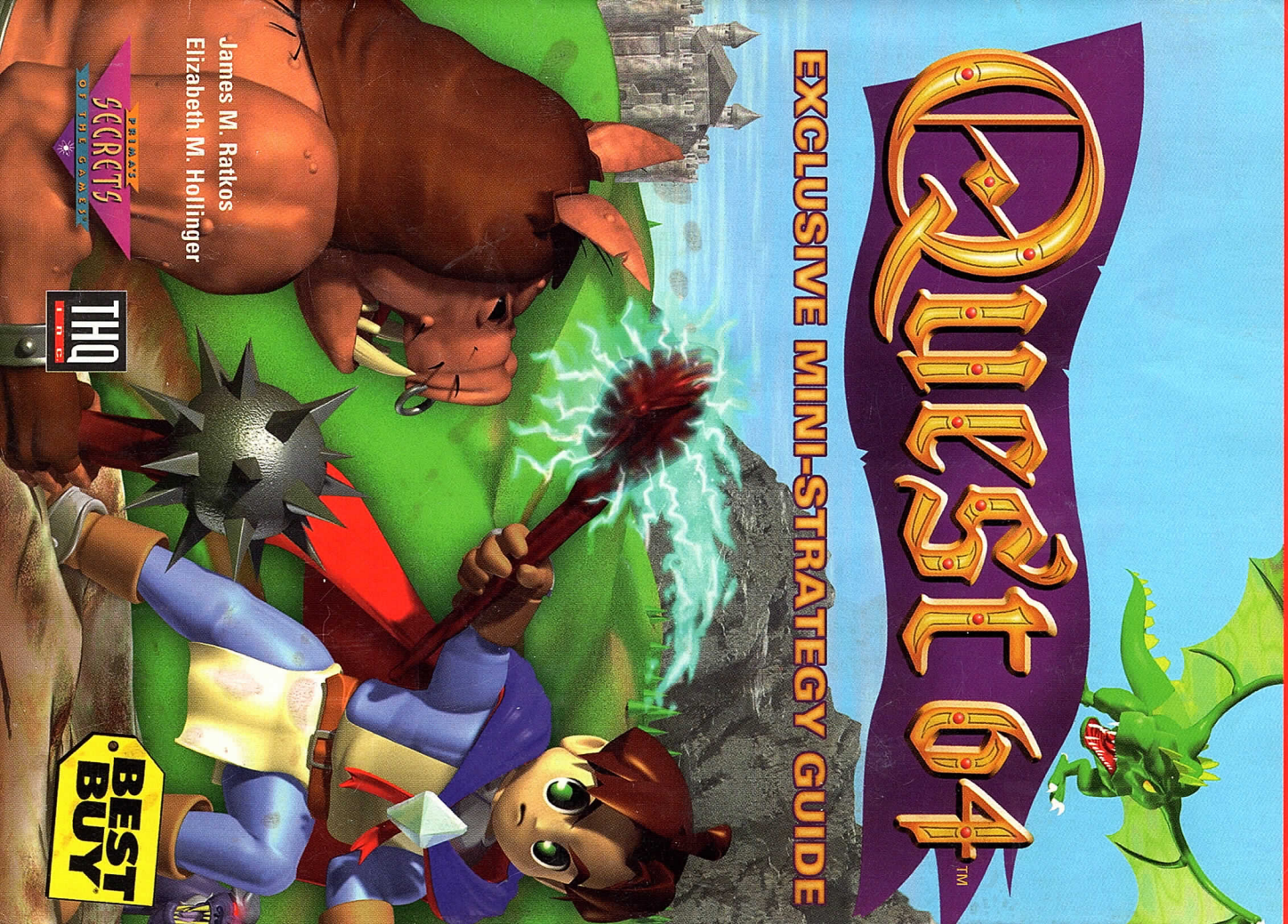


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**Quest 64™ : Prima's Official Strategy Guide**

# Quest 64™

**EXCLUSIVE MINI-STRATEGY GUIDE**



James M. Ratkos  
Elizabeth M. Hollinger

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SECRETS  
OF THE GAME

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## The Beginning



ITH THE THEFT OF THE "ELETAL BOOK," FROM THE MONASTERY'S CRYPT, Celtland finds that history is once again repeating itself and that another "Day of Grief" is fast approaching. Long ago, this event caused the destruction of cities and lives, when the people lost the spirits' blessings and chaos ensued.

