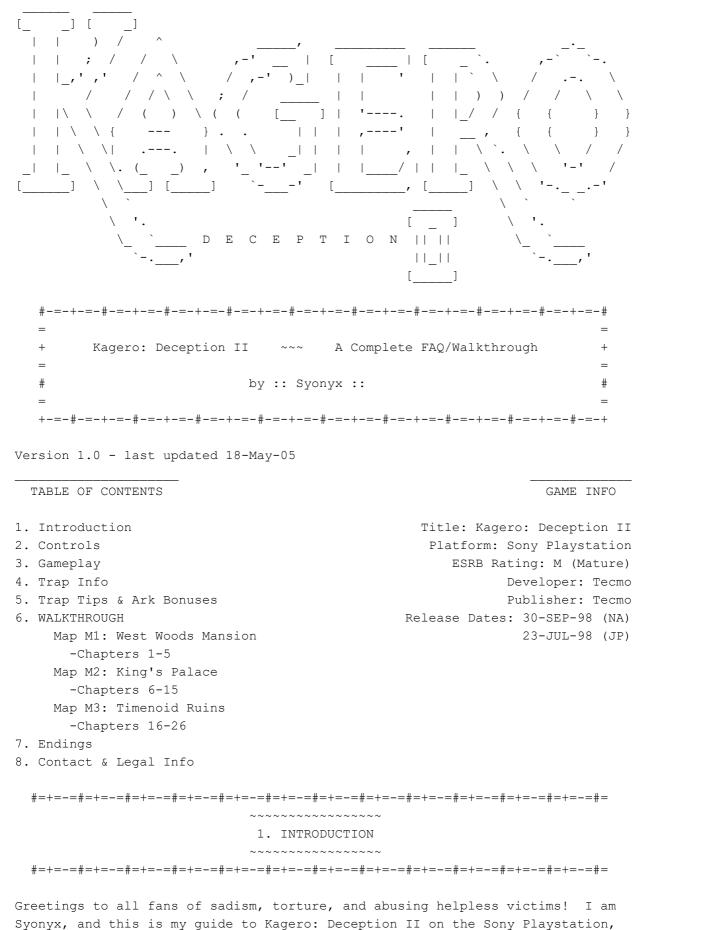
Kagero: Deception II FAQ/Walkthrough

by Syonyx

Updated to v1.0 on May 18, 2005



the game where you use horrible traps to destroy your enemies. This is a welcome innovation in action-adventure games, and produces much grim

satisfaction. In my opinion, this is one of the best lesser-known gems on the system. This guide covers every trap in the game in detail and provides a full walkthrough, including all branching paths and endings. Now let's get on with it, shall we?

SERIES OVERVIEW

The Deception series began with Tecmo's Deception, the only Playstation game ever to carry a warning of satanic references on the game box. It introduced the mechanic of using treacherous traps rather than physical abilities to attack your opponents, though this system wasn't as well developed as in later releases. Then came Kagero: Deception II, which greatly improved the gameplay and provided an easy-to-use trap-making system. It provided the player with the joy of creating devastating, painful-looking trap combos. Last on the Sony Playstation was Deception III: Dark Delusion. It didn't improve much on Kagero, but gave you more trap-making flexibility. Next up will be Kagero II on the Playstation 2 (which makes it a sequel to the second game in a series of 3, which kind of boggles the mind), which has not been firmly announced for a North American release, but will hopefully make it over to this side of the pond.

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| In Game: D-pad up: Run forward | O : Enter trap set mode         |
|--------------------------------|---------------------------------|
| D-pad left/right: Turn         | Triangle: Activate ceiling trap |
| D-pad down: Step back          | Square: Activate wall trap      |
| R1 + L1: Quick turn-around     | X : Activate floor trap         |
| R1: Sidestep right             | R2: Face nearest enemy          |
| L1: Sidestep left              | L2: Free-look mode (hold)       |

Start: Pause game Select: Open sub-menu (while paused)

In Menus: X : Select highlighted option
 Triangle: Cancel

In Trap Set Mode: D-pad: Move cursor X : Select Triangle: Cancel 0 : Cancel other traps on current square while placing trap L1: Rotate clockwise L2: Zoom in R1: Rotate counter-clockwise R2: Zoom out

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#### OVERVIEW

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In Kagero, you cannot fight your enemies directly. Rather, you have been trained in the use of diabolical traps to destroy all who oppose you! The flow of events is as follows within each chapter (or stage) of the game.

Intermission screen --> Chapter intro cut-scene --> Battle --> Mission clear screen --> Outro cut-scene.

All of the action takes place during the Battle phase, as this is where you move around, set and use traps to damage your opponents. However, the Intermission screen is just as important to success in the game. Here, you can make new traps, select which traps will go into your inventory (limit of 3 each of floor, wall and ceiling traps) during the stage, read enemy details before you encounter them, and save your game (which you really ought to do at least every couple of chapters).

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# MOVING

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Since you have no direct offensive moves and your enemies will pursue you relentlessly, you have to stay on the move to remain out of danger. Maneuver yourself around the levels using the D-pad. The movement control interface may take a little getting used to if you haven't played games that use it before (such as Silent Hill), so run around a lot in the early stages to familiarize yourself with it. Learn to use the quick-turn feature (R1 + L1), and also R2 to quickly face the nearest enemy and L2 to look around freely. Keep in mind that you move faster than almost every enemy in the game, so you can always just run away if you're in trouble.

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TRAPS

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Before you can use a trap, you must first set it up, Press O in any room to enter the trap set screen (this is not an option in the hallways connecting the rooms). You can also read enemy data and look at a map of the whole level from the initial screen. Under "Trap Set", choose a floor, wall or ceiling trap, then choose a square to place it on. The following restrictions in trap placement apply:

-You cannot place both a floor and ceiling trap in the same square;-You cannot place a trap over an existing room feature;-You cannot place a trap while the same or another trap of the same type (floor, wall or ceiling) is active.

Keep in mind the range of the trap, the height you're placing it at, and any geographical features that might affect its use when setting it up. Also, because it takes time for a trap to charge, it's best to set it up before any enemies come into the room.

To use a trap, wait until an enemy is in the desired position, then press the appropriate key to activate it. Get used to the different trap types and considerations in using them. For example, vases must be triggered with good timing to ensure a hit, while gases cover a large area and continue spewing for a few seconds, so they don't require the same precision.

