

# Culdcept Expansion (Import) Culdcept Expansion FAQ

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Culdcept Expansion FAQ v1.02 (4/30/01) by Gene

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Culdcept Expansion (PS)

1-4 Players

1 Disc

Genre: Board Game (Table)

Memory: 1 Block

Multitap, Analog Control Support

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- 1) Introduction

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This game is an original fantasy board game for the Japanese Playstation that was released in Japan on May 1, 1999 for 5800 yen. It is the first game of the series for the Playstation. But its predecessor was on the Sega Saturn as Culdcept. It was followed by Culdcept Expansion Plus, a slightly newer version with a map editor that was sold for 2800 yen. It will be followed by a new version on the Dreamcast, Culdcept Second.

## 2) Frequently Asked Questions

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- Q) I can't play this game with my modded PS! Why not?  
I don't know. I am playing the original game on a Japanese PS. If anyone has any help here, please let me know.
- Q) Can I play it without much knowledge of Japanese?  
A) Well, it isn't that bad. There are a lot of pictures of things and there are only a few commands which you use regularly. There isn't much English, but it is easily playable without much knowledge of Japanese. The game is quite simple to play.
- Q) What is the game like?  
A) It is like a mix between a board game and a strategy card game. If you are a fan of either game, you should give it a try.
- Q) I only have one of Card X in my deck, how come I can have two in my hand at once?  
A) When you have pulled all of the cards from your deck, your deck is replenished back to full, even with the cards that are still in play. Therefore, you can have two cards in play, even though there is only one in your deck.
- Q) What happens if I can't pay my opponent when I land on their square?  
A) If you have sold all of your locations and still owe, then you return back to the castle and start with the original MPs. However, the full amount is paid to your opponent even though you don't have enough to pay them.
- Q) I've beat the game, but I have to gather the rest of the cards. How can I do it quickly?  
A) Here is how I did it: Take your main character into battle mode and build three new characters. Then, play the last story mode map in a battle with your character and the three new ones. Take all the characters to one of the circular areas of the map. Control one of the squares and build it up quickly. Keep moving the three characters in this loop until they land on it and are forced back to the castle. Use any Holy Word cards they have to make them land on your squares. Never make these characters take any squares on the map. After about 10 minutes, the map should be finished with you as the winner and (if you did it correctly) the other characters tied in second place. Having the other characters tied in second place is important because they will each receive a lot more cards than if they weren't tied. Then, when the battle is over. Trade all of the cards from the other players to your character, save and start again. Use the Old Willow and Kelpie cards in your deck to help out.
- Q) How do I get the Vandal Gear card?  
A) You need to have the Battle Gear A and Battle Gear B cards. Put them into your deck. In the game, place one of them into play. When combat occurs with one of them, summon the other as an item. They will merge in battle. You can never have it in your deck as a single card. You must merge it on the game board.

## 3) How to play

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This is a board (tabletop) game. Your objective is to have collect enough magic points (MP) before your opponents do. You do this by controlling areas on the board with creatures that you summon. Players (called Cepters) affect

each other by attacking each other's creatures with their own. Players cannot directly attack each other, but can cast spells on each other. If you lose a battle on an opponent's square, you must pay them (rent) as MPs.

### 3.1) At the Main Menu:

#### ----- Story Mode

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Story mode is where you fight the enemy characters in a set of games, collecting cards as you go along to make your deck (of cards) better. You can save at any time in a game and also between games. You must re-organize your decks between battles as you gain new cards. At the start of the Story mode, you choose your character's appearance on the game board. This has no effect in the game. Afterwards, you will be shown a map of the game world and you must choose your path.

#### Battle Mode

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Battle mode is simply a stand-alone map against human or computer opponents. When beginning Battle mode, you must choose the map and the characters and which controller they use before starting the game. When choosing a map, you can set the goal, cards anted up (if any), BGM, computer messages on or off and random or original terrain. If there are two human players, you can also trade cards by selecting the 5th option in the player menu.

When you select a character here are the options:

- Examine Book (deck)
- Examine Stock (all your cards)
- Gallery (look at all your ending movies/pictures)
- Save
- Trade cards
- Options
- Delete Character
- Return to Battle menu

#### Manual

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Here you can view the game's manual in electronic format.

### 3.2) Controls:

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Joystick selects between menus and squares  
O accepts  
X cancels or returns a menu  
triangle brings up the game map  
L1 cycles through status info on the squares  
R1 brings up the status information  
Select brings up the electronic manual

In combat, all the buttons are used for item select

In game, there are three basic menus:

- The middle menu is the card menu.
- The top menu is the dice menu.
- The bottom menu is the command menu.

### 3.3) Dice Menu

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This is the menu for movement. When you select this menu, you will see a round display with the numbers from 1-10\*. You must move this number of squares, but at intersections, you may choose either route.

\* Note the movement maximum varies with the map.

### 3.4) Card Menu

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Here you can see the cards that you currently have in your hand.

You can cast one per game phase by selecting a spell card before movement.

You can only hold a maximum of 6 cards at a time. If you have more than 6, you must immediately discard one of them.

### 3.5) Command Menu

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#### A) Terrain Sub-menu

##### Terrain Level Up

- Here you can increase the level of the terrain.
- Higher terrain level gives higher HPs to the creature on it, if they are a creature of the same terrain.
- Higher terrain level increases the cost when landing on it.
- Terrain may be increased to level 5 maximum.

##### Change Terrain

- You may change the terrain to another type for a base cost of 100MPs, which rises with the number of controlled squares in that area.

##### Move Creature

- You can move a creature one space, between terrain squares.

##### Exchange Creature

- You can exchange the creature on the square to another in your hand.
- You still pay the activation cost of the new creature.

\* If you land on a square such as a Tower or Castle, you can access the Command menu for any square that you control. If you access the Command menu at other times, you can only access the squares that you crossed this turn in the Command menu.

#### B) Map

- Displays the game board.

#### C) Options

- Shows the in-game options:
  - Sound, Stereo or Mono
  - Message speed, 1-5
  - Vibration, On or Off
  - Change the position of the screen

#### D) Display Status

- Shows the Status menus

#### E) Help

- Displays the electronic manual

#### F) Save (Story mode only)

- Allows you to save the game

#### G) End turn

- Ends your current turn

### 3.6) Screen Layout

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At the top of the screen, there is the display for MPs.  
The top number is the number of MPs available for each player(pool).  
The bottom number is the number of MPs secured in total.  
To the right of these numbers are the letters NESW for the checkpoints  
visited by the player.  
At the bottom of the screen, you can see the current menu.

#### 4) Game Rules

##### 4.1) Winning the Game

The player that accumulates the set number of MPs is the winner.  
To accumulate MPs in locations, players must increase the level of  
the terrain. By doing this, they increase their magic point total but reduce  
MPs from their pool. The magic point pool is used to cast spells, execute  
commands, etc. It is the immediate pool from which the player draws their  
power. If your pool is reduced below zero, you must relinquish control  
the magic that you have stored in locations on the board. Think of the pool  
as the money in your pocket and the stored magic as your bank account. If  
you run out of money, you have to go into your bank account and withdraw.  
To be crowned the winner, you must be the first player with the appropriate  
MPs to reach the castle.

