

Kouryu Densetsu Villgust Gaiden (Import) Enemy FAQ

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Armed Dragon Fantasy Villgust Enemy FAQ

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II: Introduction

This is an FAQ for the video game Armed Dragon Fantasy Villgust. I will just call it Villgust, because I don't want to type out "Armed Dragon Fantasy Villgust" many times. This is my first FAQ ever, and, at the time of it's writing, is the first FAQ for this game to be submitted to GameFAQs. It may be incomplete, so if you have additions and proof of them, then e-mail me at ElCid828@AOL.com with the subject "Villgust FAQ Submission". I get a lot of crap mail and I don't want to accidentally delete it if it's useful.

III: Version History

Version 0.50

-Submitted FAQ to GameFAQs

IV: Battle Flow

First Stage: Battle Selection(Menu)

This is where you choose what you want to do, such as run, change order of characters, and view character info. This is also where you will see the enemies you are fighting, and who is fighting what. To do this, look at the window at the bottom of the screen. You will notice your characters' names are arranged in a pentagonal pattern. The enemies are also arranged in this pattern. Just match the two up. If one of the enemies' sections are blank, that character will not fight. If this happens and you have less five characters, the first name clockwise-wise (wise-wise?) will fight that monster. For example, Morubo is the character on the top. A monster is on the upper-right part, but no character. Morubo

Difficulty (out of 5)

Details of Enemy

Exp. given (coming soon)

Gold given (coming soon)

-Evil Slime-

6 HP

Difficulty: **---

Evil Slimes move across the ground. That's it. Why did I give it a 2 then? If you touch them, you will probably get Poisoned, which can be annoying if you can't cure it. Otherwise, they are arguably the easiest enemy in the game.

-Cockatrice-

18 HP

Difficulty: ***--

The Cockatrice is very annoying. They fly towards you, then as they get close, swoop downward towards you. After they dive at your head, they fly straight up, wait for a few seconds, then repeat the process. Wait until they swoop down at you, then walk backwards. They will miss you, then attack them as they wait in the sky.

-Wood Dwarf-

28 HP

Difficulty: **---

Wood Dwarves can do one of 2 things. As he gets close, he can either jump backwards, or rush and swing at you. Avoid the attack if need be, then attack if he jumps backwards.

-Killer Sasoli-

31 HP

Difficulty: ***--

Killer Sasoli are basically scorpions. They can burrow underground, then they come back up. After they come up, they will walk towards you and shoot at you as they get close. They can aim their shots too. After they shoot, they will burrow back underground, then come back up and shoot at you again. Attack them while they are coming up, but before they emerge completely. Their attacks can also stun you.

-Docro Sasoli-

20 HP

***--

Same thing as Killer Sasoli. Deal with in the same way. Beware that these ones can poison you.

-Giant Spider-

25 HP

Difficulty: **---

Giant Spiders will climb along the ceiling, then drop down after they go a certain distance. After they drop, they will release 3 webs, which go in random directions, then they will go back to crawling around the ceiling.

These webs can be destroyed, but can hurt you if you touch them. Destroy one of the webs, then attack the spider while he isn't moving, or attack him as he descends from the ceiling.

-Half Dwarf-

36 HP

Difficulty: ***--

Half Dwarves are kind of difficult if you have a slow character. As they get close to you, they shoot a fireball onto the ground in front of them, which spreads to the ground in front of it, then spreads forward one more time. You can either jump over him and attack him from behind, or attack the first fireball before it spreads, move between him and second fireball, then swing away.

-El Race-

40 HP

Difficulty: **---

They disappear after a few seconds, then reappear somewhere else on the screen. As soon as they stop flashing, they will fire a magic ball at you, which you can avoid simply by crouching. After the ball is over your head, get up and beat the snot out of him.

-Mirror Cat-

30 HP

Difficulty: ****-

Mirror Cats suck. They can shoot a flame at you if they get close. This may not seem like much, but getting hurt by the Mirror Cat or the flame it shoots can Stun you, during which period you can;t do anything and will probably get hit around 3 times. Jump over the flame, then attack with caution.

-Skull Soldier-

22 HP

Difficulty: *----

Skull Soldiers will simply walk towards you, and swing at you three times as they get close. Jump over them, then counter their attacks with your own.

