

Silver (c) Infogrames Walkthrough

This walkthrough starts at the point where you meet the rebels at the camp. Talk to the people on the far right, they'll teach you a special move. Now pick up the torch by the fire.

Quest for the Telescope -----

Head toward the caves (down and right from the camp). Use the torch in your backpack before entering. 2. You will fight your way until the gold imp asks for help. Spare his life and he will lead you to a treasure where you will resupply, however he will drink a potion and you will have to fight him. If you use the web of death on him then continue to hit him you will get bonus points of damage. Keep close to him. 3. Keep fighting until you reach another save point, then take out the ice wand because it is the best against the boss. 4. When fighting the boss. Run behind the rock that is split in half. Use the backwards/spinning attack to kill the people behind you... use the ice wand to shoot through the rocks and kill the boss. You are safe from his attack.

Mission for Rain ----- Next is your mission in Rain.

Refer to your tips on how to control multiple people. Keep exploring the level until you find a teddy bear (from an old lady). Oracle Speaks --

First orb ----- After your mission in rain you will be sent to the oracle.

There you will learn about Silver's plans... You will receive a map, a horn, and a potion if you talk to the scientist there. After you've saved hit 'm' to go to map, then go to Othias' tower where you will receive your first orb, a sword, a special move, and a silver key (used to open the ice land).

Ice Orb (2nd orb) ----- After you've completed the first orb...

You should go to the 'oracle' and then exit downwards. This will bring you to the Iceland. My combination for starting was Sekune with a good sword and David with the fire orb. Every arch in the bridge has an ice dragon underneath it. David can take out each with *1* hit (since fire does extra damage to ice creatures). After the 1st screen, David should be low on mana, so switch him to a sword since the next screen will have not many ice enemies. Then before you enter the cave switch him back to the orb, after the first cave scene, back to the sword and keep it that way until your about to open the door to the boss. Secrets for killing the boss: Sekune will most likely die first thing. Stay away from the boss cuz he has massive close range damage. Everytime you kill one of his guards, you'll get a recharge orb. Use David's specials on the guards then recharge and use the fire on the boss. You may need to resup with food quickly during your battle.

Quest for the 3rd orb -----

Hit M and go to the library entrance just to talk and learn some info. Now that you have decent enough weapons, go to David's house (use the map). Keep going right until you reach rueben's house. Then go back and go up where you saw your first welcoming party past David's house. You'll meet vivian. Now run across the log and go left. The mayor's

friends will attack you then flee leaving you the key to Rain. Now arm David with the ice orb and go left. You'll fight little fire demons and since you have David with ice you'll do extra damage, and they'll leave magic orbs for resupplying. After you've beat them, make sure David still has on his ice orb and is fully resupplied. Now continue on to fight the boss. The trick to fighting this boss is "look out for #1". Forget your friends, they get full health after you beat the boss anyways :). The fire demon will come out from one of the holes. Use the rock in the center as your shield, always staying on the opposite side of it as the fire demon. Keep shooting the ice orb at the boss while he attacks your friends. When you run out of mana, take out your ice wand and shoot his little guard, he'll leave a resupply orb, then continue with the ice orb. This boss is probably the easiest boss in the game. The next screen is a fire tree... you can't 'open it' but it will be used to mark a spot on the map at this point. Now that you've done the above, go to rain and at the first intersection head upwards. You'll come across the place to unlock the key. At the tavern you will meet Jug who is an awesome teammate, the strongest in the game. Trade him in for Sekune since she's only good for long range attacks. Talk to everyone and buy everything :). After your done hit M and go to Othias' tower just to save a bit of time. At Othias' tower exit right, then exit down, left, left, down until you reach the door with the bell... use the code the old man told you in the tavern (ring it 3 times, pause, twice, pause, once). Go in, exit to the LOWER left buy some silver, exit DOWNWARD (to go back) then exit to the UPPER left (this ensures your teammates will be far from the werewolf, so each will have their turn if you fail). For the werewolf use an AXE and sideswipe all the time. You'll see the magic damage cuz you have silver with you. You may shorten the time it takes to beat him by using the CLEVER special move on him. Continue past the werewolf, you'll see the boatman. You should have all you need to sail to the spires. Boss Tips: To beat the dragon you hafta use projectiles. I suggest ice orb because it has good aim and does the most damage. The trick to beating this boss is to put your teammates into the back where there's a little dip. Now use David with the ice orb and run toward where the dragon is. As soon as you come near reaching him, he will fly to the other side... so as soon as you make it to his head, start running in the other direction. Once you've made it directly under him (by judging his flying to the other side) you shoot his belly where it will do the magic damage signaling that you hit him properly. It doesn't matter if your teammates die because they get full resupply after you beat him.