If you cannot pay enough MPs when you land on an opponent's square, you are  
forced back to the castle and are re-instated with the starting amount of MPs.

##### 4.2) The Game Turn

In every game turn(or round), each player may do each of the following things:

###### \*Pull a card\*

- First a player receives a new card from his deck (or book).
- If a player has more than 6 cards, they immediately discard one.

###### \*Cast a spell\*

- A player may then cast a spell (use a spell card).
- This is optional.

###### \*Move\*

- A player must move (by using the dice or a spell card).

###### \*Place a creature / Command\*

- After a player has moved, a player may place a creature if the square is  
empty.
- If the square is occupied, the player may initiate combat.
- In some cases, the player may access the command menu instead of placing a  
creature.

##### 4.3) Terrain

There are five types of terrain for the squares in the game. They are: Fire,  
Water, Air, Earth and Neutral. The creatures in the game are born of these  
same terrain. If a creature is on the same type of terrain, then it gains a HP  
bonus in combat equal to Terrain level X 10. You can increase the level of  
terrain from 1-5 by accessing the command menu. In the command menu, you can  
also change the terrain that your own to any that you wish at a cost of MPs.  
The more creatures that you control in an area, the higher the cost when an  
opponent lands on one of those squares.  
Neutral creatures never receive a HP bonus, even if they are on neutral terrain.  
Some creatures receive special bonuses in specific terrain and others can never

be placed on some terrain. For more info, check the card listing. Some more powerful creatures require that you own a number of terrain in an area before you can place them (usually a map is divided into two or three areas).

Each map is divided into one or more areas. In each area, terrain has a certain value. This value depends on several things, including:

- The number of a terrain that a player owns, past the first
- The terrain level of those locations

This value affects the amount that player pays when landing on it (rent). Value goes up and down during the game as players exchange locations and change the terrain level of each one. Players may use the Chapel to invest MPs in a terrain for a certain area. Later, the player can sell back his investment for a higher or lower level.

#### 4.4) Special Game Squares

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Game squares are special locations or buildings on the board. When you land on these squares, if you do not use the properties of the square, you can execute a command from the command menu.

Castle

- The castle is the main building in the game.  
You begin and end the game in this square.  
You receive a salary (and sometimes bonus) after reaching the checkpoints.  
You can access the command menu if you land on it.

Tower

- The towers are checkpoints. Once you have reached all of the checkpoints, go to the castle to receive your salary.
- You can access the command menu if you land on it.

Chapel (Bank)

- Here you can make an offering to your god. (see Terrain)  
Top menu is to buy.  
Middle menu is to sell.
- You can access the command menu if you land on it.

Shop

- These are card shops where you may buy extra cards if you land on it.
- You can access the command menu if you land on it.

Shrine

- You get a random effect (good or bad) when you land on it. (see lists)
- You can access the command menu if you land on it.

Warp

- You are transported to another Warp square if you land on it.

#### 4.5) Combat

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When attacking, you will see a bubble appear above each creature.

Up Arrow - Your creature's Strength + Support Bonus is greater than the  
defending creatures HPs + Terrain bonus

Equals - Your creature's Strength + Support Bonus is equal to the  
defending creature's HPs + Terrain bonus

Down Arrow - Your creature's Strength + Support Bonus is less than the  
defending creatures HPs + Terrain bonus

Shield - Creature cannot attack, only defend

Land Marker - You do not control enough terrain to place the creature yet

G - You do not have enough MPs to place the creature  
X - The Creature has an aversion of this terrain and cannot be placed on it  
Card - Creature cannot be placed because you have no cards to sacrifice.

\*Be careful! This does not include things like Quick strike and other abilities so at times, it looks like an easy battle and you will lose. These markers should be used only as a guide for combat.

If you choose not to attack a creature when you land on a square, you can access the command menu instead. You will be penalized in the same amount of MPs as if you had lost the combat.

After choosing the combatants, the attacker will choose the item that they wish to use in the combat, if any, then the defender does the same.

Next, combat ensues. Unless there are other effects, the attacker will attack first, dealing his adjusted strength in damage to the defending creature's HPs. If the defending creature survives, then he may attack back, dealing damage in the same manner.

Combat can be modified by item or creature effects such as Quick strike, or Petrification.

After combat has been resolved, the combat result is one of the following:

- Attacker wins and the attacking player gains control of the square.
- Defender wins and the defending player gains control of the square.
- The combat is drawn (no winner) and defender still controls the square.
- Both creatures are killed and nobody controls the square.

Combat Modifiers:

- Support Bonus is the number of creatures that you control in the area.  
Support Bonus can be used in attacking and defending.  
You gain +10 Str for one creature on either side  
You gain +20 Str for creatures on both sides
- Terrain Bonus can be used only in defending.

## 5) Customizing your Book of Cards

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Between maps in the Story mode, you can customize your deck (book of cards). Before entering the next map, select the third option to copy your book, and select the fourth to edit your book.

When editing your book, you have several options:

- Edit Book
- Rename Book
- Divide Book
- Delete Book

### 5.1) Deck Rules

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There are several rules that you must follow when customizing your deck:

- You must have 50 cards in your deck.
- You can have zero of a single card minimum.
- You can only have 4 of a single card maximum.

### 5.2) Customizing Strategy

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Make sure that your deck is tailored to the map and opponent that you are playing. Also, make sure that you keep a good balance between weak, cheap creatures and big, expensive creatures. There's no sense in having a deck full of expensive creatures that you can't cast until later in the game. Always try and represent a good balance between the terrain also. The creatures that adapt to any terrain are generally a bit weaker, so don't rely on too many of them. Try and keep a balance of around 40-70% creatures, with the rest as spells and

items or any combination that you like. Creatures are a basic part of the game, spells and items aid them. As for specific card-types, be careful. Card summoners and sacrificers are great cards in attacking enemy creatures, but you need to fuel them with other cards. If you put too many of them in your deck, you won't have the cards to use them properly. You should also be careful of creatures that require controlling terrain before using them because too many in a deck can be disastrous. At the start, you won't be able to concentrate on a single terrain or two. You just have to take the cards you can and add them wherever you can. Later on, once you have collected enough cards, you can start to make your own speciality decks and work on single terrain decks, etc.

Here are some thoughts on the colors and the strengths / weaknesses of each:

#### Earth

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Earth has a lot of Defensive creatures. Armadillo, Ormec Head, Mandrake, Mummy, etc. Many of the Earth creatures have at least 40HPs. There are a lot of special abilities too, like summoners and petrifiers. The outstanding cards are Sandman, Gargoyle, Ooze, and Cerberus. For attacking, you will need to rely on some weapons to overtake your enemies and this leaves you a bit vulnerable if you opponent can exploit this. They are noticeably short of Quick creatures. Their basic cards are very good and Earth is a good basic deck. Seleneer is incredible, but needs to be in a single terrain deck. If you use a couple of neutral creatures as attackers, it will help your deck.

