

# TRAVEL ROUTE 1/2

QUESTS					
#	Quest	Prereq Quest	Destinations		
			Origin	1	2
1	Amulet of Illumination		Debir	Bolo	Debir
2	Revenge upon Lady Magnet	King's Bride	Debir	Verona	Debir
3	Contraband Searcher		Scarlet Wind	Rusty Anchor	
4	--- Rob Cuttlefish's Treasure		Scarlet Wind	Rusty Anchor	Scarlet Wind
5	Swill Antidote		Rusty Anchor	Elon	Rusty Anchor
6	Mercenaries for Sohaty (*1)		Rusty Anchor		
7	King's Bride		Verona	Debir	
8	Demenion's Secret		Verona	Dersu	Verona
9	Glasses for Old Bobur		Dersu	Tekron	Dersu
10	Bagoury's Love		Dersu	Uzala	Dersu
11	The Power of the Temple of Joy		Dersu	Uzala	Dersu
12	Defeat the Giant Frog		Uzala	Dersu	Uzala
13	Traveler's Diary		Uzala	Elon	
14	Lew Klisan's Soul		Elon	Sheterra	Elon
15	Falling Star Je-Lo-Pi		Elon	Verona (*2)	Elon
16	Shenobi's Burial		Elon	Dersu	
17	Treasure of Jack Albatross		Nameless	Scarlet Wind	Nameless
18	Message from the Dead		Nameless	Verona	Nameless
19	Grimoire of Darkness		Nameless	Elon	Nameless
20	A message from Shionis		Reha	Verona	Elon

(*1)	Requires that you bring to or find these troops on Rusty Anchor: 50 Robbers, 50 Bowmen, and 50 Pirates.
(*2)	Montero + Montero Underground is included in Verona. Walking/Flying between them is quicker than travelling by boat.
(*3)	Travel directly from Debir to Dersu if you managed to take out everything on Bolo on the first go. This will save you 1 hour.
(*4)	Do not travel from Dersu to Tekron by boat directly. Travel from Dersu to Verona by boat. Walk to Montero and buy a new boat. Travel from Montero to Tekron. That saves 3 hours.
(*5)	Travel to and from Montero.

Safe Travel Route - Suggested by ivra					
Island	# of time	Quests to			Hours
		Start	Continue	Finish	
Debir	1/3	1			
Scarlet Wind	1/2	3, 4			3
Bolo	1/2		1		4
Rusty Anchor	1/2	5, 6	4	3, 6	5
Verona	1/3	7			4
Debir	2/3	2		1, 7	9
Bolo (*3)	1/2				6
Dersu	1/3	9, 10, 11			4
Tekron (*4)	1/1		9		9
Umkas	1/1				9
Uzala	1/2	12, 13	10, 11		6
Elon	1/2	14, 15, 16	5	13	4
Dersu	2/3		12	9, 10, 11, 16	4
Uzala	2/2			12	3
Reha	1/2	20			5
Nameless	1/2	17, 18, 19			5
Sheterra	1/1		14		10
Verona	2/3	8	2, 15, 18, 20		7
Rusty Anchor	2/2			5	4
Scarlet Wind	2/2		17	4	4
Debir	3/3			2	3
Dersu	3/3		8		9
Elon	2/2		19	14, 15, 20	4
Nameless	2/2			17, 18, 19	5
Reha	2/2				5
Verona	3/3			8	7
<b>TOTAL TRAVEL TIME</b>					<b>138</b>

All 3 travel routes will make it possible to do all the quests. Only the quests that needs travelling from island to island are included. Notice that you should pick up the contracts for Hungry Beast in Debir and The Fallen Paladin in Scarlet Wind. But since all routes starts with Debir and continue to Scarlet Wind they are not included.

The safe route is the slowest of the three, but should be easy to follow, since tough fights can be delayed much longer than the two other routes allow for. See comment on next page.

**Note:** If you follow this route strictly, you will probably miss some items that are for sale in Debir in the end of the game. Debir gets updated three times. The first is after the Amulet of Illumination quest, the second and third is after you have gathered 4 respective 6 stones (I have been told).

## TRAVEL ROUTE 2/2

Best Travel Route - Suggested by Petwin					
Island	# of time	Quests to			Hours
		Start	Continue	Finish	
Debir	1/3	1			
Scarlet Wind	1/2	3, 4			3
Bolo	1/1		1		4
Verona	1/3	7			4
Rusty Anchor	1/2	5, 6	4	3, 6	4
Debir	2/3	2		1, 7	7
Dersu	1/2	9, 10, 11			9
Elon	1/2	14, 15, <b>16</b>	5		4
Uzala	1/2	12, 13	10, <b>11</b>		4
Nameless	1/2	17, 18, 19			4
Reha	1/2	20			5
Umkas	1/1				5
Verona (*5)	2/3	8	2, 15, 18, 20		4
Tekron	1/1		9		5
Rusty Anchor	2/2			5	4
Scarlet Wind	2/2		17	4	4
Debir	3/3			2	3
Sheterra	1/1		14		7
Dersu	2/2		8, 12	9, 10, 11, 16	4
Elon	2/2		19	13, 14, 15, 20	4
Uzala	2/2			12	4
Nameless	2/2			17, 18, 19	4
Reha	2/2				5
Verona	3/3			8	7
TOTAL TRAVEL TIME					108

Crazy Travel Route - Played by unicornxp					
Island	# of time	Quests to			Hours
		Start	Continue	Finish	
Debir	1/3	1			
Scarlet Wind	1/2	3, 4			3
Rusty Anchor	1/2	5, 6	4	3, 6	4
Verona	1/4	7			4
Bolo	1/1		1		4
Debir	2/3	2		1, 7	6
Verona	2/4		2		9
Dersu	1/2	9, 10, 11			4
Uzala	1/2	12, 13	10, <b>11</b>		3
Elon	1/2	14, 15, <b>16</b>	5	13	4
Nameless	1/2	17, 18, 19			5
<b>Reha</b>	1/1	20			5
Umkas	1/1				5
Verona (*5)	3/4	8	15, 18, 20		4
Tekron	1/1		9		5
Rusty Anchor	2/2			5	4
Scarlet Wind	2/2		17	4	4
Debir	3/3			2	3
Sheterra	1/1		14		7
Dersu	2/2		8, 12	9, 10, 11, 16	4
Elon	2/2		19	14, 15, 20	4
Nameless	2/2			17, 18, 19	5
Uzala	2/2			12	4
Verona	4/4			8	5
TOTAL TRAVEL TIME					105

The route suggested by Petwin is probably the best route. It is quick and possible. The main problems are that Shenobi, Chief Uchkuk, and Chief-Shaman Uthyk must be fought relatively early in the game. Another challenge is that you have to take out everything on Bolo to the only visit to it, and this is early in the game.

The crazy route taken by unicorn requires you to fight K'Tahu when you are about midway through the game. This fight is the toughest fight in the game, so I do not recommend this route unless you know what you are doing...