



COVERS NINTENDO DS™



Written by Doug Walsh



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*Shu is well balanced with powerful skills.*

## SHU

A native of Talta Village. Able to use the Dragon Shadow after swallowing a light sphere. Went off on an epic adventure a year ago with Jiro, Zola, Kluge, and Marumaro, which lead to defeating Nene and saving the world. His favorite line is "I won't give up!"

### ALL-ROUND FIGHTER

His Sword Master skills' attack range extends straight ahead, inflicting damage to multiple targets in a straight line. He wields skills with elemental attributes that inflict massive damage. Utilizing the elemental weaknesses of enemies inflicts even more powerful damage.

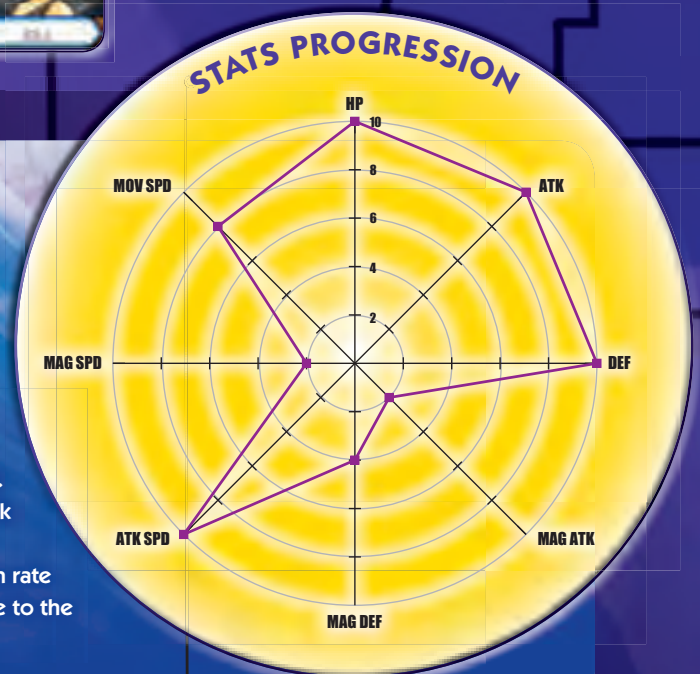


Keeping this unit alive during battle is crucial, especially during the first part of the story.

#### INITIAL STATS

LV	5
HP	91
ATK	63
DEF	29
MAG ATK	41
MAG DEF	21
ATK SPD	17
MAG SPD	14
RANGE	1
MOV SPD	4
MOVEMENT	LAND

As Shu levels up, he becomes increasingly well-suited for front-line combat. He gains maximum HP, Attack power, Defense, and Magic Speed, as well as a very high rate of Movement Speed, relative to the other allies.





# DRAGON PRISM: SWORD MASTER SKILLS

Shu's Dragon Shadow enables him to use a number of powerful sword-based skills with elemental attributes. Take advantage of an enemy's particular susceptibility by attacking with the correct sword skill.

## DRAGON SHADOW SKILLS

SKILL	RANK	TARGET	RANGE	MAP AREA	TYPE	DESCRIPTION
FLARE SWORD*	1	ALL ENEMIES	STRAIGHT FRONT LV 3	BATTLE	PHYSICAL ATTACK	FIRE ATK. RANDOMLY SETS ENEMIES ABLAZE WHEN CHARGED.
WATER SWORD*	5	ALL ENEMIES	STRAIGHT FRONT LV 3	BATTLE	PHYSICAL ATTACK	WATER ATK. RANDOMLY FREEZES ENEMIES WHEN CHARGED.
WIND SWORD	12	ALL ENEMIES	STRAIGHT FRONT LV 3	BATTLE	PHYSICAL ATTACK	WIND ATK. RANDOMLY STUNS ENEMIES WHEN CHARGED.
GROUND SWORD	15	ALL ENEMIES	STRAIGHT FRONT LV 3	BATTLE	PHYSICAL ATTACK	EARTH ATK. RANDOMLY PETRIFIES ENEMIES WHEN CHARGED.
SHINE SWORD	20	ALL ENEMIES	STRAIGHT FRONT LV 3	BATTLE	PHYSICAL ATTACK	DEALS LIGHT DAMAGE. RANDOMLY SEALS ENEMIES WHEN CHARGED.
SHADOW SWORD	30	ALL ENEMIES	STRAIGHT FRONT LV 3	BATTLE	PHYSICAL ATTACK	INFLECTS DARK DAMAGE. RANDOMLY PANICS ENEMIES WHEN CHARGED.
DRAGON SWORD	40	1 ALLY OR SELF	SELF	BATTLE	SUPPORT	RANDOMLY RELEASES HIGH-CHARGE SWORD SKILLS.
BLUE DRAGON	55	ALL ENEMIES	ENTIRE MAP	BATTLE	MAGIC ATTACK	FIRE MAGIC THAT SETS ENEMIES ABLAZE. ONE USE PER BATTLE.

