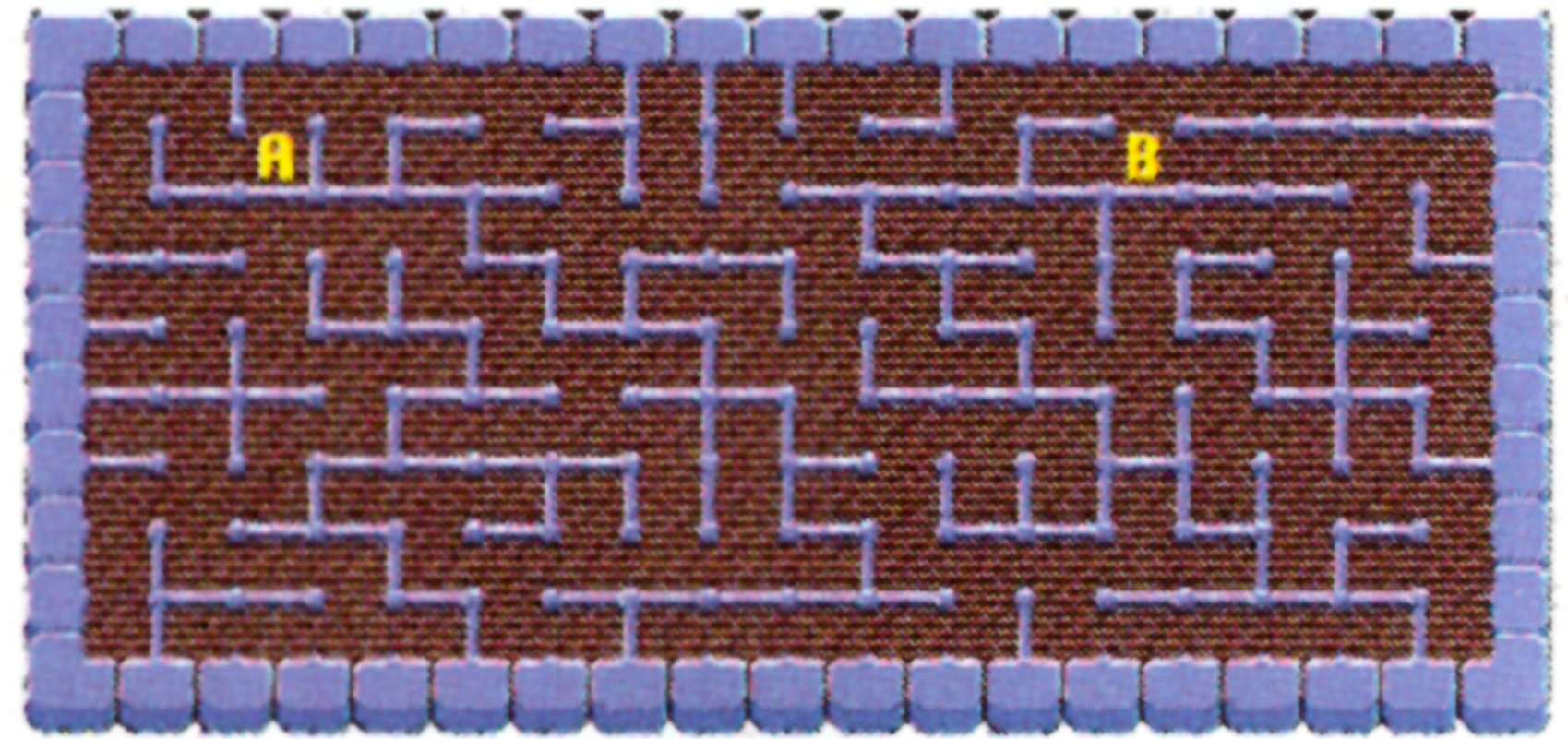


HINT BOOK

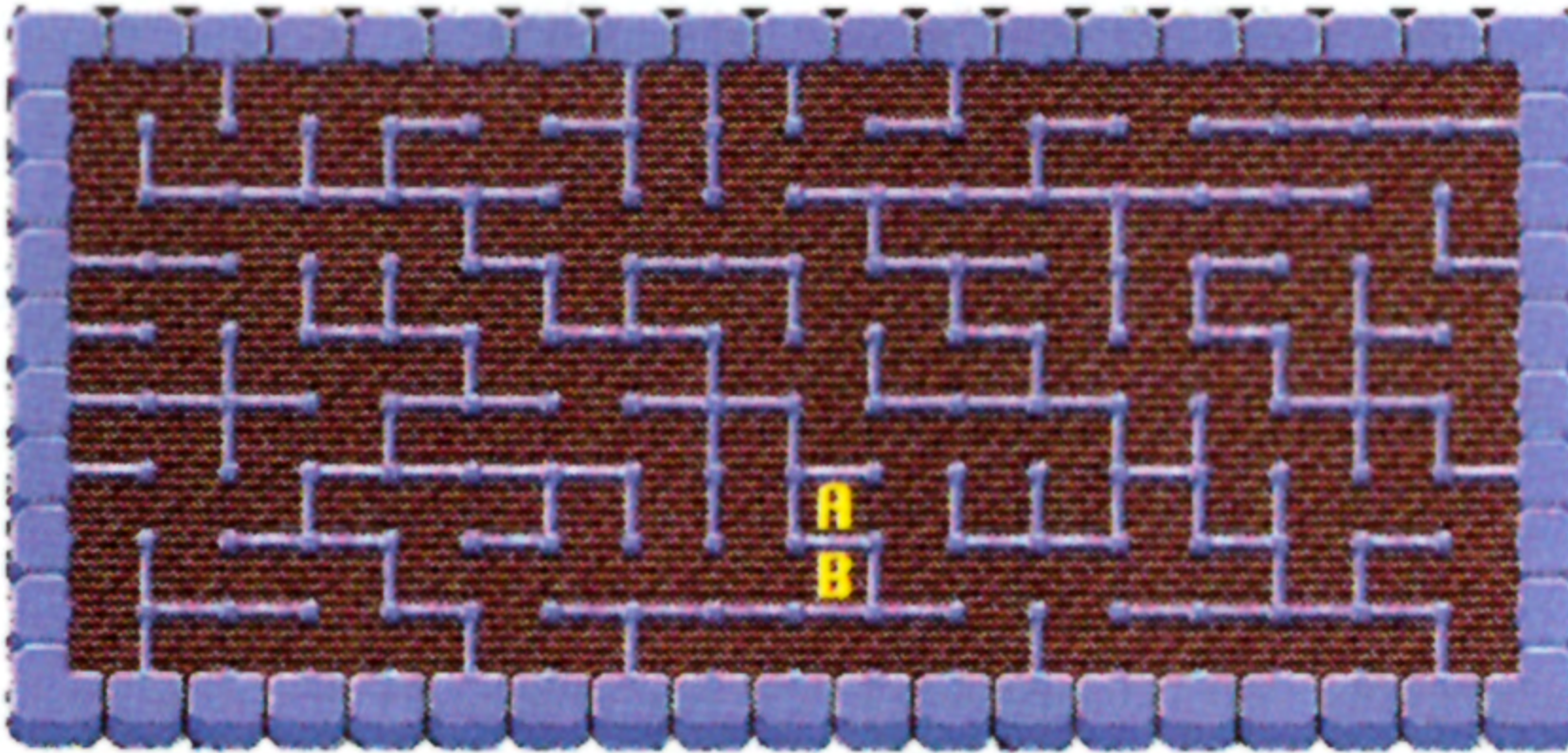
Druaga Floor Maps



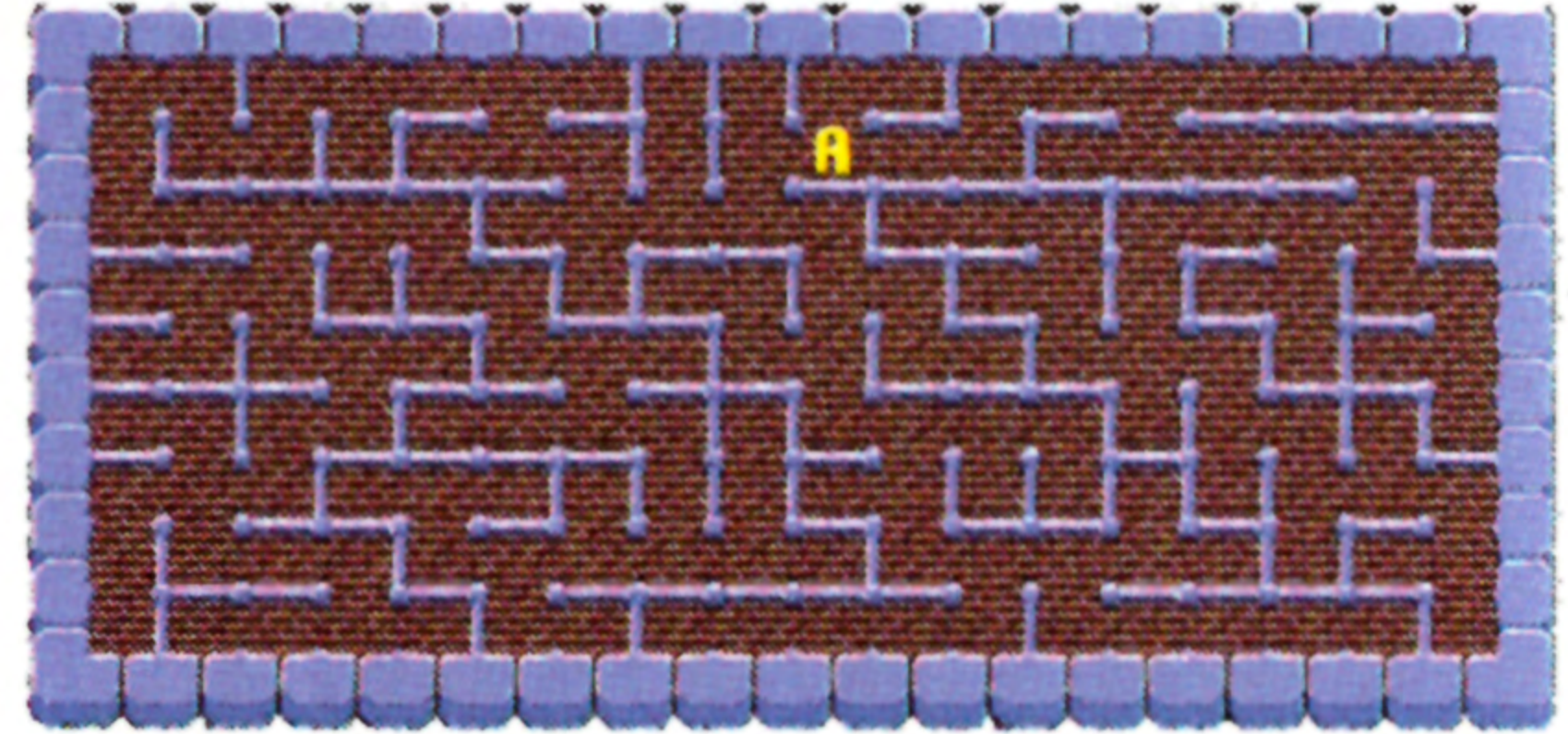
floor 9



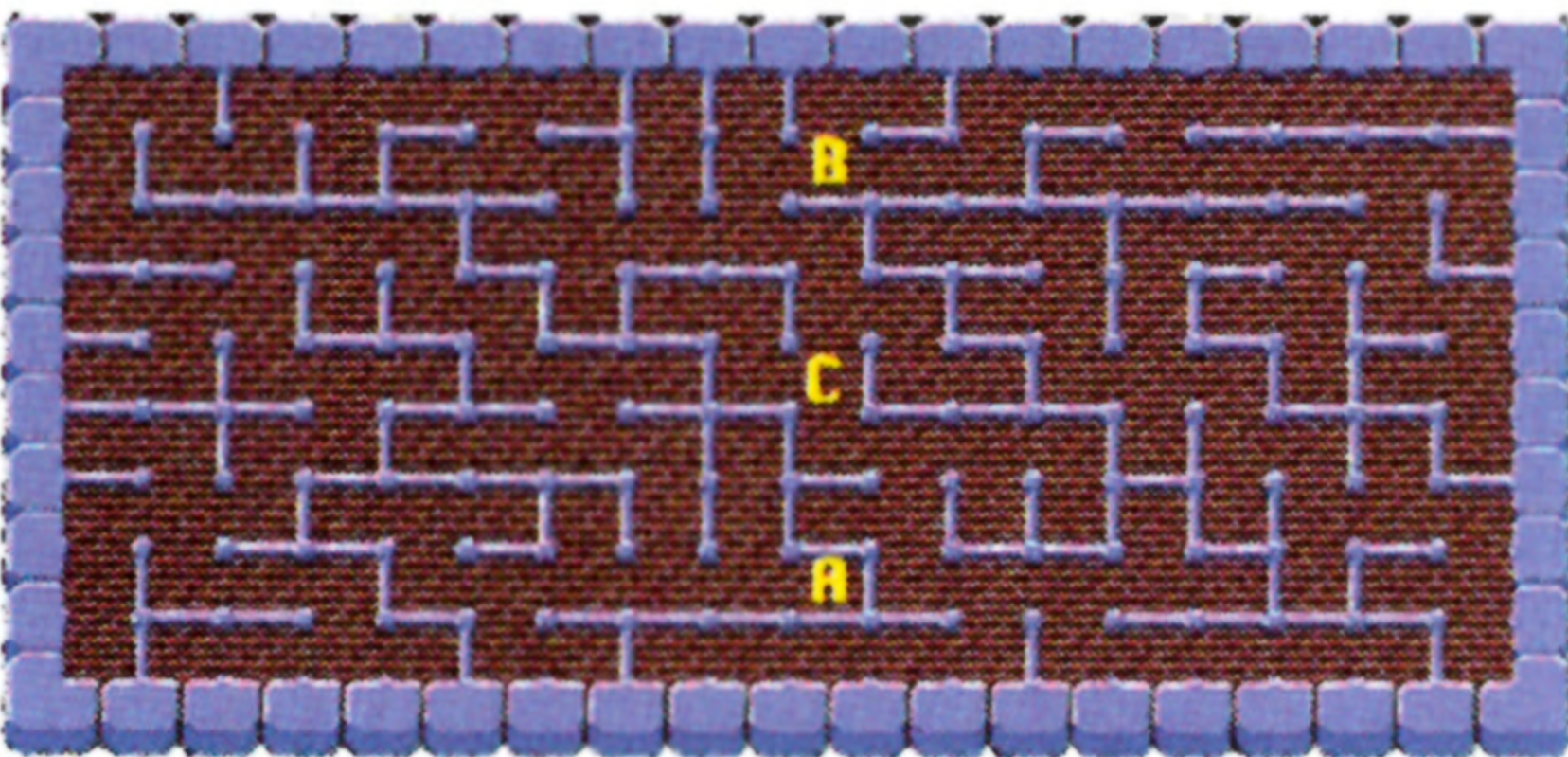
floor 30



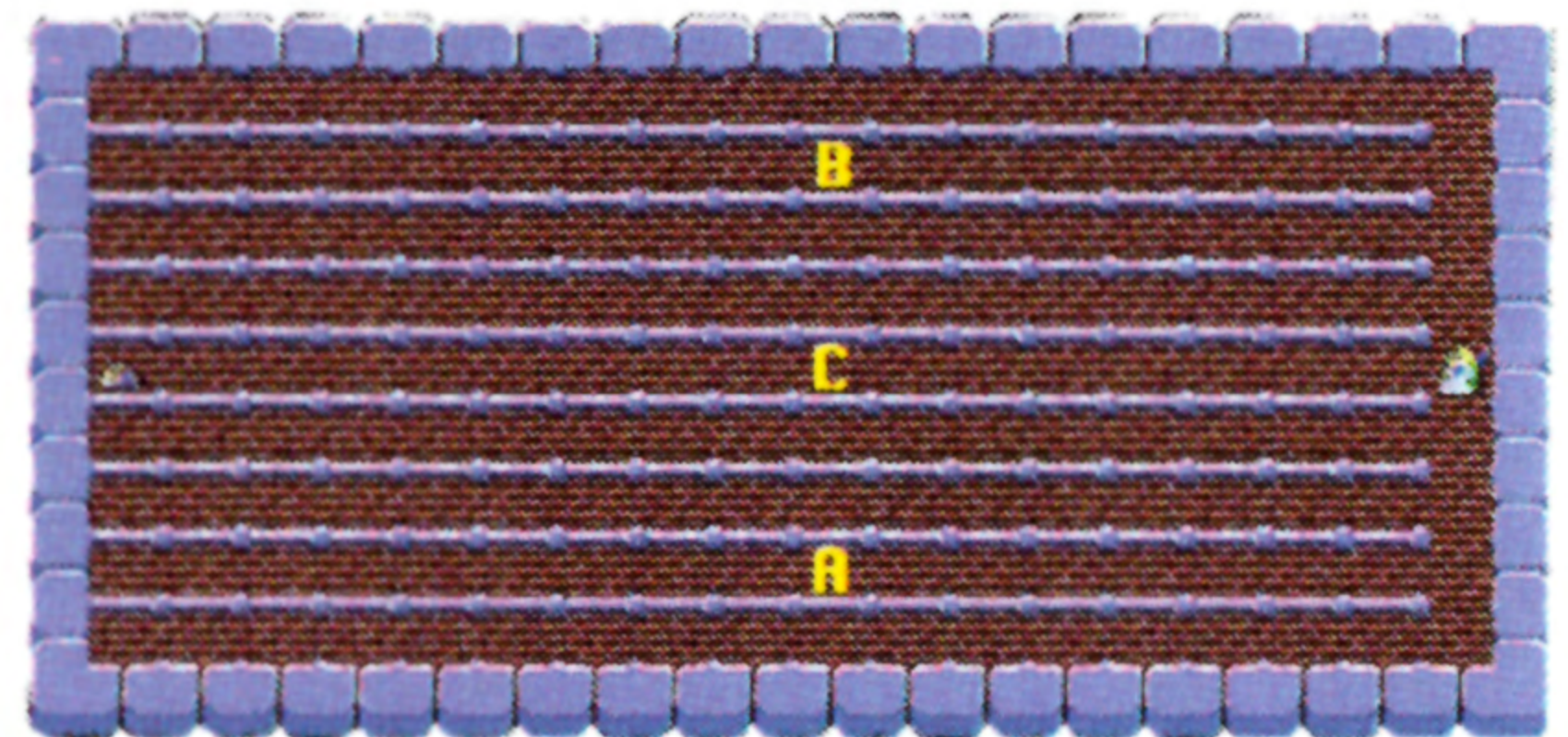
floor 53



floor 54



floor 58



floor 60

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
1	Copper Pickax	Kill three Green Slimes.	Destroys walls. You are able to use it once. Recharge it by picking up the treasure box on each floor. You will lose it when used on the outside wall.
2	Jet Boots	Kill two Black Slimes.	Speeds up Gil.
3	Potion of Healing	Kill either Blue Knight.	One extra Life.
4	Chime	Walk on the Exit without having the key.	A Chime will ring at the start of each floor if Gil faces in the direction of the key.
5	White Sword	Block the Wizard's spell three times with shield during walking.	The power up is necessary to get the treasure on floor 18.
6	Candle	Touch the outside wall on top of screen, then press down.	You are able to see the ghosts until floor 10.
7	Silver Pickax	Lose Copper Pickax.	Destroys walls. You are able to use it 2-4 times before and 3-5 times after picking up the treasure on each floor. You will lose it, when used on the outside wall.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