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#### DAMAGE & HEALING

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You will start off each chapter with full health. You can be damaged not only by enemy attacks, but also by environmental hazards if you're not careful, or even by your own traps if you set them off carelessly. Your health is indicated by a bar in the lower left corner of the screen. You can only recover health within a battle stage by touching a magical Loon. At least one of these floating crystals can be found in each environment, always in the same location(s), and they will regenerate between chapters.

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#### STORY CHOICES

Your actions in this game do indeed have consequences! Who you kill and how you respond to questions throughout the game can eventually lead you to one of several different available endings. Within the walkthrough below, the results of different choices will be explained in detail. Also, see the section after the walkthrough for details on achieving each ending.

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# 4. TRAP INFO

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Check here for general descriptions of the different types of traps, more details on each specific trap, and the trap-making trees showing each trap's prerequisites.

TRAP TYPES

FLOOR: -Bombs: These explosives cause damage and/or other effects to enemies walking nearby, and can send victims flying through the air, though the direction you send them in is hard to control.

-Spring Floors: Toss unwary victims a set distance in a direction of your choosing. Use to place enemies where you want them for a trap combo.

-Claws: Like bear traps, these painful devices damage their victims and pin them in place for a short time.

-Rods: Electrified poles that zap enemies standing nearby. If used in water, the shock will be conducted throughout the pool.-Magnets: These will suck in enemies within a certain distance and hold

them in the middle of the trap for a short time. Use them to position your foes where you want them.

WALL: -Arrows: These panels fire projectiles in a straight line across a room, causing damage to any targets in the way.

-Push walls: A section of the wall thrusts out a certain distance, pushing enemies ahead of it, forcing them into a new position and causing some damage.

- -Magnets: Wall-mounted attractors that suck in nearby enemies and pin them to the wall for a little while.
- CEILING: -Rocks: Massive boulders that drop down on unsuspecting enemies, causing heavy damage. If dropped on stairs, it will roll down them and continue rolling across the floor.
  - -Gas: Streams of gas are emitted from ceiling and affect a wide area. Generally don't do any damage, but cause various status effects instead. These traps charge quickly.
  - -Vases: Dropping these onto enemies' heads requires fairly precise aiming. Most don't do any damage, but cause status effects instead. These traps charge very quickly.

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# TRAP LIST

### FLOOR TRAPS

| ====================================== | 35   | 3        | Start          | Sends foes flying through air when hit.                                           |
|----------------------------------------|------|----------|----------------|-----------------------------------------------------------------------------------|
| Flash Bomb                             |      | 1 4      | 800            | Temporarily blinds foes standing within                                           |
|                                        |      |          | 1 000          | 1-block radius of bomb.                                                           |
| Land Mine                              | 40   | 1 5      | 1 1200         | When activated, will explode when targe                                           |
| Land Mine                              | 40   |          | 1 1200         | when activated, will explode when target<br>walks over it, or after a few moments |
| Blast Bomb                             | I 50 | ı<br>I 7 | 2400           | Large explosion covers a 1-block radius                                           |
| Ouake Bomb                             | 1 0  | 1 7      | 2400<br>  3400 | Activates all traps within 2 blocks.                                              |
| ~                                      |      | 3        |                | Activates all traps within 2 blocks.                                              |
| Catastrophe                            |      |          |                |                                                                                   |
| Hell Fire                              | 85   | 11       | 4800           | Column of flame expands in 1-block                                                |
|                                        |      |          |                | radius and tosses enemies away.                                                   |
| Bear Trap                              | 15   | 4        | Start          | Pins victims to floor for a few moments                                           |
| Heavy Claw                             | 25   | 5        | 1000           | Causes more damage and pins longer.                                               |
| Cold Claw                              | 25   | 5        | 2000           | Pins then freezes enemies in place.                                               |
| Spring Floor                           | 15   | 6        | 2900           | Tosses enemies 4 blocks away in chosen                                            |
|                                        |      |          |                | direction.                                                                        |
| Smash Floor                            | 25   | 6        | 4100           | Tosses enemies 8 blocks away in chosen                                            |
|                                        |      |          |                | direction.                                                                        |
| Lift Floor                             | 25   | 4        | 1900           | Presses victim against ceiling.                                                   |
| Rising Floor                           | 30   | 6        | 3600           | Tosses victim straight up to hit ceilin                                           |
|                                        |      |          |                | then floor. Counts as 2 trap hits.                                                |
| Evil Upper                             | 25   | 6        | 5000           | Punches victims up to the ceiling, the                                            |
|                                        |      |          |                | then land to the side in a direction                                              |
|                                        |      |          |                | of your choosing. Unblockable.                                                    |
|                                        |      |          |                | Available after getting Ending #1.                                                |
| Spark Rod                              | 45   | 6        | 1900           | Zaps spot on floor and creates line of                                            |
|                                        |      |          |                | electricity to any electric traps in                                              |
|                                        |      |          |                | room. Also electrifies water.                                                     |
| Thunder Volt                           | 65   | 7        | 4100           | Same as above, but bigger.                                                        |
| Judgement                              | 85   | 9        | 5300           | Same as above, but bigger.                                                        |
| Magnet Floor                           | 0    | 9        | 3400           | Sucks in enemies from 1-block radius a:                                           |
|                                        |      |          |                | pins them in place temporarily.                                                   |
| Vacuum Floor                           | 0    | 12       | 4300           | Sucks in enemies from 2-block radius.                                             |
| Magic Sac                              | 0    | 5        | 4000           | Creates a bubble that traps anyone who                                            |
|                                        | 1    | I        |                | walks into it. You can then push the                                              |
|                                        |      | I        |                | bubble around by walking into it.                                                 |
|                                        | 1    | 1        | 1              | Available after getting Ending #2.                                                |

| WALL TRAPS   |    |      |       |      |   |        |                                         |
|--------------|----|------|-------|------|---|--------|-----------------------------------------|
|              | (D | amag | e) (1 | ſime | ) | (Cost) |                                         |
| Press Wall   |    | 5    |       | 4    |   | Start  | Pushes foes two blocks away.            |
| Attack Wall  |    | 10   |       | 6    |   | 1200   | Pushes out 2 blocks and sends victims   |
|              |    |      | 1     |      |   |        | flying another 4 blocks straight out.   |
| Spike Wall   |    | 35   |       | 5    |   | 2400   | Causes more damage and pushes victims 3 |
|              |    |      |       |      |   |        | blocks away.                            |
| Evil Kick    |    | 30   |       | 6    |   | 5000   | Kicks out 3 squares from wall and       |
|              |    |      |       |      |   |        | launches victims clear across room,     |
|              |    |      |       |      |   |        | even up stairs. Unblockable. Only       |
|              |    |      |       |      |   |        | available after getting Ending #4.      |
| Arrow Slit   |    | 35   |       | 3    |   | Start  | Shoots straight across room and causes  |
|              |    |      |       |      |   |        | damage.                                 |
| Fire Arrow   |    | 40   |       | 4    |   | 1000   | Same as above plus fire, can set oil-   |
|              |    |      |       |      |   |        | doused foes ablaze.                     |
| Triple Arrow |    | 26   |       | 5    |   | 2600   | Three arrows fire in sequence.          |
| Rolling Bomb |    | 70   |       | 6    |   | 2200   | Slow-rolling bomb moves along ground,   |
|              |    |      |       |      |   |        | rolls down stairs, and explodes on      |
|              |    |      |       |      |   |        | contact with object or enemy.           |
|              |    |      |       |      |   |        |                                         |

