

3 STARS of DESTINY - GUIDE

by Cassiopeia

This guide contains the main quest and all side quests.

At the end you'll find a list with all secret rooms and all relics and artifacts as well as where they can be found.

Not listed in detail are items and chests you can find during the game, but you'll always be directed to all screens of each area.

Explore every place thoroughly!

Also check your questbook frequently. It will always tell you what to do next, for the main quest as well as for side quests.

The order of quests in this guide is determined by when they can be solved.

Tip: During the game you'll find several "Totems of Evil". They cause damage in fights. It's recommended to save them for the final boss.

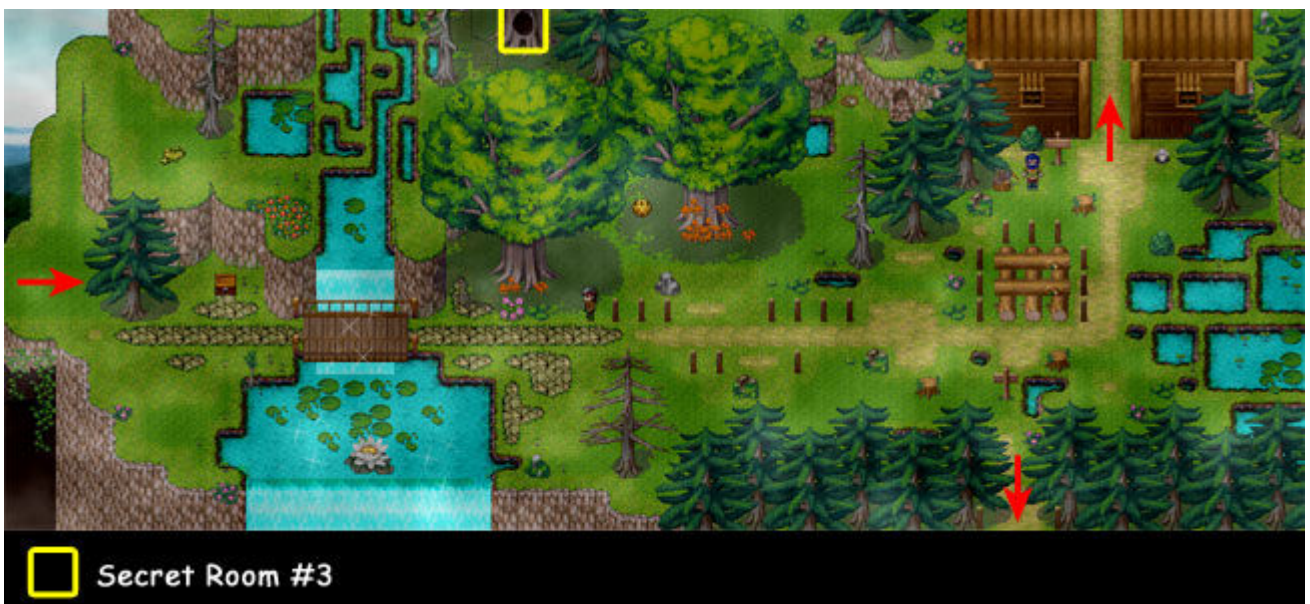
Main quest

Side quests

Q1: Goods for Random's Parents

Where: Mt Zulle

From Random's hut go right to the next screen.



The path up leads to Mt Zulle.

The path down leads to the Dangerous Yakk.

Take the goods to the house of Random's parents.

