

Tehra Dark Warrior FAQ/Walkthrough

by LethalRedArmy

Updated to v1.2 on May 21, 2011

This walkthrough was originally written for Tehra Dark Warrior on the PSP, but the walkthrough is still applicable to the iPhone version of the game.

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TEHRA - DARK WARRIOR
FAQ/WALKTHROUGH - VERSION 1.2
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Game : Tehra - Dark Warrior
Genre : 3D Action
System : Sony PSP
Developer : StormBASIC Games
Publisher : StormBASIC Games
Version : US
Release date : 15/06/2010

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#####

1/ INTRODUCTION [INT]

#####

Hi everybody. Welcome to my other FAQ.

Recently, I'm busy with my works. So, I have to relax a bit. This game is interesting. After finishing it, I decided to write a FAQ.

That's all. Maybe this is the short introduction. However, I don't like the diffuseness. Now, here we go!

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2/ VERSION HISTORY [VER]

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- Version 0.1 (09/05/2011)
FAQ started on my sketchbook.
- Version 1.0 (12/05/2011)
FAQ started.
- Version 1.1 (17/05/2011)
FAQ continued.
- Version 1.2 (18/05/2011)
FAQ completed.
- Version 1.2 (19/05/2011)
Authorized websites list added.

#####

3/ COPYRIGHT [CPR]

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Well... It's not a big deal. Here are some little things:

- If you intend to post this FAQ on any website, I agree. But you must notify me (give me the link) so that I can add you in my authorized websites list.
- To use this FAQ for private uses (copy it to your PC, PDA, send to your friends, print it, edit it...), just DO IT FREELY.
- Please don't plagiarize this FAQ, or use it for profit.

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AUTHORIZED WEBSITES LIST

- * GameFAQs ~ <http://www.gamefaqs.com/> ~
 - * IGN ~ <http://faqs.ign.com/> ~
 - * Neoseeker ~ <https://www.neoseeker.com/> ~
 - * SuperCheats ~ <http://www.supercheats.com/> ~
-

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4/ SOME NOTES ABOUT THIS FAQ [NTE]

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- * All of my FAQs are free! You don't have to pay anything for them.
- * I wrote this FAQ by myself, nearly have no other guides or manuals, except some helps at the Special Thanks section (if available).
- * I always play games alone. Therefore, most of my FAQs were written for standalone playing, not available for multi-playing or online playing.
- * The grammar and style in this FAQ maybe not perfect. However, I have my own reasons:
 - About English, we have American English, British English, Australian English, ... In this FAQ, I've used Vietnamese English - use English by my native language.
For example, about "the gender of noun"
 - # With masculine nouns: we use "he", "him".
 - # With feminine nouns: we use "she", "her".
(mostly for living creatures; such as human, animal and plant)
 - # With nonlife things and common nouns: we use "it", "its".However, if you hate someone, you can call him/her as "it".
Something like that...
One more thing, I'm not a linguist.
 - This FAQ is only give you some basic guides, it's not a step-by-step guide. Besides, I don't like the diffuseness. So I wrote this FAQ as simple as possible.
- * My FAQ is best viewed in 1024x768 pixels or more.
- * I've used some Extended ASCII symbols in this FAQ. To display it well, just open it by using:
 - Notepad (Windows XP, Windows Vista or later).
 - Internet Explorer, encoding: Western European Windows.
 - Firefox, encoding: Western (ISO-8859-1).
- * [INT], [VER], [TKS], ... are Search Codes. Just use the CTRL+F command to find these sections easily.
- * One of my views is "Quality over quantity". Therefore, I've written this FAQ in my way. Moreover, I'm just an amateur, not an experienced player! If you don't like this FAQ, you can use other guides. They're better than mine.

* This FAQ is used for the PSP version. However, there is another version of the game available for iPhone. If you have an iPhone, and the iPhone version is similar to the PSP's, you can use this FAQ as well.

There are some notes about my FAQ. If you have anything else to ask, you can email me. I will try to answer you as soon as I can.

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5/ CONTROLS AND MOVELISTS [CML]

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1/ Controls

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* On the screen *

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- Upper-left corner: Life Bar (red) and Mana Bar (purple).
- Lower-right corner: Current Magic Command.
- Center: Tehra - the main character.

