin Gashuna will join the party. After additional talking, the wizard Vied will join the party.

Gathering of Heroes

5. Head to the Ardor Forest.
6. Find the Elf Village and recruit Diana, the elven archeress.
7. Enter the second half of Ardor Forest.
8. Visit Iris the Summoner's house. No one is home.
9. On your way out, you will discover that no one is home because Iris is dead. Her ghost asks you to watch over her son, Pikt Aneksios Piyont. Six-year-old Pikt joins the party; he will be your summoner. His hair is green, like Rydia.
10. Return to Elf Village and speak to the chief. If you haven't saved lately, this is a good time.
11. Head over to the Tree of Life for an important conversation.

The Power to Save the World

12. Return to Prudencia and rest up.
13. Head on over to Miryuu Tower.
14. Walk up the spiral steps, fighting eagles along the way.
15. Meet Solmishia on level B1F of Miryuu Tower.
16. Get the crystal.
17. Go through the door and meet up with Miryuu herself. A touching cinematic sequence will follow, which culminates in your first introduction to Wolf Team's greatest villain, Luan Khan.

Awakening Pikt's Power

18. Head back to Elmizard Shrine (the very first dungeon you visited). This time, you can go through the previously locked door.
19. Loot all four silver artifacts from Elmizard.
20. Go east from Prudencia to Zeld desert. Be sure to save before heading over there.
21. Inside the dungeon, you will meet Geos. He wants you to kill the insect that has infested the dungeon.
22. While inside Zeld's dungeon, head south to find the explosive herb.
23. Locate the cracked wall and use the explosive herb to open a new path in the dungeon.
24. Find and defeat the Sand Worm to obtain the magical Earth Cane. This allows Pikt to summon GNOME.

The Four Elemental Knights

25. Go back to Prudencia. Rest up and save.
26. Head through Ardor Forest to the formerly-closed gate. At the gate, pick the bottom choice to head to the Choleander Ice Field.
27. Travel across the ice field, locate the Ice Cavern, and explore until you find the Freeze Wolf. Defeat this creature to obtain the Dragon Shield as well as Pikt's second summon, UNDINE.
28. From Prudencia, head to the Valley of Wind (mountains to the southwest).
29. Find SILPHEID. Pikt gains his third summon, and Silver Armor becomes Wind Armor.
30. Head to the northwest forest — different from Ardor Forest. You can get there by following a path from Prudencia, to the Tree of Life, to the forest.

Endgame

31. The entrance to Bafai, land of lava, is in this forest. Enter Bafai and locate SALAMANDER on B2F. You won't be able to beat him yet, but this triggers another cinema scene.
32. At this point, you are only controlling Jedah and Erin. Leave Bafai and regroup with the rest of your team on the outside.
33. Return to Bafai, and locate SALAMANDER again. This time, you can defeat him. As a reward, you will learn the truth about Rig Veda. The Tiamat sword will be powered up even further. The silver ring becomes the explosive ring. And Pikt gains his fourth summon ability.
34. Head into the dragon's lair. Once you come to a huge open area, you're almost at the final battle.
35. Defeat Rig Veda and enjoy the ending!

The disc will automatically load *Arcus II: Silent Symphony*.

This is a step-by-step list on where to go and what to do in the RPG *Arcus II* for the Mega CD. For instructions on navigating menus, be sure to check out the *Arcus 1-2-3 Quickstart Guide*.

Ten Years After . . .

1. Ten years have passed, and Pikt Aneksios Piyont is the hero. You will start in the familiar streets of Prudencia, although the shopkeepers look different now. Be sure to save, so that you don't have to fight Rig Veda all over again.
2. A hobbit named Chinopu steals your sword. Chase him into Ardor Forest.
3. Chinopu is being assaulted by an Ent. He'll give your broadsword back; use this to defeat the Ent.
4. After the battle, Pikt passes out due to the Ent's poisonous touch. He awakens in the Elf Village. Chinopu, as well as elven archeress Su Ni, join the party.

The Runeblade

5. Remember where the Choleander Ice Field was in *Arcus I*? Go there. Except this time, it's called Otonaku.
6. Enter the Ice Cavern. It's the same cavern from before, but this time it's bigger.
7. Find the Braat-Niiru shrine. Head through the central door on 1F.
8. Visit the Goddess statue on 3F.
9. Go through the locked door on 2F and obtain Nazo no Ken. A cinema shows Pikt obtaining the Runeblade -- the legendary weapon sought by his father Aneksios. Pikt also catches a glimpse of Luan Khan.
10. Return to Elf Village and fight the Chaos Fury.
11. Bazan joins the party. Equip the Runeblade.