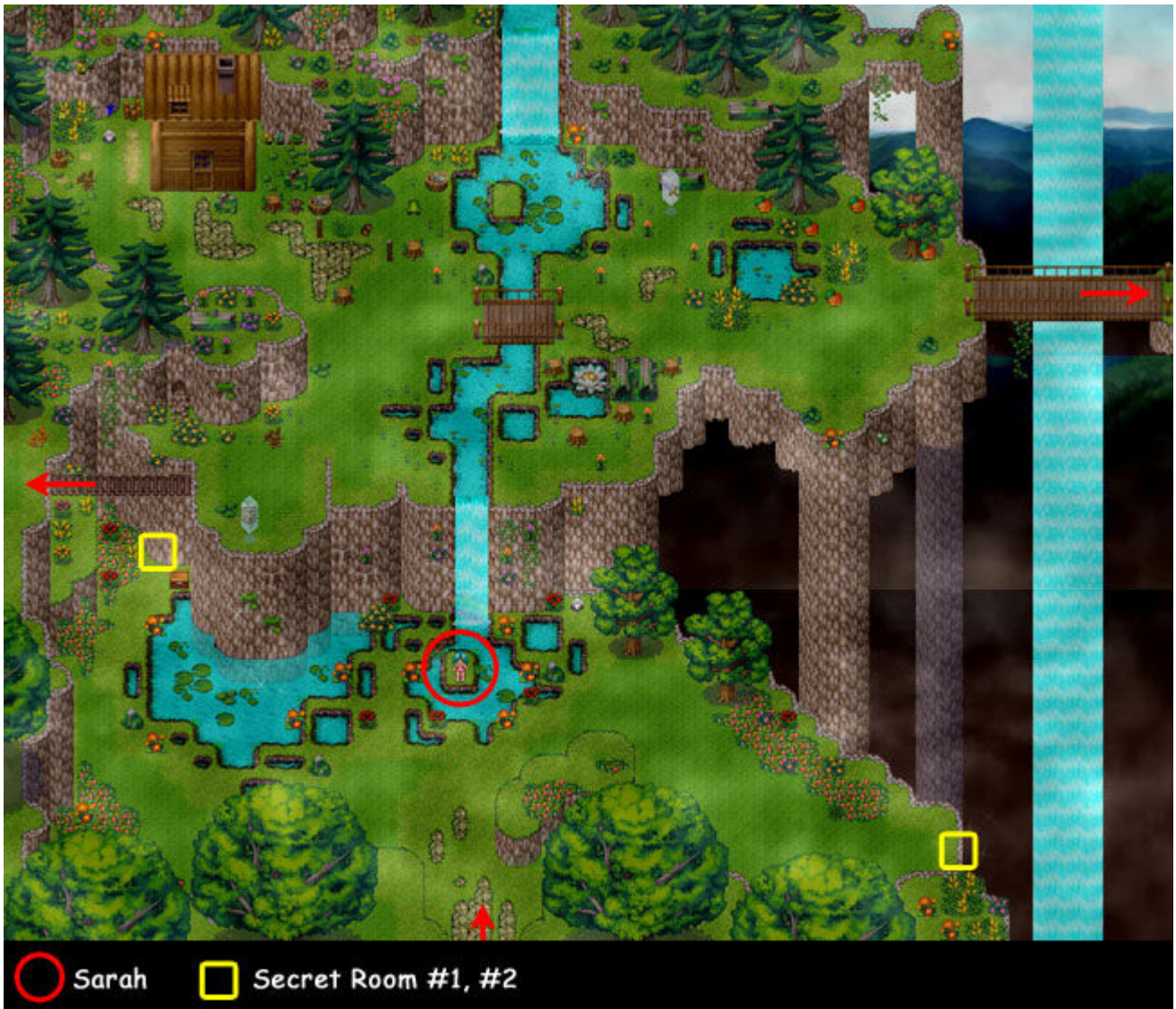
Talk to Sarah who is standing in front of the house, then enter and hand Random's mother the goods.

Afterwards Random wants to go and find Sarah.

Q2: Find Sarah

Where: Indinera Woods

Go back to Random's hut.



To reach Sarah you need to cross the Indinera Woods. Go left to the next screen.



From here go south to the next screen.

For a better view this map is split into two parts.



Talk to Roslyne for a side quest, then go up to the next screen.
Save before talking to Sarah as you'll have to fight shortly.
After the fight go back to Random's hut. Guandia has disappeared. You need to go and find him.

Q3: Find Guanidia

Where: Indinera Woods

Go back left to the next screen and south to the save bunny. Here you'll find Guanidia. Some elves have abducted him. You need to fight them.



After the fight go back to Random's hut. Guanidia is already feeling better.