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| Cold Arrow       32       4       4000       Targets will be frozen in place if hit.         Buzz Saw       45       7       4600       Shoots arros room, targets will be         Buzz Saw       45       7       4600       Shoots arros room, targets will be         Laser Arrow       85       8       4600       Typical arrow charged with electricity.         Magnet       0       8       900       Draws in enemies from 2 squares away ar         Fower Magnet       0       10       2400       Draws in enemies from 4 squares away.         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away.         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away.         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away.         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away.         Volt Magnet       70       9       Start       Floors. Can be pushed around by push         Volt Magnet       70       9       Start       Floors. Can be pushed around by push         Vase       10       10       3600       Affected by magnets, and sends targets         Spike Rock       7                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Chain Needle<br>Fire Ball | 23<br>  65<br> <br> | 7<br>  5<br> <br> | 3800<br>  4000<br> <br> | <ul> <li>Five arrows fire in rapid sequence.</li> <li>Fire shoots across room, will flow up</li> <li>stairs, or slowly curve down when sent</li> <li>over a drop. Ignites floor for a few</li> <li>seconds when it strikes something.</li> </ul> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|---------------------|-------------------|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Buzz Saw       45       7       4600       Shoots across room, targets will be         I       I       I       pushed all the way to the wall or         Iaser Arrow       185       8       4800       Typical arrow charged with electricity.         Magnet       0       1       1       Indicating and continues from 2 squares away are         Power Magnet       0       10       2400       Draws in enemies from 5 squares away.         Volt Magnet       50       10       1300       Draws in enemies from 4 squares away.         Volt Magnet       50       10       2400       Draws in enemies from 4 squares away.         Volt Magnet       50       10       2400       Draws in enemies from 4 squares away.         CELLING TRAPS       I       I       I       Iand zapa them when they reach the         I       I       I       Iand zapa them when they reach the       Iand zapa from yaques away.         CELLING TRAPS       Iand spring floor-type traps.       Iand spring floor-type traps.         I       I       Iand spring floor-type traps.       Iand spring floor-type traps.         Iron Ball       80       10       3600       Iack charged with fire element.         Volt Rock       100       11       7000                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Cold Arrow                | 1 32                | 4                 | 4000                    |                                                                                                                                                                                                                                                  |
| Magnet       0       8       900       Draws in enemies from 2 squares away ar         Power Magnet       0       10       12400       Draws in enemies from 5 squares away.         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away.         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away.         I       I       I       and zaps them when they reach the       Image:         Image:       Image:       Image:       Image:       Image:         CELLING TRAPS       Image:       Image:       Image:       Image:         Image:       Image:       Image:       Image:       Image:       Image:       Image:         Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                           | -                   | -                 |                         | <ul> <li>Shoots across room, targets will be</li> <li>pushed all the way to the wall or</li> <li>obstacle. Goes down stairs or drops</li> </ul>                                                                                                  |
| Power Magnet       0       10       2400       Draws in enemies from 5 squares away,         Volt Magnet       50       10       3800       Draws in enemies from 4 squares away,         Image:       Image:       Image:       Image:       Image:         CELLING TRAPS       Image:       Image:       Image:       Image:         CELLING TRAPS       Image:       Image:       Image:       Image:         Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:       Image:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | Laser Arrow               | 85                  | 8                 | 4800                    | Typical arrow charged with electricity.                                                                                                                                                                                                          |
| Power Magnet         0         10         2400         Draws in enemies from 5 squares away.         Volt Magnet         50         10         3800         Draws in enemies from 4 squares away.         I                     and zaps them when they reach the         and zaps them when they reach the         I                     wall for damage.         CEILING TRAPS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Magnet                    | 0                   | 8                 | 900                     | Draws in enemies from 2 squares away and                                                                                                                                                                                                         |
| Volt Magnet       50       10       3800       Praws in enemies from 4 squares away,         I       I       and zaps them when they reach the         I       I       and zaps them when they reach the         I       I       I       and zaps them when they reach the         I       I       I       and zaps them when they reach the         I       I       I       I       and zaps them when they reach the         I       I       I       I       I       and zaps them when they reach the         I       I       I       I       I       I       I         Mega Rock       70       9       Start       Rolls down stairs and slopes then acros         II       I       I       Wall- and spring floor-type traps.         II       I       I       Wall- and spring floor-type traps.         Iron Ball       80       10       3600       Affected by magnets, and sends targets         Iron Ball       80       10       3600       Affected by magnets, and sends targets         Iron Ball       80       10       6300       Rock charged with fire element.         Volt Rock       100       11       7000       Rock charged with lighting power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                           |                     |                   |                         | pins them to wall temporarily.                                                                                                                                                                                                                   |
| Image:       Image:         CEILING TRAPS         Image:         Image: <tr< td=""><td>Power Magnet</td><td>  0</td><td>  10</td><td>  2400</td><td>  Draws in enemies from 5 squares away.</td></tr<>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Power Magnet              | 0                   | 10                | 2400                    | Draws in enemies from 5 squares away.                                                                                                                                                                                                            |
| Image: | Volt Magnet               | 50                  | 10                | 3800                    | Draws in enemies from 4 squares away,                                                                                                                                                                                                            |
| CELLING TRAPS         Mega Rock       70       9       Start         Rolls down stairs and slopes then across         I       I       I       I floors. Can be pushed around by push         I       I       I       I floors. Can be pushed around by push         I       I       I       I floors. Can be pushed around by push         I       I       I       I floors. Can be pushed around by push         I       I       I       I floors. Can be pushed around by push         I       I       I       I floors. Can be pushed around by push         I       I       I floors. Can be pushed around by push         I       I       I floors. Can be pushed around by push         Iron Ball       80       I I       Issee as above, just a little stronger.         Iron Ball       80       I I       Issee       Issee         Valt Rock       100       I I       Pool       Round monster rolls down stairs, and         Suezo       I I       I Round monster rolls down stairs, and       I I I I time or until it hits someone. Sends         I       I I       I I I I Round monster rolls down stairs, and       I I I I I I I I I I I I I I I I I I I                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                           |                     |                   |                         | and zaps them when they reach the                                                                                                                                                                                                                |