\*Denotes skill available when ally joins party.

## TAKE ADVANTAGE OF CHOKE POINTS!

Each of these attacks extends in a straight line and hits enemies up to three positions away. Lure groups of enemies into narrow passages to force them to line up in a row so Shu can damage several at once. When this isn't possible, line up other allies to face enemies one-on-one, and then have Shu flank the enemies and attack. Shu may also succeed by timing his attacks to strike as other enemies are passing by.





# AREA 1: THE SEARCH



## UNLOCKING CONDITIONS

: THIS AREA IS UNLOCKED AT THE START OF A NEW GAME.

## VICTORY CONDITIONS

WIN	DEFEAT ALL ENEMIES. → DEFEAT THE SENTINEL.
LOSE	PARTY IS DEFEATED.

## SUGGESTED PARTY/ASSEMBLY

REQUIRED



SHU



ZOLA

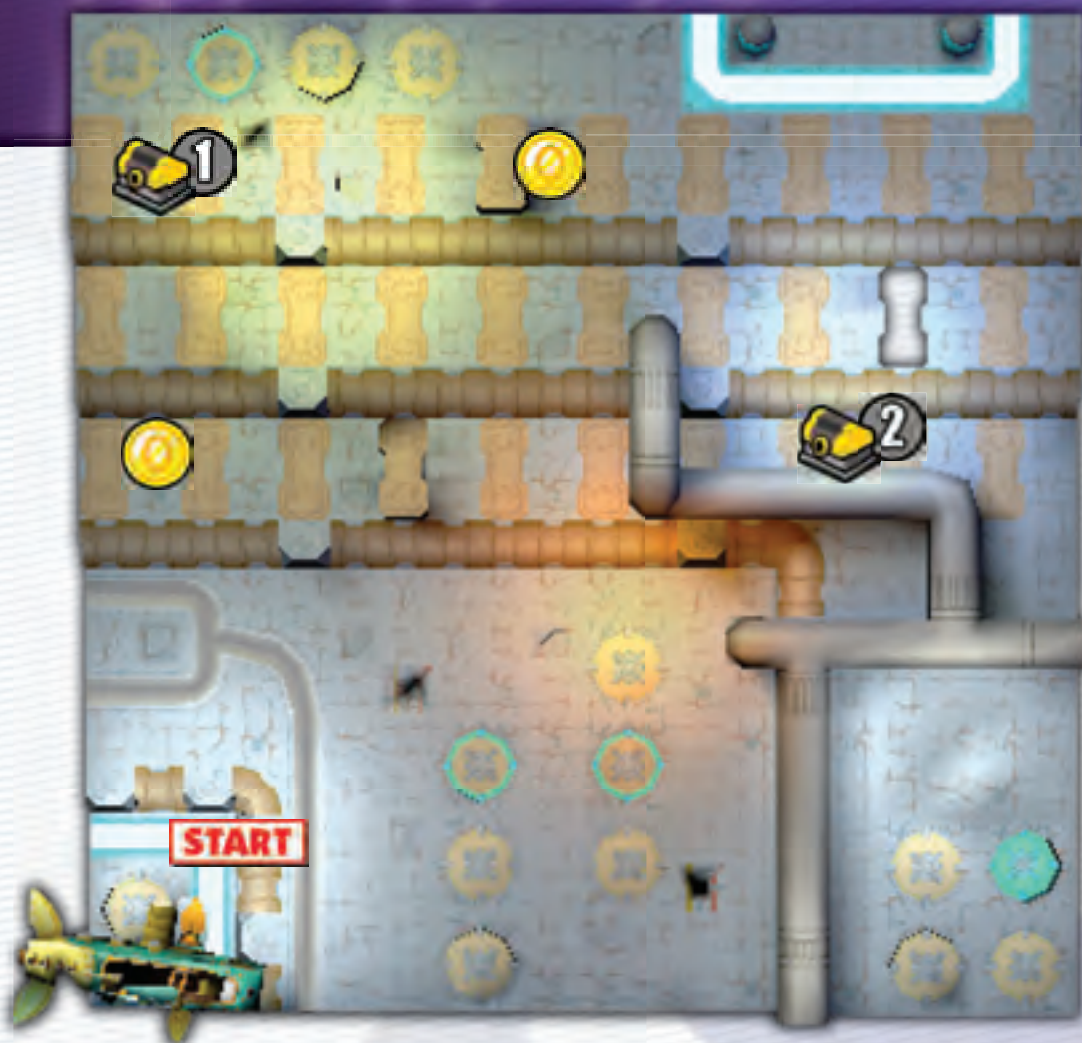


MARUMARO



SZABO

ADDITIONAL





## TREASURE

CHEST NO.	KEY REQ'D	SPECIAL	CONTENTS
1	-	-	MEDICINE
2	-	-	MEDICINE

## ADVERSARIES

ENEMY	CLASS	LEVEL	HP	PRIMARY WEAKNESS
MECHA ROBO	MECHA ROBO	12	200	WATER
SENTINEL	MECHA ROBO	50	1000	FIRE, DARK

## BATTLE PLAN

Shu and the others land their craft and are quickly approached by six Mecha Robos, split between two waves. These Mecha Robos are highly vulnerable to Shu's Water Blade skill. Marumaro's Ground Blow attack is also pretty effective. Send Zola out to collect the **Medicine** from the chests and to locate the two Medals while the others fend off the Mecha Robos.