When the book was discovered missing, Brian's father, Lord Bartholomy, protector of Melrode and Master Spirit Tamer, left Melrode to find the tome and return it to the monastery. That was over a month ago and no one has heard from him since.



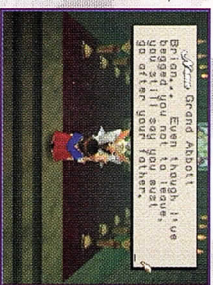


Unable to dissuade our young hero from pursuing the whereabouts of his father, the Grand Abbott warns Brian of the "evils" now roaming the lands and advises Brian to begin his journey by adventuring from Melrode to Dondoran.

Thus begins Brian's Quest.....

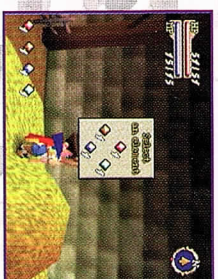
## Melrode Monastery

As you make your way through the Monastery, be sure to talk with all of its occupants. Brian will gain valuable information as well as supplies, which allow Brian to start his quest properly equipped.



There are many types of items to be found in the world of Celtland. The majority of them are hidden in the jeweled red chests located within the homes, castles, forests, caves, and other places that you visit during your quest. A few are given to you by well-wishers and as the spoils of battle. The number of items that you can find, however, is quite limited, and since you can't just buy more at a shop, you will want to save as many of them as possible for the Boss battles that await you. This is quite easy to do once you've learned the Healing spell—especially since Magic Points are regenerated automatically when you move or perform a successful attack with your staff.

Take the time to explore the rooms and areas within the Monastery before starting off to Melrode City and Dondoran. Brian can uncover three bottles of DEW, DROP, and a Magic Point (MP) restorative, from within the jeweled red treasure chests found in the Monastery's storeroom and courtyard. In addition, loaves of FRESH BREAD and HONEY BREAD, which are great for restoring Health Points (HPs), can be found in the kitchen.



Make sure that you visit the stables behind the Monastery before starting toward Dondoran. Here, you encounter the game's first Spirit Element: it takes a keen eye to spot one, but the rewards for doing so are great, since collecting them is the only means of increasing Brian's magic abilities.

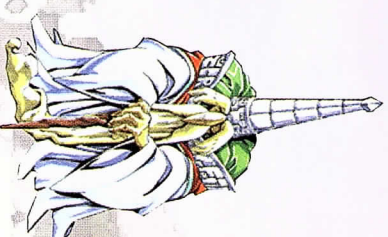
A question mark (?) will appear over Brian's head when you are close enough to a Spirit to collect it. Pressing the A or Z Button allows Brian to pick it up and apply it toward one of the four Elemental Magics (Earth, Air, Fire, Water). Choose the desired Magic category by pressing the corresponding button on the C button unit.

Checklist for Melrode Monastery

Items:  
DEW DROP x 3  
FRESH BREAD  
HONEY BREAD

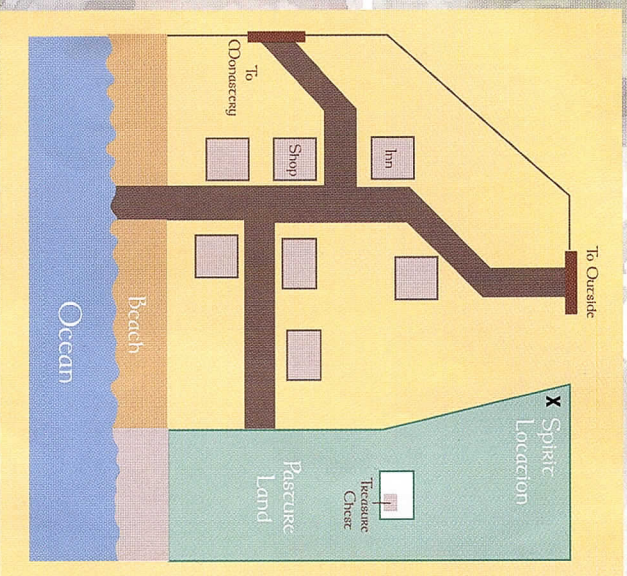
Spirit Elements:  
1

We highly recommend applying the first seven Spirits you find to the category of Water Magic (the down C button). This allows Brian to cast the Healing I spell. Since the number of items you find in the game is limited, you'll want to be able to heal your wounds magically as fast as possible and save your breads and potions for the Boss battles that lie ahead!





