



Strategy Guide

Behind-the-scenes

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Walkthrough Tips

Throughout the walkthrough you will find many maps. Below is a list of the abbreviations you may find on them:

- C – A treasure chest can be found here.
- Continue – Where you should go to continue in the walkthrough.
- Return – Where you have come from entering this map, if you follow the walkthrough.
- A yellow line – This indicates how you must travel through the map to continue to the next area. Only used for complex areas.

Game Basics

Upon starting the game, you can change the **Options**. Below is a description of what each option does:

- **Difficulty**
Changes the difficulty of the enemies.
- **Music Volume**
Adjusts the music volume.
- **Sound Volume**
Adjusts the sound effect volume.
- **Family Mode**
Turning this on removes any questionable content that may not be suitable for very young children.
- **Tutorials**
Turning this on displays tutorials within the game. It is recommended to keep this on the first time playing, as Sweet Lily Dreams uses quite a different system from the usual RPGs.
- **Graphic Quality**
A lower setting removes heavy effects and will help improve performance.
- **Change Window**
Switch between full screen and windowed size. Alternatively you can press F11 at any time.
- **Customize Controls**
Change any keyboard and gamepad controls.
- **Review Tutorials** (only available from within the game)
Read the game's tutorials.

F12 pauses the game at any time. While paused, hold the 'left movement key' (standard this is the left arrow key) and press F12 again to shut the game down.

Interaction

To walk around, left-click with your mouse on the desired location, or use the movement keys (standard: the arrow keys). Optionally, hold the left mouse button to follow the mouse.

To access the menu, click on the icons at the bottom or right of the screen. Then use the mouse or the movement keys to scroll through the menus.

To talk to a person, click on them with the mouse or approach them using the movement keys and then pressing the confirm key (standard: Enter). Use the same technique to open doors and chests, and to pick up items or read signs and notes.

The mouse icon changes as it moves over people or objects that allow interaction. A speech bubble indicates you can talk to a person; a hand icon indicates you can pick

up or manipulate an object; a magnifying glass indicates something that can be read; a sword indicates that you can battle with a monster.

When a message appears on the screen, left-click or press the confirm key, after you have finished reading, to close the message bo.

Menus



Misc leads to the following menus:

- **Accessories**
Equip accessories.
- **Discard Items**
View *all* your items and be able to throw some away. Alternatively there is a short-cut at the bottom-right of the inventory belt (the horizontal inventory bar at the bottom of the screen).
- **Points & Stats**
View how many points you have collected and other statistics your gameplay.

You can also click on the character portraits at the top-right to view more about them.

Enjoy! ☺

Walkthrough: Act I

Welcome to Epic Quest of the 4 Crystals! You're on the verge of starting your exciting adventure! Please see the various sections of this strategy guide to aid you on your quest. In particular the Enemies section is quite helpful when faced with a powerful foe.

An **important note**: if you want to achieve the game's **perfect ending**, you must collect at least 1960 of the 2000 points scattered throughout the game. They are easy to find if you simply play through the game. However, Farmville is no longer accessible later, so you should make sure to collect all the 60 points there.

Once you reach the Fire Crystal at the Fire Cave, it is no longer possible to return to the previous areas (Dark Forest, Earth Cave, Water Cave, Desert, Academy, Ice Cave and Fire Cave). Therefore you should make sure that you have collected all the points. Below is a chart of how many total points can be found in each area. After the Water Cave, you start receiving multiple points for each coin picked up.

60 points per area: Farmville, Dark Forest, Earth Cave, Water Cave

120 points per area: Desert, Academy, Ice Cave, Fire Cave, Emperor's Castle

180 points per area: Elysium, Heaven of Moon, Heaven of Birth, Plane of Lost Souls, Catacombs