## ONE CHANCE ONLY

You get only one chance to collect the **items found in the first four areas you visit**. The party cannot return, so use Zola's speed right away and have her collect the **Medals and treasure while the others fight**.



## MISSION UPDATE!

Szabo senses movement from beneath the party's position—a massive Sentinel is about to burst through the ground and attack. Defeat it at all costs!

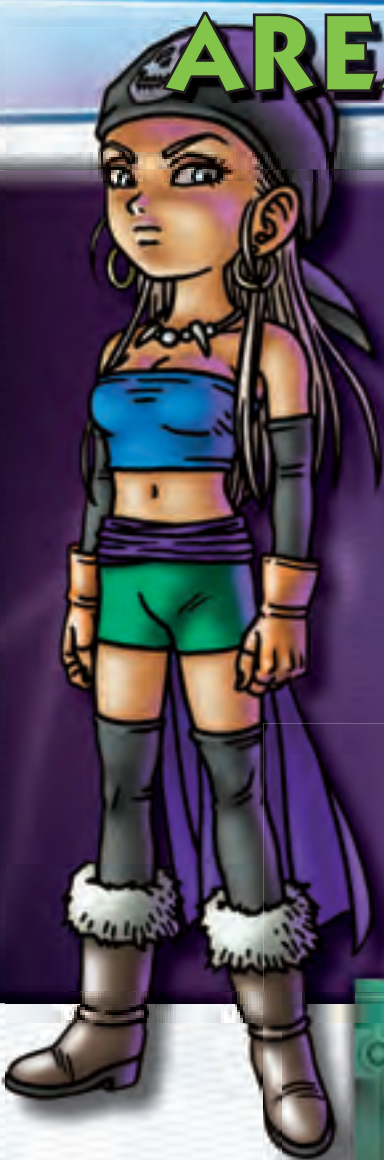
The large pipe in the area's southeast corner soon breaks and a Sentinel appears. Make sure everyone's HP is topped off and rush toward the Sentinel to surround it. Shu notices that the party's attacks aren't doing much damage and that the Sentinel's armor is far too strong for them. Fortunately for the group, Zola notices a lever controlling the electricity in the broken pipe. Guide one ally to the terminal's lever to the right of the pipe's gap, and position three of the allies near the hole where the Sentinel emerged. Select the ally near the lever and strike the terminal to activate the electricity as soon as the Sentinel steps between the pipe's gap.

Szabo detects that the electricity has lowered the Sentinel's defenses, and the party's attacks should now work. Surround the massive robot and attack it with a barrage of skill attacks. Shu's Flare Sword attack is the most damaging, but Zola's Wind Claw and Marumaro's Ground Blow are also worth using. Defeating the Sentinel yields the **Radar**, a valuable tool with a purpose that is revealed in due time.





