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# VNote's Chronicle

**A GUIDE TO:**

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Book I&II



ver. - 0.9.3  
Check for Update

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# V-Note's Chronicle: Ys Book I & II

Ys Book I & II are copyrighted by Nihon Falcom 1987, 1988 and Hudson 1990.

The TurboGrafx console holds 5 Save Slots for each game title.

When you complete Book I you will lose all 5 slots, so record your passwords.

Save your game at any time. Recover your password from the Continue option on the in-game start menu.

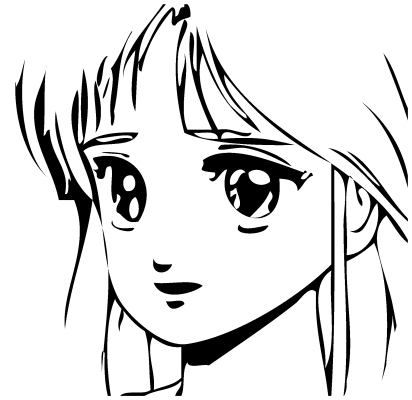
## Super Password

\*Q2eb/bbbCFjj/jjhghgh  
ghghg/hghghgh/ghghghg  
yQyQy/QyQyQyQ/yQyQzPz  
PzA

## Extra Options (Japanese version)

I-Wa-Sa-Ki-Hi=Ro-Ma-Sa

Ignore the incorrect password message and choose the "Continue" option. An options menu will appear at the bottom of the second saved game screen.



Return to friendlier areas to regenerate health.

Aggressive Spawning - Enemies will pop if you're still for too long.

Magic Engine reads disk as..	OSX reads disk as..
[D:] PCF CD	Audio CD
XP reads disk as..	OS9 reads disk as..
[D:] Audio CD	Audio CD

(I) = PRESS THE 'I' BUTTON (E) ACTIVE WHEN EQUIPPED  
(II) = PRESS THE 'II' BUTTON (P) PERMANENTLY ACTIVE

## Ys Book I

Find the 6 lost books of Ys, and face Dark fact.

### Ys Book I - Items

Blue Amulet - Used to break an ancient curse.  
Blue Necklace - Protection against the statue traps.  
Brooch (P) - A key for using mirrors as passageways.  
Eagle Idol -  
Glasses (P) - Allows you to read the Ys volumes.  
Golden Vase - ? Can be sold to Pim for a profit.  
Hammer (II) - Used to clear the bad air in Darm Tower.  
Heal Potion (II) - Recover health.  
Key/Darm (P) - Key to Darm Tower.  
Key/Ivory (P) - Key.  
Key/Marble (P) - Key.  
Key/Prison (P) - Opens Feena's prison cell.  
Key/Shrine (P) - Opens the door to the Reaper.  
Key/Treasure Box (P) - Key.  
Mask of Eyes (E) - See hidden passages.  
Mirror - Stuns enemies, will break if used too often.  
Necklace - ? Can be sold to Pim for a profit.  
Ring/Armor (E) - Reduces damage by 1/2.  
Ring/Evil (E) - Depletes life, Key to Rodo's Annex.  
Ring/Healing (E) - Refills HP when standing still.  
Ring/Power (E) - Doubles attack power.  
Ring/Sapphire (P) - The One Eyed Man's wedding ring.  
Ring/Timer (E) - Reduces enemy speed by 1/2.  
Ruby (P) - ? Can be sold to Pim for a profit.  
Sara's Crystal (P) - A key for using the golden statues.  
Wing (I) - Return to any town.

## Ys Book II

Return the books to the statues of the priests.



### Ys Book II - Items

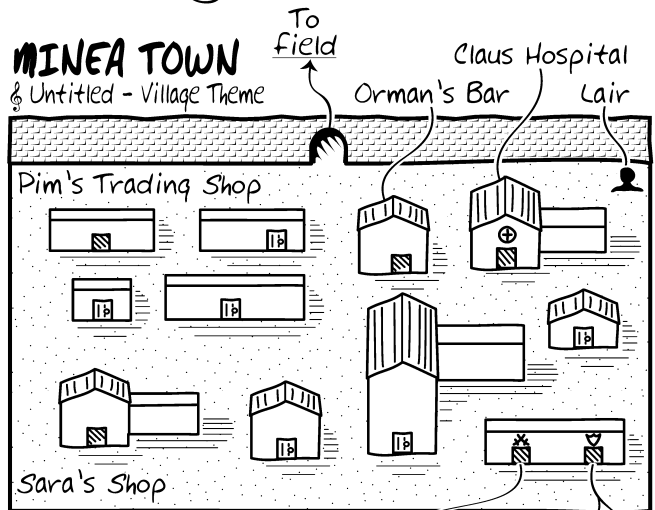
Life Drop ( ) - Revive from the dead, Only one exists.  
Letter ( ) - Deliver to the Doctor.  
Ancient Slate ( ) -  
Wand of the Holy World (P) - Imbue's Adol with magic.  
Pick Axe (II) - for mining.  
Magic of Fire (I) - Missile weapon  
Magic of Light (I) -  
Magic of Return (I) - Takes you back to a visited town.  
Magic of Transform (I) - Turn into a goon.  
Herb (II) - Refills your HP meter.  
Wing (II) - Return home.  
Kerseta flower (P) - for Lilia's potion.  
Evil Bell (II) - Summon the evil goons.  
Scroll of Guidance (E) - Learn from each goddess statue.  
Misty Ice Drops (II) - Create bridges of ice.  
Stone Shoes (E) - Walk up ice waterfalls.  
Idol of Hawk (E) - Adds 'Homing' to fire magic.  
Cape of Holy Spirit (E) - Recover HP.  
Illusion Mirror ( ) - Reveals a disguised doorway.  
Roda Tree Nut (I) - Recover MP  
Whisper Earrings (E) - Used to hear faint voices.  
Roda Tree Leaf (E) - Protects against poisonous gas.  
Blue Orb (E) - Helps the demon Keith rescue Tarf.  
Voca Shell ( ) - Used to communicate with Hadat.  
Pass ( ) - Allows free access inside Solomon's Shrine.  
Peace of Mind Ring (E) - Reduces magic usage by 1/2.  
Sacred Cup (II) - Holds healing waters.  
Dreaming Idol Stone (II) - ???

USE A  
RED  
PEN

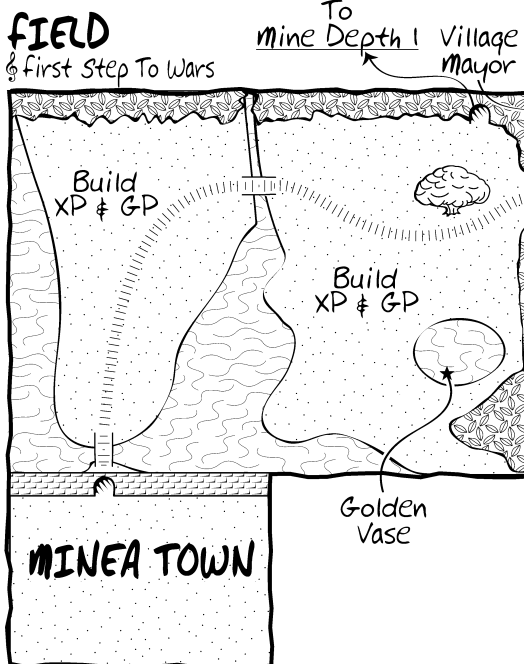
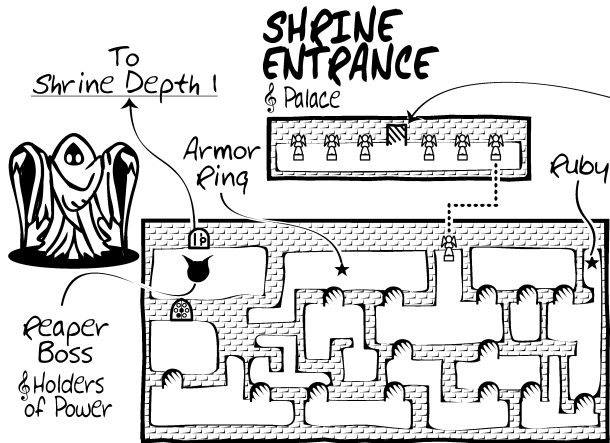


# Ys Book I: Esteria

- Save at arrival in Minea Town.
  - Talk to Sara. Use the money to buy a **Sapphire Ring** from Pim. Bring the ring to the One Eyed Man, at the Bar, for a 500 GP profit. Speak to Lair 'The Poet' to learn of her plight.
  - Purchase equipment, return to Sara and get **Sara's Crystal**.
- Journey to Zeptic Village.  