| Mega Rock       70       9       Start       Rolls down stairs and slopes then across         I       I       I       Ioors. Can be pushed around by push         I       I       Ioors. Can be pushed around by push         I       I       Ioors. Can be pushed around by push         Spike Rock       75       9       1800         Iron Ball       80       10       3600       Affected by magnets, and sends targets         I       I       Isomo for all sand objects.       Flare Rock       90       10       6300         Volt Rock       100       11       7000       Rock charged with lightning power.         Suezo       150       10       6500       Round monster rolls down stairs, and         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hits someone. Sends         I       I       Itime or until it hith                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |                           |                     |                   |                         | wall for damage.                                                                                                                                                                                                                                 |
| Mega Rock709StartRolls down stairs and slopes then across<br>floors. Can be pushed around by push<br>floors. Can be pushed around by push<br>wall- and spring floor-type traps.<br>Used mainly to cause heavy damage.Spike Rock7591800Same as above, just a little stronger.Iron Ball80103600Affected by magnets, and sends targets<br>flying through the air when hit.<br>Bounces off walls and objects.Flare Rock90106300Rock charged with lightning power.Suezo150106500Round monster rolls down stairs, and<br>time or until it hits someone. Sends<br>i time or until it hits someone. Sends<br>i time or until it hits someone. Sends<br>i time as above and douses target in oil,<br>i time as above and douses target in oil,<br>i victim walks forward blindly, even if<br>i already at a wall.Oil Vase021400Same as above and douses target berserk<br>i claring all possible endings.Vat1021200More damage and berserk lasts longer.Lava Vase5532400Damage, temporary blindness, and<br>explodes after a few moments.Ardebaran7023500Vase target time and ong-lasting.Ardebaran7023500Vase target starget berserk lastI11Fast charge time, and long-lasting.I11Fast charge time, and long-lasting.I111000I11I11I11I11I1<                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                           | <br>S               |                   |                         |                                                                                                                                                                                                                                                  |
| IIIII floors. Can be pushed around by pushIIIwall- and spring floor-type traps.Spike Rock7591800Same as above, just a little stronger.Iron Ball80103600Affected by magnets, and sends targetsIron Ball80103600Rock charged with fire element.Valk Rock90106300Rock charged with fire element.Volt Rock100117000Rock charged with lightning power.Suezo150106500Round monster rolls down stairs, andIIIIkeeps bouncing off walls for a longIIIIkeeps bouncing off walls for a longIIIkeeps bouncing off walls for a longIIkeeps                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                           | ==<br>  70          | 1 9               | Start                   | Rolls down stairs and slones then across                                                                                                                                                                                                         |
| Iron Ball 80 10 3600 Affected by magnets, and sends targets    flying through the air when hit.    Bounces off walls and objects.Flare Rock 90 10 6300 Rock charged with fire element.Volt Rock 100 11 7000 Rock charged with fire element.Suezo 150 10 6500 Round monster rolls down stairs, and     keeps bouncing off walls for a long     time or until it hits someone.Sende     targets flying.Available after     targets flying.Available after     targets flying.Available after     targets flying.Available after     largets flying.Available after     itargets flying.Available after     itargets flying.Available after      itargets flying.Available after      itargets flying.Available after       i                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | nega neon                 | <br> <br>           |                   | <br> <br>               | <pre>floors. Can be pushed around by push wall- and spring floor-type traps.</pre>                                                                                                                                                               |
| IIIIIplying through the air when hit.IIIBounces off walls and objects.Flare Rock90106300Rock charged with fire element.Volt Rock100117000Rock charged with lightning power.Suezo150106500Round monster rolls down stairs, andIIIkeeps bouncing off walls for a longIIIItime or until it hits someone. SendsIIIIclearing all possible endings.Vase02400Requires precise targeting. When hit,IIIIclearing all possible endings.Vase021400Same as above and douses target in oil,IIIInteract and makes target berserkIIIInteract and makes target berserkIIInteract and makes target berserkI <td>Spike Rock</td> <td>  75</td> <td>  9</td> <td>  1800</td> <td>  Same as above, just a little stronger.</td>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | Spike Rock                | 75                  | 9                 | 1800                    | Same as above, just a little stronger.                                                                                                                                                                                                           |
| Image: Second | Iron Ball                 | 80                  | 10                | 3600                    | Affected by magnets, and sends targets                                                                                                                                                                                                           |
| Flare Rock       90       10       6300       Rock charged with fire element.         Volt Rock       100       11       7000       Rock charged with lightning power.         Suezo       150       10       6500       Round monster rolls down stairs, and         I       I       I       Keeps bouncing off walls for a long         I       I       I       Keeps bouncing off walls for a long         I       I       I       Itime or until it hits someone. Sends         I       I       I       Itargets flying. Available after         I       I       I       Itargets flying. Available after         I       I       Itargets and douses tar                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                           |                     |                   |                         | flying through the air when hit.                                                                                                                                                                                                                 |
| Volt Rock  100   111   7000  Rock charged with lightning power.Suezo  150   10   6500  Round monster rolls down stairs, and                keeps bouncing off walls for a long                keeps bouncing off walls for a long                    keeps bouncing off walls for a long                          clearing all possible endings.Vase  0   2   400  Requires precise targeting. When hit,                  victim walks forward blindly, even if                          already at a wall.Oil Vase  0   2   1400  Same as above and douses target in oil,                      which can be ignited by flame. Makes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |                           |                     |                   |                         | _                                                                                                                                                                                                                                                |
| Suezo  150  10  6500  Round monster rolls down stairs, and     keeps bouncing off walls for a long    time or until it hits someone. Sends    targets flying. Available after    clearing all possible endings.Vase 0 2     clearing all possible endings.Vase 0 2     ittime or until it hits someone. Sends                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Flare Rock                | 90                  | 10                | 6300                    |                                                                                                                                                                                                                                                  |
| Image: |                           |                     |                   |                         |                                                                                                                                                                                                                                                  |
| Vase 0 2 400 Requires precise targeting. When hit,    victim walks forward blindly, even if    already at a wall.Oil Vase 0 2     already at a wall.Oil Vase 0 2     which can be ignited by flame. Makes     Basin 10 2 10 2     Vat 20 2 1200 More damage and berserk lasts longer.Lava Vase 55 3 1  explodes after a few moments.Ardebaran 70 2   Fast charge time, and long-lasting.    Iarget's move rate will be reduced.Confuse Gas0 6    when reaches walls or objects.Evil Breath0 4  1200 Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Suezo                     | 150<br> <br> <br>   | 10<br> <br> <br>  | 6500<br> <br> <br>      | <pre>keeps bouncing off walls for a long time or until it hits someone. Sends targets flying. Available after</pre>                                                                                                                              |