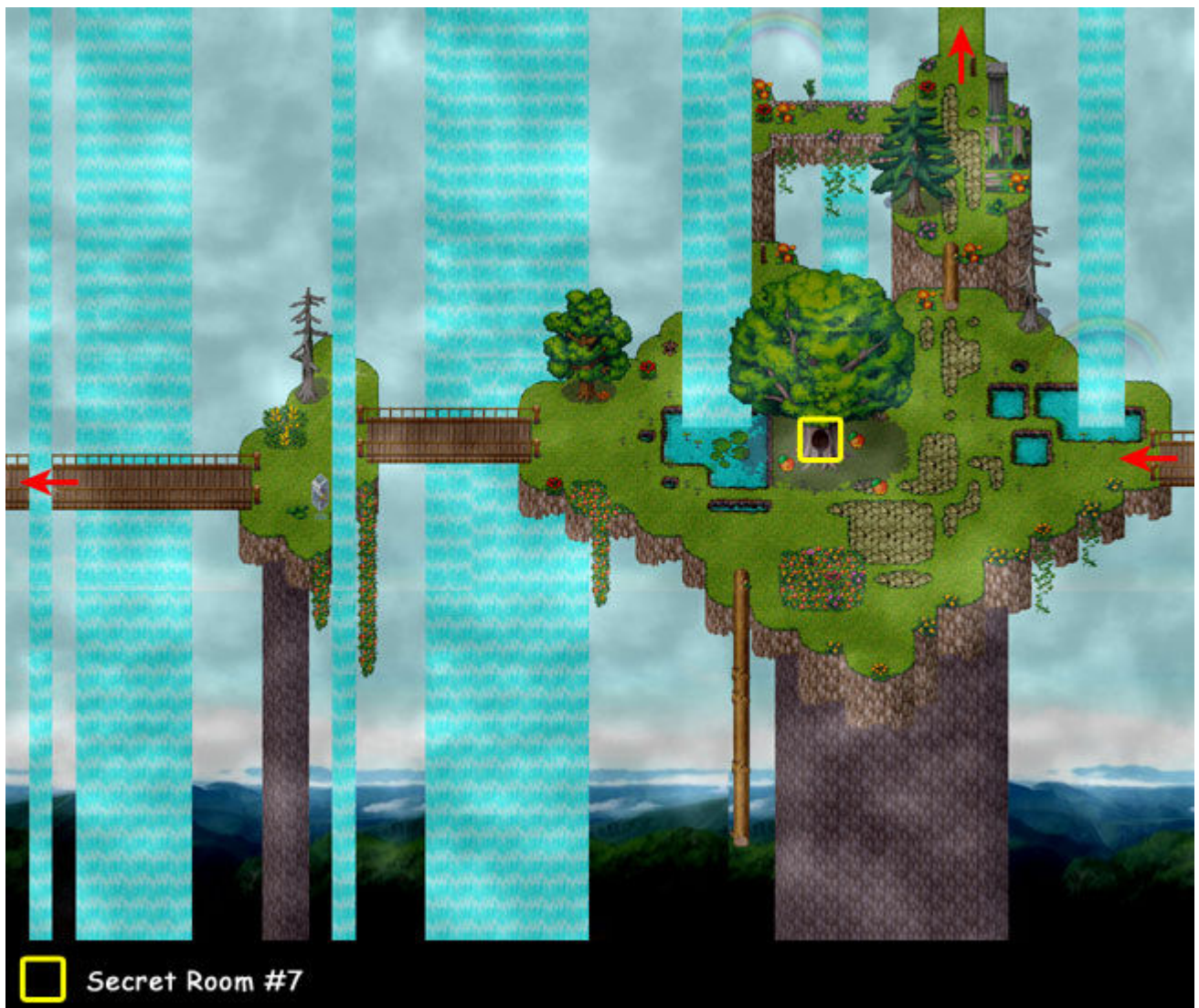
Now Random wants to find Sarah more than ever.

Go to Mt Zulle to Sarah's house and talk to her father. He doesn't really know where she is, so Random decides to look for her in the Cave of Fal.

Q4: Meet Sarah in the Cave of Fal

Where: Cave of Fal

Go back to Random's hut and once more left to the next screen. This time go left even further to another screen.



Further to the left there's one more screen, but there's nothing to find there.