\* On the PSP \*

~~~~~

- Analog stick : Move
- Square (S) : Attack
- Triangle (T) : Jump
- Circle (O) : Launch Spells (Magics)
- Cross (X) : Block
- L button : Transform to Dark Warrior
- R button : Dodge (combine with the analog stick to change directions)
- Select : Pause / Open Game Options
- Start : Open Skills Menu
- Up / Down : Change Magics

=====

2/ Movelists

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- Name : Chain Attack
Perform : S S S S S
Effect : The last blow can knock down the enemy.
- Name : Low Attack
Perform : S S X
Effect : The last sweep can knock down the enemy.
- Name : Aerial Attack
Perform : T S
Effect : Jump and thrust down. Can knock down the enemy.
- Name : Assault
Perform : While running, press S.
Effect : Just a swing attack. Nothing special.
You must buy it in the "Combat Skill Menu".

- Name : Counterattack
Perform : Press X before the enemy attack you.
When the enemy just about to swing its weapon, press X.
Effect : Can push the enemy down, but little damage. Effective with one-on-one combat. However, be careful to use this move. You must buy it in the "Combat Skill Menu".
- Name : Dark Warrior Mode
Perform : When the Mana Bar is full (flashing), press L to activate.
Effect : Increase attack powers. Immune with all attacks; however, the Mana Bar will be reduced after receiving hits, instead of the Life Bar.

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Here are some new moves that I found and named. They're not available on the Help Menu.

- Name : Finishing Blow  
Perform : When the enemy is lying on the ground, quickly approach and press S to kill.  
Effect : Nearly instant-kill the enemy. Heavy damage. One of the most useful moves. Use it frequently!
- Name : Smash Attack  
Perform : Press S S T  
Effect : The last blow can knock down the enemy. This is a quick chain attack.
- Name : Turnaround Smash  
Perform : Press S, then Backward+S  
Effect : A quick "knock-down" attack. One of the most useful moves.
- Name : Hit and Run  
Perform : Move to the enemy's back, then attack.  
Effect : Effective against bosses and slow enemies.

=====  
3/ Tips and Tricks  
=====

- You should try to master these moves: Dodge, Block, Finishing Blow, Hit and Run, and all knock-down attacks. "Knock-down then Finishing Blow" is the best way to kill enemy.
- You won't have enough money to buy all skills and magics. Just focus on some of them. For more details, read the "Skills and Magics" section.
- After defeating enemy, you will always receive Mana energy and Mana Potion. Some of them will drop Life Potions (when you Life Bar is low).
- Get all chests and trophies on the way.
- Save your Mana! Only use when necessary.
- The Dark Warrior Mode is very effective against bosses and crowded enemy.
- If you died, the game will restart at the last checkpoint, not from the beginning.

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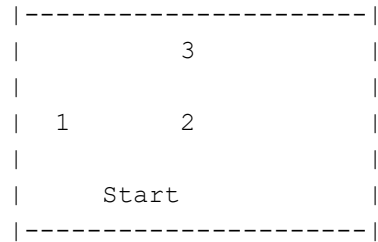
Chapter 1: Rupture (C01)

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- Now you start the game with Tehra.
- Go up. 2 Undead Knights will appear. Just kick their asses.
- Keep going up. Watch the event. You'll meet a dragon at the gate.
- In the castle's yard, you have to destroy all artefacts. Some Undead Knights will appear as well. Kill them to get Mana.
- After destroying all artefacts, a mini-boss will appear: War Troll. It has 2 attack types: smash and low-swing punch. Use Hit and Run to kill it. Afterward, get the flag and prepare to the next chapter.

Chapter 2 Part 1: The Amulet of Beloc (C2a)

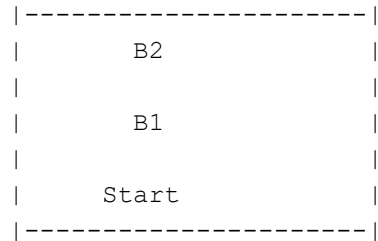
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- Go 1 & 2 to defeat the boss (Enchanter) and get 2 fragments of the amulet.
- Go 3, activate the warp point. Go to the next area.

Chapter 2 Part 2: The Fortress of Bacdar (C2b)

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- Go up, defeat 2 undead Knights and get the chest.
- Pass the bridge and face the boss.

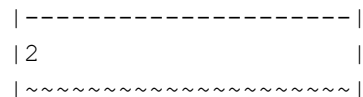
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\* BOSS : Undead Guardian

\* Tips : The tip on the screen already described how to kill the boss.  
 Use Turnaround Smash to beat him. Once he lied on the ground, quicky approach him and use Finishing Blow. If not, he will be revived!