-Dal Slime-

15 HP

Difficulty: *----

These guys are incredibly easy. They simply jump around, sometimes fast, sometimes slow, they shouldn't be a problem for anyone, and just attack them as they jump.

-Royal Magiro-

12 HP

Difficulty: ***--

These dudes aren't really too hard, but can take awhile to beat. As they get about half a screen away from you, they charge at you, either normally, or after curling up into an indestrucible ball. You can only hurt him in the normal form, and he's easy if you use the downward thrust attack.

-Kyuona-

33 HP

Difficulty: ****-

Kyuonas are much like El Race, and can be dealt within the same way. However, they can shoot 2 magic balls at once, and can turn into a tornado, which can't be hurt. They are like a cross between a Royal Magiro and an El Race.

-Orc Fighter-

20 HP

Difficulty: ***--

Orc Fighters will walk along, then charge at you as they draw close. As they get close, attack them, then jump out of the way of their impending axes.

-Pumpkin Ghost-

16 HP

Difficulty: *----

Pumpkin Ghosts are extremely easy. Their only attack is very, very slowly dropping a thunderbolt at you if you go under them. Go under them, then after they stop moving, jump up and attack them.

-Pot Mimic (Boss)-

48 HP

Difficulty: ****-

Pot Mimics are found after you get Bostoph. They have easily avoidable, but deadly attacks. They can surround themselves with 2 electric barriers, which you can't do anything about. They can also shoot 2 fireballs, one straight forward, one in a upper-left direction. This he will do if he starts to flash. He can also release a slow moving orb, which can probably kill your weaker characters in one hit. Just attack him after he attacks you. You must hit the actual head to damage it. If you have a strong character, jump on top of it and repeatedly downward thrust it. You shouldn't take too much damage.

-Dark Race-

44 HP

Difficulty: ***--

Dark Races look like El races, except they are on the ground and have a different attack. They will appear, then make lava burst from the ground towards you in a wave-like pattern. Just jump over the lava and attack.

-DeathCleck-

43 HP

Difficulty: ***--

DeathClecks are flying human-esque creatures. After they reach the edge of the screen, they will shock the exact spot where you are standing, so be sure to move out of the way in time.

-FraughtJelly-

52 HP

Difficulty: **---

Fraught Jellies float toward you very slowly and/or shoot at you after they move about half a screen. They're easy, but poisonous, so be careful.

-Thief-

38 HP

***--

Grounded Kyuonas. They disappear, then reappear and shoot 4 mini-tornados left, right, up-left, and up-right. Jump over the tornados and attack.

-LewdCleck-

33 HP

Difficulty: **---

LewdClecks teleport to random spots on-screen and shoot lightning bolts, which can inflict

Sleep condition if it connects, up-left, up-right, down-left, and down-right.

Just avoid the lightning blots and attack the LewdCleck after he shoots.

-Basilisk-

53 HP

Difficulty: **---

Basilisk look like four-armed dragons. All they do is walk around the screen at a normal pace, occasionally stopping to breathe an extremely small fire breath. They are extremely strong, however, so attack them, then get out of the way.

-Mouse Great-

80 HP

Difficulty: *****

These guys are really hard. Not only do they have a crapload of HP, but they are strong too. They charge at you as they get close, and can do a lot of damage to weaker characters.

Attack from a distance if you can. If you don't have long range, stand on the opposite side of the screen as him. Wait until he starts hopping, then as he gets close, jump over his attack. Attack him once or twice while he's walking around. Then get to the other side of the screen, and repeat. These guys are pretty tough.

-Mommy Cat-

52 HP

***--

Like the Mirror Cat, Mommy Cats can Stun you, but this time can shoot a slow, moving, but deadly flame. Avoid the flame and you should be fine.

-Morgue People-

20 HP

**---

Morgue People walk around, then jump up and throw a stick into the air. Just hit them before they throw the stick.

VII: Miscellaneous Information

Coming Soon...

VIII: Legal Stuff

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IX: Credits

Me: For writing this FAQ.

You: For taking time to read it.

Developers/Translators/etc.: For making the game.

If you submit any useful information that is provable, I will add you into this section. I realize that this FAQ is incomplete, and I should submit updates in the near future.

End of FAQ...for now...

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