#### Air

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Air has a lot of quick cards in combat. The Harpy is an excellent base card because it is relatively cheap, has Quick strike and can be placed easily. Some of its other cards are really excellent attackers. If you concentrate on Air in your deck, make sure that you have some defensive items to save your creatures. The Hurricane is a great wall type card, but cannot attack and therefore I am reluctant to throw it in. Knights are excellent attackers and can attack on any terrain too. The Griffon is a wonderful basic card, but it is a bit rare and can be difficult to come by. On defense, you are in a bit of trouble. Many creature have 30HPs, which is terrible because an evil blast will take one out. The more expensive cards in Air are very powerful. The Genie, Siren, and Paladin are great cards, but can be expensive and difficult to get out sometimes.

#### Fire

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Fire has some excellent attackers too. Many of its creatures have high Str. A simple strategy for a decent Fire deck is to use the Old Willow with some defensive cards. The Old Willow forces opponents to stop on its location and if you can defend it, force your opponent into debt every time. Make sure that you have some good defensive items to use with it. As for other cards, the Gas Cloud is a great card in battle because it is difficult to destroy as it takes only half damage. The Drainroper is also a good defensive card because it has high HPs and can be quite difficult to kill when placed on its home terrain. The Hellhound is an excellent basic attacker. The Chimera can be very powerful late in the game because it's strength rises and it is Quick. Bistair is incredibly powerful, but needs to be in a single terrain deck.

#### Water

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Water has a lot of Invincible creatures. The Kelpie is similar to the Old Willow and can be great against an opponent. The Nymph is very good with its ability to charm humanoids. Mujina and Lilith can be devastating if you have the cards. The Sea Monk is good because it can't be harmed by humanoids. I



personally find that Water can be awesome or not. It really relies on its special abilities which decide its strength. It also has a lot of creatures that have an Aversion for other terrains, especially Fire.

## Neutral

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The Unseen Stalker and Decoy are excellent in many decks due to their invincibility. The Ninja is a great attacker with his speed and strength. So is the Samurai, especially against humanoids. The Cleric is handy, especially against undead opponents. I personally believe that the Cleric is the best of all the summoners because of his excellent side ability to Turn Undead and his higher strength. But, if you have a lot of scrolls in your deck, the others may be more important.

## 6) Characters

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You can never control these characters in the game. These are your opponents. When you start a new game, you choose what your character looks like, but it doesn't give you any special bonus. Each character has a certain type of deck that they control. When you fight them, they will use the same deck. So, although the characters themselves are not different, their decks are.

### 6.1) Enemy Character List

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Zeneth  
Sebastion & POCO-POCO  
King Weyden  
Kou-Tetsu  
Miranda  
Horowitz  
O'Riely  
Guldberg  
Belkhayr  
Baltheus

## 7) Game Cards

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All game cards have an activation cost. There are 360 game cards in total in the game: 142 Normal, 128 Strange, 84 Rare and 5 Extra Rare cards. Generally, the rarer the card, the more powerful, but still basic cards are always helpful and some cards are better than others regardless of rarity. The Extra Rare cards are acquired when you have completed a set of each terrain and when you complete the entire universe and are very powerful.

### 7.1) Creature List

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R=Rarity	Items:
N=Normal	W=Weapons
S=Strange	A=Armor
R=Rings	R=Rings
E=Extra Rare	S=Scrolls
Type=Creature Type	
H=Humanoid	
D=Dragon	
U=Undead	
An=Animal	
P=Plant	
Home=Home Terrain Type	

E=Earth  
A=Air  
W=Water  
F=Fire  
X=Neutral

Cost=Activation Cost

C=Card sacrifice  
E=Must control an Earth square  
A=Must control an Air square  
W=Must control a Water square  
F=Must control a Fire square

R Creature	Type	Home	Str/HPs	Cost	Notes/Abilities
S Acheron	U	F	10/50	75FC	Aversion(W), Unmoveable, Destroys an opponent's card
R Amber Mosquito	An	X	0/40	50	Transforms into Giant Rat or T-Rex
S Anubias	P	W	30/50	85W	Aversion(F), Combat HP=creatures killed x 5
S Armadillo	An	E	20/60	40	Even round, HP=60; odd HP=30
S Ashra	H	F	30/50	85F	Casts Backward after Winning if on F
R Ba-al	U	F	50/50	90FC	Quick, costs 100MP/combat
S Baldanders	H	X	0/30	40	Becomes random creature
S Bandicoot	An	F	20/30	75	Revenge
S Bandit	H	X	20/20	40	Summoner, Steals MP=damage x 2
R Barrow Wight	U	F	20/40	90FC	Makes H, An sleep
R Basilisk	D	E	30/50	115EE	Kill(H, An, D)=60%, After combat terrain=level 1
R Battle Gear A	U	X	40/20	70	Summoner *Special*
R Battle Gear B	U	X	20/40	75	Summoner *Special*
R Beezlebub	U	A	70/70	160AAC	Aversion(E), Lordly(A), Costs 100MP/combat
S Behemoth	D	W	60/60	110WW	Aversion(F), Slow, At end of combat steals card
N Berserker	H	X	40/50	60	Rage
E Bistair	U	F	80/80	100FFF	Aversion(W), Quick, Steals MP
R Blast Sphere	U	F	10/50	95F	Aversion(W), if HP<20 destroys both creatures and surrounding locations
S Bloody Pudding	U	W	10/10	50	Summoner, uses summoned Str, HPs
S Borgess	H	X	30/40	60	If you control only Neutral creatures, HP+20
S Cait Sith	An	F	20/30	75	Aversion(W), Untargetable, Invincibility(Str<40)
N Carbunkle	An	E	20/20	50	Summoner, Reflecs scrolls
S Cereberus	An	E	20/40	75E	Aversion(A), 2 attacks
R Charybdis	U	W	0/60	90W	Aversion(X, F, A), Combat HP=terrain level x 20
S Chimera	An	F	20/40	90FF	Quick, Str+10 when you reach castle
R Chupa Cabra	H	X	20/40	30C	Vampiric
S Cleric	H	X	10/30	65	Summoner, Kill(U)=60%
S Coati	An	E	20/40	60	Str + An creatures in play x 5
S Cockatrice	An	E	20/50	95E	Petrify=60%
S Crustasea	An	W	20/50	95W	Cancels opponent's terrain bonus
N Cyclops	H	X	50/50	85	Slow Strike
R Dagon	U	W	60/80	180WWC	Aversion(F), Lordly(W), Costs 100MP/combat
S Dark Elf	H	E	30/30	75E	Quick, Critical(H)
R Dark Master	U	E	60/80	180EEC	Aversion(A), Lordly(E),