## Melrode City



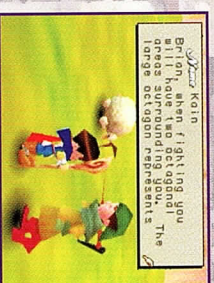
The small city of Melrode lies beyond the gates at the bottom of a winding pathway leading away from the Monastery. Lord Bartholomy was the protector of this small city before he left to recover the Eterale Book. From talking with the city's inhabitants, you'll learn that his protection is sorely missed.



Here, additional information can be gained from its inhabitants as well as a set of **WHITE WINGS** from Ingram the shopkeeper. These wings will bring Brian back to Melrode instantly, but they can only be used when he is out freely roaming the countryside of Celtland. They can be used in any town.



In the Melrode Inn, Brian encounters an adventurer named Shannon. This enigmatic character can be found almost everywhere, and if you become lost or confused in the later towns, be sure to talk with her. Her experiences may provide some insight for your own quest.



More importantly, visit Kain's cabin to obtain the **FRESH BREAD** found in a chest. Items like **FRESH BREAD** and **HONEY BREAD** can be used to regain quickly HPs lost during combat. Before leaving Kain's property, search his field closely. At the very top where the wooden fence meets up with the side of the mountain, you'll find the tell-tale sign of the second Spirit Element of the game.

Since there are no shops to purchase and/or trade items for in *Quest 64*, feel free to procure any items that you run across. When you discover an item in a chest, after a battle, or while talking with another person, that item is automatically added to your inventory. Being a Spirit Tamer has certain advantages, one of them being the overwhelming generosity of Celtland's people!



To use an item, first press the **R** button to bring up your inventory screen. Move the analog stick to the left or right to select the desired item, and press the **A** or **Z** Button to use it. To cancel out of the inventory screen without using an item, press the **B** Button.



Talk with Kain, the shepherd, to gain information on how the octagonal areas come into play when Brian is thrust into combat.



Past the large gates located at the south end of Melrode lies the countryside leading to Dondoran. Before leaving Melrode, be sure to save your progress so far by staying at the inn.

You can save up to 15 locations on a single memory card. Be sure to use a different page when saving games because if you keep overwriting a single save game slot, you won't be able to start the game from an earlier point if necessary!

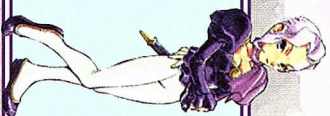
### Checklist for Melrode City

Items:

FRESH BREAD  
WHITE WINGS

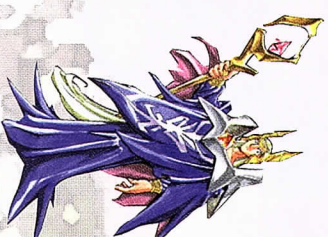
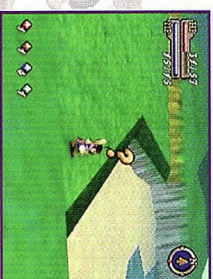
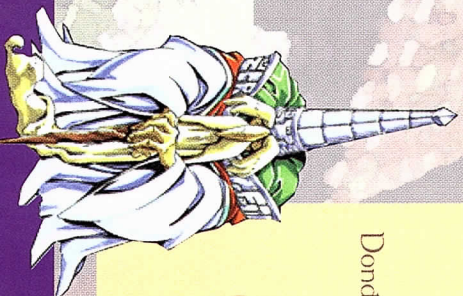
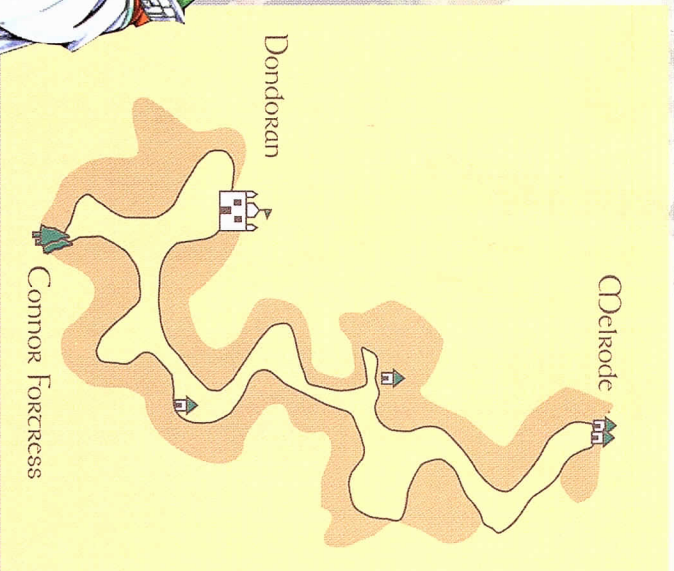
Spirit Elements:

1

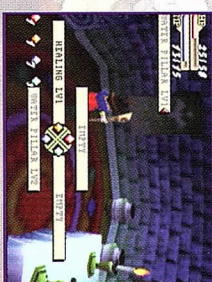


## Holy Plain Countryside

Leaving the safe confines of Melrode, Brian must make his way south to Dondoran. This journey, while not lengthy, is filled with danger, as evil spirits have inhabited the creatures of Celtland who roam the countryside.



About a third of the way to Dondoran, the countryside opens up, with an ocean to the east and an old shrine to the west. At the south end of the area near the ocean is a Spirit Element. Use the map and screen shot to help you locate it!



Within the shrine you can collect another Spirit Element. If you've successfully defeated enough enemies along the way, Brian will have collected the seven Water Element needed to cast the *Healing 1* spell. Although *Healing* isn't very powerful now, the number of HPs that it restores will increase with each additional Spirit you collect under the Water Magic category.

If you've collected enough Elements to successfully cast the *Healing 1* spell, then you've also acquired the *Water Pillar 2* spell. Although it takes two MPs to cast it, this spell is powerful enough to dispose of most of the enemies you will encounter with a single blow. Its radius is also much larger than its Level 1 counterpart, and with careful positioning, Brian can attack multiple enemies at once.

Each time you cast a spell, the number of MPs you have remaining decreases. Don't despair! Each step that Brian takes causes his MPs to restore to their full strength.



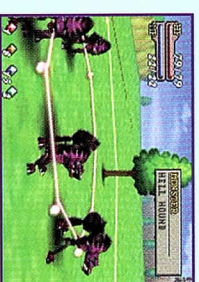


## The Monsters of the Holy Plain

Were Hare—The bunnies roaming Celtland aren't your normal fuzzy, cuddly creatures. Appearing in groups of up to five members, or with other assorted nasties, these hares can attack Brian from near or far with the *Wind Cutter 1* spell. Fortunately, if Brian isn't too close to them, he can dodge the whirling blades of wind.



Hell Hound—These fire-breathing dogs of Hell travel in packs of up to four members. Using the *Fire Ball 1* spell as their method of attack, they attempt to quickly close the distance and attack Brian up close. Since these hounds use Fire-based attacks, counterafflicting with Water-based spells is highly effective.



Parassault—Always appearing with Bumbershoots, these bouncing, wacky-looking creatures will attempt to freeze Brian dead in his tracks with *Ice Knife* attacks. Once frozen, Brian can only attack creatures directly in front of him, using either his staff or magic attacks.



Bumbershoot—The ever-present counterpart of the Parassault, the Bumbershoot draws its magic from the Fire Element, casting *Fire Ball 1*.



Big Mouth—These lumbering blue lizards are slow-moving but pack quite a wallop with the *Water Pillar* spell. You can remove them from the battle quite easily by keeping your distance and using spells like *Fire Ball*, *Rock*, and *Wind Cutter* against them.