Quest for the 4th orb (lightning) -----

When you beat the healing dragon, go downward, then to the left (if you haven't already). You'll be greeted by LOTS of enemies. When you defeat them all, a chest will appear. In the chest is the necklace you will use to unlock the fire tree. So hit M and go to the Fire Tree. Once you unlock the fire tree, spirk will tell you that the scientist wants to see you. All it means is that the scientist made some new potions. When you enter the fire tree area, exit lower RIGHT not left, or you will face a boss you may not be up to facing at the moment. You will eventually find Cagen. Trade him for vivienne because he is one of the best characters in the game. He's the 2nd best for magic and on top of it he's very agile. As you fight your way through the monastary you will come to the point where you will meet the meditating monk. He will ask for a life question. When this happense, hit M and go to the Library Entrance. You can get a life question from the

scientist that asked you for one earlier. Then hit M and go back to the monastery. The monk will reward you with a potion that will transport you to a house. There you will find Rueben's key. Hit 'M', go to Rueben's house. You will find Chiaro. I don't recommend him. He's wise and has good magic, but is not strong, does not have good AC, not good at range skill. So just send him to the camp. Upstairs you will find the orb.

Quest for the 5th orb (Earth Magic) ----- Now that you have enough special moves. Go back to the fire tree. This time take a left. My setup was: Cagen: Lightning Orb Jug: Long Sword (Scyth) David: Long Sword (Scyth) Have Cagen sit back and shoot while the big guys do the damage with the special moves. Defeating this boss gives you a bronze key and a lightning staff. Now your ready to take on glass' palace. Hit 'm' go to the "turret". Take the highest paths, they will lead you to Glass' palace. When your in the palace you will eventually have a choice of taking a left or a right. Choose left. You will continue on and eventually face an ice dragon. You will get to save your game RIGHT before you fight. Boss Tips: Make sure you have LOTS of health potions handy. This boss is pretty tough. The hardest part about this boss is the timing. You have to hit him with the FIRE ORB as he's CHARGING... and there are 2 types of charging. One is when hes recharging his health. You will be able to tell this by the ice glows around him. When you shoot him while hes doing this, he will be hurt and let a recharge orb drop. The 2nd type of recharging is when he will throw a level 3 ice ball at you, his belly will be exposed during this charge. As soon as you see him stand on his back legs you must throw the fireball for it to hit him properly. The boss stamps on the ground and makes isicles fall from the roof, this is the hardest to dodge. However I have a technique that you may use to dodge the iceballs and the ice spray. Simply hide behind frozen Jug since he is big, he will block the ice from hitting you. You will also be able to shoot from behind Jug. Things you should know about the Throne Room: The exit at the top left is where the Earth Magic orb is. You can save your game there. At the bottom RIGHT is another exit. You must go thru there and grab some items. From this room you will get the Barracks key and a Diamond key. Go back a 2 rooms to use the Diamond key. In that room you will find the blue key and the amulet of seeing. Go back to the front of the palace (first room) and you will find the blue door. Inside the blue door is the Summoning of Golem magical weapon and a war hammer for your use.

Quest for the 6th orb (Acid Magic) -----

Go to the rebel camp and talk to everyone. Fat Bob will tell you a password that you will use on the tavern keeper (hit 'M' and go to the tavern). He will let you into the sewers. Just before you enter, someone will teach you how to use the 'falcon' special move. The best combo for this level is Cagen with EARTH MAGIC and Jug and David with swords. EARTH MAGIC does special damage on most creatures in this level. It will help you clear rooms fast and efficiently since earth magic does not take up a lot of mana. Be sure to let the water out before saving your game. If you did not let the water out and are asked to save, go back and let the water out and THEN save which will save you the trouble of re-letting the water out if you die. The wheel for the water is found by a winding staircase. The machine is found opposite of the boss' lair. When you defeat the boss, he will give you the acid magic orb.