						Costs 100MP/combat
S Decoy	U	X	0/20	40		Reflect
S Deadly Fungus	P	W	20/40	65		Unmoveable, end of combat MHP+10
R Death Gaze	U	E	40/40	120EE		Aversion(A), Invincibility(S), 60% Remove card from deck after destroying it
R Dee&Dum	H	E	20/40	60		Aversion(W), Invincibility(if Damage received=odd number x 10)
S Deep Spawn	P	W	10/50	80		Aversion(F), Unmoveable, Casts Bind after winning
R Doppleganger	H	X	0/30	40C		Transforms into enemy in combat
S Dragon	D	F	50/50	130FF		Aversion(W), Str+10 attacking, HP+10 defending
S Dragon Zombie	U	E	40/60	110EE		Aversion(A)
N Dragonfly	An	F	30/20	50		Quick
R Dragonoid	D	X	30/30	60		Summoner, uses items as humanoid
N Drainroper	P	F	20/50	60		Vampiric, Unmoveable
N Druid	H	E	0/30	60		Summoner, Archmage
N Dryad	H	E	20/30	75		Summoner, Aversion(A), Moves to any E
S Dullahan	U	A	0/50	105AC		Str=Air terrain x 20
N Dwarf	H	E	30/50	75		--
S Efreet	U	F	50/40	60F		Aversion(W), Slow, Archmage, Bribe=HPx2
N Eidolon	H	A	30/40	50		--
R Elder Dragon	D	F	60/80	180FFF		Aversion(W), Lordly(D), Costs 100MP/combat
S Elf	H	E	30/30	85E		Quick Stike, Critical(U)
R Ethereal Queen	H	X	30/40	60		Combat HPs=X squares you own x 10
N Flame Weevil	An	F	10/30	35		Str+ number of Flame Weevils x 10
N Fighter	H	X	40/40	50		--
S Fire Drake	D	F	30/40	75F		Str +20 in combat
N Fire Giant	H	F	50/50	125F		Critical(W)
R Flame Lord	U	F	70/70	160FFC		Aversion(W), Lordly(F), Costs 100MP/combat
S Gargoyle	U	E	30/50	100E		Quick, if takes location, Str=50
N Gas Cloud	U	F	30/30	70		Half damage in combat
R Genie	U	A	40/--	100AA		Aversion(E), dies after 3 combats
S Geophag	An	W	30/50	105		Kill(F)=30%
N Ghost	U	A	30/40	45		Takes 10 HP damage when taking Control of a new location
S Ghoul	U	E	40/30	90C		Paralysis(H,An,D), Regeneration From opponent's HPs
N Giant Amoeba	U	W	30/30	70		Invincibility(E,F)
N Giant Bat	An	E	20/30	30		--
N Giant Crawler	An	X	30/40	50		Kill(P)=50%
N Giant Eel	D	W	30/50	95		Invincibility(E)
N Giant Rat	An	X	20/10	5		Quick
N Giant Slug	An	E	30/50	85		Slow, Critical(P)
N Giant Snake	An	X	30/20	20		Poison(H,An,D)
N Giant Spider	An	X	10/30	25		Paralysis(H,An)
S Gnome	H	E	20/40	70		Receives 1.5x rent
N Goblin	H	X	20/30	10		--
S Golem	D	F	40/40	60		After combat, Str -10
N Green Mold	U	E	10/50	65		Unmoveable, Reperation
N Gremlin	H	E	20/30	70		Destroy enemy's item
S Griffon	An	A	50/50	105		Aversion(E)
N Hellhound	An	F	50/40	80		Half damage vs W creatures
N Harpy	H	E	30/30	70		Quick
N Hobgoblin	H	X	30/40	30		--

R Homonculus	H	F	10/30	35F	Aversion(W), Becomes Flame Lord after 3 fights
S Hoodlum	H	X	40/40	40	If Opponent's Str>40 half damage
R Horn Chameleon	An	X	20/30	60	Combat HP+terrain level x 10
N Hornet	An	A	40/30	70	Quick, Poison(H,An,D)
N Hurricane	U	A	20/50	70	Quick, Unmoveable, Aversion(E)
S Hydra	D	W	40/50	105W	Regeneration if on A,W,E,X terrain
R Igneous Fatui	U	A	1/40	50AAC	Aversion(F,W), Slow, Kill(H,An,D)=80%
N Ice Salamander	D	W	40/50	100W	Aversion(F), damage from W heals HPs
S Juggernaut	U	F	30/60	100F	Aversion(W), Critical(Str<40), Receives no healing bonus
R Kelpie	An	W	30/30	85W	Stops player movement if on Water
S Kraken	An	W	50/60	110WW	Aversion(F), Invincibility(X), Str-F squares you own x 10
N King Tortoise	An	W	10/50	60	Slow
N Knight	H	A	50/40	110	Critical(D)
S Kung-Fu Monk	H	A	0/50	90	Quick, Str=60-HP
N Kobold	H	F	20/30	30	--
S Leveler	An	A	50/60	130AA	30% chance makes terrain level -1
R Leviathan	D	W	40/50	125WW	Changes to W terrain after winning
N Lilith	U	W	0/40	90	Quick, Str=# cards x 10
R Little Gray	H	X	10/30	55	50% of transporting enemy (death)
S Lion Mane	An	W	20/50	60	Aversion(A,E,F), Unmoveable, Kill(H,An,D Str<40)
N Lizardman	H	W	30/30	70	Quick
R Lunatic Hare	An	X	20/30	30	Changes Opponent's Str/HP After combat (only as attacker)
R Lung	D	W	0/30	100WW	Aversion(W), In combat Str, HP=W units in bank
R Mad Clown	H	W	10/20	25WC	Your creatures HP+10
N Mage	H	A	0/30	60	Summoner, Archmage
R Mandrake	P	E	10/50	85E	Unmoveable, HP<20 explodes killing Itself and opponent
S Manticore	An	F	0/50	90FF	In combat, Str=HPs
N Mantrap	P	E	20/60	100	Unmoveable, Kill(H)=60%
N Marfolk	H	W	20/30	30	--
S Medusa	H	W	10/40	70W	Petrify=60%
S Megalodon	An	W	50/50	90W	Aversion(F,A,E,X)
R Mermecoleo	An	A	30/40	50	Slow, Transforms into Dragonfly when HP=0
R Migoal	H	X	40/40	100C	Critical(W,E), Invincibility(A,F)
N Minotaur	H	F	40/40	70	--
R Mothman	H	A	20/30	60A	Aversion(E), Quick, Str=X terrain x 10
S Mujina	H	W	30/30	55	Combat, Str, HP=# of opponent's cards x 10
N Mummy	U	E	20/50	60	Unmoveable, gives 100MP per Same terrain location in area That you own when dies
R Mystic Egg	An	X	0/30	40	Changes to a random creature when You use an item in combat
S Nessie	D	W	20/40	45WW	Combat HP+Terrain level x 5
S Nightmare	U	A	30/40	75	Aversion(E), cancels opponent's Terrain bonus
S Ninja	H	X	40/40	90	Quick, Archmage
R Nue	An	A	40/50	105AA	Aversion(E), All creatures Str - 10
R Nymph	H	W	10/40	75W	Aversion(F,A), Charm(H)=60%, Invincibility(F)