| Oil Vase 0 2 1400 Same as above and douses target in oil,<br>which can be ignited by flame. Makes<br>oil patch if falls on ground.Basin 10 2 600 Causes damage and makes target berserk<br>oil patch if falls on ground.Basin 10 2 600 Causes damage and makes target berserk<br>oil for short time.Vat 20 2 1200 More damage and berserk lasts longer.Lava Vase 55 3 2400 Damage, temporary blindness, and<br>oil explodes after a few moments.Ardebaran 70 2 3500 Vase-type trap damages targets hit.      Fast charge time, and long-lasting.     Iarget's move rate will be reduced.Confuse Gas0 6 600      when reaches walls or objects.Evil Breath 0 4 1200                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | Vase                      | 0<br>               | 2                 | 400<br>                 | victim walks forward blindly, even if                                                                                                                                                                                                            |
| IIIIwhich can be ignited by flame. MakesBasinI10I2600Causes damage and makes target berserkIIIIIfor short time.VatI20I2I 1200I More damage and berserk lasts longer.Lava VaseI55I3I 2400I Damage, temporary blindness, andIIIIII explodes after a few moments.ArdebaranI70I2I 3500I Vase-type trap damages targets hit.IIIIII Available after getting Ending #3.Slow Gas0I5I StartI Target's move rate will be reduced.Confuse Gas0I6600Victim stumbles around, turning randomIIIIIII explodes victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                           |                     |                   | 1 1400                  | _                                                                                                                                                                                                                                                |
| Vat   for short time.Vat 20 2 1200 Lava Vase 55 3 2400 Lava Vase 55 3 2400 Ardebaran 70 2 3500 Vase-type trap damages targets hit.   Fast charge time, and long-lasting.     Available after getting Ending #3.Slow Gas0 5 Start Confuse Gas 0 6600Victim stumbles around, turning random   1200 Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | UII Vase                  | <br> <br>           | 2                 | 1400                    | which can be ignited by flame. Makes                                                                                                                                                                                                             |
| Lava Vase 55 3 2400 Damage, temporary blindness, andArdebaran 70 2 3500 Vase-type trap damages targets hit.Ardebaran 70 2 3500 Vase-type trap damages targets hit.      Fast charge time, and long-lasting.     Available after getting Ending #3.Slow Gas 0 5 Start Confuse Gas 0 6600 Victim stumbles around, turning random      when reaches walls or objects.Evil Breath 0 41200 Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Basin                     | 10<br>              | 2<br>             | 600<br>                 |                                                                                                                                                                                                                                                  |
| Ardebaran       70       2       3500       Vase-type trap damages targets hit.         I       I       I       Fast charge time, and long-lasting.         I       I       I       Available after getting Ending #3.         Slow Gas       0       5       Start       Target's move rate will be reduced.         Confuse Gas       0       6       600       Victim stumbles around, turning randomication.         Evil Breath       0       4       1200       Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Vat                       | 20                  | 2                 | 1200                    | More damage and berserk lasts longer.                                                                                                                                                                                                            |
| Ardebaran 70 2 3500 Vase-type trap damages targets hit.     Fast charge time, and long-lasting.    Available after getting Ending #3.Slow Gas 0 5 Confuse Gas 0 6600    when reaches walls or objects.Evil Breath 0 41200                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Lava Vase                 | 55<br>              | 3<br>             | 2400<br>                |                                                                                                                                                                                                                                                  |
| I       I       I       Available after getting Ending #3.         Slow Gas       0       5       Start       Target's move rate will be reduced.         Confuse Gas       0       6       600       Victim stumbles around, turning randoml         I       I       I       I       when reaches walls or objects.         Evil Breath       0       4       1200       Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Ardebaran                 | 70                  | 2                 | 3500                    | Vase-type trap damages targets hit.                                                                                                                                                                                                              |
| Slow Gas               0               5         Start         Target's move rate will be reduced.         Confuse Gas       0               6               600         Victim stumbles around, turning randoml                                                 when reaches walls or objects.         Evil Breath               0               4       1200         Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                           | 1                   | 1                 | 1                       |                                                                                                                                                                                                                                                  |
| Confuse Gas       0       6       600       Victim stumbles around, turning randoml         I       I       I       when reaches walls or objects.         Evil Breath       0       4       1200       Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Slow Gas                  |                     | 1 5               | Start                   |                                                                                                                                                                                                                                                  |
| IIIIwhen reaches walls or objects.Evil Breath041200I Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                           |                     | -                 |                         | -                                                                                                                                                                                                                                                |
| Evil Breath   0   4   1200   Reduces victim's defense power.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                           | 1                   |                   |                         |                                                                                                                                                                                                                                                  |
| -                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | Evil Breath               | 0                   | 4                 | 1200                    |                                                                                                                                                                                                                                                  |
| Derserk Gas   V   F   1/00   Causes Derserk Status III VICUIIIS.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Berserk Gas               | 0                   | 4                 | 1700                    | Causes berserk status in victims.                                                                                                                                                                                                                |
| Heat Breath   1   5   4000   Slowly drains health of targets.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | Heat Breath               | 1                   | 5                 | 4000                    | Slowly drains health of targets.                                                                                                                                                                                                                 |
| Evil Stomp   50   4   5000   Giant foot crushes foes against floor.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Evil Stomp                | 50                  | 4                 | 5000                    | Giant foot crushes foes against floor.                                                                                                                                                                                                           |
| Unblockable. Only available after                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |                           | I                   |                   |                         | Unblockable. Only available after                                                                                                                                                                                                                |
| getting Ending #1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                           | l                   |                   |                         | getting Ending #1.                                                                                                                                                                                                                               |

