

Original title : アルギースの翼

Translation : Wings Of Arugisu

Developed by : Kogado Studio

Year : 1988

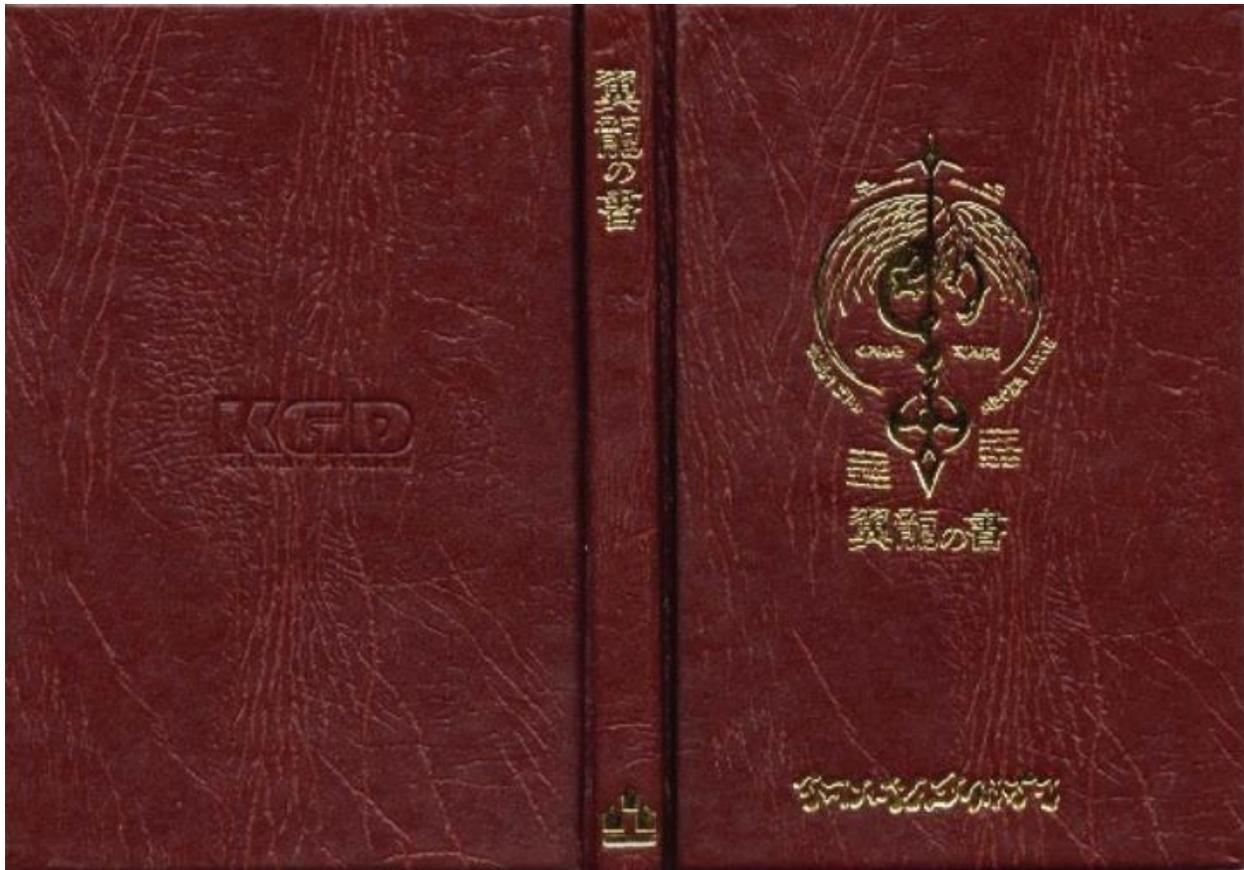
**MSX2**

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In the original game, the magic words and spells to be cast at key points are described in the *Temple Dragon Book* (a leather-bound book which was included with the game).

It is impossible to progress the story in the game without this book as it contains the spells you have to type at key points to continue the story.

In the version translated by DJANGO (in collaboration with Zandig Slaytanic) it is possible to play without this book.



### TEMPLE DRAGON BOOK

| <b>SPIRIT TO SUMMON</b> | <b>SPELL</b> |         |
|-------------------------|--------------|---------|
| EARTH                   | EARTHGHOST   |         |
| WIND                    | CLOUDSRISE   | HARMONY |
| SKY                     | SPIRITHERE   |         |

### **USEFUL KEYS / CONTROLS**

Arrow Keys or Joystick = Movement

SPACE or Joystick button 1 = Activate Menu and select from:  
EXIT, STATUS, ITEMS, MAGIC, OPTIONS