The Exiled Prince

12. Return to Prudencia. A suave knight name Gran Du Crosse joins the party.
13. Head to the port town and enter the bar to recruit sexy Sara Medina.
14. Set off to sail . . . and pirates attack! Defeat the Chaos Fury.
15. Now that you're shipwrecked, head for the cave.
16. Find the Kap-Kap monster. Su Ni is so cute -- she laughs at its funny name! Then another Chaos Fury shows up. Kill it.

Tyranny in Du Crosse

17. Go back and visit Ei. You'll set sail for the capital of Du Crosse, a city called Ousunorin.
18. Once at Ousunorin, be sure to save your game.
19. Walk on over to Bob's Shop. Yes, Bob. There's a secret tunnel system underneath his store.
20. Once inside the nation's palace, fight the Gargoyle on 2F.
21. Keep exploring the palace until you find the wicked Garcia. Defeat him.
22. Gran Du Crosse takes his rightful role as king. To replace him, the eastern assassin Shimsadh joins your party.

The Future City

23. Head to Sararestia Vale.
24. Enter Valis.
25. Make your way to the Valis command center.
26. Obtain the ID card, then use that to explore and find the VIP card.
27. Go into Valis Center and flip the eight switches.
28. The runeblade's power is unlocked. It speaks and reveals its name -- Paleface. Unfortunately, Garcia shows up again and kidnaps Pikt's woman, Su Ni.

Pursuit

29. Return to Ousunorin and save.
30. Follow Garcia to the canyon.
31. Garcia has turned Su Ni against you! Defeat her, then slaughter that pig Garcia. Su Ni will

rejoin the party. Escape.

32. After a cinematic sequence, the magical barrier vanishes from the Canyon.

Pikt versus Warren

33. Save. Go to the southern edge of the Canyon and enter the demon lord Warren's lair.

34. Head for 3F North. Chinopu leaves.

35. Go to 4F and defeat Warren to put an end to Pikt's quest for his father.

The disc will automatically load *Arcus III*.

This is a step-by-step list on where to go and what to do in the RPG *Arcus III* for the Mega CD. For instructions on navigating menus, be sure to check out the Arcus 1-2-3 Quickstart Guide.

NOTE: This guide makes numerous references to map coordinates and labels. They will make no sense to you because you do not have the maps that I made. Hopefully this guide can still provide some value.

In *Arcus III*, you again control Pikt Aneksios Piyont as he travels the lands of Arcus with his mate, the elven archeress Su Ni. In *Arcus II*, Pikt both avenged his father and resolved his legacy. Two years have passed, and Pikt was content . . . but then the wizard Vied, a man thought to be his friend, went on a murderous rampage. As revealed in the opening cinematic, the fiend who tainted Vied's mind was none other than Luan Khan, the sinister man briefly seen in the prior two episodes (who also happens to be the main villain in *Mid-Garts*).

A Scourge of Madness

1. Go to Prudencia and save, unless you feel like fighting Warren all over again.
2. Head on over to Elmizard Shrine.
3. Wander around until you encounter an invisible barrier.
4. There's nothing more to do here. Leave and head for Miryuu Tower.
5. Head up to the top, and old priest Kreis will join your party.
6. Make your way to B1F and turn so that you're facing the large chamber.
7. Kill the gate guard (a poor replacement for Belial from the PC98 version) and meet Solmishia.
8. Solmishia isn't much for welcomes; you'll have to beat her down. The neat part is that she joins your party afterwards, whereas she was just an out-and-out villain in the PC98 edition.
9. Return to Prudencia and save your game.

The Water of Life

10. Head south to Miris Forest.
11. Walk over to the east end of the forest and meet the fairy Ruushan.
12. Go east a bit further and defeat the Minos Lord.
13. Head underground (cue song from *Robotech: The Movie*). Get the "Azame no Mizu".
14. Return to where you met Ruushan. You'll get the fairy pendant, and Ruushan will join the party.
15. Return to Prudencia and save again.

Egg of the World

16. Head to the northwestern forest.
17. Enter Bafai, Rig Veda's lair. Kill the ash dragon.
18. Track down Rig Veda. Obtain the "Hikari no Udewa" and "Hakai no Maseki".
19. A big event happens. Afterwards, since you're back in Prudencia, you may as well save.