<b>Pim's</b> Sapphire Ring-1000 Wing-2000 Mirror-1000 Silver Armor-?	<b>Hospital</b> Cure-50/10HP Medicine-1000	<b>Weapons</b> Short-Sword-500 Long-Sword-2000 Katana-5000	<b>Shield</b> Small-700 Middle-2000 Large-6000 Silver-?	<b>Armor</b> Chain-400 Plate-2000 Reflex-6000
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- Dive for the **Golden Vase**. Visit the Mayor and listen to his woes. Then, visit Grandma Jeva and show her Sara's Crystal. Receive the **Shrine Key**. Confront Goban. Venture to the shrine and recover the **Ruby**.



- Defeat the Reaper and advance to Shrine Depth I.

# Ys Book I: Shrine

Palace of Destruction

- Recover the **Prison Key**. Return to the jail cells and use the Prison Key. Rescue feena...

## Minor Event!

...and get the **Treasure Box Key**. feena suggests you return to Zeptic Village. But first, recover the **Necklace**, **Mask of Eyes**, and the **Silver Bell**.



- Exit the shrine and see Goban, at the Thieves' Nest. Then, continue to Zeptic Village to speak to Jeva. Return the Silver Bell to the Village Mayor, and accept the **Power Ring**.



- Return to the Shrine and go down to Depth 2. Recover the **Ivory Key**, the **Silver Shield**, and the **Heal Potion**. Find the secret passage near the statue with the glowing eyes, remembering Goban's advice. Recover the **Marble Key**, and use the mask near the statue with the glowing eyes.



Open the first locked door with the Ivory Key, then open the chamber door with the Marble Key.

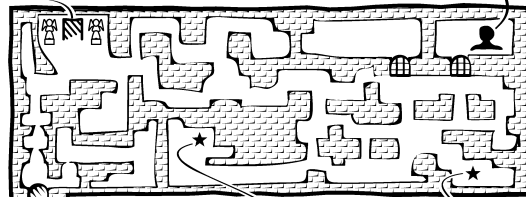
- Defeat the Centipede Boss and recover the **Ys Volume 'Hadal'**!



- Use a Wing to return to Zeptic. Visit Jeva to translate Volume Hadal. Venture to Minea and buy another wing. Go to Sara's shop for info. Talk to Lair for quest info, she holds items from Jeva and Sara.

To Shrine Entrance

## SHRINE DEPTH 1

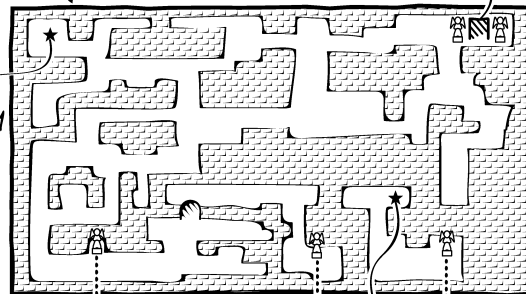


feena

Prison Key

Silver Bell

## SHRINE DEPTH 2

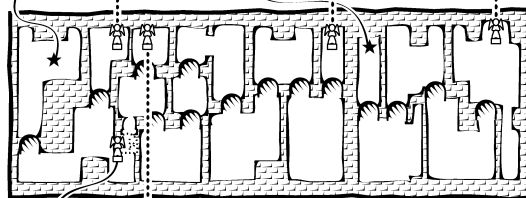


Ivory Key

Heal Potion

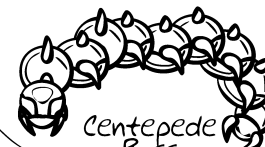
Silver Shield

Marble Key

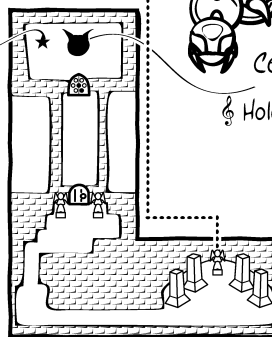


glowing eyes

Volume Hadal



Centipede Boss  
Holders of Power



USE A RED PEN



# Ys Book I: Mine

♫ Beat of the Terror

○ Enter the mine. Recover the Heal Potion. Next, recover the Timer Ring. Then, recover the Silver Armor.



Cross the bridge and advance to Mine Depth 2. Recover the Heal Ring, the Silver Harmonica, and Roda Tree Seed. Enter the passage to Mine Depth 3.



Recover the Darm Key, followed by collecting the last Heal Potion on your way to the south-most door.



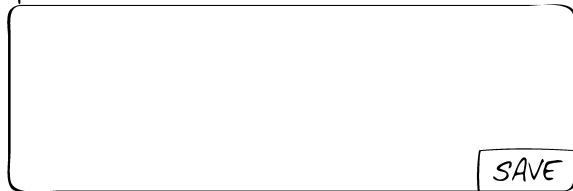
Defeat the Vampire Boss and recover the Ys Volume 'Dabbie'!



Wing back to Minea Town, and don't purchase another one. See Lair and return her Silver Harmonica. For your reward, she gives you Ys Volume 'Toba'!



Visit Grandma Jeva, to have her read your new Ys volumes.



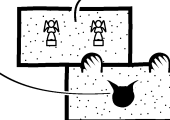
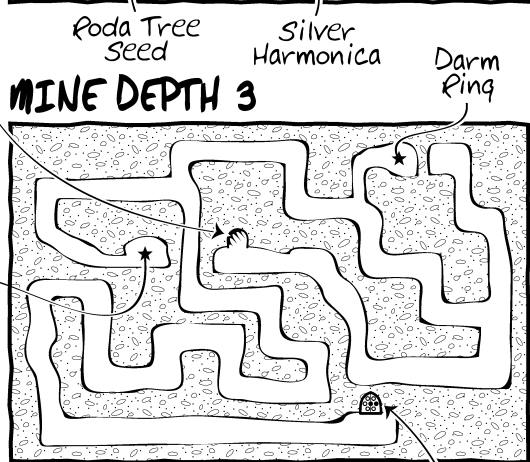
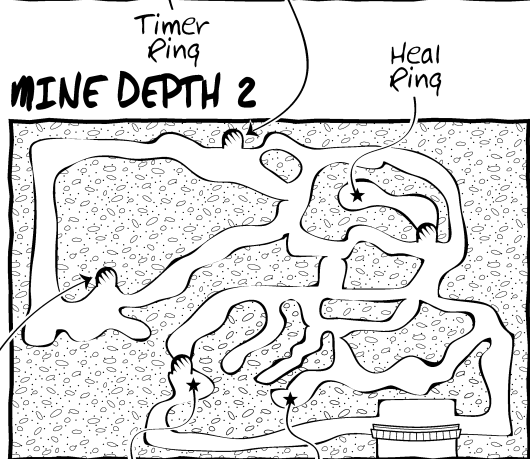
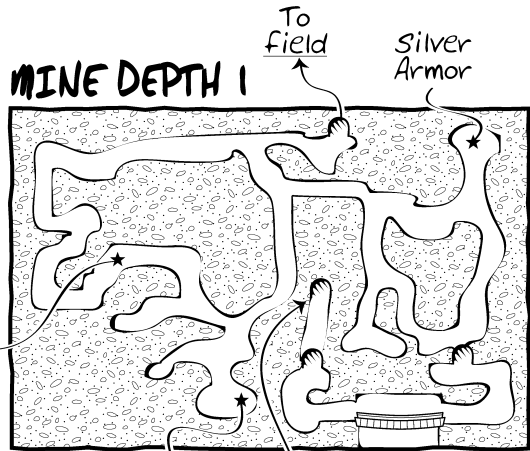
○ Go to the Thieves Nest.

## Minor Event!

Goban Toba takes your Wing and you enter the Tower of Death.



\*Note: A Version 3 BIOS is required to pass Goban, with Magic Engine.