8	Potion of Power	Swing the sword in a different column and row from the starting point.	Power up.
9	Potion of Energy Drain	Walk over Point A or B (See map on page 2.)	Power down.
10	Gauntlet	Block the spell from the Red Slime.	This power up is necessary to clear floor 26.
11	Candle	Touch the bottom outside wall, then press up.	You are able to see the Ghosts until floor 15.
12	Armor	Make the Druid appear at the bottom row on the floor.	This power up is necessary to get the treasure on floor 52.
13	Red Line Shield	Walk on the exit without the key, then kill all enemies.	This power up is necessary to get the treasure on floor 33.
14	Dragon Pot	Wait until the time becomes 5,000.	You can kill the dragon with one swing.
15	Green Necklace	Swing the sword when you are crossing the Blue Knight.	This power up is necessary to get the treasure on floor 27.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
16	Permanent Candle	Touch the left & right outside wall.	You are able to see the Ghosts.
17	Potion of Unlock	Wait until the Mage Ghost makes a tele-port five times.	You are able to open the treasure box on floor 18.
18	Dragon Slayer	Don't touch any outside walls for 8-12 seconds from the start.	The power up is necessary to get the treasure on floor 45.
19	Book of Light	Open the exit.	Makes floors 20-23 light up.
20	Potion of Power	Open the exit without killing any enemies.	Power up.
21	Green Ring	Don't move for 4-9 seconds.	No damage when touched by the Blue Will-O-Wisp. The power up is necessary to get the treasure on floor 27 & 39.
22	Potion of Energy Drain	Press the Direction Key to the right 7 times, left one time, right 7 times.	Power down.
23	Bible	Only kill all the Wizards.	Makes the floor light up.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
24	Balance	Swing the sword from the start.	If you don't have it, the Hyper Gauntlet treasure on floor 26 will become the Evil Gauntlet which makes Gil unable to swing the sword.
25		NO TREASURE ON THIS FLOOR	
26	Hyper Gauntlet	Kill one to three Druids, then open the exit.	Swing the sword faster.
27	Red Necklace	Cross the Blue Will-O-Wisp.	No damage from the Sorcerer's fire. This power up is necessary to get the treasure on floor 36 & 46.
28	Book of Gate Detect	Stop on the exit and swing the sword.	You can see the exits after floor 29.
29	Gold Pickax	Press each Direction Key in a circular clockwise motion 3 times from the Up key.	Destroys walls. You will lose it, when it is used on outside walls. This is necessary to get the treasure on floor 52.
30	Potion of Unlock	Walk on top of Point A or B three times. (See page 2.)	Opens the treasure box on floor 31.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