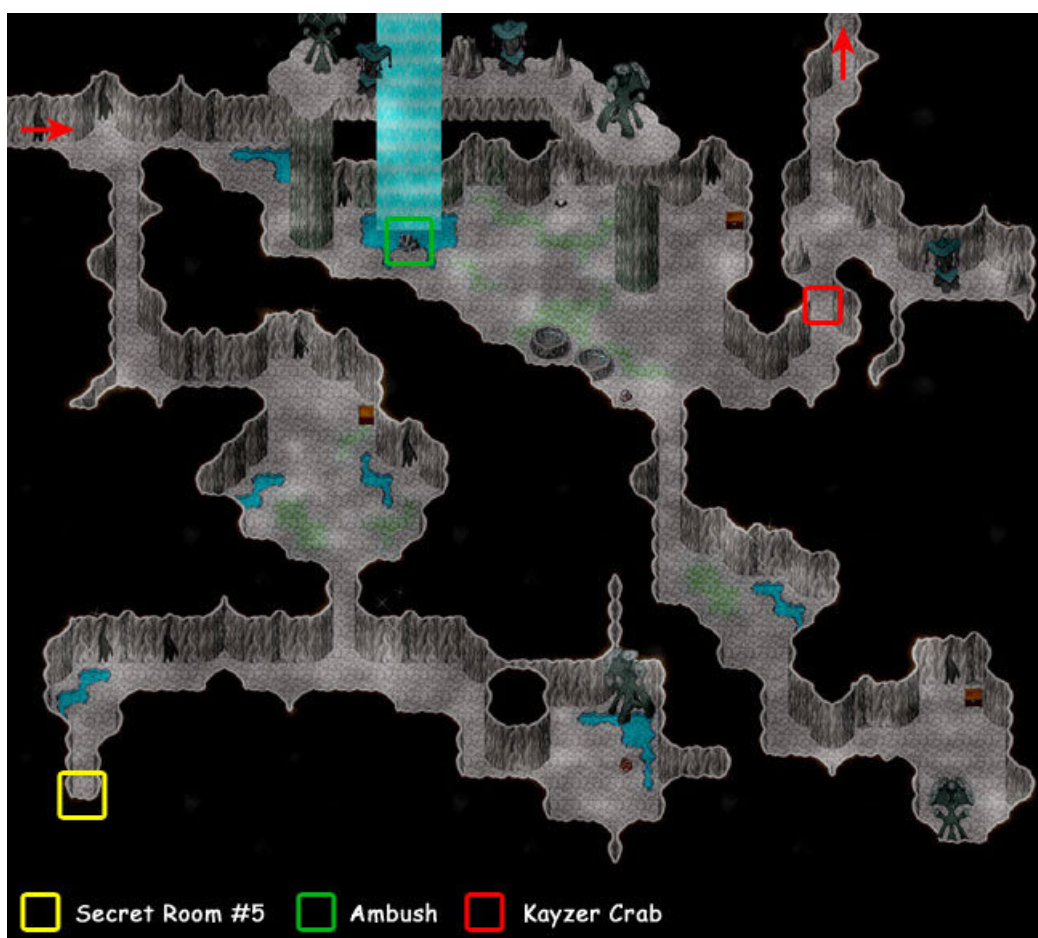
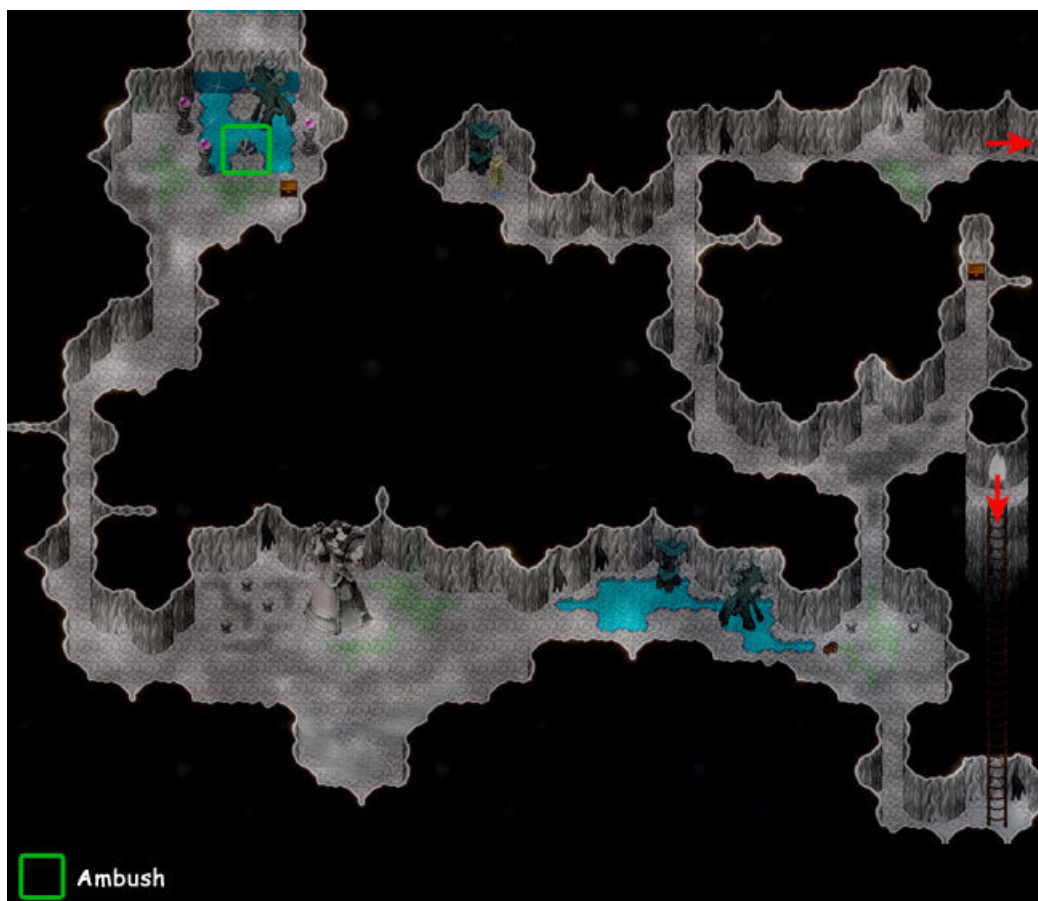
Go north to the Elven Village of Falalia.