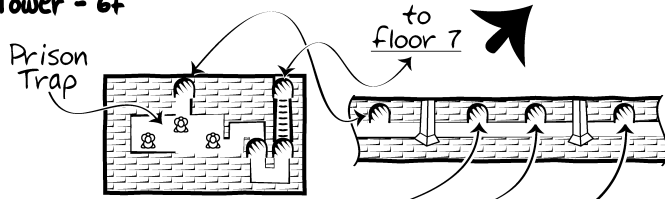
♫ Holders of Power



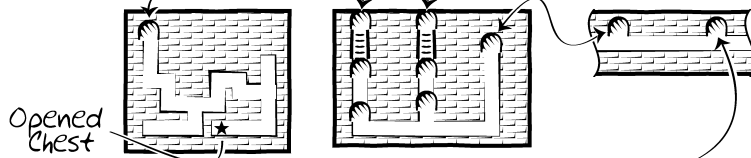
# Ys Book I: Darm Tower

‡ Tower of the Shadow of Death

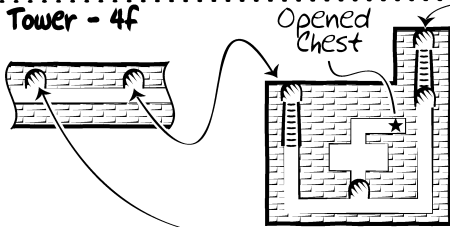
## Darm Tower - 6f



## Darm Tower - 5f

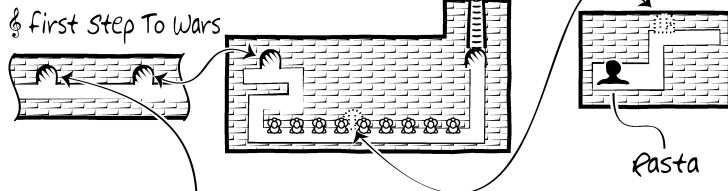


## Darm Tower - 4f

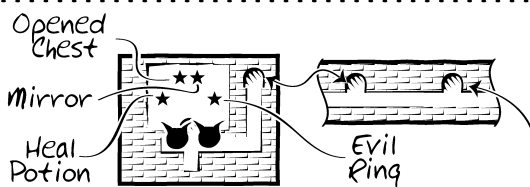


## Darm Tower - 3f

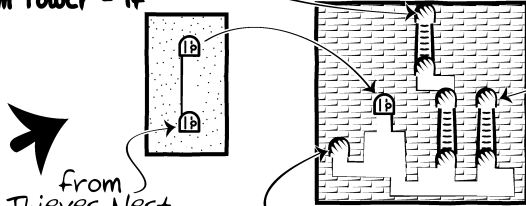
‡ First Step To Wars



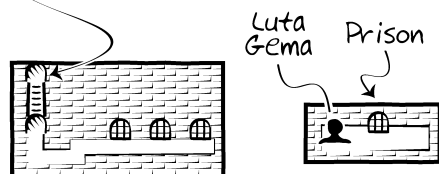
## Darm Tower - 2f



## Darm Tower - 1f



## Darm Tower - B1



Enter Darm Tower and go to the far-right passage to access the second floor.

○ Recover the **Evil Ring**, the **Mirror**, and a **Heal Potion**.



Return to the entrance chamber and go left, to the next passage and advance to floor 3.

Make your way to the 5th floor, and take the left-most passage leading to floor 6. When you enter the room with three statues, you will be transported to the prison on floor B1.

You discover you've lost your **Silver Armor** and **Silver Shield**. Speak to **Luta Gema**.

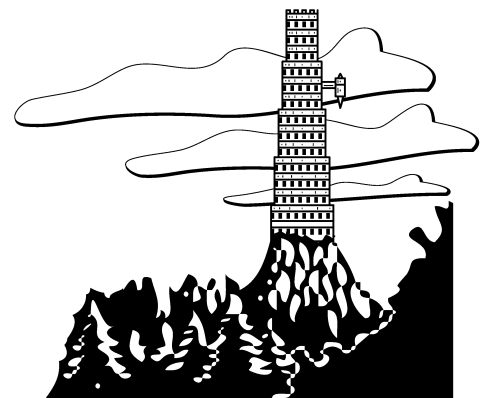
### Minor Event!

Examine the prison gate. Colin will come to your rescue, and he will give you **Pasta's Eagle Idol**.

Along the passage with 9 statues, equip the **Mask of Eyes** to reveal a hidden doorway. **Pasta** gives you the **Blue Necklace**.



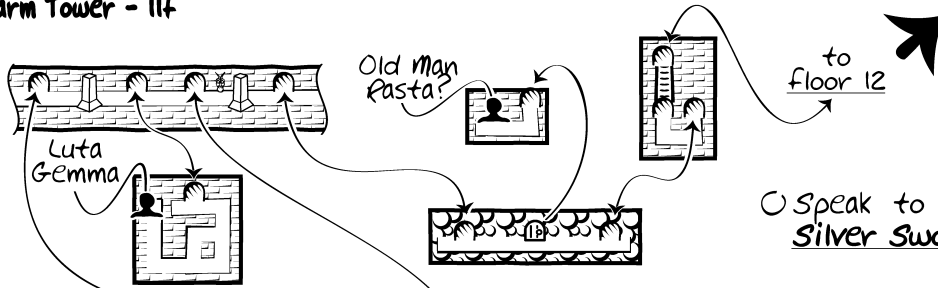
Advance to the 7th floor, but be sure to equip the **Blue Necklace** before the prison trap.



# Ys Book I: Darm Tower

♯ Tower of the Shadow of Death

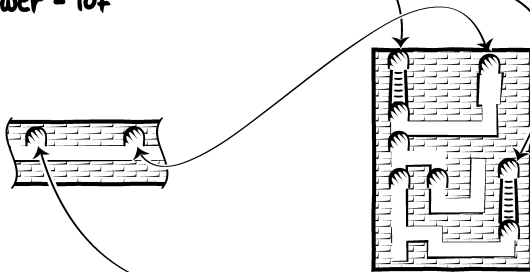
## Darm Tower - 11f



○ Speak to Colin and recover the Silver Sword.



## Darm Tower - 10f



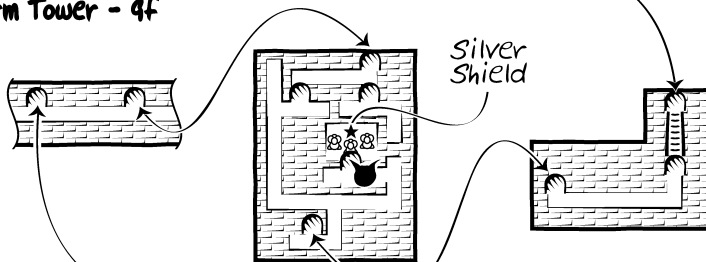
Advance to floor 8 and defeat the Mantis Boss. Recover Volume Messa.



Recover the Hammer.



## Darm Tower - 9f

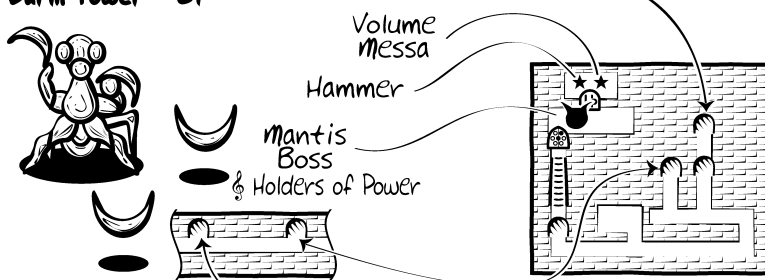


Advance to floor 9 and recover the Silver Shield.



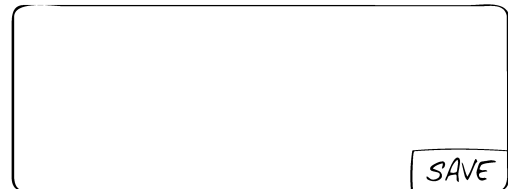
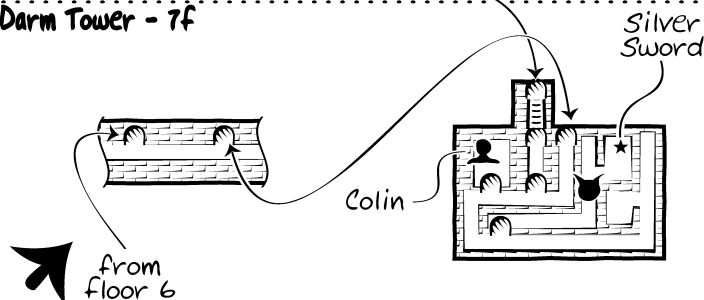
Next, use the Hammer to break the ventilation system and release the poisonous gas that is trapped in the passageway on floor 11. Speak to Luta Gemma and learn of a prisoner.