R Old Willow	P	F	20/40	65FF	Stops player movement if on Fire, Unmoveable
S Ooze	U	W	10/40	70	Half damage in combat
R Ormec Head	U	E	0/30	55C	Invincibility(All), After combat HP-10
S Pan	H	E	30/30	75E	Makes H,An,D go into rage
R Paladin	H	A	50/50	145AA	Aversion(E), Regeneration, Critical(U)
N Pegasus	An	A	30/20	65A	Quick, Invincibility(S), Untargettable
N Phoenix	An	F	30/30	50	Rebirth
N Pirate	H	W	10/30	55	Summoner
N Pillar flame	U	F	30/50	60	Aversion(W), Unmoveable
R Powder Eater	P	A	1/1	20	Duplicates in movement
R Pushpull	An	A	0/40	65	2 attacks
R Radon	D	F	40/40	95FF	Aversion(W), Kill(F,A)=30%
S Remora	An	W	20/40	55	Aversion(E,F), End of combat steals card
R Roadrunner	An	A	20/30	50	Moves 2 spaces
S Saberclaw	H	A	40/30	80A	Str+20 when attacking
N Salamander	D	F	40/50	100F	Critical(W), Dmg from F heals HPs
S Samurai	H	X	50/30	90	Kill(H)=30%
S Sandman	H	E	40/30	75F	Untargettable, Invincibility(S)
R Sea Monk	H	W	30/40	90W	Invincibility(H), Archmage, Aversion(F), Paralysis(H)
E Selenear	U	E	80/80	100EEE	Aversion(A), Quick, Receives 1.5 x rent
S Shade	U	X	40/20	40	Strength Drain, Quick
S Simurgh	An	A	40/30	60	Combat HP=Air terrain x 20
R Siren	H	A	30/30	100	Invincibility(H), Summoner, Quick
S Skeleton	U	X	30/30	40	Regeneration
S Son Ascetic	H	F	0/30	60	Summoner, Can use powers of summoned
N Sorcerer	H	F	0/30	60	Summoner, Archmage
S Spectre	U	A	SP/SP	40	In combat, Str/HPs = 10-70
N Sprite	H	A	20/20	35	Aversion(F), Invincibility(MHP<40)
S Steam Gear	U	X	50/50	70	Receive only half MP through rent
N Storm Giant	H	W	40/60	140W	Critical(F)
N Succubus	H	A	40/40	70C	Aversion(F,E), Strength Drain
R T'ao T'ieh	An	E	30/40	65EE	Aversion(A), Str,MHP+10 when after Taking control of a location
S T-Rex	D	X	50/60	120C	--
N Thief	H	X	20/40	45	Steals items in combat
S Thunderbeak	An	A	50/20	70A	Aversion(E), Quick, Paralysis(W)
N Tiger Beetle	An	E	20/30	30	--
R Toxic Flower	P	E	30/40	80	Unmoveable, Quick, Poison(H,A,D)
N Troll	H	E	40/40	80	Aversion(A,F), Regeneration
N Undine	U	W	30/30	50	Invincibility(W), Combat HP=W locations x 20
R Unseen Stalker	H	X	20/20	20	Invincibility(All)
S Valkyria	H	F	20/30	100F	Quick, Summoner, Str+10 after Winning combat
R Vampire	U	E	40/40	80EE	Vampiric, Aversion(W,A), Quick
! Vandal Gear	U	X	60/70	250	Invincibility(S), Can't power up w/Spells
R Virus	U	A	10/20	20A	Aversion(E), all creatures HP-10
N Wall of Ice	U	W	0/40	60	HP+20 in combat, Unmoveable, Aversion(F)
N Wall of Stone	U	A	0/60	70	Aversion(A), Unmoveable
N Wereboar	H	E	40/40	70	--

S Werewolf	H	X	30/30	50C	In Combat, changes into Wolf (60%)
S Will o wisp	U	F	20/50	85	Slow, Steals MP=HPx2
N Wizard	H	W	0/30	60	Summoner, Archmage
N Wolf	An	X	20/40	25	--
N Woodfolk	P	E	30/30	70	Summoner
S Wraith	U	X	10/30	55C	Kill(H,An)=60%, Dies at end of combat
S Wyvern	D	A	40/40	110A	Aversion(E), Quick, moves to any A
N Zombie	U	X	20/50	30	At end of combat, HPs-20

## 7.2) Item List

Items are cards that are used to aid in combat.

There are four types of items:

(W) Weapons - raises Strength, other effects

(A) Armor - raises HPs, adds defense

(R) Rings - miscellaneous combat effects

(S) Scrolls - strong offensive effects

Weapons can only be used by humanoids, animals and undead

Armor can only be used by humanoids, animals, and plants

Accessories can be used by any creature

Scrolls may only be used by humanoids, dragons and undead

Scrolls override the effects of defense and can be very powerful

R	Item	Type	Cost	Effect
S	Air Slasher	W	25	Str+20, Critical(A)
S	Armet	R	30	HP+20
S	Battle Axe	W	40	Str+40
S	Bell of Low	R	20	Destroys opposing player's first card
N	Blood Spoil	S	20	Poison(H,An,D), acts as a scroll
S	Boomerang	R	80	Quick, Str+10, HP+20
N	Buckler	A	20	Invincibility(Str<30)
R	Catapult	W	60	Str+20, HP+20
N	Chainmail	A	20	HP+30
N	Changing Salve	R	10	Reverses Str, HP
R	Charm	S	100	Charm(H,An)=60%
N	Claw of Ghoul	R	10	Paralysis(H,An,D)
S	Claymore	W	60	Str+50
S	Coin of Piety	R	10	Gives you 10 of respective terrain in bank
S	Counter Amulet	R	100	Reflect
R	Crossbow	W	50	Str+30, HP+20
N	Deadly Thorn	S	40	Petrify
R	Dragon Shield	A	10	Invincibility(D)
N	Dragon Slayer	W	15	Str+20, Critical(D)
S	Dynamite	W	70	Str+60, Destroys user after attack
S	Earth Shield	A	20	Invincibility(E)
S	Elven Cloak	R	10	Creature becomes a plant, immune to poison, etc.
R	Evil Eyeball	R	40	Kill(X)=80%
N	Fire Bolt	S	30	Str=30, Critical(W)
S	Fire Shield	W	20	Invincibility(F)
S	Flame Tongue	W	25	Str+20, Critical(W)
N	Flame Whip	W	35	Str+20, Critical(An)
N	Freeze	S	30	Str=30, Critical(F)
N	Gaseous Form	R	80	Str=0, Invincibility
S	Gem of Life	R	10	If HPs=20 or less, self destruct, killing enemy
N	Golden Goose	R	10	Get MP=MHP x 5 when dies
N	Gremlin Amulet	R	40	Steals item
N	Hand Bomb	R	40	Str=20, acts as a scroll