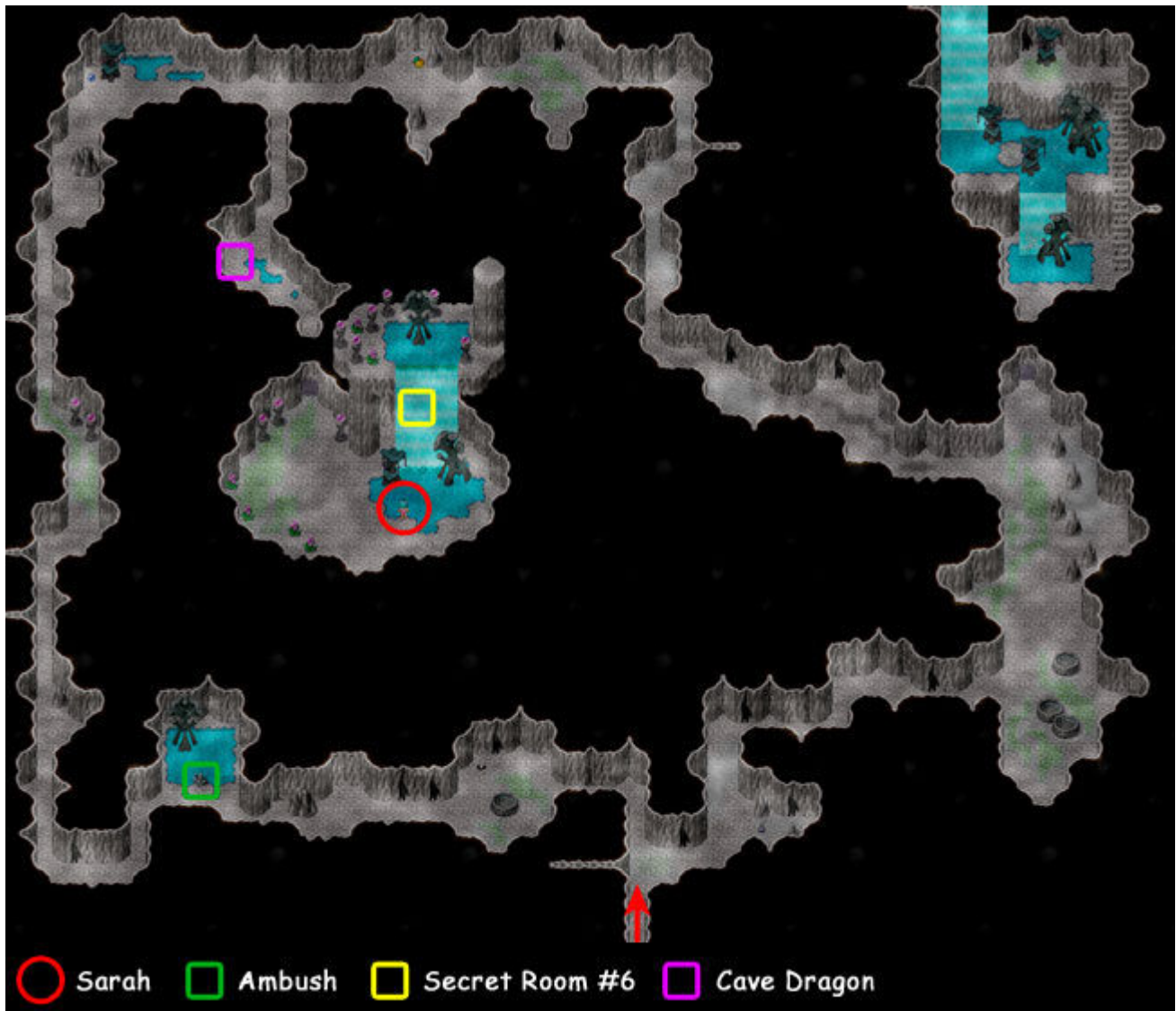
To get permission to enter the caves you need to talk to the elder in the house in front of the cave entrance.