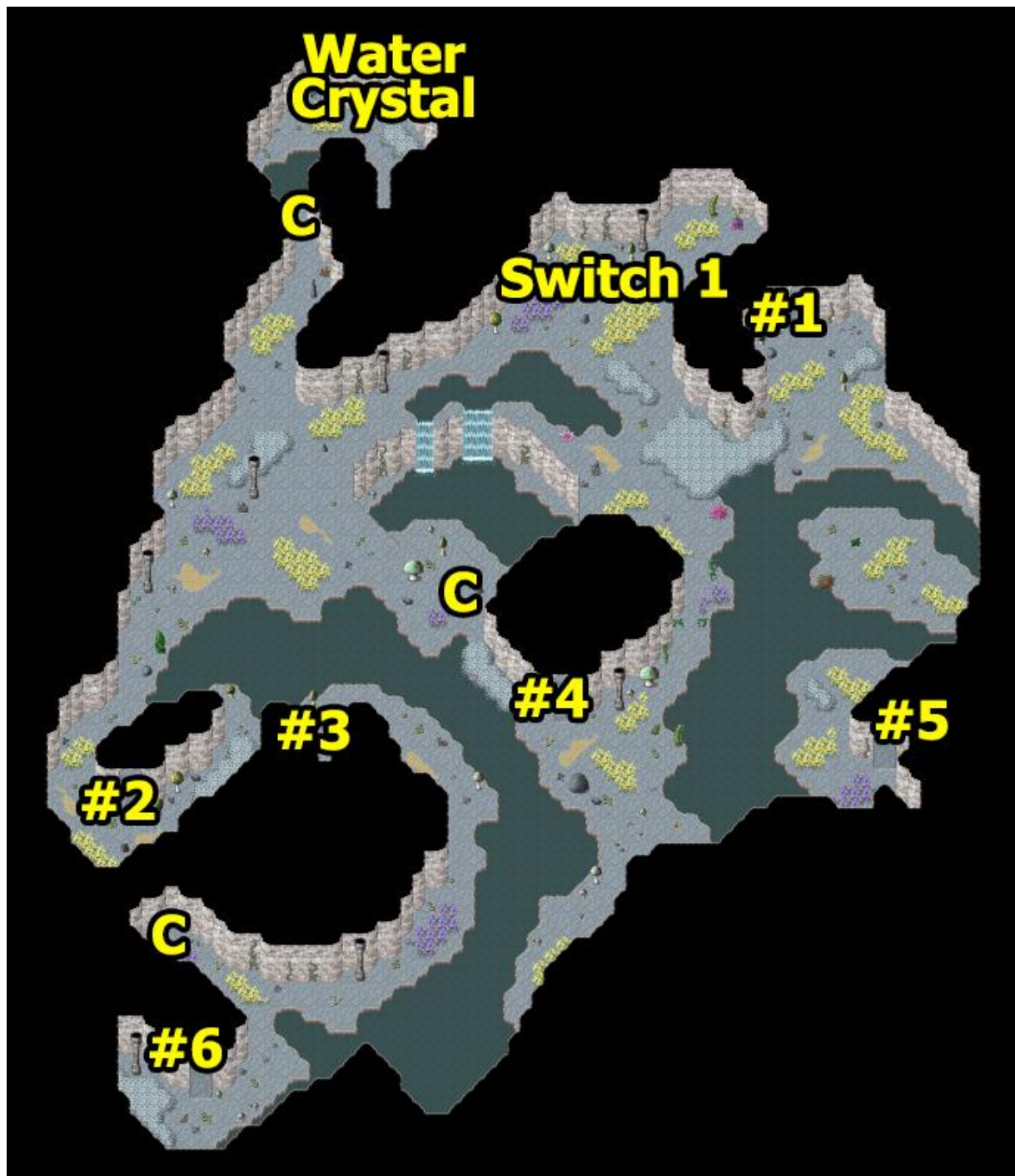
260 points per area: Depths of Ezekiel

As you can see, there are 60 coins scattered throughout each area – except the Depths of Ezekiel, where there are 65.

After watching the introductory cutscene, you will be playing as Theodore. Leave your house and you will be at **Farmville: Center** where the festivities are going to take place.



Enter the church and after a cutscene Mary will join your party. Leave the church and speak with Loras at his house. Now go to **Farmville: West**.



First go to #3. Open the chest there for the Corsage of Water. Go to #6 and pull switch 2. Head back towards the entrance. Go to #4 and pull switch 1. Go back to #5. There will be 2 bridges across the water. Follow them to #1 and go to the Water Crystal.