## Darm Tower - 8f



\*Note: Breaking the ventilation system, before speaking to Pasta on floor 11 causes his scenario to be skipped.

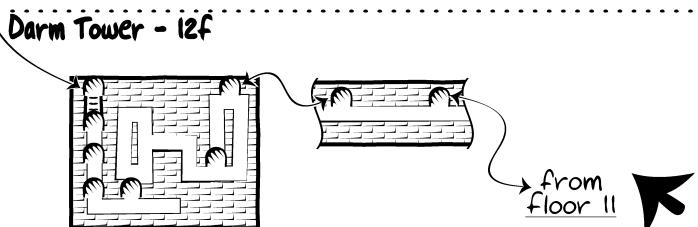
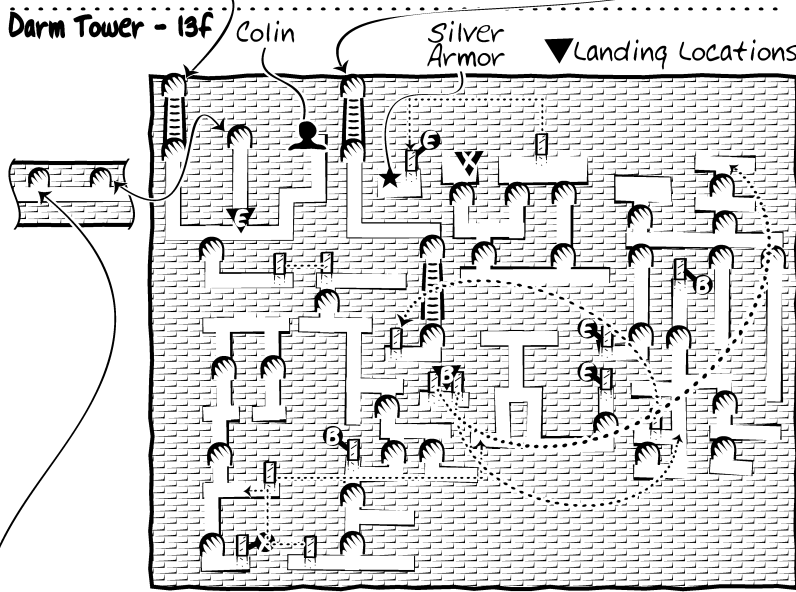
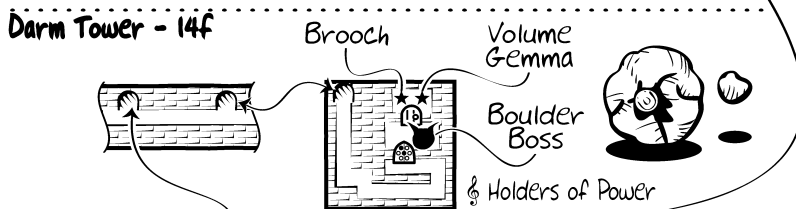
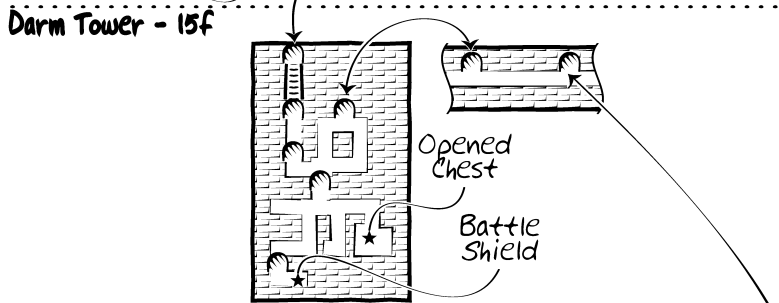
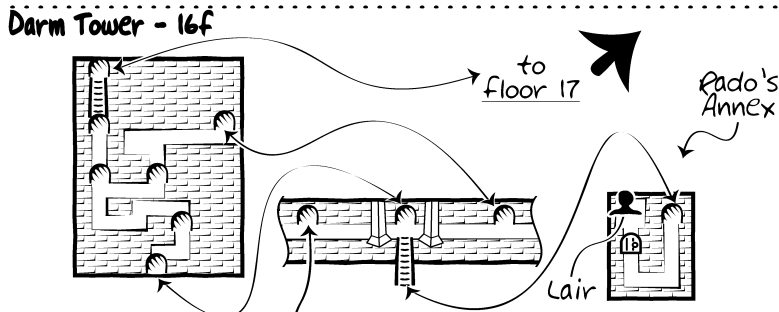
## Darm Tower - 7f



USE A RED PEN

# Ys Book I: Darm Tower

† Tower of the Shadow of Death



See Pasta on floor 13, he tells of a girl who was taken to Rado's annex, on the 16th floor. Advance to floor 14 and defeat the Boulder boss. Recover the **Brooch**.



Recover **Volume 'Gemma'**!



Recover the **Silver Armor** on floor 13. Advance to floor 15 and recover the **Battle Shield**.



Venture up the tower to floor 16, than to the south-most door to access Rado's Annex.

## Minor Event!

Equip the Evil Ring and free Lair. You are awarded with the **Glasses**. You can now read an ancient language.



Take a detour through floor 11 and see Luta Gemma.

## Minor Event!

He gives you the **Blue Amulet**.



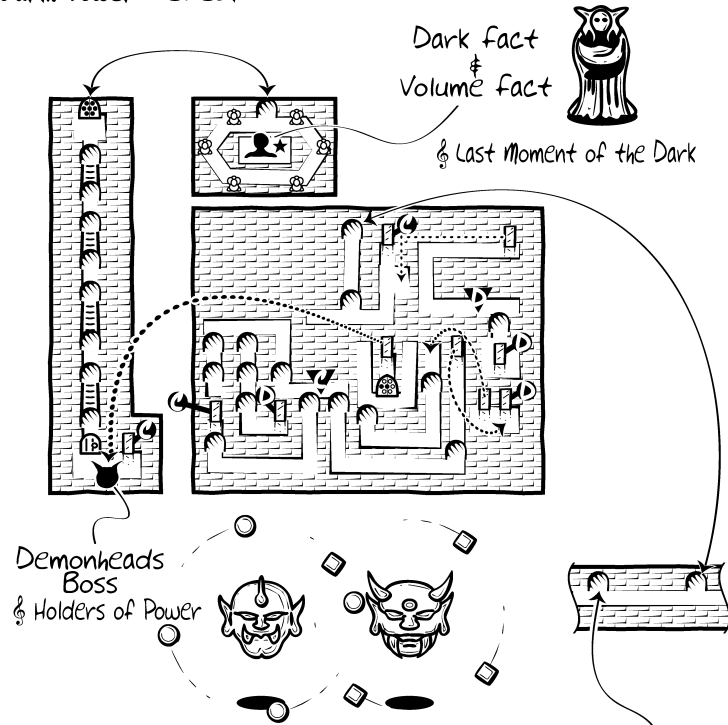
USE A RED PEN



# Ys Book I: Darm Tower

♪ Tower of the Shadow of Death

Darm Tower - 21-25f



○ Read volumes *Messa* and *Gemma*. Equip the item that you were instructed to wear, when going to floor 19, for the **Battle Armor**. Advance to floor 20 to recover the **flame sword**.



Defeat the Demonheads Boss, than save a password.



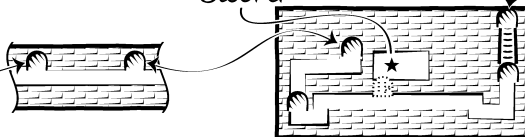
Equip another item, mentioned in an Ys volume, to open the next door.

## Major Event!

- ♪ Last Battle
- ♪ Untitled Track  
Sounds like - 'I'm Not Your Fool'

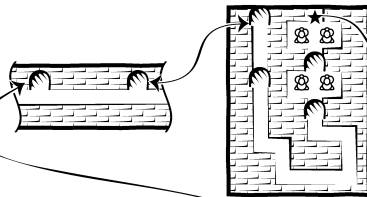
Darm Tower - 20f

flame sword



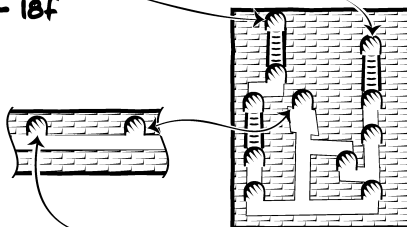
Darm Tower - 19f

Battle Armor



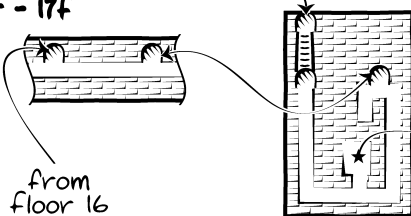
○ Sit back and enjoy!