Search for Sarah in the cave and talk to her. Caution! On the second screen you'll be ambushed by a Kayzer Crab.

Also you can fight a Spirit of the Pond on each screen (green squares). Behind the Spirit of the Pond at the waterfall you'll find one of various items after the fight. The following finds are possible:

Silver Sword, Water Sword, Water Bow, Crystal Claws, Blessed Oak Cane, Crude Sword, Moon Dew, Ivory Shield, Waterfall Ring or Malachite Crown.





After talking to Sarah start walking towards the exit. You'll be ambushed by a Cave Dragon. Sarah joins you in the fight but then disappears again.

Leave the cave and go back to Random's hut. Talk to Leyn who is awaiting you there. Then go to Mt Zulle and talk to Random's father. He has a surprise Random is not very happy about.

Sarah will now join your party for good.

Before participating in the trials you now have time to do some side quests.

Q5: Mushrooms

Who: Liliane at Mt Zulle

Where: Liliane's house (Mt Zulle south)

Talk to Liliane, then check the mushrooms with Sarah in the party. She will remove them.

Q6: Rusty Powder

Who: Tatyana at the Guild of Mt Zulle

Where: Indinera Woods

Now that you have Sarah in your party you can join the Guild of Mt Zulle. After talking to Tatyana go back into the woods and find the Rusty Powder on the screen where Harald trains for the trials. There are two spots where you can find Rusty Powder but you need only one to finish the quest.

The reward you get from Tatyana is a wand that will be very useful shortly.



Q7: Concentration

Who: Loretta at the Guild of Mt Zulle (access after finishing Q6)

This quest requires Sarah's MN to be at 200. If it's not that high yet the quest can still be done a little later or even at the end of the game.

Tip: Talk to the owner of the weapon shop in Mt Zulle a few times and he should offer you to buy the Earth Sword and Fire Sword (though you'll also get the chance to get them later in the game).

In case you don't have enough money yet you can fight the golden scorpion on the screen before Mt Zulle several times. It gives a good amount of gold.