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~-~-~-~-~-~-~-~-~
 TRAP-MAKING TREE: FLOOR TRAPS
      ~-~-~-~-~-~-~-~-~-~
  (W)=Wall trap (C)=Ceiling Trap
Bear Trap --> Heavy Claw -----> Cold Claw ----> (W)Cold Arrow
                 (C)Confuse Gas
                                  (W)Triple Arrow
                                                  (C)Iron Ball
(W)Magnet ---> Lift Floor ---> Rising Floor ---> Judgement ---> (C)Volt Rock
                     '--<----<-.
(W)Attack Wall
                     '----> Magnet Floor ---> Vacuum Floor
                  (W) Power Magnet ----->-----.
Small Bomb ---> Flash Bomb ---> Spark Rod ---> Thunder Volt ---> (W) Volt Magnet
  '--> Land Mine ---> Blast Bomb ----> (W) Rolling Bomb
                                   (W)Power Magnet
         '--> Spring Floor ---> Quake Bomb
                    '--> Smash Floor ----> Catastrophe ----> Hell Fire
                                               (W)Fire Ball
 TRAP-MAKING TREE: WALL TRAPS
     ~-~-~-~-~-~-~-~-~-~-~
  (F)=Floor trap (C)=Ceiling trap
Arrow Slit --> Fire Arrow --> Rolling Bomb ----> Fire Ball ----> (F)Hell Fire
                                        /
                               (F)Blast Bomb (F)Catastrophe
                                    (F)Cold Claw
               '--> Triple Arrow -----> Cold Arrow
                           '----> Chain Needle
                  (C)Spike Rock
Press Wall ---> Attack Wall ----> Spike Wall ----> Buzz Saw ----> Laser Arrow
               ,-->--> (F)Lift Floor --->(F)Magnet Floor
```

'--> Magnet -----> Power Magnet ----> Volt Magnet ----> (F) Judgement / / / (F) Thunder Volt (F) Rising Floor ~-~-~-~-~-~-~-~-~-~-~-~-TRAP-MAKING TREE: CEILING TRAPS (F)=Floor trap (W)=Wall trap (W)Attack Wall Mega Rock ---> Spike Rock ----> (W) Spike Wall (F)Judgement \ '----> Iron Ball ----> Volt Rock  $\backslash$ Slow Gas --> Vase --> Basin ---> Vat '---> Flare Rock / '---> Oil Vase ---> Lava Vase ----> Heat Breath '--> Confuse Gas ---> Evil Breath --> Berserk Gas  $\backslash$ (F) Heavy Claw ----> (F) Cold Claw #=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#= 5. TRAP TIPS & ARK BONUSES #=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#=+=-=#= -~-~-~-~-~ TRAP TIPS ~-~-~-~-~-~ -Because they take time to charge, it's best to set up traps in a room before enemies enter it. Use your map to see their position and which way they'll enter, then lure them to where you want them. -Traps don't do all that much good unless you use them in combos. Set enemies up for big hits by using traps that move them around in predictable ways. For example, using the traps you start with, you can drop a Vase onto an enemy's head as they walk into a room, pin them with a Bear Trap that they blindly stumble straight into, then shoot them with an Arrow Slit from across the room for a basic 3-hit combo. -Make use of the pre-set traps found in every room. These generally deal heavy damage and extend your trap combos. Each room trap requires certain strategies to force enemies into them. Check the maps in the walkthrough

-To keep combos going, traps must hit within a few seconds of each other or less, basically the next one must hit before the enemy recovers from the last. To make longer combos, you have to re-set traps that have already been used in a different position in time for them to charge.

for more details.

-Carry a variety of traps with you at all times. You'll need different types when enemies are immune to certain traps. Include some with quick charging times that you can set up to extend trap combos.

ARK BONUSES

There are several things you can do to earn more Ark, allowing you to create more and deadlier traps as the game progresses.

TRAP HIT BONUSES

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- Damage: The more pain you cause with your traps, the more Ark you receive. The reverse also applies: traps that cause no damage earn you almost no Ark when they hit (though they can still count towards combo bonuses).
  Combos: The most common way to earn extra Ark is to string together trap hits, using both your own traps and the set room traps. For each trap that hits before the last one wears off, the Ark bonus (as well as the damage caused) will increase, within certain limits.
- Initial Trap: This common bonus seems to be for the first use of each trap that you command or the first use of pre-set room traps.
- Bingo: A killing hit sometimes gives you this bonus. I think it requires you to do just enough damage to kill a foe, not any extra.
- Bullseye!: A hit on a target that is dead-centre. Requires enemy to be very precisely in the center of the target square. This one is difficult to plan for, you'll likely just get it by chance once in a while.
- Long-Range Hit: This bonus is granted when you hit a target with a trap that originated at least 4 squares away.
- Double Hit: This occurs when a single trap strikes 2 enemies at the same time. Aerial Hit: Another difficult one to get, this bonus occurs when you hit an enemy with a trap while they're flying through the air (as the

result of another trap, or as they leap at you).

Counter Hit: You get this bonus if you hit an enemy with a trap just as they were about to strike you (i.e. their weapon was raised).

OTHER BONUSES

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Sacrifices: You get 300 Ark for each kill you make.

Perfect Genocide: You get an extra 500 Ark if you kill every enemy in the chapter (i.e. you don't let any escape, if they're inclined to do so).

- Life Bonus: You get 500 Ark minus around 1 Ark for every point of damage you suffer in a single chapter.
- No Damage Clear: You get a bonus 500 Ark if you take no damage or hits of any kind during a chapter.
- Naming Bonus: See the Endings & Secrets section below the walkthrough for this secret way to get 2800 Ark at the start of the game.

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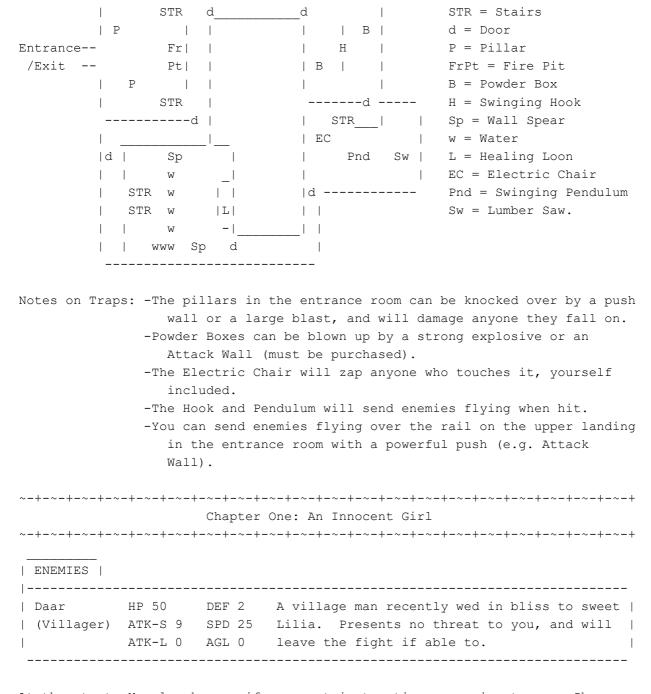
## 6. WALKTHROUGH

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Map M1: West Woods Mansion

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At the start, Yocal asks you if you want instructions on using traps. She mostly just gives you the controls for them, and tells you about the healing Loon. After that, your first opponent (arguably named that) appears. You must go to the entrance room to meet him. Go up the stairs in the room you start in and through the door up there to reach the entrance hall (check the map for the red dot indicating his position if you need to. The white arrow is your position).

Once you enter the entrance hall, Daar asks you what's going on. CHOICE: -Answer "Yes": Daar will stand in place, letting you set up some easy trap hits. Once you do any damage, he will try to leave. -Answer "No": Daar will walk to a door, then decide to leave. Place traps in his path if you want to kill him.

BRANCHING PATH: If you let Daar leave alive, go to chapter 2a. If you kill Daar, go to Chapter 2b below.