Darm Tower - 18f



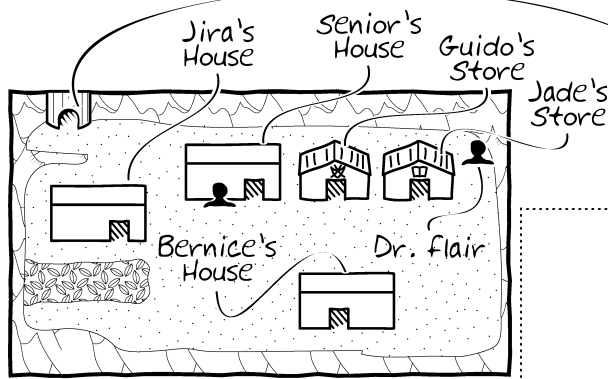
Darm Tower - 17f

Heal Potion



# Ys Book I & II: Rance Village

⌘ Untitled - Rance Village Theme

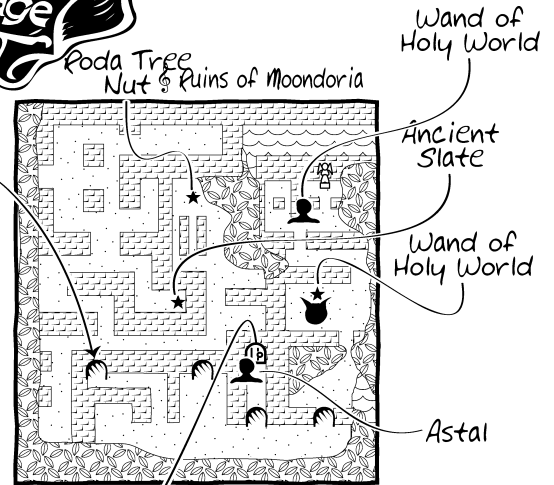
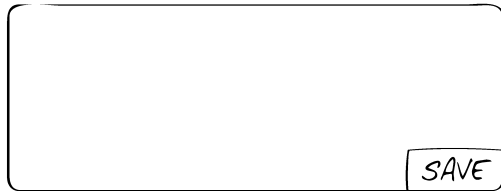


Jade's  
Herb - 30  
Wing - 100  
Life Drop - 60,000

Sword  
Short Sword - 100  
Long Sword - 1000  
Katana - 5000

Armor  
Chain - 200  
?

Shield  
Wood - 100  
Small - 1500  
Large - 8000

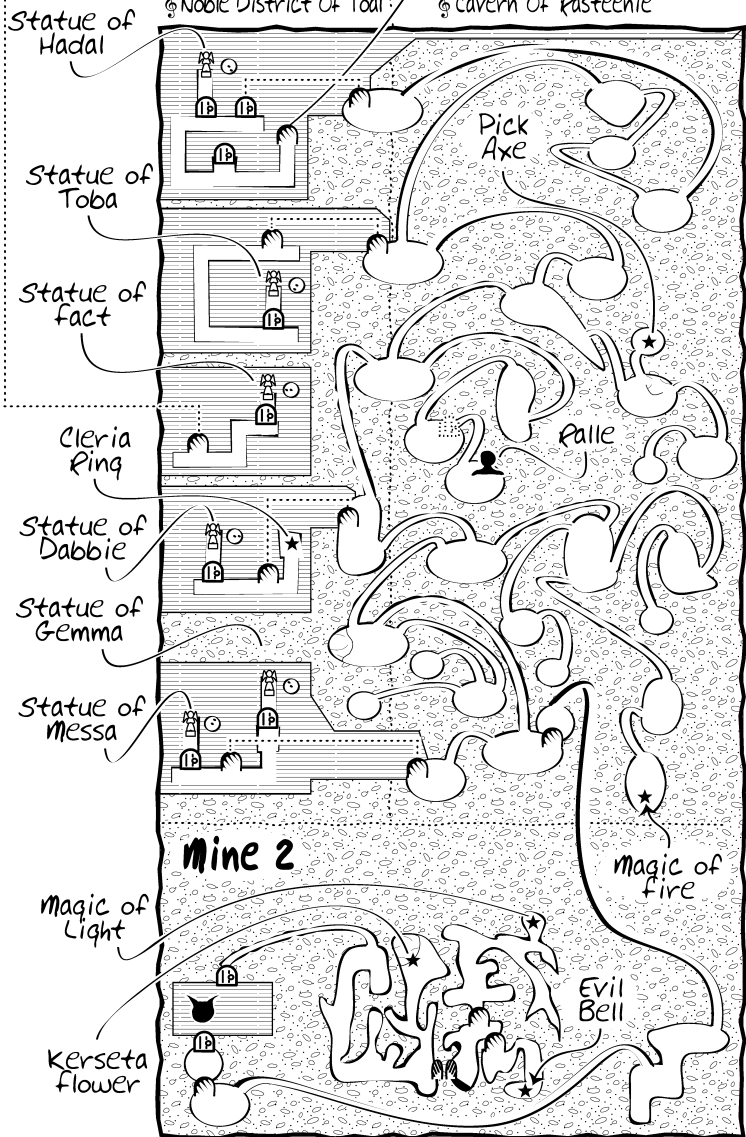


## Divine Area

⌘ Noble District Of Toal

## Mine 1

⌘ Cavern Of Rasteenie



○ Bernice gives you a Letter for Dr. flair, and 300GP Sword & chain Armor.

Guido Needs Iron.

Speak to Dr. flair. He tells of his brother Ralle, who is lost.

Get the Ancient Slate, the Wand of Holy World, and a Roda Tree Nut.

Return to Senior's, where he will instruct you as to exactly where you can stick the Books of Ys.

Head to the Divine Area and recover; Cleria Ring, Pick Axe.

Find Ralle. He'll need a rare flower, and a Roda Tree Nut from the Ruins.

Return 5 Books and recover; Magic of fire, Magic of Light, Kerseta flower, Iron Ore, Evil Bell.

# Ys Book II: Ice Park East

‡ Ice Ridge of Noltia

An equipped magic wand will deplete your MP..

○ You should now have gold to buy the Small Shield, Long Sword, and some Chain armor.

○ Return to Dr. Flair, who is now with Palle, will make a potion. Bring to Lilia's mom.

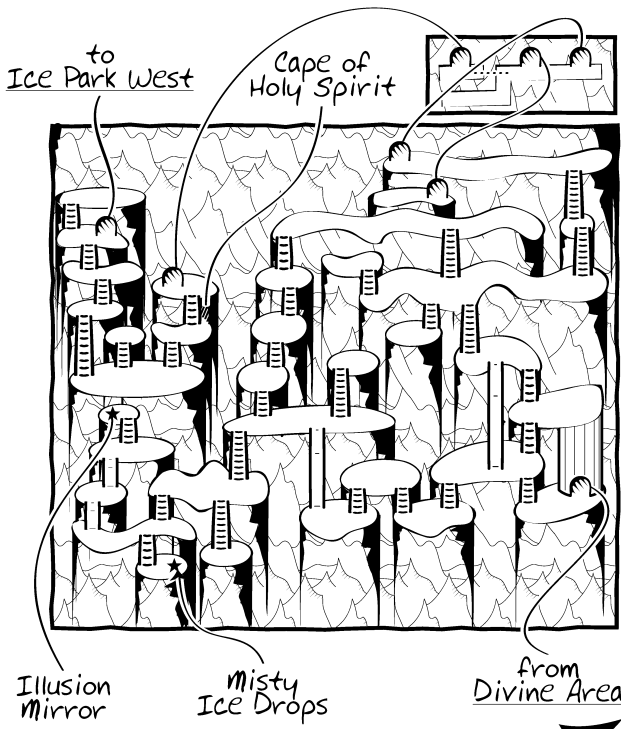
Lilia's mom delivers the Wand - Magic of Return (Hadal's magic), from Pags.

## Minor Event!

\*Exploit the basement monsters for gold!

Visit the last statue and get the Scroll of Guidance.

Get: Misty Ice Drops.