Man Eater—This creature is truly a sight to behold. Comprised of mud, sticks, and skulls, it attacks with the Earth-based spell *Rock 1*. Its weakness lies in its attack method; for the Man Eater can't hit anything that is standing close by and out of the range of the boulders it lobbs.



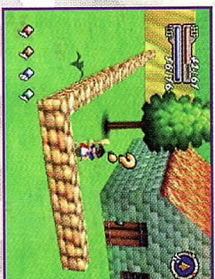
### Checklist for the Holy Plains

Items:

None

Elements:

3



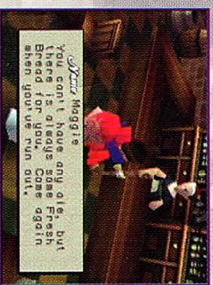
A little farther down the path lies a cabin. At the north end of the fenced-in area surrounding the cabin is another wispy Spirit. Talking with Curtis, the old man living in the cabin, alerts you to the presence of a robber dwelling in the forest. Pay heed to his warning and proceed to Dondoran first before daring to attack him!



## Dondoran: Town of Pottery

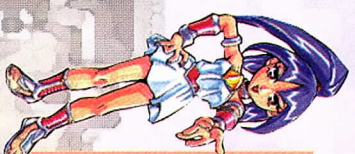


Making his way up the winding streets of Dondoran, Brian finds that the mood of the citizens isn't any better than those of Melrode. It seems that a robber has taken up refuge within Connor Fortress in the forest and has closed off the road leading into Dondoran Flats. With the road being closed, the townspeople aren't able to conduct their business or retrieve the clay they need for making pots. And to make matters even worse, this brash thief was so bold as to steal a priceless and powerful jewel right from out of Dondoran Castle as well!



whenever you are in need. Brian can rest his weary bones at the inn, rejuvenating his HPs and MPs, as well as save his progress so far. If you wander down into the sandy area where the two women are discussing the King's daughter, Flora, you will uncover a Spirit Element.

If you've used up your supply of DEW DROP and/or FRESH BREAD, then you definitely want to stop in the pub. A short chat with Mable and Maggie will re-equip you with those items

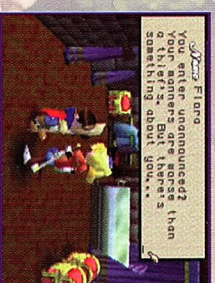


**T**When saving, be sure to use at least two save game slots for saving your progress. Otherwise, you might find yourself in a no-win position without a previous save game to fall back on.

Be sure to talk with the shopkeeper, Thom. He'll give you a set of YELLOWWINGS, which allow Brian to return to Dondoran in the blink of an eye.



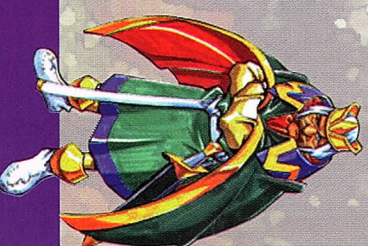
Make your way into Dondoran Castle, where King Scottfort awaits your arrival. The King informs Brian that the robber must be defeated in order to open up the roads again, allowing you to continue on your quest. Be sure to appropriate the two loaves of FRESH BREAD and the bottle of DEW DROP from the room to the right of the King's throne.



Searching the castle uncovers the chambers of Flora, the King's daughter, on the upper level. Flora suggests that if Brian were to defeat the thief and return the stolen property, he would be rewarded handsomely. MINT LEAVES and two bottles of DEW DROP can be found within the chests in the Princess' chambers.

### Checklist for Dondoran City (Part 1)

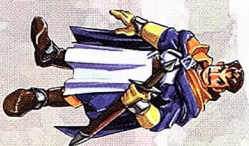
- Items:
- DEW DROP x 3
  - FRESH BREAD x 2
  - MINT LEAVES
- Spirit Element: 1





## Connor Fortress

The path into the forest forks in two different directions. While the path to the left ends up leading to the garrison, Brian can venture down the right fork first and retrieve the two Spirit Elements and the bottle of DEW DROP hidden there.