\*\*Note: You can attack Yocal with your traps right at the start! You don't 'truly' kill her, but you can earn a little bit of extra Ark by doing so. Try the Bear Trap, Mega Rock rolling down the stairs, and Arrow Slit for an easy 3hit combo. If you're quick, you can also switch to the Small Bomb for the floor trap and make it a 4-hit combo, which will "kill" her. Otherwise, she will leave as soon as she recovers from a trap hit, so string them together smoothly so you can get all of your hits in. Another 4-hit combo to finish her off again uses the Bear Trap, Arrow Slit, and Mega Rock. As soon as you activate the Bear Trap, hit her with an arrow, then wait a moment as the arrow recharges before unleashing the Mega Rock, so that you can hit her with another arrow just before the rock hits.

 $\star\star Note:$  You get this version of the chapter if you let Daar leave the mansion alive.

| ENEMIES    |          |        |                                              |
|------------|----------|--------|----------------------------------------------|
| Slash      | HP 90    |        | A hot-head, but liked for his loyalty to     |
| (Soldier)  | ATK-S 21 |        | friends. Your first actual threat, but only  |
|            | ATK-L 0  |        | if you let him reach you.                    |
| Daar       | HP 50    | DEF 2  | A village man recently wed in bliss to sweet |
| (Villager) | ATK-S 9  | SPD 25 | Lilia. Presents no real threat to you.       |
|            | ATK-L 0  | AGL 0  |                                              |

Slash will come after you no matter how you answer his question. He'll slash you (thus his name) with his sword if he gets close, so don't let that happen. Set up traps wherever you like and lead him into them. If he's alone, the stage is over once you kill him.

As for Daar, if you didn't kill him last time, he'll be here, but he's cowardly and will run away from you until you get close to him, at which time he'll try to push you away and run away again. If he's staying at the exit door, leave the room to lure him out.

Skip to Chapter 3a, below.

\*\*Note: You get this version of the chapter if you killed Daar in the first mission.

| ENEMIES |

| Slash     | HP 90    | DEF 15 | A hot-head, but liked for his loyalty to    |
|-----------|----------|--------|---------------------------------------------|
| (Soldier) | ATK-S 21 | SPD 38 | friends. Your first actual threat, but only |
| 1         | ATK-L 0  | AGL 35 | if you let him reach you.                   |
|           |          |        |                                             |

Now you face an opponent that fights back. Don't let him get too close or he'll slash you and you'll lose your No Damage Ark bonus. Lure him around into traps that you set up for him ahead of time and keep hitting him until he dies.

When Slash spots you at the start of the mission, you get a choice of responses. They both have the same result, so it doesn't matter which one you pick.

Skip to Chapter 3b, below.

#### Chapter Three (A): Friendship Oath

\*\*Note: You get this version of the chapter if you let Daar leave alive in the first mission.

| ENEMIES                       |                               |                            |                                                                                                                               |
|-------------------------------|-------------------------------|----------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| <br>  Hawk<br>  (Soldier)<br> |                               | DEF 15<br>SPD 38<br>AGL 30 | Mentored by Slash & Gastone. Precise, loyal  <br>and dedicated. Similar to Slash in all  <br>abilities.                       |
| Gastone<br>  (Crusher)<br>    | HP 140<br>ATK-S 45<br>ATK-L 0 | DEF 8<br>SPD 25<br>AGL 20  | Brawny childhood friend of Slash. A bit  <br>anti-social. His hammer attack is very  <br>painful. Don't let him get near you. |

For the first time, you face 2 aggressive opponents at once, and they start in different positions. As soon as you start, check your map to see where they are in relation to you. Gastone will talk to you once he reaches the top of the stairs in the Altar room where you begin. Whichever answer you choose, he comes after you and won't let up until he's dead. Since Hawk is also coming from behind, it's best to get around Gastone, go up the stairs and move to the entrance hall. Since Gastone moves slow, you can get around him without difficulty. If you want to be sure, though, set up some Slow Gas or Confuse Gas on the stairs and hit him as he comes down, then go around him while he's recovering. In the entrance hall, you'll probably only have time to hit Gastone with one set of traps before Hawk shows up. Run to the next room after that and deal with Hawk, since he's the faster of the pair. Keep up the pain until they're both dead. At this point, you should be getting used to setting up traps as soon as you walk into a room, then waiting to lure your enemies into them.

If you want some trap suggestions, try to combine your own with the set room traps and features. For example, in the rear torture room, get an enemy to come down the stairs after you, catch him in a Bear Trap at the bottom, then use a Press Wall to push him into the Electric Chair that's just sitting there waiting for a victim. Or, in the room with the large Powder Boxes, break open a box with a Press Wall as an enemy walks by it, and it'll explode and send him flying. Experiment and find your own favorite trap types and combinations.

Skip down to Chapter 4.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Chapter Three (B): Pursuit of Friends                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| ~-+-~-+-~+-~+-~+-~+-~+-~+-~+-~+-~+-~+-~+                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

 $\star\star Note:$  You get this version of the chapter if you had killed Daar in the first mission.

| ENEMIES |

|           |          |        |                                             | - |
|-----------|----------|--------|---------------------------------------------|---|
| Hawk      | HP 80    | DEF 15 | Mentored by Slash & Gastone. Precise, loyal |   |
| (Soldier) | ATK-S 24 | SPD 38 | and dedicated. Similar to Slash in all      |   |
| 1         | ATK-L 0  | AGL 30 | abilities.                                  |   |
|           |          |        |                                             | - |
| Gastone   | HP 140   | DEF 8  | Brawny childhood friend of Slash. A bit     |   |
| (Crusher) | ATK-S 45 | SPD 25 | anti-social. His hammer attack is very      |   |

ATK-L 0 AGL 20 painful. Don't let him get near you.

\_\_\_\_\_

This version is pretty much identical to the other one, so check above for details on enemies and strategy. The responses you give to the enemies don't affect the outcome.

Chapter Four: Tangled Thoughts ENEMIES |------HP 100 DEF 22 Quit army to join Red Blood. Relied on by | | Gerald ATK-S 30 SPD 30 Captain Keith. Capable of a leaping attack | | (Knight) ATK-L 0 AGL 0 from a couple of squares away. -----HP 60 DEF 8 Secretly loves another Red Blood member. As | l Rain | (Archer) ATK-S 9 SPD 48 an archer, she can hit you from a distance, | ATK-L 9 AGL 50 so keep obstacles between you and/or keep moving. Luckily, her arrows are weak. - 1 \_\_\_\_\_ | McLord HP 100 DEF 18 Mercenary and coward. Afraid to oppose or | | (Soldier) ATK-S 24 SPD 42 defy the Timenoids. Basic attacker, doesn't | ATK-L 0 AGL 35 pose much threat. \_\_\_\_\_