S Handcuffs	R	10	Str=0, reflect scrolls
N Heavy Halberd	W	30	Slow, Str+50
R Hell Blaze	S	80	Str=40, Critical(H)
S Holy Grail	R	60	Invincibility, damage costs MP=2 x damage
R Holy Shield	A	15	Invincibility(U)
R Holy Symbol	R	40	Kill(U)=80%
S Icicle	W	25	Str+20, Critical(F)
E Iksear	R	100	Quick, Invincibility(F,A), Str+30, HP+40
R Lance of Odin	W	70	Str+50, HP+10
N Leather Armor	A	10	HP+20
S Lightning Bolt	S	80	Kill(H,An,D)=60%
N Longsword	W	20	Str+30
N Mace	W	10	Str+20
N Man Eater	W	25	Str+20, Critical(H)
S Magic Belt	R	30	Str+40; end of combat, Str-20
N Magic Shield	A	20	Invincibility(S)
R Masamune	W	55	Str+50, HP-10
S Morningstar	W	45	Str+30, HP+10
R Mujina Mask	R	50	HP+number of cards you have x 10
S Necro Scarab	R	10	Turns creature into Zombie after death
S Neutral Amulet	R	10	Makes creature a X creature
R Nuclear Fusion	S	100	Str=50
N Nunchaku	W	15	Str+30, HP-10
N Offering Doll	R	10	Raises value of terrain by 20%
S Petrify Stone	R	40	Str=0, HP=80
N Phoenix Amulet	R	10	Rebirth
R Plate Mail	A	60	HP+50
R Polestar	R	50	Invincibility, HP=1
S Pot of Soul	R	10	Regeneration
R Protean Ring	R	10	Turns creature into random creature
N Ring of Succubus	R	10	Strength Drain
N Ring of Vampire	R	10	Vampiric
S Ripper Knife	W	10	Str+40, Rage
S Rock Biter	W	25	Str+20, Critical(E)
N Sallet	R	25	HP+10
S Scale Armor	A	40	HP+40
R Silver Plow	R	100	Terrain level=1 after combat
N Sleep	S	40	Puts enemy to sleep
N Sling	W	0	Str+10, HP+10, Quick
S Sonic Drum	W	0	Str+40, HP-20
R Soul Blast	S	40	Str=30, Enemy loses MP=damage
N Spear	W	35	Str+20, HP+10
N Stone Hail	S	30	Str=30, Critical(A)
R Sword of Falcon	W	30	Quick, Str+20
N Sword of Worm	W	15	Str+20, Critical(P)
E Terrair	R	100	Quick, Kill(W,E), Str+40, HP+30
R The Hand	R	50	Steals item and use it
R Tiger Robe	A	20	Enemy uses item, Str+40; if not, Str-20
R Torch of Queen	R	60	Damage from H,A is healed
S Tower Shield	A	50	Damage halved
N Vampire Killer	W	25	Str+20, Critical(U)
S Water Shield	A	20	Invincibility(W)
N Wind Cutter	S	30	Str=30, Critical(E)
S Wind Shield	A	20	Invincibility(A)
N Wing Boots	R	20	Quick

### 7.3) Spell List

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Spell cards are used before movement to give various effects.

There are four types of spells:

(Att) Attack - inflicts damage to a creature, or affects creatures negatively

(Def) Defense - increases defense, or aids creatures

(Mov) Movement - affects a player's movement

(Oth) Other - miscellaneous spell effects

R	Spell Name	Type	Cost	Effect
N	Acid Rain	Att	80	20 Damage to all Dragons in an area
S	Anti-Element	Att	40	Creature receives no terrain bonus
N	Aports	Mov	60	Moves player to your location
R	Armor Smith	Oth	30	Transforms a card into a random armor card
N	Backward	Mov	30	Player moves backwards
S	Balance	Att	20	Players gain MP depending on ranking
S	Babble	Att	10	Player cannot shop for three rounds???
S	Barricade	Oth	80	Increases rent in an area (3 rounds)
N	Barrier	Def	40	Cannot casts spells on player (6 rounds)
N	Bind	Att	50	Player skips a round
N	Binding Mist	Att	20	Paralyzes creature
S	Camouflage	Oth	30	Creature receives terrain bonus
R	Catastrophe	Att	400	All creatures take damage=50% of MHP
R	Changeling	Att	100	Turns 3 cards into Goblins from deck
S	Chaos Panic	Oth	40	All players change direction of their movement
S	Chariot	Oth	30	Creature can move 2 squares
R	Corruption	Att	150	Player loses 5x(#of units in bank) MP
N	Cure	Def	5	Restores creatures HPs to maximum
S	Death Cloud	Att	80	All A in an area take damage=30% of MHP
N	Dimension Door	Mov	40	Random teleport
N	Dispel Magic	Def	10	Restores player's status to normal
S	Drain Magic	Att	80	Steal 30% of player MP
S	Drought	Oth	50	Can't change terrain level on square
R	Earth Shaker	Att	400	All terrain level=1
R	Evil Blast	Att	100	30 Damage to a Creature
S	Fire Explosion	Att	80	All creatures in an area take damage=30% of MHP
N	Fog	Mov	50	Player movement is halved
R	Forest Leap	Mov	40	Player is teleported to nearest E square
N	Fly	Mov	30	Roll 2 dice for movement this round
N	Grace	Oth	10	Receive 10% of MP savings in bank
N	Growth Body	Def	30	Creature's MHP+10
N	Haste	Mov	50	Roll 6-8 for movement (3 rounds)
R	Haunt	Oth	40	Human player is computer controlled (2 rounds)
N	Holy Bright	Att	80	All U take 20 damage
S	Holy Word 0	Mov	40	Don't move this round
N	Holy Word 1	Mov	30	Move 1 square this round
N	Holy Word 2	Mov	20	Move 2 squares this round
N	Holy Word 3	Mov	20	Move 3 squares this round
N	Holy Word 6	Mov	20	Move 6 squares this round
N	Holy Word X	Mov	20	Move 10 squares this round
S	Ice Storm	Att	80	All F in an area take damage=30% of MHP
S	Insect Swarm	Att	80	All creatures in an area take 20 damage
R	Judgement	Att	80	Player loses 80% of MP
N	Jump	Mov	20	Teleport the nearest location you own
R	Lake Leap	Mov	40	Player is teleported to nearest W square
N	Land Protection	Def	30	Can't target land with spells
S	Land Transfer	Oth	10	Sells off one of your locations
R	Lifeforce	Oth	80	Can't cast spells, but summons half cost
R	Lifestream	Def	80	Restores HPs to all your creatures
S	Locust	Att	100	Lowers Terrain level by one
N	Magic Bolt	Att	50	20 Damage to a Creature
R	Magic Dice	Mov	40	Move 5 or 6 (3 rounds)



N Mana	Oth	10	Gives the player MPs=50x(#times reached Castle)
R Meteor	Att	300	Puts a square to level 1 terrain
S Mind Blast	Att	50	Player loses 5 MP / round
R Mind Seeker	Att	20	Gives you a card from opponent's deck
N Mine	Att	20	If player lands on this square, MP are halved
R Mountain Leap	Mov	40	Player is teleported to nearest F square
S Mutation	Def	30	MHP+20, Poisons creature
E Omnipotent	Oth	80	Gives you a choice from the Shrine effects
N Permission	Oth	100	Clears all checkpoints
S Phantasm	Att	80	Creature can't regenerate or be healed
R Plain Leap	Mov	40	Player is teleported to nearest A square
N Poison Mist	Att	20	Poisons creature
N Pressure	Att	50	Lowers the terrain value in an area
S Raise Dead	Oth	50	Gives you the last creature that was destroyed
N Remove Curse	Def	10	Sets status of terrain + creature to normal
S Recall	Mov	80	Teleports you to the castle
S Reincarnation	Oth	10	Gives you six new cards, discards old ones
N Revival	Oth	20	Restarts your deck
N Shatter	Def	20	Destroys an item card
R Sink	Oth	150	Turns square into W square
S Silence	Att	60	Player cannot cast summon spells (2 rounds)
N Slow	Mov	50	Roll 1-3 for movement (3 rounds)
S Snatch	Att	50	Steals a random card from player
N Solitude	Att	30	Creature receives no support bonus
R Soul Steal	Oth	40	Each creature that dies gives you 50MP (3 rounds)
S Squeeze	Def	50	Destroy a card, give opponent 150MP
S Swap Spell	Oth	50	Exchange cards with another player
R Telekinesis	Oth	80	Move a creature a square
N Teleport	Mov	10	Teleports to castle
R Tempest	Att	200	All creatures take 20 damage
S Time Bomb	Att	20	3 rounds later, explodes in an area, halving MP
S Thunderstorm	Att	0	All E in an area take damage=30% of MHP
R Unsummon	Att	300	Returns creatures to player's hand
R Upheaval	Oth	150	Turns square into F square
S Waste	Att	60	Doubles cost of item cards for player
N Weakness	Att	20	Reduces Str to zero
R Weaponsmith	Oth	30	Transforms a card to a random weapon
R Weathering	Oth	150	Changes a square to an A square
R Wild Growth	Oth	150	Changes a square to an E square
S Wind of Hope	Oth	30	Draw two cards from your deck
N Wizard Eye	Oth	10	See next 6 cards of a player's deck