The Shattered Mirror

20. Go to Direkh (the port town).
21. Head to Ousunorin, the capitol of Du Crosse. Visit your old friend Shimsadh in the bar.
22. Journey east to Tristam Mountain.
23. Head south, then to the southwest corner, then work your way northeast and then west into V6.
24. Head west, then south to V5.
25. Head west and fight the Guardian at (3,19). Win and you'll receive "Miranofu no Kakera" (shattered mirror). You'll also get "Muuku no Tegami".
26. Leave the mountain through the southern exit.
27. Go to Guujemin Village. Visit Bujen's house and get "Ao no Tama".
28. Talk to the girl. Pay 500 gold to buy "Chiryoubako".
29. Now go to Nafareaado Village. You'll have to go through a forest to get there.
30. Enter Sveldt Cavern.
31. Stop by (26,7) and select option 2 to remove the spike.

32. Kill the Befuodosu and get Paleface.
33. Return to Nafareado Village.
34. Continue on to Guujemin Village and save your game.
35. Head southeast to Sandy Hill.
36. Kill the sand dragon at (22,14).
37. Enter Xenon Cavern.
38. Fight Ryugain Gaires (the red dragon) at (17,15). Afterwards, obtain "Aka no Ishi" (red stone).
39. Head down into the fiery pit. Go to (17,6) and restore the shattered mirror.
40. Return all the way back to Guujemin Village and save your game.
41. Make your way back to Prudencia and save Arisa's life.

Wizard's Lair

42. Talk to Jedah Chaff. He'll give you his legendary Tiamat sword.
43. Talk to Diana and say "yes" to get her Jiru Mark Bow.
44. Go back to Elmizard Shrine. And don't forget to equip those two weapons you just got!
45. Head underground.
46. Defeat the stone soldier at (35,17) to get "Midori no Tama".
47. Shatter the stone valkyrie at (27,17) to get "Aka no Tama".
48. With both stones in hand, visit Leaty at (15,32). Yes, this is the goddess from *Arcus Odyssey*.
49. Go through the southern path and meet the number two villain, the spiky-haired guy who turned Arisa to stone, at (10,20). Pay attention to his name — past events were not quite as they seemed. After beating him, the barriers will be broken.
50. Go through the door at (17,28).
51. T2 – defeat Dark Gnome at (32,24).
52. Take the Earth Egg.
53. Defeat Dark Silpheid at (26,24).
54. Take the Wind Egg.
55. Put the wind egg in the Silpheid statue at (23,17).
56. Fight Dark Undine at (20,24).
57. Take the Water Egg.
58. Put the water egg in the Undine statue at (19,21).
59. Put the earth egg in the Gnome statue at (19,13).
60. Defeat Evil Elemental at (8,20) and nab "Sougyoku".
61. Get the "Majin no Kataude", south of where the Evil Elemental was.
62. Defeat Dark Salamander at (14,24).
63. Get the Fire Egg.
64. Put the fire egg in the Salamander statue at (15,17). This will break the central barrier.
65. Go to (19,17) and finish off the spiky-haired villain once and for all.
66. With that guy out of the way, you can destroy the two statues in Miryuu T1. Do so, and get your rewards.
67. Exit Elmizard Shrine and visit the Tree of Life.
68. Return to Prudencia and save your game. Things are about to get tough.

Castle of Evil

69. Everyone in town has vanished, except for Toron the thief.
70. Head over to Prudencia Castle. Jedah Chaff joins the party.
71. Make your way to the castle's third floor. Trudge up to the fourth floor. BE SURE TO HEAD ALONG THE RIGHT (EAST) PATH. If you go on the left (west) side, you will encounter monsters with every step you take.
72. Go through teleporters 1, 7, and G.
73. Go to "Gate to the Next World".

Gate to the Next World

74. Head through teleporters 1, A, E, and U.
75. Fight Rig Veda's spirit. There's an awesome bow in a chest behind him.
76. Go through teleporters W and Q.
77. Fight a fallen friend's spirit.

78. Head through teleporters S, M, and "tomete".
79. Defeat another fallen friend's spirit.
80. Go through teleporters "no" and "ta".
81. The spiky-haired villain returns, in spirit! Tounce him for a touching revelation. Be sure to grab the item behind him.
82. Head through teleporters "tsu" and K.
83. With all four spirits defeated, the square at (20,21) will teleport you on over to (20,8).
84. Open the door to the north to be surprised. Yes, it's Luan Khan -- and your final battle -- but you'll discover that he used you all along, and you never saw through his schemes . . . even though I've already warned you about him here!
85. Put an end to that soul-stealing scum and enjoy the ending. You've earned it.

And that concludes my walkthrough for *Arcus 1-2-3*.