~~~~~

- After defeating him, you'll get a Demonic Wrath. Now you can transform to the Dark Warrior!
- Enter the castle, move up to the door.
- Watch the event! Some artefacts will appear. You must destroy them to open the door. 3 Undead Knights will also appear. Ignore them, just focus to destroy all artefacts. However, you must kill some of them to gain Mana.
- After destroying all artefacts, kill the rest, then enter the door.



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|           Hydra           |
|~~~~~|
|1 X   X A X   X X |
|-----|

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\* BOSS : Hydra

\* Tips : First, watch out and avoid all needletraps (X) on the ground. Just stay at (A) and wait. When the Hydra attack (roar, then snap), move right or left to avoid, then attack its head. Easy.

~~~~~

- After defeating the boss, get 2 chests on the left and go up to the door. Go to the Main Hall.

```

|-----|
|           |
|           3 |
|           |
|  1           2 |
|           Start |
|-----|

```

- You'll face 2 Green Orcs. Beat them by using Turnaround Smash or Low Attack, then Finishing Blow.

- Go left to door 1. Closed. You'll receive a tip: one of the orcs has the key.

- Go right. Some Orcs will appear.

~~~~~

\* BOSS : Red Orc

\* Tips : He'll appear with a Green Orc. Simply beat them and get the key.

~~~~~

- Afterward, enter door 1.

Chapter 2 Part 3: Fire (C2c)

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- Now, you must destroy all artefacts again. First, kill 2 Skeleton Archers. Some enemy will appear. Ignore them, just focus to destroy artefacts.

- After destroying all artefacts, more enemy will appear: Green Orcs, Skeleton Archers and Red Orc! Kill them all, then enter the door.

- In this room, you have to deal with lots of enemies:

- # Enchanter + some minions (3 times)
  - After defeating the first Enchanter, you'll get a Ring of Eir.
- # Red Orc + Skeleton Archers + Undead Knights
- # Undead Guardian + Green Orcs + Undead Knights

- After clearing them all, the seal will disappear. Go to the next area.

- Now, you're in the corridor. Go ahead, jump to avoid needletraps.

- Keep going up. You'll face with lots of enemy, including bosses as follows. A barrier will appear at the beginning of the battle.

- # 2 Ske Archers, 2 Undead Knights.
  - > Kill 2 Archers first.
- # 1 Green Orc, 2 Ske Archers.
  - > Kill 2 Archers first
- # 3 Green Orcs.
  - > Transform to Dark Warrior to kill them.
- # 1 Enchanter, 1 Ske Archer, 1 Undead Knight.
  - > Kill the Archer first. The Enchanter will summon 2 Undead Knights afterward. Kill them all and try to get full Mana.
- # 1 Undead Knight, 2 Ske Blades
  - > Kill 2 Blades first. You'll see an inactivated warp point here.

# 2 Undead Knights, 1 Red Skeleton.

--> Kill 2 Undeads first. Pay attention to this one...

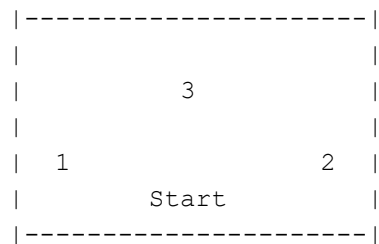
\* BOSS : Red Skeleton

\* Tips : This is the second-hardest boss in the game, in my opinion. Agile, always guard, and hard to knock-down. To defeat it, you'll have two method: Counterattack or transform to Dark Warrior. Dark Warrior is the best way. However, try to cut half of its HP by using Counter-attack, then transform to Dark Warrior to kill it quickly.

- Reach to the end of the corridor ASAP while you're still in the Dark Warrior form. You'll face 2 Ske Archers and 2 Ske Blades. However, the main problem now is 3 pillars on the wall. They shoots fireballs in sequence, from left to right. Transform to Dark Warrior to kill 4 Skeletons quickly. The barrier will now vanish. Quickly approach and destroy all 3 pillars.
- Go back and enter the warp point.
- Keep going up to the end, avoid needletraps and get the talisman.
- Watch the event. A serpent will appear. Now, go back and run quickly! Avoid all needletraps and rocks, then enter the warp point to escape.

Chapter 2 Part 4: The Destroyer (C2d)