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Notes on abilities:

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Archmage - inflicts 150% damage when using scrolls

Aversion - cannot be placed on this terrain

Charm - enemy creature is placed into your hand

Critical - inflicts 150% damage to these creatures

Invincibility - receives no damage from this item or creature

Lordly - all creatures of this type you control Str+10

Kill - %chance that creatures killed automatically

Paralysis - opponent cannot attack back or use cards in combat

Petrify - creature is turned into Wall of Stone

Poison - can poison opponent which deals extra damage at end of combat

Pillage - takes MPs away from opponent's controller equal to damage inflicted

Quick - inflicts damage first in combat

Rage - creature inflicts 30% of the damage done to opponent, on itself

Rebirth - if destroyed in combat, returns to player's hand

Reflect - takes no damage, and damage inflicted equals damage received when destroyed in combat

Regeneration - HPs restored to full at the end of combat, if survived  
Revenge - takes only half damage and gives a quarter of damage received back to the opposing creature in combat  
Slow - inflicts damage last in combat  
Strength Drain - reduces enemy's Str after attacking  
Summoner - can summon other creatures in battle (discarded after use)  
Unmoveable - creature cannot be moved in the command menu  
Untargettable - creature cannot be targetted by spells  
Vampiric - drains HPs from opponent at end of combat  
\*Special\* - see FAQ at the start of this document

## 8) Game Effect Lists

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These are the lists for the various game effects, which are in Japanese.

### 8.1) Castle Effects

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When passing the Castle after the checkpoints, players may receive a bonus:  
Depending on the number of times you've reached the castle  
How many locations you possess  
How much you have stored in the bank  
Bonus effects from Shrine or other cards  
All your creatures are healed 20% of MHP

### 8.2) Shrine Effects

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All creatures in area take damage=50% of MHP  
All creatures of a single terrain in an area have strength reduced by 20%  
All creatures of a single terrain in an area have MHPs reduced  
All creatures of a single terrain in an area take damage=20% of MHP  
Random player loses a card  
Player loses a turn  
Player loses MP  
Activation cost of Items and Creatures are increased for three rounds  
Activation cost of Spells are increased for three rounds  
Don't pay for landing on opponent's squares (1 round)  
All creatures of a single terrain in an area are healed  
All creatures of a single terrain in an area have strength increased  
All creatures of a single terrain in an area have MHPs increased  
A random square's terrain changes to another  
Ownership of a square is changed to a random player  
Player gains 200 MP  
Player gains 50 MP  
Player rolls two dice for movement next round  
Player is teleported to a random square  
MP leader trades MP with person with the least MPs.  
All players gain MP  
Activation cost of Items are reduced for three rounds  
Activation cost of Spells are reduced for three rounds  
Activation cost of Creatures are reduced for three rounds  
5% of your MPs is given to all other players  
Your creatures are paralyzed for 1 round  
Don't receive MPs for opponents landing on your squares (1 round)  
Draw two cards  
Can't use item cards for three rounds  
Bonus salary 30% when you reach the castle  
Random player loses 10-60 MP  
Player movement is 1-3 for two rounds

## 9) Deck Lists

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This section is for Deck lists ideas. Feel free to email any of your ideas:  
Here are the basic decks:

Stopper Deck - Old Willow(4), Kelpie(4), Ashra(4), Deep Spawn(4), Hellspawn(4),  
Lilith(4), Nymph (4), Chimera (2), Holy Word 0 (3), Jump(2)

Earth Deck - Gargoyle(2), Ormec Head(1), Woodfolk(2), Vampire(2), Ghoul(3),  
Cerberus(3), Dark Master(1), Dark Elf(1), Selenear(1), Sandman(3),  
Dragon Zombie(1), Gnome(2), Troll(1), Mummy(2), Ninja(2), Samurai(2),  
Wild Growth(3), Forest Leap(1)

Air Deck - Griffon(3), Knight(3), Thunerbeak(2), Saberclaw(1), Genie(2),  
Siren(2), Spectre(1), Simurgh(1), Nightmare(2), Harpy(3), Paladin(2),  
Leveler(2), Wyvern(1), Mermecoleo(2), Beezlebub(1), Dullahan(1),  
Weathering(3), Plain Leap(1)

Fire Deck - Old Willow(4), Hellhound(4), Chimera(2), Dragon(1), Bistair(1),  
Bandicoot(2), Fire Giant(2), Fire Drake(2), Drainroper(2), Gas Cloud(2),  
Salamander(1), Ba-al(1), Manticore(1), Valkyria(1), Upheaval(3),  
Mountain Leap(1)

Water Deck - Kelpie(4), Nymph(4), Ice Salamander(1), Anubias(2), Undine(1),  
Charbydis(1), Sea Monk(2), Geophag(1), Giant Amoeba(1), Storm Giant(2),  
Hydra(1), Mujina(2), Lilith(2), Lionmane(1), Lizardman(1), Sink(3),  
Lake Leap(1)

These cards are suggestions to add to those decks, but they vary depending on the style of game that you wish to use. Of course, you don't have to play a single terrain deck. You can do anything that you wish. I personally find that my best decks are the dual-terrain decks. If you know that your opponent, then you can add some of the specialty attack and defense items and spells, but I wouldn't add them unless you know your opponent well.