Quest for the 7th orb (Time Orb) ----- Go to Thaddeus' Tower and enter a hole on the wall located at the upper right corner of the screen. When you enter the wall, head east then head into the gate entrance on the next screen. You will come across Khan, kill him and take his Bastard sword and Dragon shield. Continue on until you find a stairway and a very large door. Take the stairway up and you will encounter a purple imp. He will turn invisible and attack you. Attack him and you will receive ring of invisibility. Head back down and enter the large door that you saw earlier. You will come across Jeremiah, an old man in a hanging cage. He will drop his key down to bottom, you need to shoot the lever across the room with a projectile magic or weapon to lower the bridge. Kill the big lizard at the bottom and you will receive a gold key. Proceed down and you will find Duke in a cell. After you have defeated all the monsters, Duke will talk to you. After talking to Duke, head up and you will enter a room with a giant fan in the floor. Pull the lever next to toilet seat at the lower left of the screen to turn the fan into a stairway. When you come into a room with a big cage hanging in the center, equip David with the best sword and shield, head down the stairs and get ready to fight Fuge. Drink strength and enchanted armor potions before fighting Fuge. Drink the health potion instead of eating the food when your health is low. Use your SP whenever you have the chance. After defeating Fuge, you will receive Fuge's swords and half-moon key. Save here if you want then go into the room at the upper left corner of the screen. Kill the monsters and head down the stairs. Kill the guard in there and you will receive the cell key necessary to free Duke. After getting the key, go into the room that the guard was standing a moment ago. You will meet Moss, use the Teddy Bear and talk to him. Head back to the cell and free Duke. After you have had the conversation with Glass, head back to the Rebel Camp. Talk to the old lady, Edith and she will give you a ring of resist magic. Next, head toward the Harbour in Verdante. Make sure you have at least 300 of gold in order to board the boat to Deathgate. Fight your way through boneyard and you will come across the ghost of Ben's brother. After talking to Ben, head toward the lower right corner of your screen. Head under the wooden wood, you will meet the ghost of Professor O'Leary after you have killed all the creatures. He will give you the scroll of revelation needed to enter The Dig. After getting the scroll, get out from that screen and take the other path below the wooden bridge. You will meet the ghost of Canitos; he'll give you the stone key. Now that you have all the necessary items to get the 7th orb, use your map and go to the Airlock in Spires. Use your stone key and open the chest to get Lycanthrope. Lycanthrope allows you to morph into a werewolf for a limited period of time. Use your map and go to Library Entrance in Gno. Use your gold key at the big brown door. After getting the Hurricane SP and Golem II, head back to the Rebel Camp. Upon entering Rebel Camp, Ben will teach you the Berserker SP. Then, walk through the narrow path north of the Rebel Camp. When you reach a fountain, your character will use the scroll of revelation to reveal the hidden passage. Make your way through the forest and you will come across a chest in a camp site. The chest contains the Green Key and Time Orb.

Quest for the 8th orb(Light Orb) -----

Continue moving further and you will fight a blue earth creature. He is not hard if you can freeze him with your level 3 ice magic. After defeating him, you will get an iron key. Use the iron key at the gate on top of the screen. Get the Bone Key inside the chest and

head to the Sewers in Rain via your map. Upon entering the Sewers, head right, up the stairs, up, lower right, then use the Green Key in the gate located at the bottom center of the screen. Get the Armageddon SP inside the chest and head back to Bone Yard via your map. Unlock the protected gate with the Bone Key and enter it. You will be teleported into a place with invisible floating cyclops. Use your amulet of seeing to see the cyclops. After killing them, make your way down the path at the bottom center of your screen. Enter one of the opened doorways, it doesn't matter which one. Kill the cyclops and step in the bursting wave on the ground then make your way to the right. The door will open when you've defeated the Lady of Light. Behind the door you will find the Light Orb located at the top right and the save point at the top left. Grab the Orb and head back to the Rebel Camp via your map. Buy any necessary items from the wizard at the oracle before going to the Rebel Camp. You won't be able to come back once you've entered the portal at Rebel Camp. Choose your party and step into the portal. You can no longer use the map once you are in Metalon.