The first Spirit Element is located to the right of the first tree, next to the signpost indicating the fork. You should be able to see its telltale wisp of smoke from the road. The second one is hidden behind the next to the last tree on the right, just before the path starts winding back to the left. Opening the chest next to the locked gates leading to Dondoran Flats uncovers a bottle of DEW DROP. These gates will open after Brian successfully defeats Solvaring, the forest thief.



Moving down the left fork, Brian runs across a Spirit Element as well as a pair of GIANTS SHOES within a hut. If you are wounded and/or running low on MPs, now is a good time to heal yourself and recover your MPs while you're safe within the hut.



Within the relative darkness of the forest, Brian may encounter larger groups of monsters than he did out in the open countryside. As the monsters close in for attack, Brian can use the higher level spells like *Water Pillar 2*, *Rock 2*, and *Wind Cutter 2* to strike multiple opponents at the same time.

Farther down the path is a fourth Spirit to the right of the large tree, whose root forms an arch over part of the path.

Before entering the fortress, Brian should be able to find the fifth Spirit Element for this area out in the open in front of the gates.



but he also commands some pretty powerful magic thanks to the Earth Orb he possesses. As you were warned in Dondoran, his long-range attack is painful, but his short-range one is even worse!

Use the power of the **SOUL SEARCHER** spell to display the statistics of an enemy as shown above.

Try to get in close and attack with magic spells, since your staff will not inflict as much damage as a *Water Pillar* spell. Just remember to keep an eye

on your HP level and take the time to use a **FRESH** or **HONEY BREAD** to heal yourself during the battle. In fact, make sure that you've saved a few just for this battle alone!

After you defeat Solvaring, you not only receive the Earth Orb, but you have free reign to loot his cache of treasures. Search the satellite islands for treasure chests before making your way back to Dondoran to claim your reward!



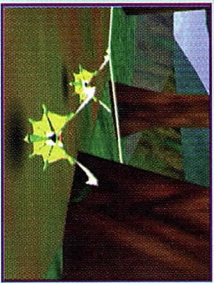
Before attempting to defeat Solvaring, Brian should possess 75 to 80 HPs and approximately 20 MPs.

After opening the gates and entering the stronghold, take the time to heal yourself back up and regain all of your MPs. Solvaring is not only strong (200 HPs), but he also commands some pretty powerful magic thanks to the Earth Orb he possesses. As you were warned in Dondoran, his long-range attack is painful, but his short-range one is even worse!

Remember, the more Spirit Elements that you collect in one category, the more effective your spells become.



## The Monsters of Connor Fortress



**Bat**—The Bats of the forest are the first creatures Brian encounters that possess multiple attack methods. When they are at a distance, they fly toward their opponent while launching a *Wind Cutter 1* spell. Once they've closed the gap, they shift to the Water-based *Water Pillar 1* form of attack.

**Kobold**—These dog-like creatures attack with a fervor that knows no bounds. Attacking with *Fire Ball 1* from afar and kicking up a whirlwind of dust with *Cyclone* when close, these monsters do not yield.



**Marionasty**—An animated doll gone bad, the Marionasty attacks by hurling multiple blades of cutting wind (*Wind Cutter 2*) when it is far away from its opposition. In close proximity, it resorts to a jumping attack.



**Frog Knight**—The man-frogs of the forest draw upon the forces of both the Air and Earth with their attacks. If he is positioned correctly, Brian can sometimes avoid the blades of wind from the *Wind Cutter 2* spell altogether. Up close, these amphibian warriors inflict damage with the *Cyclone* spell.



**Man Trap**—The Man Trap is the first creature that has the ability to heal itself. Since it doesn't possess a ranged attack, it uses this action when its enemy is too far away. However, if Brian moves too close, it swings its large head down on him.

### Checklist for Connor Fortress

Items:

DEW DROP  
GIANT'S SHOES

Spirit Elements:

5

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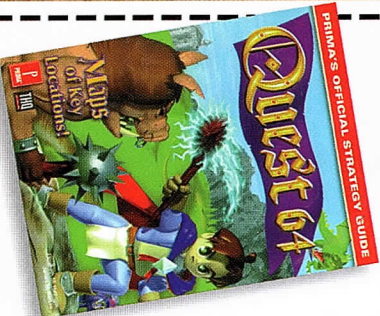
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