# AREA 2: SPIRIT OF LIGHT



## UNLOCKING CONDITIONS

COMPLETE *THE SEARCH*.

## VICTORY CONDITIONS

WIN	DEFEAT ALL ENEMIES. → DEFEAT THE SENTINEL.
LOSE	PARTY IS DEFEATED.

## SUGGESTED PARTY/ASSEMBLY

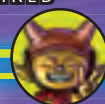
REQUIRED



SHU



ZOLA



MARUMARO







SZABO

ADDITIONAL





## TREASURE

CHEST NO.	KEY REQ'D	SPECIAL	CONTENTS
1 	-	-	MEDICINE
2 	-	-	MEDICINE
3 	-	-	MEDICINE
4 	-	-	CURE-ALL

## ADVERSARIES

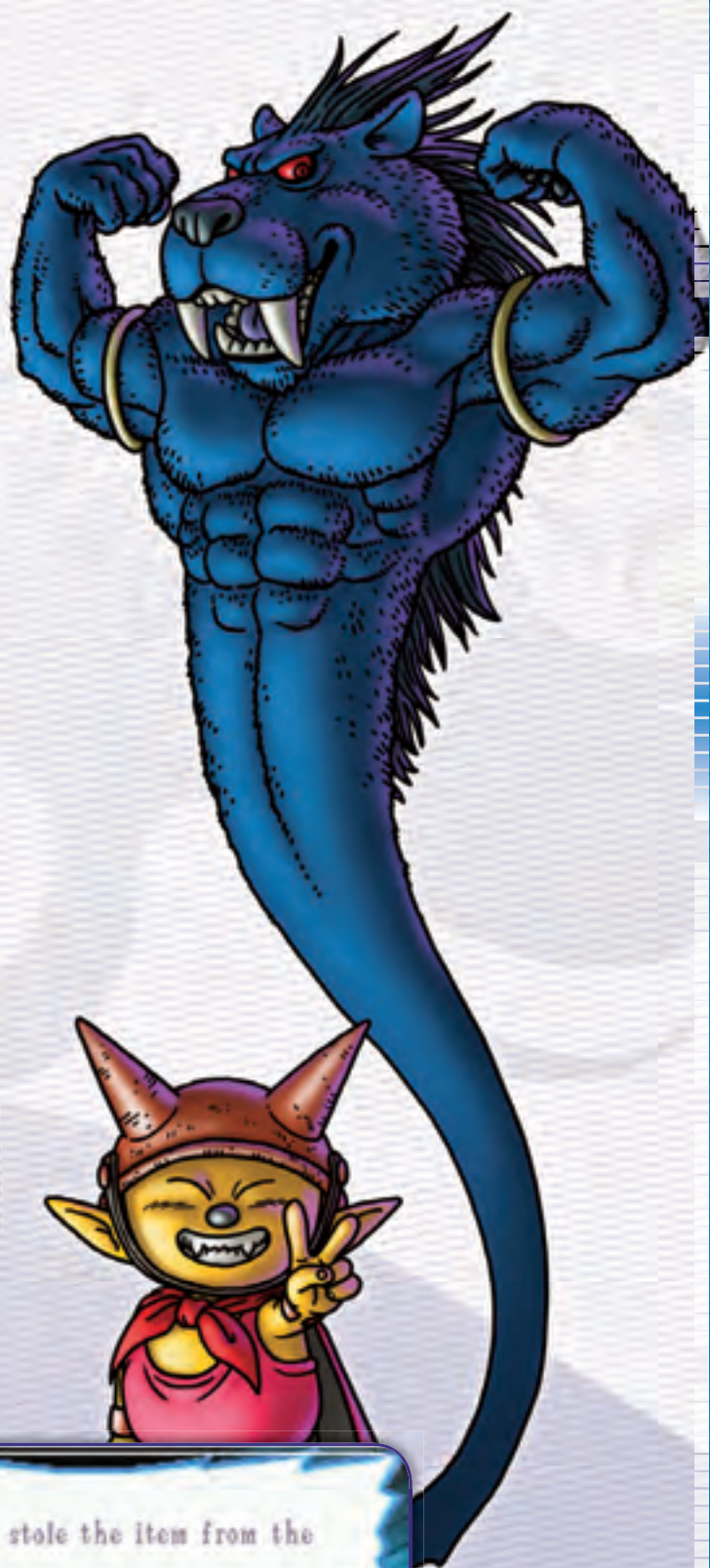
ENEMY	CLASS	LEVEL	HP	PRIMARY WEAKNESS
MECHA ROBO	MECHA ROBO	12	150	WATER
MEDIC	MECHA ROBO	12	100	EARTH
INTERCEPTOR	MECHA ROBO	12	100	EARTH
HOVER ALARM	MECHA ROBO	12	80	WATER
FAT RAT	MONSTER	14	200	LIGHT
SILENT KU	MECHA ROBO	50	600	FIRE
RAGING KESU	MECHA ROBO	50	600	WIND
HEAT-WAVE SAI	MECHA ROBO	50	600	WATER
TURBULENT MAI	MECHA ROBO	50	600	EARTH
ULTIMATE SZABO	MECHA ROBO	54	700	-