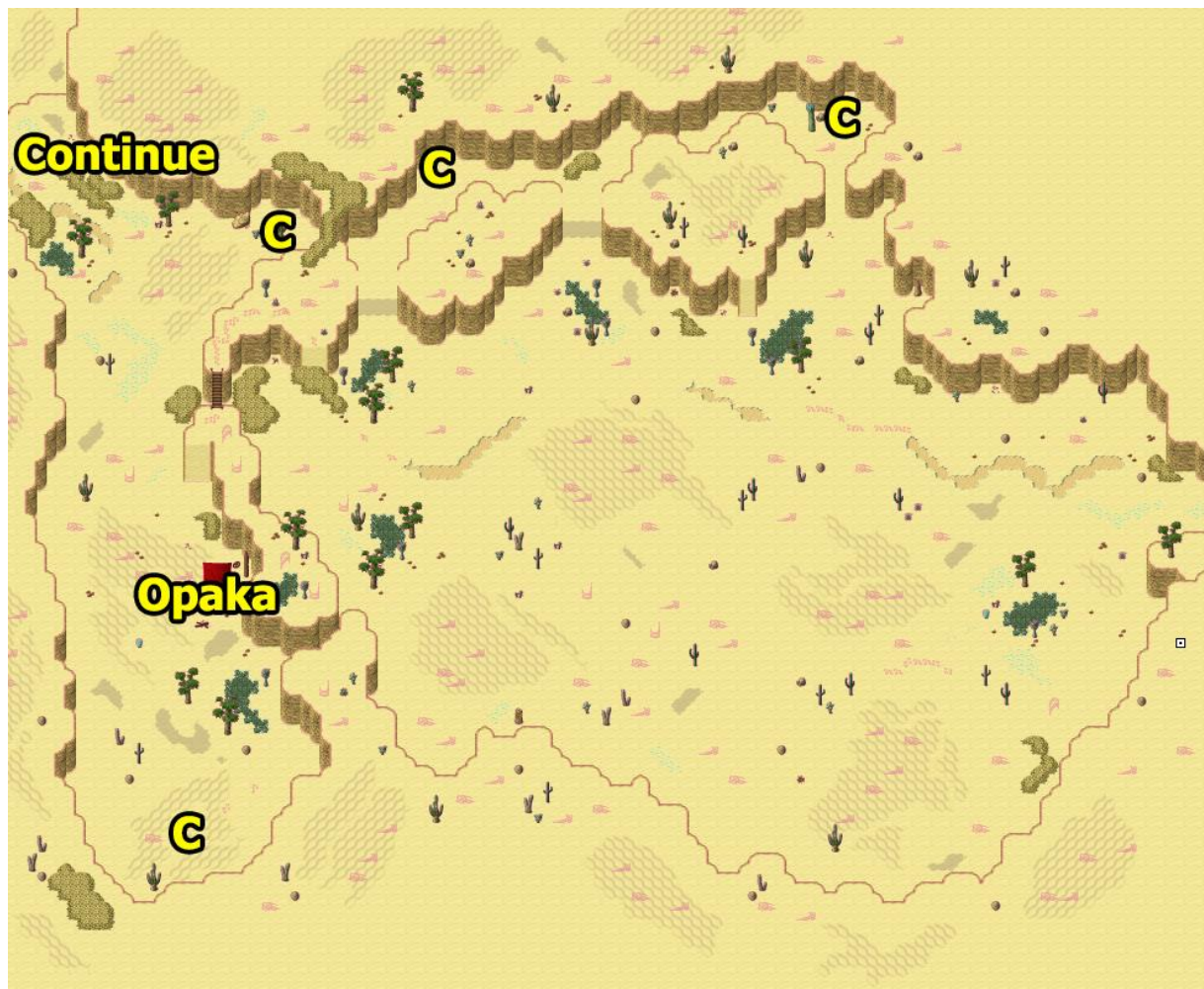
Follow the path. Continue after a cutscene and you will see the Water Crystal with another strong foe guarding it: four **Crabs**.

Crab		Skills & Misc
Health: 240	Speed: 42	
Strength: 32	EXP: 165	Attack
Magic Atk.: 28	Gold: 90	Water
		Amnesia
		Defend
		Treasure
		Crab Shell
		Wind – Water – Ice –
		Fire – Thunder – Holy

The crabs are weak to thunder, so have Stiletta cast that spell. This is basically a test of managing a group of enemies. If you have trouble with the fight, train until Stiletta gains Windga at level 14. With enough potions, however, this fight shouldn't be a big problem.