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- Now, you'll back to the Main Hall. Go right, clear all Green Hounds, destroy all artefacts.
- At the parting, enemy will appear: 1 Undead Guardian and 1 Skeleton Blade. Just kick their asses. You'll get a Dragon Claw from Undead Guardian.
- Enter door (2).
- In this room, you'll face lots on enemy. Beat 'em up.
 - # 1 Red Orc, 1 Green Orc, 1 Ske Archer. Kill the Archer first.
 - # 1 Red Skeleton and 1 Ske Blade. Kill the Blade first.
 After defeating the Red Skeleton, you'll get the key. Enter the door.
- Now, you're in a corridor. The chest contains a Life Potion. Use later.
- You'll see 6 arterfactors here.
 - 6 - 5 - 4 - 3 - 2 - 1
- After destroying each ones, enemy will appear. Follow this sequence:
 - # Go right. Enemy appear: 1 Enchanter, 2 Undead Knights. Kill them to get full Mana.
 - # Destroy (1). Enemy appear: 1 Red Skeleton, 1 Ske Blade. Transform to Dark Warrior to kill them all.
 - # Destroy (6). Enemy appear: 1 Enchanter, 1 Ske Archer and 1 Undead Knight. Kill the Archer first, and clear the rest to get Mana.
 - # Destroy (2). Enemy appear: 1 Red Orc, 1 Ske Archer. Just beat them.
 - # Destroy (5). Enemy appear: 1 Red Skeleton. Transform to Dark Warrior!
 - # Destroy (3). Enemy appear: 1 Red Orc. Just kick its ass.
 - # Destroy (4). Get the key and enter the door.
- Now, the boss will show up! Read the tip on the screen if you want.

* BOSS : Abaddon - the Destroyer

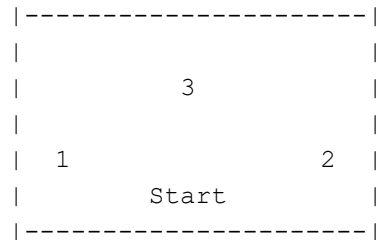
* Tips : First, move around and destroy all 4 monoliths (red rocks). Avoid the

boss. After destroying each monolith, some enemy will appear. Kill them to get Mana and Life. After destroying all 4 monolith, the boss will vulnerable. Now, go back and attack it. It has 2 attack types: smash and low-swing punch, like the War Troll. Use "Hit and Run" to defeat this boss, and it will become "the Destroyed". You'll get a Demonic Wrath afterward.

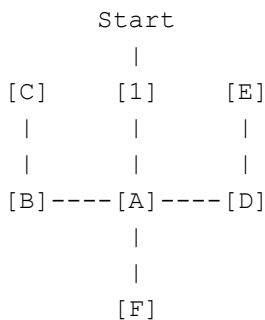
- The seal will vanish. Go, get the fragment and enter the warp point.

Chapter 3 Part 1: The Seal (C3a)

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- Now, you'll back to the door 2. Go left. Enemy appear: 1 Enchanter and 1 Undead Guardian. Kill the Enchanter first. The chest nearby contains a Mana Potion. You'll get a Dragon Claw from the Undead Guardian.
- Keep going left. Enemy appear again: 1 Enchanter, 1 Ske Archer and 1 Ske Blade. Kill 2 Skeletons first. Defeat the Enchanter to get the Ring of Eir. The chest nearby contains a Life Potion.
- Now, back to the parting and go up. The chest here contains a Life Potion. You'll fight 2 Armor Guardians. They're strong, but very slow. Just move around, then use "Hit and Run" to beat them.
- After defeating them, enter the door to the next area. Look at this map, go and defeat enemies at these locations. Get the Gold at (1) first.



- # A: 1 Enchanter, 2 Undead Knights.
- # B: 1 Red Skeleton, 1 Ske Blade. The chest contains a Mana Potion.
- # C: 1 Undead Guardian, 2 War Trolls. Defeat 2 Trolls first.  
Items here: Dragon Claw (Guardian), Demonic Wrath (right chest), Life Potion (left chest)
- # D: 1 Enchanter, 1 Ske Archer, 1 Undead Knight (one more later).
- # E: 1 Undead Guardian, 2 Ske Archers.  
Items here: Life Potion (from chest, Guardian and 2 Archers).
- # F: 1 War Troll, 2 Ske Archers. The chest contains a Life Potion.
- # A: 1 Red Skeleton, 2 Ske Blades. Transform to Dark Warrior and kill them all.

- Finally, enter the warp point.

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### Chapter 3 Part 2: The Sanctuary (C3b)

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Now, you'll face the main boss - Bacdar!

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|-----|
|   Bacdar   |   Chest 1: Life Potion
|   2       3 |   Chest 2: Mana Potion
|   1       1 |   Chest 3: Life Potion
|   Tehra    |
|-----|
```