## BATTLE PLAN

The party begins the battle in the center of the square-shaped room, and the four subordinates are scattered to the corners. Szabo's subordinates are too strong to tackle individually, so resist the temptation to split up the party and fight them one-on-one!

### DIRTY, THIEVING RATS!

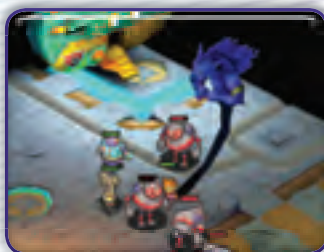
The Fat Rat in the room's southwest corner quickly scampers over to the chest in the corner closest to it and takes the Ultra Medicine from inside. Don't bother trying to stop this from happening, as you can't possibly get there quickly enough. This bit of thievery illustrates the fact that enemies can steal items from treasure boxes when they have the opportunity to do so. Let this be a lesson to always gather treasure as fast as you can.





Lead the party eastward toward the Fat Rat and destroy it first. Although the victory conditions only require you to destroy Szabo's subordinates, that task is always easier to accomplish when there are fewer enemies running around. With the Fat Rat eliminated, send Zola off to the north to gather up the items from the chests, while the others begin fighting the subordinates.

The party will likely first encounter Silent Ku or Turbulent Mai on the map's east side. This works out well for the party, as Shu's Water Blade skill can inflict significant damage on Silent Ku, and Marumaro's Ground Blow attack can really hurt Turbulent Mai.



Each of the subordinates summons a trio of lesser enemies to lend support. Keep the pressure on the major target until these lesser mechas get close enough to be a problem. Then position your party members to catch them within range of your skill attacks. Although the party needn't destroy these other enemies, it's always a good idea to defeat all of the enemies in the area to gain the most EXP and SP. The summoned enemies are susceptible to either Water or Earth, but they have low enough HP to fall victim to Szabo's Emerald attack as well. Just be sure to keep an Emerald for use against Raging Kesu.



Ultimate Szabo doesn't have any particular vulnerabilities, but it's also not entirely resistant to any elements either. Make sure the party's health is topped off, and attack Ultimate Szabo with as many skills as the group can muster. Surround the monstrosity from all sides and maintain the pressure with physical attacks while the skill meter recharges. Ultimate Szabo has 700 HP, but it falls quickly against such constant abuse. Defeating Ultimate Szabo and the other mecha robos in this area should gain each of the party members enough EXP and SP to level and rank up two and three times, respectively.



## MISSION UPDATE!

The subordinates have gathered their remaining strength, as well as Szabo himself, to form a massive mecha robo known as Ultimate Szabo. Follow Szabo's demands and destroy him!



# SIDE-QUESTS

These optional quests start to unlock once the party clears the Servant Town area. Speak to the Mecha Robo on the Route Map at the Servant Town to accept available quests. Return to the same Mecha Robo to hand over the requested item to collect your reward. Although these quests are optional, they are a great way to gain valuable prizes, rare items, and to earn a wealth of EXP and SP. But be warned; many of these quests are far more difficult than any of the story-related battles!



## THE POO HUNT

**HOW TO UNLOCK:** Automatically unlocked upon clearing Servant Town.

**POO COLLECTOR:** Puh-Please! I'm desperately looking for a monster called Golden Poo Snake. I hear they are very rare. Please defeat it and bring back some proof. You'll be handsomely rewarded!