After the fight, return to the entrance, enter the stage selection screen and go to the **Desert of Sand**.

You should now have: 240 points



Skills

This section shows all available skills in the game. They are sorted by the level at which the spell is gained.

Theodore

Theodore is specialized in dealing physical damage, but is also the only character capable of dealing the four basic states: blindness, poison, amnesia and freeze. In the second half of the game he acquires three elemental skills to compensate for Stiletta's absence from the party.

Quick Gash		Level: 2	
Magic Cost:	6	Type:	Physical
Power:	110	Target:	One Enemy
Perform a quick sword attack first during a turn.			

Blind		Level: 5	
Magic Cost:	8	Type:	Special
Power:	n/a	Target:	All Enemies
Blind all enemies.			

Severe Slash		Level: 10	
Magic Cost:	8	Type:	Physical
Power:	145	Target:	One Enemy
Perform a strong sword attack.			

Poison		Level: 12	
Magic Cost:	8	Type:	Special
Power:	n/a	Target:	All Enemies
Poison all enemies.			

Amnesia		Level: 16	
Magic Cost:	8	Type:	Special
Power:	n/a	Target:	All Enemies
Stop all enemies from using magic.			

Freeze		Level: 21	
Magic Cost:	8	Type:	Special
Power:	n/a	Target:	One Enemy
Freeze one enemy.			

Accessories

In this section is a list of the accessories available in the game. Some accessories, such as the Locket, are only acquired from defeating certain enemies. Others can be bought at equipment stores.

The prices listed below are the basic prices without inflation.

Can Be Purchased

Name	Price	Effect
Ring of Strength	80	Strength +4
Ring of Hi-Strength	400	Strength +7
Ring of X-Strength	1020	Strength +10
Bracelet of Defense	80	Defense +4%
Bracelet of Hi-Defense	400	Defense +7%
Bracelet of X-Defense	1020	Defense +10%
Brooch of Speed	80	Speed +6
Brooch of Hi-Speed	400	Speed +10
Brooch of X-Speed	1020	Speed +15
Ring of Spellpower	80	Magic Attack +4
Ring of Hi-Spellpower	400	Magic Attack +7
Ring of X-Spellpower	1020	Magic Attack +10
Anklet of Evasion	80	Evasion +4
Anklet of Hi-Evasion	400	Evasion +6
Anklet of X-Evasion	1020	Evasion +8

Enemies

Here's a full list of all regular enemies in the game. The strategy on bosses is given in the Walkthrough section instead.

Each enemy entry has a list of the 6 elements in the game: wind, water, ice, fire, thunder and holy. The enemy is weak to **Bolded underscored elements** and strong to *Italic elements*. You should use attacks with the element to which they are weak – the **bolded underscored elements**. If the enemy absorbs an element, it is indicated with a *.

DARK FOREST		
Dragonfly		<u>Skills & Misc</u> Attack <u>Treasure</u> Dragonfly Wing <i>Wind</i> – <i>Water</i> – <i>Ice</i> – Fire – <i>Thunder</i> – <i>Holy</i>
<u>Health</u> : 20 <u>Strength</u> : 8 <u>Magic Atk.</u> : 6	<u>Speed</u> : 30 <u>EXP</u> : 4 <u>Gold</u> : 7	
Wolf		<u>Skills & Misc</u> Attack <u>Treasure</u> Wolf Pelt <i>Wind</i> – <i>Water</i> – <i>Ice</i> – Fire – <i>Thunder</i> – <i>Holy</i>
<u>Health</u> : 28 <u>Strength</u> : 11 <u>Magic Atk.</u> : 8	<u>Speed</u> : 32 <u>EXP</u> : 6 <u>Gold</u> : 10	
Grizzly		<u>Skills & Misc</u> Attack Claw Flurry (can stun) <u>Treasure</u> Grizzly Claw <i>Wind</i> – <i>Water</i> – <i>Ice</i> – Fire – <i>Thunder</i> – <i>Holy</i>
<u>Health</u> : 60 <u>Strength</u> : 18 <u>Magic Atk.</u> : 9	<u>Speed</u> : 34 <u>EXP</u> : 8 <u>Gold</u> : 12	