- Here are some information about Bacdar:

- 1) His Life Bar has 3 level: Purple, Green, and Red.
- 2) He has 2 attack types: Swing Punch and Smash Chop. At the end of each attack, he'll shoot an electric arrow.

- To beat him, you should do these things:

- 1) Use "Hit and Run" or "Turnaround Smash" to attack him. You can use "Finishing Blow" if possible.
- 2) Also, keep a distance from him. Avoid all his attacks, then attack him.
- 3) When his Life Bar turn green, he'll summon 2 Ske Blades. Kill them to get full Mana, and keep attacking Bacdar.
- 4) When his Life Bar turn red, transform to Dark Warrior and defeat him!

- The battle is not over yet! Bacdar will escape. Now, enter the throne to chase him.

Chapter 4: The Underground (C04)

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- Your jobs in this stage: destroy all artefacts, watch out enemies, follow the bridge to the next area.

# Area 1: 3 Ske Blades. The chest nearby contains a Dragon Claw.

# Area 2: Ske Blades and Red Hounds.

# Area 3: 1 Enchanter and some minions. You'll get the Ring of Eir here.

# Area 4: 2 Armor Guardians. After defeating them, go to the opposite direction, destroy 2 artefacts and fight 2 Armor Guardians more.

# Area 5: 1 Enchanter and 1 War Troll. Minions, of course.

# Area 6: Defeat 2 Enchanters first. A Red Skeleton will appear afterward.

- After finishing them all, go to the warp point.

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#### Chapter 5: The Demon King (C05)

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Now, you'll meet Bacdar again!