Basic Spells - Meteor, Reincarnation, Holy Word 0, Evil Blast, Unsummon,  
Silence, Drain Magic, Omnipotent, Judgement

Good Weapons - Odin Lance, Sling, Battle Axe, Morning Star, Sword of Falcon,  
Crossbow, Claymore

Good Scrolls - Charm, Nuclear Fusion, Hellblaze

Good Armor - Platemail, Scalemail

Good Rings - Iksear, Terrair, Counter Amulet, Gaseous Form, Boomerang,  
Necro Scarab, Silver Plow, The Hand, Holy Symbol

## 10) Maps

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Maps 1-10 are the Story Mode maps

Maps 11-14 are the Battle Mode maps

Map 15 is for downloading a map

## 11) Story Mode Strategy

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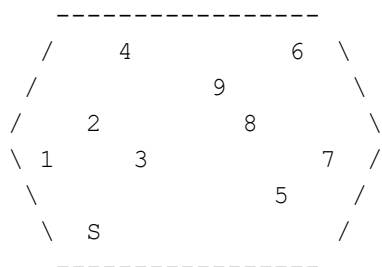
In story mode, the best advice is to tailor your deck to each map. The first time that you play a new map, you are in trouble. You need to see your opponent's cards and the terrain so that you can fix your deck to the situation. Don't be discouraged if you lose a battle, because you will still receive some new cards which can help you more next time. If you are losing a battle, you should always play it through to the end, because you will still get some cards from it. You get the most cards if you win, and the least if you are last place. You can re-do maps again, and sometimes this is really helpful once you receive a good card. Usually, if you have beaten them once, it is not as hard the second time through. I found that when I start with a new character, the most difficult map is the sixth or seventh one. It's hard at the start, but once you have a stronger deck, you can out-smart the computer opponents easier.

A good strategy to help you start off is to create four characters, play a four-player Battle game with the characters, playing for ante. When the game(s) are finished, trade the cards to the winning character that you will keep, making one good deck and deleting the other players. It really helps you start off with some better cards.

### 11.1) Story Mode Walkthrough

Story mode is divided into chapters, one for each new map that you conquer. You can choose to do the maps in any order, so the chapters will be different. There are ten maps in total to conquer. You can re-do a map if you wish and gain cards again. To gain all of the cards, you will have to play the maps multiple times or play battle mode more.

Since you have choices to make in the order you play the maps, I've made a simple map of the island with the corresponding maps.



#### Map S) Start

Enemy - Zeneth

This is the simple starting map. It isn't that difficult as it is meant to be an introduction to Story mode. Learn the basics here so that you can do better later on. There are no intersections in the map, so movement is based mostly on luck. Zeneth's deck is comparable to your starting deck, but you should be able to beat him in the end, if you are playing right.

#### Map #1)

Enemy - Sebastian & Poco-Poco

This map is two circles joined together. The castle is the set at the intersection of their connection. Sebastian's cards are mostly Water based, so be careful. If you can control the water and keep it before he does, you can win easily.

#### Map #2)

Enemy - Kou-Tetsu

This map is shaped like a cross, with the castle in the middle. Kou-Tetsu's creatures are basically Fire and Air creatures, so try and control those areas if you can, but make sure that you can hold them. He has some good attacking items and can take out a strong creature if you are not careful. His creatures

on the Earth and Water terrain receive no bonus so they are easier to destroy. Because of the shape of the map, you can choose your intersections to benefit your movement.

#### Map #3)

Enemies - Zeneth and King Weyden

Strategy - This map is large and the enemies have a good range of cards that will probably beat you at the start. But, you can wear them down once you have some better cards. King Weyden has good Air creatures especially. If you are lucky, he won't land on many and will end up discarding them or using them in squares that don't help. Zeneth has some good Earth and Water creatures, especially the Earth ones. So, it will be difficult to handle them. You will probably have better Fire creatures than them. So, taking control of those squares will be easier. Unfortunately, there are intersections in key areas, and the computer will avoid the squares that you often control. Be patient, gain some better cards after a few loses and you will be better equipped.

#### Map #4)

Enemy - Miranda

Strategy - This map looks rather easy, but it is set up for Miranda rather well. You probably won't be as strong as her in the Water areas and that is how she will beat you. Plus, she has many weapons for destroying your Fire creatures. She also has Decoys, which she will use to overtake your areas. So, you can either try and compete with her in the water areas, or concentrate on the others. But, stock up on water weapons so that you can take her out. But, in all, this map isn't that difficult.

#### Map #5)

Enemies - Zeneth and O'Riely

Strategy - This one is difficult because Zeneth has a really strong deck. Not many of his creatures are weak, and he is your main opponent most of the time. O'Riely on the other hand has too many Earth creatures. Sometimes he can be a problem if he gets his good creatures down early in the right spots, but usually he is just a fool that almost never helps you, but just wanders around the game board, occasionally killing off one of your creatures. There is a lot of neutral terrain on this board, and it is also very big. There are no intersections, and Zeneth will almost always go in the opposite direction that you choose. This can be a pain because he lays mines a lot. His strong creatures include Gas Cloud, Dwarves, Knights, Trolls, etc. Not many of them are very weak. If you have them, use clerics against the Gas clouds. This is probably the hardest map of them all.

#### Map #6)

Enemies - Guldberg and Zeneth

This board is not really too difficult. Concentrate on the main path and you can overcome your enemies. They will try to avoid them if they can, but if you can hold out longer, they will fall. The enemies here are nothing special. You should be able to beat them on your first or second try.

#### Map #7)

Enemies - Horowitz and Zeneth

Getting sick of Zeneth already? Well, you should be. Horowitz can be a bit of a pain in this map too. Avoid the warps at all costs, but since you can't control falling into them. Try to get out as soon as possible. It is a waste of your time and MPs. Sometimes the computer opponents will build up their forces in there, which is totally useless. Concentrate on the main board and keep working your opponent. This one is a lot of luck, but if you have a strong deck, you can prevail easily.

#### Map #8)

Enemies - Belkhyr and Zeneth

Don't fall into the warp in the middle and you should be okay. When the computer opponents fall in there, they can waste a ton of their MPs in an area that you aren't likely to spend a lot of time in. So, you have the advantage here. It's rather easy so you should be able to take them out in a couple of tries at least. By now, your deck should be rather strong, so it should be easier.

Map #9)

Enemies - Baltheus and Zeneth

This is a big board, so it will be a while until you get your MPs back, so use them wisely. Don't enter combat unless you can win. Otherwise, you're just wasting your MPs if your opponent keeps the square. Make sure that your creatures are on their home terrain. You can't afford to alter the terrain or trade creatures either. You have to put the MPs into raising the level of the terrain as soon as you can. Try and control the squares closest to the castle, they're the most important. Baltheus has Permission spell which allows him to get MPs at a much higher pace than you, so you have to hit him hard at the start. The computer opponents probably have better decks than you do, so you have to beat them by outsmarting them.

12) Secrets

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After clearing Story mode, you can play against your staff companion, Goligan. After clearing the Story mode map, you can play it in Battle mode.

13) Miscellaneous / Et Cetera

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Culdcept Homepage: [www.culdcept.com](http://www.culdcept.com)  
Omiyasoft Homepage: [www.omiyasoft.com](http://www.omiyasoft.com)

Thanks to Omiyasoft and Media Factory for making this awesome game. This FAQ is not associated with Omiyasoft, Media Factory, Sony, or any of its products either software or hardware. The respective companies retain all copyrights of their products mentioned in this FAQ.

If you liked this game, try Culdcept Expansion Plus (PS), Culdcept Second (DC), Gaiamaster(PS, DC) or Dioramos(PS) too.

Feel free to email any advice or suggestions! Due to time constraints, do not expect a reply on email.

Other FAQs written by me:

- Tetris with Cardcaptor Sakura: Eternal Heart (PS)
- The Typing of the Dead (DC)
- The Great Khan Game (Card game)
- Hundred Swords (DC)
- Advanced World War (DC)
- Gaiamaster (PS)
- 4/30/01 Gene(intv@canada.com)