

*** LA VALEUR – KOGADO Software (1989) ***

WALKTHROUGH :

You are the hero Alan, you will have to rescue Princess Fetisia and find the two big crystals of Razanium to save the country Vesugar.
For this, you will have to face the accursed magician Zanzerian.

Go to the large house to see the chief where you get the TORCH (in 1: ITEMS) to enter the cave, SHORT SWORD (in WEAPON) and FRUIT (in DRUGS) to recover from life (HP). The merchant on the right below also sells it. In the Menu (ESC) select the weapon (WEAPON - EQUIP - WEAPON - SHORT SWORD).

North, there is a passage to the forest, earn gold and experience killing enemies. To open the chests you must have the RING KEY which is given by a witch in the forest to the west. Collect 5 rings, (see in Menu 4: MAGIC - 1: SHOW - 1: ITEMS). Go quite north-east where there is a passage to the small Hobbit village to buy weapons (short sword-trident-club-armor-leather shield), found in a chest the SMALL SHIELD. Then go west to the cavern to the north, find the Canoe and take the passage below for the rest of the cave.

Go in a dead end where MECIR is hiding, kill him. In the chests are sometimes gold, enemies, white smoke to raise the standard of living and sometimes also bad surprises (black smoke).



Return to the village, enter all the houses to have gifts.

You get POTION (in menu DRUGS) that gives HP maximum. Go see the leader who asks you to kill the evil wizard. If you are ok, you bring the CHAIN ARMOR and he removes the spell that was blocking the passage on the bridge.

But before, go back to the witch in the forest to trade all the rings for magical power. Example: CLOUD (cloud, which allows to escape a fight for sure against 200 MP).

DESERT :

Arriving in NOAM village, talk to the leader who lives in the rocks. He asks you to go to kill the monster GASIMU who lives in Somurie Tower west of the village. If you accept, he gives you the key (TOWER KEY).

There is also a merchant where you can buy and sell. Get out and look for the wizard sitting in the middle of the desert, he gives BOTTLE KEY (the key that opens the coffers where the bottles of alcohol are).

Come back to see him when you have 5 bottles. He exchanges them against a new magical power and takes back his key. To enter the shops of the second village of this area RIZARUDO, you must answer "GOSOWA" to the question in the house, otherwise you have to fight many enemies and the stores remain closed. You get the name of the village chief by talking to ORK monsters before arriving the village.

Walk along the labyrinth and on the way to the Tower, you get SPIDER LEGS (which protects against Spider Trap) by killing a Toria. Arrived at SOMURIA Tower, kill one of the ROG monsters in a dead end to get THIEF KEY.



ROG



GASIMU

Now you can open the doors and go upstairs. In the 3rd floor, to kill the Boss GASIMU, take a SWORD, and attack in Slice. Climb on the roof and go down through the other door (keyboard manipulation sometimes delicate!).

Exit through the corridor to arrive in a village of Elves in the forest.

RUPIAN Village

Go to the forest and buy the key (MAUNG KEY) at WAR RAT. Then take the boat and disembark on the island. Look behind the lion statue. There is a new cavern that opens with the MAUNG KEY. At the entrance a sorcerer gives you the key to the Vases if you do not have another one.



WAR RAT



CAVERNE

In this series of 3 caves, you have to go back to the surface and go over stones to access the next cave. In the third, fight the MAUNGBA monster to obtain the Lion Statue. Coming out of the cave, swap the vases for a new magic spell. In front of the statue of the lion you are teleported near a fairy in ...



Flowers Garden.

In the garden, look for an M-TRAP to get TEAR (tear). You can discover a beautiful flower and respond SMELL to recover vitality. In a hole you get 5 potions and the green haired woman (Wizard) gives her key.

And in one place, you are teleported to the snowy country



Snowy country

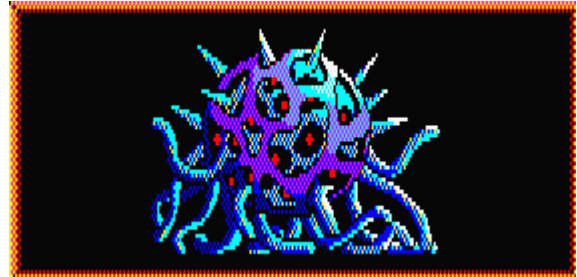
It is divided into 3 parts with large stone buildings in the shape of a Lion. Go straight east to meet a War-Rat who sells EYE for 500 gold, then go to the third part. Enter the only building that opens after the appearance of a staircase (with the possession of EYE and TEAR), to find MANE (mane).

Kill the Boss Ginas as the fairy had asked you in the flower garden, and the monster NOHO, then with the BOOK KEY, get 5 books to bring them back and get a new magic power.

Get out of this snow zone and return to the small island. You can go to the village of Rupian to get 500 gold as reward if you need money.