Final Battles at Metalon -----

After entering the portal, make your way through Metalon, there is only one exit in each screen so there is no confusion there. You will soon reach a screen with a bridge and a passage you can't get to at the right side. Go up the bridge and you will enter a room that has a red smoke pot top center of the screen Click on the pot and your character will drop something in there to get rid of the smoke. A portal will now appear; enter it and make your way to the right. Continue down the path and you will come across a robot in a tube, ignore it and go further down. Click on the pot and the wall will dump out red blood. Now, go back to the portal and you will now face the robot you saw earlier in the tube. Kill the robot then save and enter the passage where he came from. Make your way through the mansion, use the half-moon key when you come across a room with glitters in front of it. Get the Granite Key inside the chest and use it on the door with glitters. After talking to Oberius, make your way to the right. Once you're in a room with a round fence in the center, press one of the 2 buttons at the left side of the screen. Press the other button on the right side and kill the two creatures. A crystal will then rise from the center of the screen and the door will rise up. Three screens from here and you'll face your final battle with Silver, you will also be able to save two screens from here. When fighting Silver, let your two strongest characters attack the robot, and let the one with the most magic point attack the hanging ball located at the center of the screen. Attack the ball first with fire magic, after it has been destroyed, use the ice then, healing then, lightning then, earth then, acid then, time then, finally the light magic. After Silver is finished you will face Apocalypse. It is wise to use your shield in combination with your sword when fighting Apocalypse on ground. My best strategy against Apocalypse is to hit him once with a thrust motion (ctrl + mouse motion up) then block, and when your falcon SP is fully charged use it on him. Repeat this until he starts to fly off the ground. At this point, run away from his earthquake blast. While Apocalypse is flying and bombarding you with fireballs and other stuff, run!, do not stand still for a second. Once he has landed on the ground, continue the same shield and thrust attack. Once you have his blood down to zero, he will fly to the center of the center. Go to the cliff under him and perform your falcon SP one last time. After he dies, you and your party will run out of the mansion and on to a ship.

General Tips -----

For fast switching hit ~,1,2,3 to highlight characters 1 always highlights David, 2 and 3 highlight whoever you choosed as your 2nd and 3rd character. ~ highlights all of them, your active character is the last you choosed. To have your men be better at fighting themselves, highlight them all then ctrl-click their target. This way they won't be standing still and vuln. to attack. NOTE: doing this method will cause anyone with a projectile weapon to fire it, instead of moving in and attacking. This is good if you want backup. Your non-active characters will continue to attack what they've been told to until you change their target or their target dies. For fast switching of weapons use 7,8,9,0. 7: last sword used 8: last orb/magical weapon used 9: last projectile weapon used 0: last shield used using this method you can have someone versatile such as David have both a spell and a weapon at the same time. I.E. switch from his weapons to the ice orb, walk into your next room. Have him use the attack from far away and then quickly hit 7,0 for close range combat. This works good with Sekune use 7,0 for close range and 9 for long range.

Special Attacks -----

Unlike most items, special attacks are NOT shared between characters ('mana wise' at least). When you pick up a special move each character has access to it and, each character can use it at the same time. Which means if you have the falcon spell and your up against a boss you can make sure each character is using it as his or her special move and as soon as you use it you can switch characters and use theirs. Also specials move regenerate on their own like magic weapons. You can use ALL your special moves before any of them regenerate. To use a special move hold CTRL then the LEFT MOUSE BUTTON and do not move the mouse in any direction. In about a second it will perform the special move. You can also perform Special Attacks with your magical orbs. Select one of the magical orbs and press A. This attack is very powerful and has a large ground coverage, however, it also uses alot more mana that a regular magic attack. Your character will perform different attack base on the level of the magic.