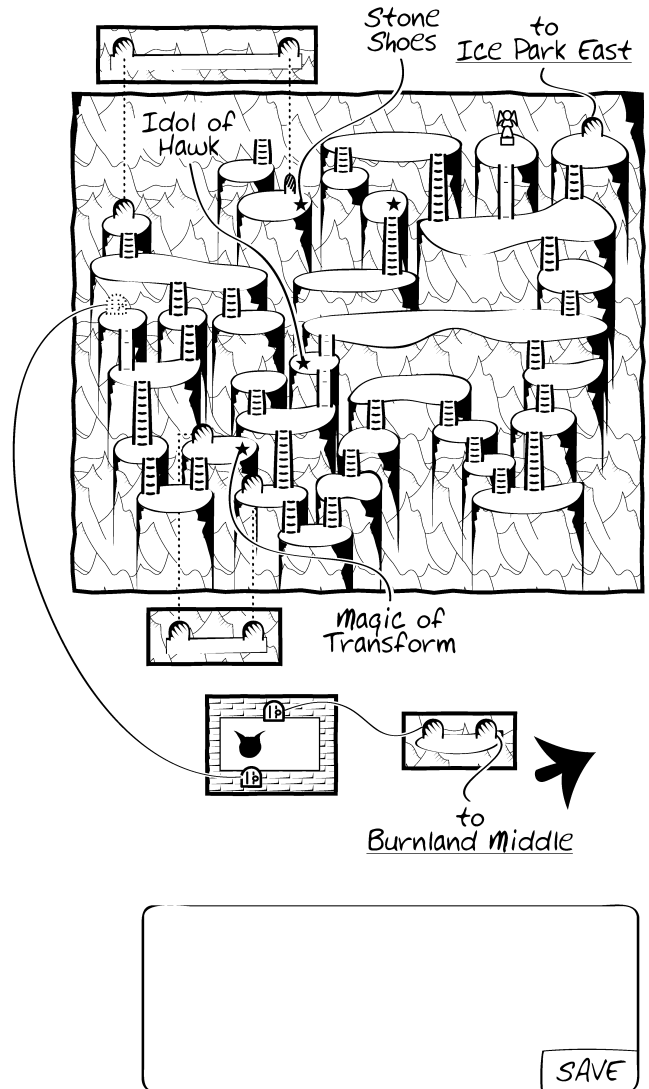
# Ys Book II: Ice Park West

‡ Ice Ridge of Noltia

○ Magic of Transform, Stone Shoes, Idol of Hawk, Cape of Holy Spirit, Illusion Mirror.

Recover the Magic of Transform.

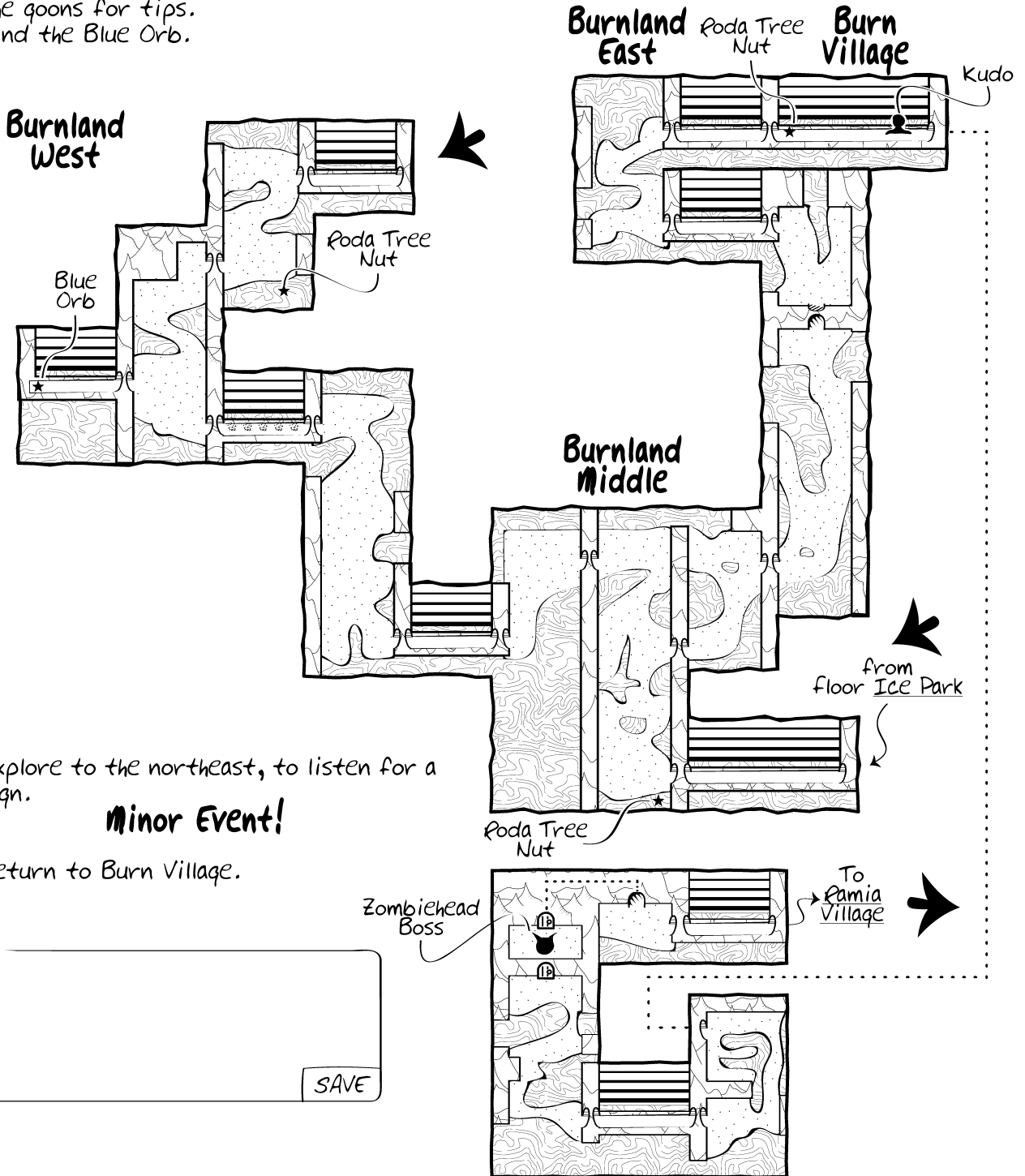
○ Kill the boss.



# Ys Book II: Burnland

Moat of Burnedbless

- Visit Burn Village for an essential tip, and to test Kudo's loyalty with Transform magic.
- Get the Whisper Earrings. Return to the eerie place and summon the goons for tips.
- Find the Blue Orb.



- Explore to the northeast, to listen for a sign.

## Minor Event!

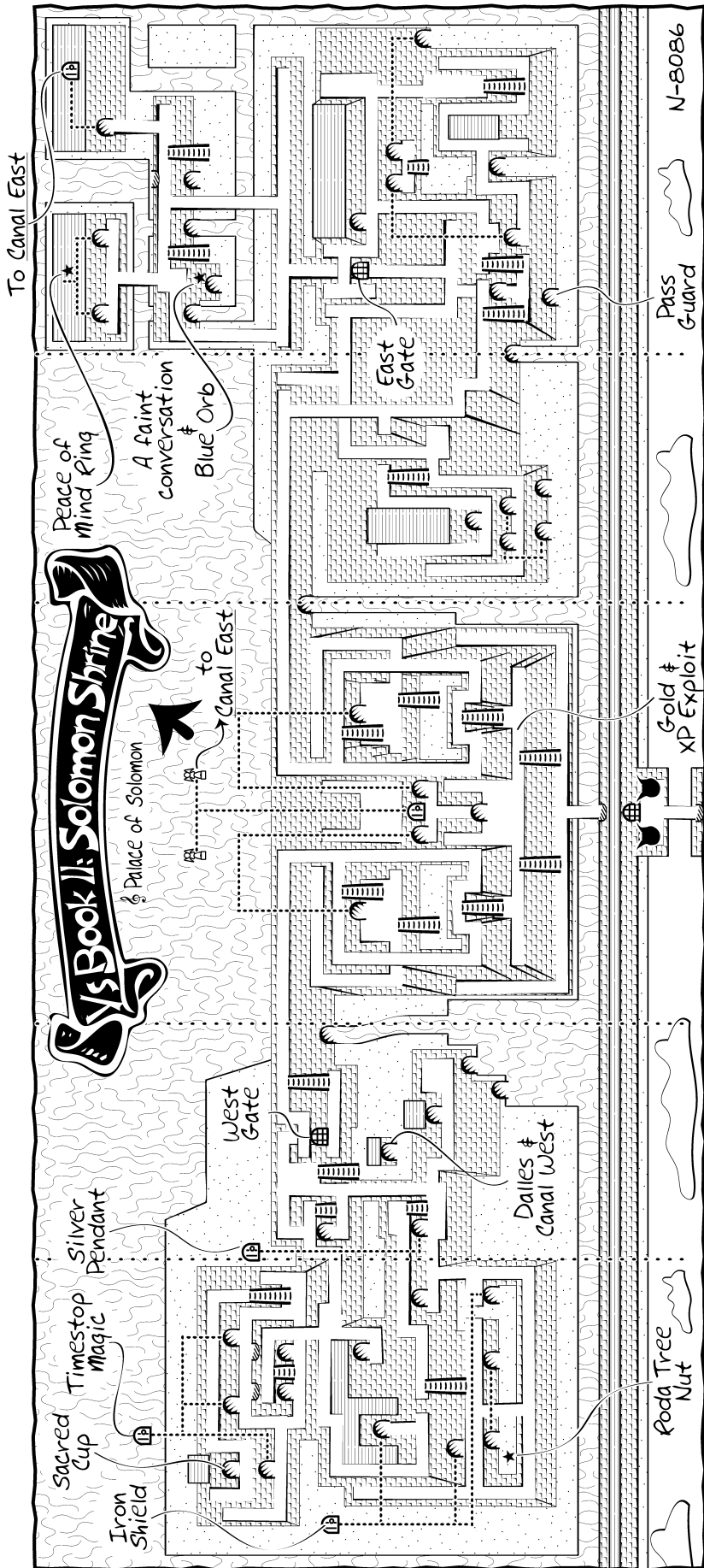
Return to Burn Village.