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|-----|
|   Bacdar   |   Chest 1: Mana Potion
|   2       3 |   Chest 2: Life Potion
|   1       4 |   Chest 3: Mana Potion
|   Tehra    |   Chest 3: Life Potion
|-----|
```

- Here are some information about Bacdar. A bit different from before...

- 1) His Life Bar has 3 level: Purple, Green, and Red.
- 2) He has 2 attack types: Swing Punch and Smash Chop. At the end of each attack, he'll shoot 3 electric arrows.
- 3) He's stronger than before!

- To beat him, you should do these things:

- 1) Use "Hit and Run" or "Turnaround Smash" to attack him. However, it's hard to knock him down now. So, just "Hit and Run".

- 2) ALWAYS keep a distance from him. Avoid all his attacks, then attack him.
- 3) At the beginning, he'll summon Red Hounds. Kill all Hounds to get Mana, then transform to Dark Warrior to attack Bacdar.
- 3) When his Life Bar about red (still green), just stop! Kill all Hounds to get full Mana!
- 4) When his Life Bar turn red, he'll summon a Red Skeleton! Now, transform to Dark Warrior at once, and focus on Bacdar only! Kill him ASAP!

- Anything else? CONGRATULATIONS ON FINISHING THE GAME!
 Now, you can re-play the game, or play the Challenge Mode.

#####

7/ SKILLS AND MAGICS [SKM]

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=====
 1/ Skills
 =====

- * Name : Assault
 Price : 73 G
 Effects : Attack while running.

- * Name : Counterattack
 Price : 142 G
 Effects : Counter-attack and knock the enemy down.

- * Name : Demonic Wrath
 Price : N/A. You'll find 3 of them in the game.
 Effects : Transform to Dark Warrior

- * Name : Dragon Claws
 Price : N/A. You'll find 3 of them in the game.
 Effects : Let you absorb Mana better, reducing the consumption of spells.

- * Name : The Ring of Eir
 Price : N/A. You'll find 3 of them in the game.
 Effects : Give greater resistance to enemy attack (increase defence).

=====
 2/ Magics
 =====

NAME	LV	GOLD	EFFECTS	DESCRIPTIONS
Fireball	1	N/A	1 missile, + 2 fire damage	Generate target-seeking fireballs. Some enemy may recover with fire.
	2	58	2 missiles, + 2 fire damage	
	3	118	3 missiles, + 2 fire damage	
Fireblast	1	61	+ 2 fire damage	Generate a fire shock-wave which causes damage to the enemy.
	2	124	+ 3 fire damage	
	3	229	+ 4 fire damage	
Electrical	1	76	+ 1 electrical damage	Generate an electrical

explosion	2	154	+ 3 electrical damage	shockwave which cause
	3	284	+ 6 electrical damage	damage to the enemy.
----- ----- ----- ----- -----				
Electric	1	30	1 missile, + 3 elec damage	Generate electrical
arrow	2	75	2 missiles, + 3 elec damage	charged missiles.
	3	150	3 missiles, + 3 elec damage	
----- ----- ----- ----- -----				
	1	33	+ 2 impact damage	Strike enemy very
Death Leap	2	72	+ 3 impact damage	powerful with a physical
	3	137	+ 4 impact damage	attack.
----- ----- ----- ----- -----				

* Tips *

You won't have enough money to buy all magics. Moreover, some of them is not very useful. So, what will you choose?

- Buy Assault and Counterattack first.
- Then, buy Death Leap.
- Finally, buy Electrical Explosion. This move is useful when you're being surrounded by the enemy.
- Buy the rest (whatever you want) with the leftover money.

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8/ CHALLENGES [CLG]

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* Name : Endless struggle
 Missions : Survive as long as you can, and take as many enemies with you as you can.
 Unlock : Available.
 Tips : The first challenge. Kill enemy to get Mana, then transform to Dark Warrior.

* Name : The warriors of Itharmal
 Missions : Defeat enemy in the time shown (about 65 enemy in 3m:24s).
 Unlock : Available.
 Tips : Just beat 'em up.

* Name : The poisoned dagger
 Missions : Survive in the time shown (about 8m:20s), destroying all archers to obtain enough blood.
 Unlock : Complete "The warriors of Itharmal".
 Tips : The life bar will reduce slowly! Now, kill all Ske Archers to get Life Potions, and other enemy to get Mana. Transform to Dark Warrior when full Mana.

* Name : Ambush in Ghearo
 Missions : Destroy all Undead Guardians and other minions.
 Unlock : Complete "The poisoned dagger".
 Tips : Nothing special. Kill all Skeletons to get Mana, then transform to Dark Warrior and beat all Guardians. Remember to use Finishing Blows on them.

* Name : Dark tower
 Missions : Destroy 12 dark enchanters within the time shown (about 8m:20s).
 Unlock : Complete "Ambush in Ghearo".
 Tips : The final, also the hardest challenge! The Enchanters here always

warp to avoid your attacks, even after receiving hits! Moreover, the time is limit. So, try to kill all Skeletons first to get full Mana, then transform to Dark Warrior to take care of these Enchanters. You'll receive Life Potions after defeating them. Try your best.

#####

9/ CONTACT ME [CTM]

#####

Real name : Pham Hong Quan
Nick name : LethalRedArmy

If you want to contact me, please check one of these links below to get my e-mail:

< <http://www.gamefaqs.com/features/recognition/49700.html> >
< <https://www.neoseeker.com/members/profiles/LethalRedArmy/> >
< http://www.cheathappens.com/show_user.asp?userID=71215 >

#####

10/ SPECIAL THANKS [TKS]

#####

- * StormBASIC Games - for making this game.
- * GameFAQs - for accepting and posting my FAQ.
- * All the webmasters who posted my FAQs - for accepting my guides as well.
- * Notepad ++ (<http://notepad-plus-plus.org/>)
An useful software for me to compose FAQs.
- * And you - for reading my FAQ.

May, 18th, 2011
[THE END]