ENTER or Joystick button 2 = Action:  
Talk to people, Enter cities, Search the area



|                 |   |
|-----------------|---|
| <b>LAT</b>      | use 5 magic - gain 30 HP  |
| <b>GAMMA</b>    | use 8 magic - detoxify for Castle in poisoned marsh             |
| <b>SANPA</b>    | use 10 magic - teleport back to town                            |
| <b>KYKUTE</b>   | use 12 magic - poison resist for poisoned marsh area            |
| <b>MERAT</b>    | use 20 magic - gain 300 HP                                      |
|                 |   |
| <b>GIKASEL</b>  | use 8 magic - 25 damage   |
| <b>ICHITABA</b> | use 10 magic - Flash (impair enemy sight)                       |
| <b>EJIROSTO</b> | use 25 magic - Rain of Fire (damage)                            |
| <b>DAKTADOL</b> | use 30 magic - Blind (impair enemy sight)                       |
| <b>GIKASIA</b>  | use 50 magic - Lightning (damage)                               |
| <b>TARIKADA</b> | use 100 magic - Inferno (damage)                                |
| <b>KAZUNO</b>   | use 250 magic - turns the Prince into a Dragon<br>(2500 damage) |

**ITEMS**



1      2      3      4      5      6      7      8      9

|                                    |                                    |
|------------------------------------|------------------------------------|
| <b>1</b> – Cane of Lecci           | <b>6</b> – White Key of the Dragon |
| <b>2</b> – Holy Vase               | <b>7</b> – Bell of Wind            |
| <b>3</b> – Crystal Gem             | <b>8</b> – Sky Bell                |
| <b>4</b> – Black Key of the Dragon | <b>9</b> – Diadem                  |
| <b>5</b> – Water Horse             |                                    |

## WALKTHROUGH

- 1: You start at the city of Philes...  
At the Inn, it is possible to REST to regain strength and SAVE your game.  
DRUG (medicine) can also be purchased. (Maximum of 10)
- 2: In the town of OGUMATO, talk to a man who gives you the HAWK.  
The hawk does 20 damage to the enemy during battle.  
To use the hawk in battle, it is necessary to buy FOOD.  
Buy WINGS for 50 Gold - allows you to teleport back to OGUMATO city.
- 3: At the dojo in the village of TOKIRU, you can learn offensive force (ATTACK) multiple times, until ATTACK rises to 500.
- 4: Call the Spirit of the Earth on the big tree (Cast spell)...  
the response is: EARTHGHOST, you then get the CANE of Lecci.
- 5: In the mountain range, use the item: CANE to open a path through the mountain leading to the eastern area.
- 6: In the village of ZAIRA, you can learn offensive force (ATTACK) multiple times, until ATTACK rises to 900.
- 7: Get the "Holy VASE" in the small shrine, south-west of the city of Cask.
- 8: Using the "Holy VASE" on the sacred spring in north-east you will get the "CRYSTAL gem".
- 9: Travel back west and return to the first area. Go to May's tower and use the 'CRYSTAL' to enter. Kill the Dragon King and receive the "Black Key" of the Dragon.
- 10: Examine the stone skull statue near the river between Asurem and Philes.  
A spirit increases your gold up to 60,000 if you answer "GOLD AXE".  
However, if you do it a second time, he takes all of your money.
- 11: Enter the Castle dungeon using the "Black Key" to get the "water HORSE".
- 12: Using the Water HORSE open the Sea to the western area and cross.

13: Use the BLACK KEY of the Dragon in the desert oasis to meet the Princess who then gives you the White Key of the Dragon. (Before using the BLACK KEY, you can cast the spell: WITHACAT for a curious response).

**If you find a turtle along the coast and the Princess is with you, choose:**

1) HELP - then - 2) GIVE MONEY (only if you have more than 10000 gold)  
3) KINDLY - then - 4) TALK to the turtle. [ The Princess will now receive the maximum level of 16 and all of her magical powers ].

The other choices will either take money from you, or all of your strength.

14: Enter TAMA city to buy the Dragon Armor for 10000 gold.

15: Cast spells in the forest with the Princess by calling twice the Wind Spirit:  
CLOUDSRISE – HARMONY  
Get the "BELL of Wind".

16: Enter the Wind Tower using the BELL and get the "RING of the Rainbow"  
(HP recovery every step)

17: Kill TORNADO in the Wind Tower and get the "SKY BELL".

18: Enter Atepal Castle using the WHITE KEY.  
Proceed into the sky using the "SKY BELL" at the bell tower.

19: Get the "Diadem" of the sky at the temple.

20: Use the "Diadem" at the Sky Castle to go inside.

21: Defeat Shinsuen, then cast the spell: SPIRITHERE to get the "Dragon BALL".

22: Return to Earth. Look in the poisoned marsh - use MAGIC: KYKUTE to resist poison before entering.

23: Enter the Castle using the Dragon BALL, then use MAGIC: GAMMA to detoxify the body from the Castle's evil forces.

24: Find the lair and kill the DEVIL Minolin  
Tip: using MAGIC: KAZUNO *can* make it easier.



**DJANGO TRANSLATION - MARCH 2019**

*In collaboration with Zandig Slaytanic*