+

+

+



- Negotiate for the Pass, from the Pass Guard.
- Spy on a private conversation, but how to understand it?
- See Dailles on way to Canal. You're transformed.

- In Ramia Village, talk to Maria's Mother, Upgrade equipment, speak to Hadat. His son Sada and the family sword are missing.
- Speak to Jeff.

**Minor Event!**

- Return to Hadat for a mission and get the Voca Shell.
- Approach the Shrine gate and speak to the guards in a language that they understand.
- Yetai's room is on the 3rd fl. to right of Shrine.

Evan's House

**Ramia Village**

Jeff & Untitled: Ramia Village Theme

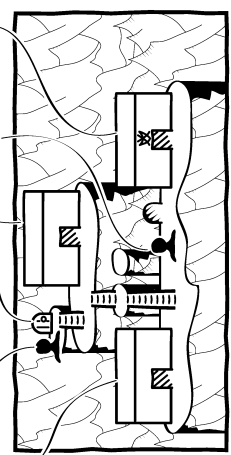
- Sword
  - Long Sword - 1000
  - Katana - 5000
  - Hyper Cutter - 20000
- Armor
  - Brass Plate - 2500
  - Plate Armor - 10000
  - Pellic Armor - 20000
- Shield
  - Wood - 100
  - Small - 1500
  - Large - 8000

Zalem's Store

Shrine

Maria's Mother

Hadat's House



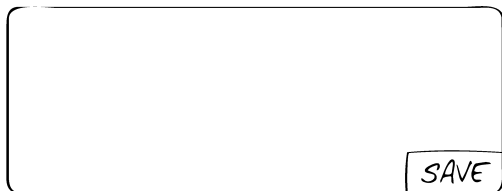
SAVE

# Ys Book II: Canal

♫ Subterranean Canal

- Inspect the first door. Speak to the Resistance forces. Find...
- Sacred Cup of Dabbie, and take it to Evan in Ramia Vg. Use a magic that can help you see, to find the cup. Return to Ramia. Return to the Hideout. Must wear the Goddesses pendant to pass. Speak to Lilia.

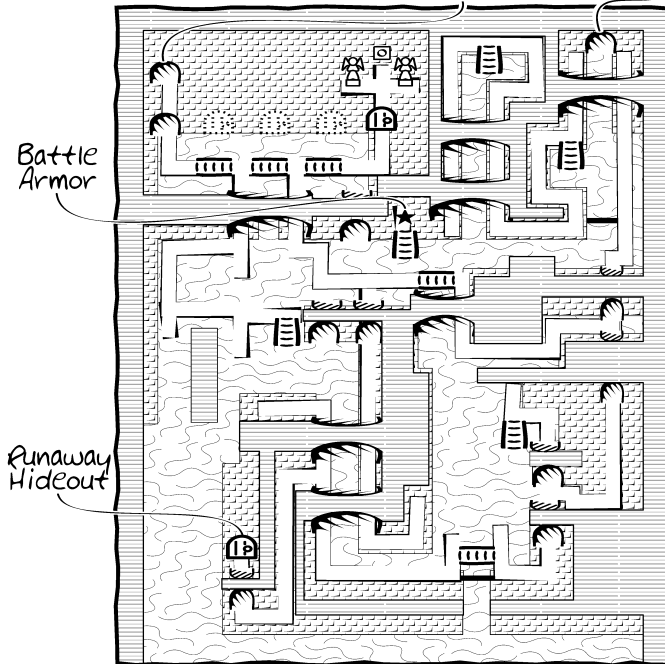
## Minor Event!



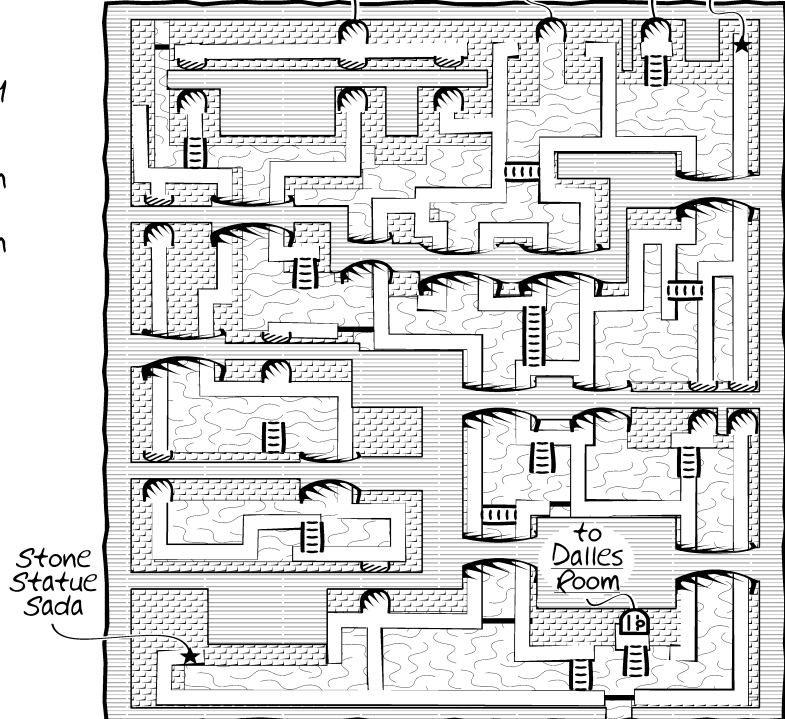
- She gives you the Master Key, return to... Solomon's Shrine Recover...
- Magic of Timestop and the...
- Iron Shield. Replace your Roda Nut if necessary. Speak to the goon guarding the Silver Pendant.

Head to the Canal -Guarded by Dalles.  
Get the \*item\*.  
Head back to Druegar, in Solomon's Shrine.  
Win, and talk to the Statue on the left, than use it to go to... Solomon Main I.

Canal - West to Solomon's Shrine & Dalles To Canal Mid.