RECOMMENDED LEVEL	LOCATION	ITEM REQUIRED	REWARD
18	MONSTER KEEP	GOLDEN FANG X1	VITALITY ELIXIR X1, 1000 GOLD

### STRATEGY

The party has 6:00 to defeat the Golden Poo Snake and retrieve the Golden Fang, else the mission fails. The Golden Poo Snake is in the center of the Monster Keep, surrounded on all sides by nearly a dozen other Poo Snakes of various types. The Golden Poo Snake is very fast and runs away at the first sight of your party. Split the party into two groups and surround it.

Spend the first three minutes of the mission defeating as many of the other Poo Snakes as possible to earn EXP and items.

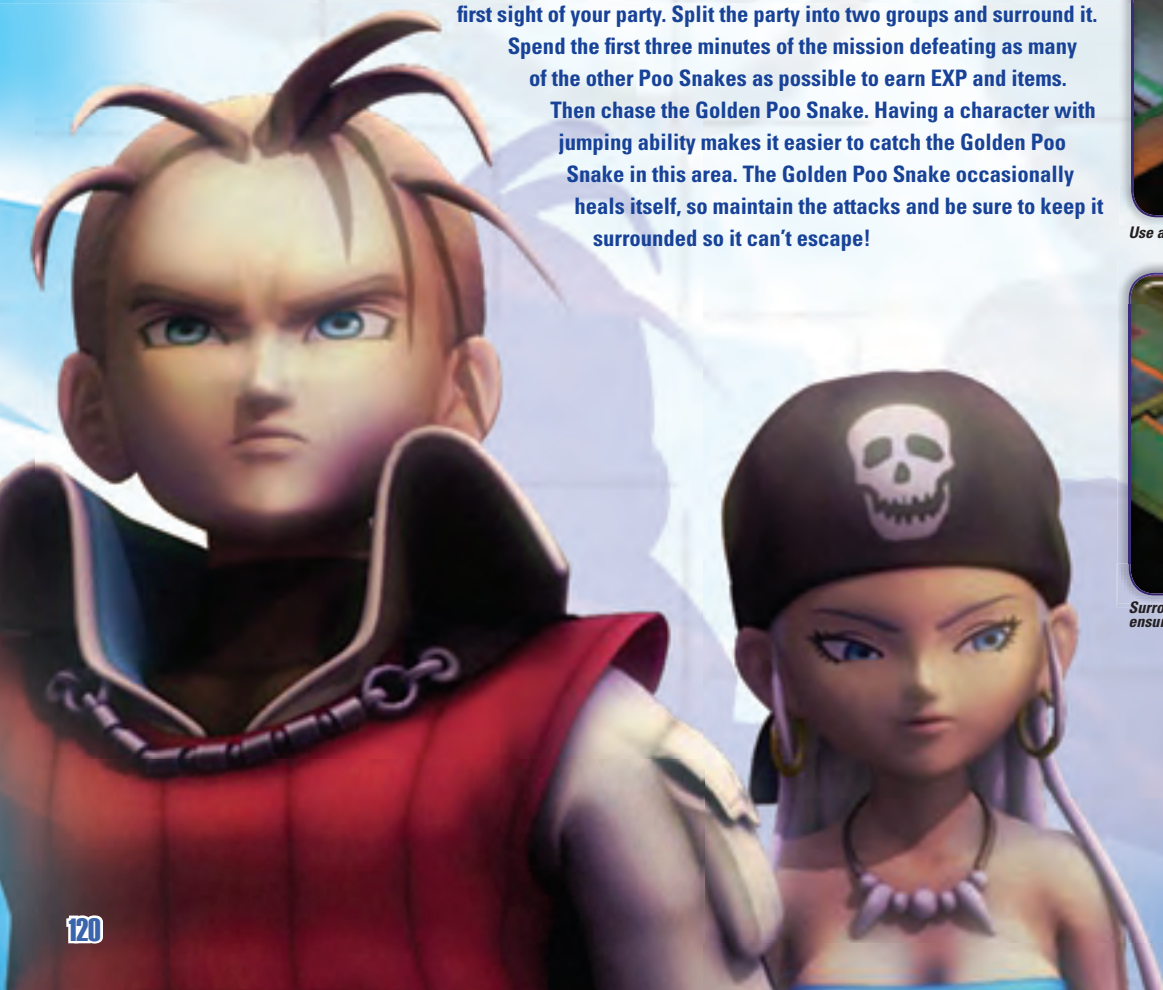
Then chase the Golden Poo Snake. Having a character with jumping ability makes it easier to catch the Golden Poo Snake in this area. The Golden Poo Snake occasionally heals itself, so maintain the attacks and be sure to keep it surrounded so it can't escape!