31	Pearl	Press 1P Start Button.	Freeze the Dragon.
32	Balance	Swing the sword twice.	If you don't have it, the Hyper Shield treasure on floor 33 will become the Evil Shield which is less powerful to block the spells.
33	Hyper Shield	Crossover the Silver Dragon.	Power up.
34	Book of Key Detect	Kill either Mirror Knight.	You can see the keys after floor 35.
35	Potion of Energy Drain	Crossover two Ropers.	Power down.
36	Balance	Crossover the Sorcerer's fire.	If you don't have it, the Hyper Helmet treasure on floor 37 will become the Evil Helmet which makes Gil's energy less.
37	Hyper Helmet	Kill all the Ghosts, then crossover the Roper.	Power up.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
38	Green Crystal Rod	Block the Wizard's spell with the shield by swinging the sword.	This power up is necessary to get to the treasure on floor 48.
39	Red Ring	Press the Direction Key up two times, down five times.	No damage when you touch the Red Will-O-Wisp.
40	Potion of Death	Crossover the Roper when the time is less than 10,000.	Time runs faster.
41	Potion of Cure	Kill the Quox.	If the time is running down very fast, it will return to normal.
42	Sapphire Mace	Crossover the Red Will-O-Wisp, pick up the key, and then crossover the Will-O-Wisp again.	Unknown.