Canal - East to Solomon's Shrine - East to Canal Mid. to Solomon Mid. \*item\*

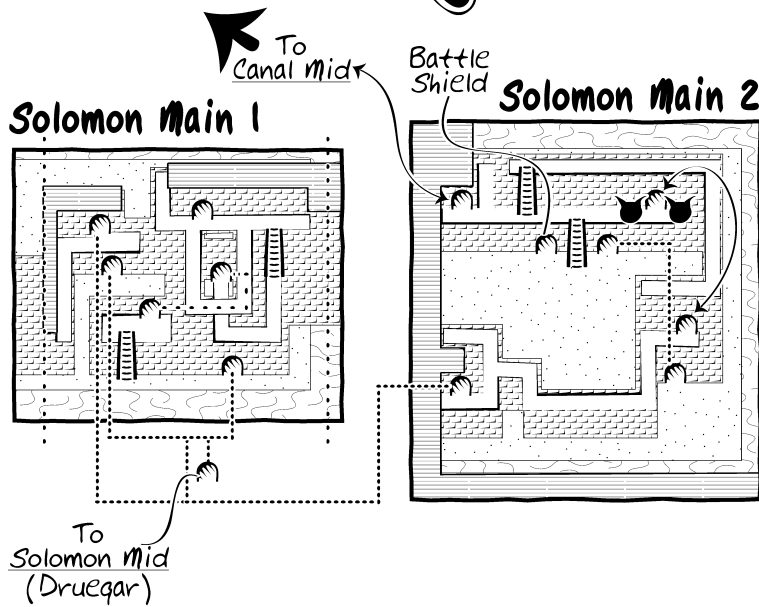


USE A RED PEN



# Ys Book II, Solomon Main

Subterranean Canal



- Battle Shield.  
Canal Mid.  
Equip the Voca Shell. You're instructed to return to ?'s house to talk to Tarf.  
Talk to Keith and get the...
- Key to the Water Canal.

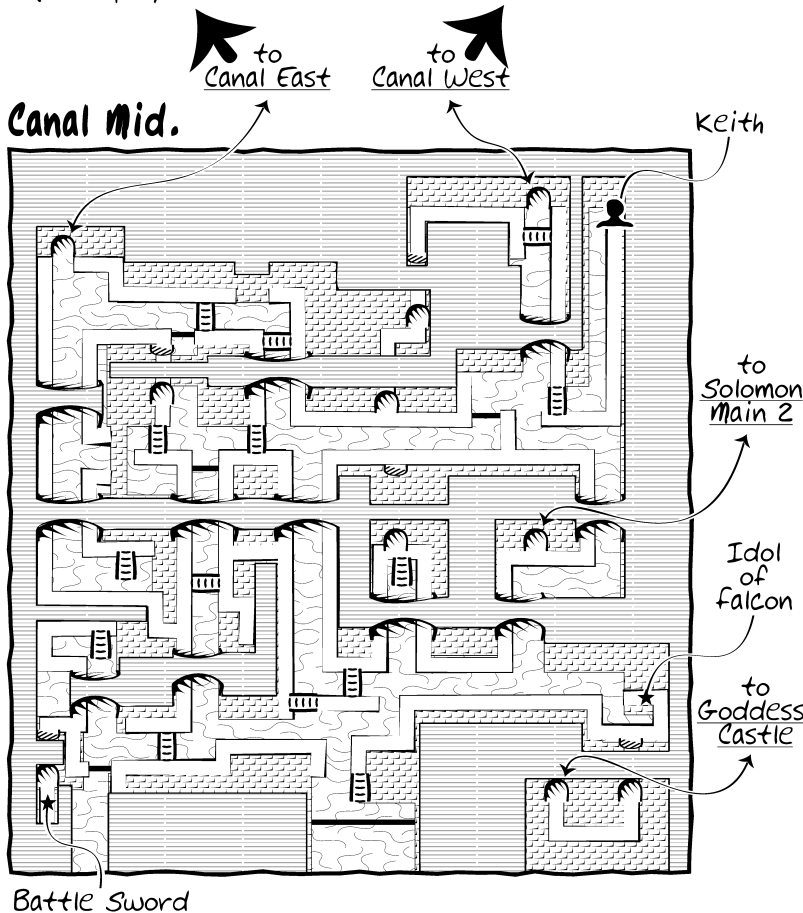
## Minor Event!

Transport to Ramia Village and speak to the person mentioned during the Voca Shell conversation.

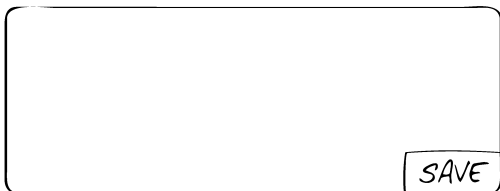
- Return to Canal West and use the Canal Key to access the Canal Release Panel. Release the canals.

## Minor Event!

- Recover the Battle Armor.
- Recover the Idol of Falcon.  
Head to Goddess' Castle.  
Talk to Keith ~ You must save Maria.  
Head to Canal Mid. for the...
- Battle Sword.  
Enter the Goddess' Shrine.  
Defeat the Belfry guardian.



- Confront Dalles. Recover the...
- Dreaming Idol Stone & return to the Goddesses. Transport to Ramia. Head to the secret meeting room in Solomon's Shrine, and recover the...
- Blue Orb.  
Stand atop the belfry and use the Idol to release the descendants of Ys from their stone prisons.  
Transport to Ramia for quick access to the Stone statue in Canal East. Get the...
- Cleria Sword, and transport to Ramia. Speak to Sada's father for...  
Cleria-Armor.  
To the Runaway hideout for...  
Golden Pendant.



# Ys Book II: Goddess' Castle

Palace of Solomon

- Head to Dalles Room via the right-side statue in Solomon Mid. Defeat Dalles and recover the magic of Shield. Equip the Peace of Mind Ring. Continue through Ys core and speak to Tarf?, Maria, Keith & Dekka, and Lilia
- who gives... **Goddess's Ring**. Use it to remove the barrier. Advance.

## Minor Event!

- Goban and Luta appear, get the... Silver Harmonica. Talk to Luta and get... Shield of Cleria. Play the Harmonica. Talk to Feena and Lair.

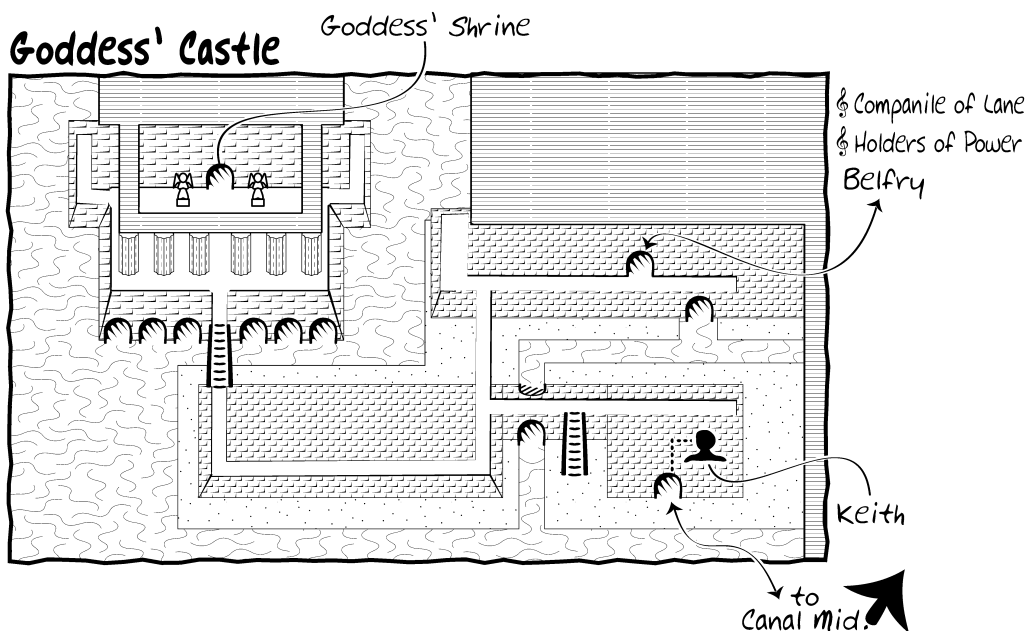
## Minor Event!

- Equip the Goddess's Ring and Magic of Shield.

## Minor Event!

Enter the final chamber and discover the true source behind Darm's power.

End Action: forced soft restart (run+select).



The rest is the stuff of legend...



# V-Note's Chronicle: A Guide to Ys Book I & II

aka. V-Note's Chronicle: Ys Book I & II  
vnotes\_ys\_book\_i\_&-ii

## Contributors who's work made this guide possible

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## Guide Written and Illustrated by Vincent Fosati, 2007

Send Corrections To  
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## Correction & Addition Contributors

...

\*Note: At this time, as I am aware of many corrections needed, especially for Book II  
I cannot guarantee credit for all corrections.  
Among other issues, if you find the Ore, that would get a credit.

## Musings

Shouldn't it be 'Shadow of the Tower of Death'?  
Referencing the Sapphire Ring - Is it possible that there are other NPC's that want  
the other valuable items, instead of selling them to Pim.

## Typography

John's Hand Regular  
King Arthur Special Normal  
Churchward BruD Reg



I'm pick james, bitch!