

THE MEDICINE

WALKTHROUGH



THIS STORY IS ABOUT OUR HERO WHO FINDS OUT THAT HIS MOTHER IS SICK IN A RARE DISEASE AND THE ONLY CURE IS A COMBINATION OF 3 FLOWERS: RED, WHITE AND YELLOW; YOU CAN FIND EACH ONE IN ANOTHER LAND – FIRE LAND, DESERT LAND AND SNOW LAND.

YOU AND YOUR PARTY NEED TO COLLECT THE FLOWERS TO CREATE THE MEDICINE.

THIS IS A CLASSIC RPG GAME AND YOU NEED USED THE ARROWS KEYS TO PLAY AND "ESC. KEY" TO DELETE LETTERS.

REMEMBER: IF YOU CAN'T DEFEAT AN ENEMY OR BOSS-ENEMY, YOU NEED TO LEVEL UP AND TRY AGAIN.

THE MAP OF WORLD



Our story begins in Green Land. The game is self-explanatory. This walkthrough will be focused on the quests - more than 30 – some of them focusing on the main quest which you have to complete to make progress and the others are voluntary quests – you can either choose to do them or not.

There are training-houses in each land. You can train and level up.

There are also magic shops in which you can buy protection rings.

While in progress during the game, you can use boats, ships and airships.

Visit everywhere, check every house, every grave every chest. There is a lot of loot all over each land.

Talk to everyone! Some will give you quests, some advise, some clues. Don't ignore anyone.

GREEN LAND

You can find here Training house to level up.

You can find a Magic store which sales protection.

You have an harbor which you can sail from.

You have an airship, but its too soon for you to use.

There are 2 forests to explore, and inventor house, and Samara town.

And a lot of gifts and enemies everywhere, so keep SAVE a lot.

MAIN QUEST

1. Go to see your mother in Samara. On your way you will be joined by 2 members of your party.
2. Go to see the doctor through Samara forest. Pick up the 4th member.
3. Find transportation to other lands to begin the main quest.

OTHER QUESTS

1. The girl in the house in Samara asked us to find her dog in Rita Cave.
2. Get rid of the Rats at the cellar in the Mayor house.
3. Find the Teddybear in the Ranger forest.
4. Find for Theophil, the inventor, 10 Blue crystals in the Old mine.

THIS IS THE END OF THE DEMO WALKTHROUGH