Take the boat and disembark in another place in the southeast if you killed Ginas (disc 2) Cross this forest and go under the waterfall to see the Wizard hidden in a chest.

He gives the SCROLL KEY. Under this fall is the entrance to another cave where are the Scrolls. Recover 5 to learn a new spell. The small Goblin village of KOBURIN is located to the south with its 2 stores that open after giving the answer "GOSOWA" in the house of the chief. The exit to the north west allows to go to the Castle of CARCASSONNE where there are 2 possibilities (meet or not the magician).



CARCASSONNE CASTLE :

1) If you meet the magician, you are transformed into Sphinx caterpillar and you are no longer allowed to circulate throughout the castle. The monsters give you some tips to continue your quest: "Return to the Forest of the Waterfall" and "Give 2 times the Fruit of Angers"

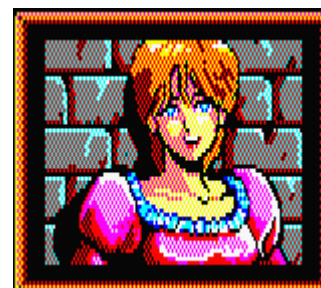


You have to return to the island and teleport yourself to the land of snow. On the course, in the forest, there was a hole too small to pass, come back and you can now go there. You are asked to give something in exchange for the Lion's TAIL. Give twice a FRUIT.

In the snowy country, go in front of the big building Lion of scenery 2 and answer LECIEL.

A staircase appears. Inside you find CLAWS. Come back to scene 1 in front of the Violet Lion Building, answer LAMER: it opens and resume MANE. You find LION KEY and you resume human form. Select the weapons because you do not have them anymore. If you no longer have "MANE", go search for it in the Lion Building of Decor 3.

2) If you have not met the Magician, go free the king in the tower all the way west. He asks you to release his girl locked in the Great Tower. Climb to the top left to kill Boss SINDARU to remove the magical power that the girl's door sentenced in the big tower next door.



She gives you the LADY KEY that opens the door at the bottom right. This is a new area: the entrance to the mine.

RAZANIUM MINE

Buy the key at the store (MINE KEY) if you have no other wizard key. This key opens the treasure chests containing the Holy Weapons. Enter the mine. Look at the map to get around it as there are hidden passages. Go out to the northeast after killing Boss TANGUR and talking to FOREST miner who tells you that King GUNTAR's daughter has been kidnapped. He gives you the crystal "La Mer".



This crystal allows you to recover once in a battle maximum magic.
But it turns out to be a fake because it is the king who has the real.

Water Castle :

Enter, go up to the roof and go down through the other door. When entering Princess Fetisia's room, fight Boss SYAGIR.



The princess is free and you come out of the castle with her. Outside the forest miner is waiting for you. Alas no !! It was the devil ZANZERIAN who had taken his appearance. It takes you back to the 2 magical powers obtained with the BOOKS and the BOTTLES and the fake crystal "La Mer". He leaves by kidnapping the princess, but drops a key. This is the "THRONE KEY". You pick it up and enter the castle again and go back to the door that was closed on the 3rd floor to see King Guntar.



Talk to the king who asks you to find Dragon Jaws being careful not to kill the monster ROBIT, then take the exit on the right to go to the cave "Shrine of Trial".

Cave : Shrine of Trial :

In this cave, there are 2 wizards who can teach you a magic power for 2000 gold. You can haggle the price by selecting TOO (too expensive) to have it for 1000 gold.

But do not buy and don't kill the monster ROBIT as you requested the King!!! ... You must constantly RUN or ESCAPE when you meet him.

If you did, you must return to the store east of the castle to be exorcised (5: EXORC) and give back magic powers (4: MAGIC).

Otherwise continue at the end to meet the old woman GARANS in levitation to get the jaw of dragon "JAWS".
Show it to the king who gives you the real crystal "La Mer" and the key of Zanzerian Castle "Fang of Satan".

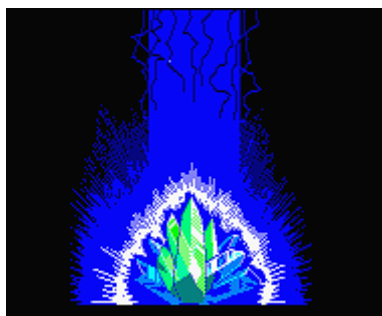


Le château de ZANZERIAN :

Return to the mine where the castle entrance is.
Climb up to kill Zanzerian and get the crystal "Le Ciel".



Talk to Princess Fetisia and go back to see the king at the castle through the mine.
Give him the 2 crystals he gathers and the curse disappears.
Everything becomes normal again and the monsters resume human form.



Peace returns to the land of Vesugar.



DJANGO – FULL TRANSLATION
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