43	Potion of Energy Drain	Kill the slimes in the order of: Green, Black, Red, Blue, Dark Green, Dark Yellow.	Power down.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
44	Balance	Kill the enemies in the order of: Druid, Mage, Sorcerer, Wizard.	If you don't have it, the Hyper Sword treasure on floor 45 will become the Evil Sword which will not damage the enemies.
45	(a.) Hyper Sword	It appears from the start.	Power up.
	(b.) Antidote	Kill the enemies in order of: Lizard Man, High Power Knight, Mirror Knight, Black Knight, Blue Knight.	You must have the Antidote before opening the (a.) treasure box. If not, the (a.) box will be empty. Also, if the time is running down very fast, it will return to normal.
46	Blue Necklace	Pass by all four corners, then go back to the corner that you passed by first.	No damage from the Quox and Dragon's fire.
47	Potion of Unlock	Kill one Roper.	This power up is necessary to get the treasure on floor 49.
48	Red Crystal Rod	Pass by all four corners.	This power up is necessary to get the treasure on floor 58.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
49	Potion of Energy Drain	Walk on the exit, then kill the Wizard.	Power down.
50	Potion of Power	Touch the top, bottom, left, and right side of the wall.	Power up.
51	Balance	Press and hold any direction key.	If you don't have it, the Hyper Armor treasure on floor 52 will become the Evil Armor.
52	Hyper Armor	Destroy four walls.	Take no damage from the spell one time.
53	Potion of Unlock	Destroy the wall at point A, then pass by point B. (See map on page 2.)	This power up is necessary to get the treasure on floors 54 & 56.
54	Blue Ring	Face down at point A. (See map on page 2.)	No damage when you touch the Will-O-Wisp.
55		NO TREASURE ON THIS FLOOR	
56	Empty Box	Block the Wizard's spell with the Armor.	Nothing.

<u>Floor</u>	<u>Treasure</u>	<u>How To Find</u>	<u>Power</u>
57	Ruby Mace	Kill the false Ishtar & Lizard Man. (False Ishtar will appear when walking on the exit.)	You can kill the Quox on floor 59.
58	Blue Crystal Rod	Walk through the points in the order A, B, C. (See map on page 2.)	If you don't have it, Druaga will not appear.
59		NO TREASURE ON THIS FLOOR	
60		NO TREASURE ON THIS FLOOR	

Tip for Floor 59

Kill the Hyper Knight, then kill the Wizard, Quox, then the Druaga.

Tip for Floor 60

Walk on the Ishtar, then face the bottom at point A, then Point B (see map on page 2). Walk on the Ki, then face the bottom at point C. Don't use the pickax or kill the Ishtar and Ki, or you will be forced to go back to an earlier floor.

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