Use area-effect spells to defeat several Poo Snakes quickly.



Surrounding the Golden Poo Snake and poisoning it ensures victory!





## THE POO HUNT 2

HOW TO UNLOCK: Complete "Quest 10: Stop the Runaway."

### QUEST 2

**POO COLLECTOR:** Puh-Please! One more time! I'm desperately looking for a monster called Dark Poo Snake. I hear they are rare as well. Please defeat it and bring back some proof. Of course there's a reward...

RECOMMENDED LEVEL	LOCATION	ITEM REQUIRED	REWARD
20	MONSTER KEEP	BLACK FANG X1	VITALITY ELIXIR X2, 1500 GOLD

### STRATEGY

The Dark Poo Snake is hiding out in the center of the Monster Keep, and you have 6:00 to defeat it and retrieve the Black Fang. A dozen other Poo Snakes of various kinds are poised to disrupt your efforts. Keep the party together and work north through the center of the area toward the



The other Poo Snakes are lined up to protect the Dark Poo Snake.



Send just one or two allies after the Dark Poo Snake, then circle around with the others.

target. The Dark Poo Snake is vulnerable only to light-based attacks and is pretty quick. Chances are, he'll run away from the attack and use the complexity of the Monster Keep to stay away from the party. Having Zola in the party comes in handy, as she can chase him down. Send a couple allies after the Dark Poo Snake. Then, if he's circling around a wall, head the other way with the rest of the party to cut him off!

## THE POO HUNT 3

HOW TO UNLOCK: Complete "Quest 11: Stop the Runaway 2."

### QUEST 3

**POO COLLECTOR:** Puh-Please my final request! I'm desperately looking for a monster called Rare Poo Snake. It's as rare as rare can get! Please defeat it and bring back some proof. The reward will be stupendous!

RECOMMENDED LEVEL	LOCATION	ITEM REQUIRED	REWARD
30	MONSTER KEEP	PLATINUM FANG X1	VITALITY ELIXIR X3, 1800 GOLD

### STRATEGY

This is the most challenging of the Poo Hunt quests, thanks to the Rare Poo Snakes' incredible speed and the fact that the party must defeat five of them. Fortunately, the timer is set to a reasonable 8:00. This gives you plenty of time to tackle the other Poo Snakes that also occupy the area.



Spread out and try to surround one or two Rare Poo Snakes before they can escape.



Use the map to anticipate where they might run, and block their path with your slower allies.

The Rare Poo Snakes are very fast, and they're resistant to all elemental attacks except fire, to which they are neutral. The best plan is to approach the Rare Poo Snakes from a distance to avoid alarming them, and cast a high-level Flare spell or use a Grand Ruby to weaken them. They start to run at that point, so send your fastest allies after them. Try to loop around and block their path with the rest of the party.





## OFFICIAL STRATEGY GUIDE

Written by Doug Walsh

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800 East 96th Street, 3rd Floor  
Indianapolis, IN 46240

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ISBN: 0-7440-1097-7

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09

4 3 2 1

Printed in the USA.



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#### Title Manager

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### ACKNOWLEDGMENTS

BradyGAMES sincerely thanks everyone at Ignition Entertainment, including Paul McGurk and Melody Khanbeigi, for their generous support and expert assistance during this project. This guide would not be possible without you—thank you!

Doug Walsh: *Blue Dragon Plus* was the perfect game with which to kick off the new year. I really enjoyed the blending of tactics-style and RTS gameplay—truly enjoying the game always makes writing the strategy guide so much smoother. That said, I couldn't have done it alone. Huge thanks go out to Tim Fitzpatrick, my editor, for the excellent advice and support, as always. I'd also like to thank Leigh Davis for assigning me this project, and Mike Degler and Stacey Beheler for their invaluable assistance. Lastly, I want to thank Jeremy Blaustein and Greg Off for the helpful translation work.