McLord comes after you on his own at first. As soon as you can, turn left and run to the next room, because he starts close to you and you don't have much time to set up traps in the room you're in. Lead him into the torture room and take care of him there instead. Once he's dead, the other 2 enemies come in.

Once either Rain or Gerald spots you, they'll ask you why you killed McLord. CHOICE: -Answer "To kill humans is my mission": Both will attack you. -Answer "I had no choice": Rain and Gerald will both try to leave the mansion. If you attack one of them while they're going, they will change their minds and come after you instead.

If you fight Rain, remember that she has distance attacks and isn't afraid to use them. Keep far away, keep moving, and/or keep objects between you so that you don't get hit by her arrows. She's the quicker of the two, so she'll be the one chasing you down at first. Once she's out of the picture, take on Gerald, but watch out for his leaping attack.

BRANCHING PATH: If you let Rain and Gerald leave the mansion unharmed, go to Chapter 5a, below. If you kill them, skip to Chapter 5b.

\*\*Note: There are 2 versions of this chapter, depending on whether you killed Rain and Gerald or you let them escape. If they left the castle alive, then you encounter the following enemies:

| ENEMIES |

 | Ash
 HP 110
 DEF 20
 Like a brother to Hunna. Concerned about her|

 | (Soldier)
 ATK-S 27
 SPD 38
 recent macho attitude. Basic melee fighter. |

 |
 ATK-L 0
 AGL 40
 |

| Statz<br>  (Thief)<br> | HP 60<br>ATK-S 21<br>ATK-L 0 | -      | A lazy coward who runs in the face of any battle. Acts without thinking. | <br> <br> |
|------------------------|------------------------------|--------|--------------------------------------------------------------------------|-----------|
| Hunna                  | HP 80                        | SPD 50 | An expert fighter with no equal in a                                     |           |
| (Fighter)              | ATK-S 18                     |        | legitimate battle. Luckily, you don't fight                              |           |
|                        | ATK-L 0                      |        | legitimately. Uses martial arts.                                         |           |

The first two opponents will reach the torture room at about the same time, so you might try placing a trap to toss one of them out of the way once they enter and then run out that door to reach a safer place to set up an ambush. Statz will be the third person to show up. He tends to run away from you, so chase him down if you have to. Also, he can hide himself from the area map. If you can't spot his red dot, run through the different rooms. Once you're in the same room as him, he'll show up, probably hiding against the wall somewhere, so set up some traps to hit him where he's standing.

\*\*Note: Hunna will leave if you weaken her severely without killing her. Of course, you can always finish her off on her way out.

Go down to Chapter 6 below to continue.

\*\*Note: This is the other version of this chapter, obtained by killing Rain and Gerald in chapter four.

| ENEMIES |

| Julia<br>  (Hunter)<br>                  | HP 90<br>ATK-S 24<br>ATK-L 12 |        | Red Blood guerilla known for her expert  <br>boomerang skills and infiltration tactics.  <br>Take her out quickly if at all.                                                                                                   |
|------------------------------------------|-------------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Raddlefuss<br>  (Buddhist)<br> <br> <br> |                               |        | As a Red Blood priest he has inborn defense  <br>against gas, and has healing powers. He'll  <br>heal himself and comrades, so try to kill  <br>him quickly or the fight will just draw out.  <br>Uses magic distance attacks. |
| Grand 'Or                                | HP 100                        | DEF 20 | Known among his peers as an able soldier,                                                                                                                                                                                      |
| (Soldier)                                | ATK-S 24                      | SPD 38 | he's a veteran mercenary of countless wars.                                                                                                                                                                                    |
|                                          | ATK-L 0                       | AGL 40 |                                                                                                                                                                                                                                |
| Jackal                                   | HP 90                         | DEF 18 | Onetime Red Blood foe who joined ranks after                                                                                                                                                                                   |
| (Soldier)                                | ATK-S 24                      | SPD 42 | defeat against Keith. Opportunistic.                                                                                                                                                                                           |
|                                          | ATK-L 0                       | AGL 30 | Quick for a melee fighter.                                                                                                                                                                                                     |
| Saki                                     | HP 70                         | DEF 10 | Lost confidence after being defeated by                                                                                                                                                                                        |
| (Fighter)                                | ATK-S 15                      | SPD 45 | Grand 'Or. Now pursues new purpose in life.                                                                                                                                                                                    |
|                                          | ATK-L 0                       | AGL 55 | Uses martial arts as her weapon.                                                                                                                                                                                               |

With this many enemies, you can now get used to the usual progression of events. Kill one enemy, and the next appears at a designated place in the castle to take the first one's place. You first face Saki and Grand 'Or, then Jackal once you kill one of them. Saki moves fast, so keep running until you have enough distance between you to set up and charge some traps.

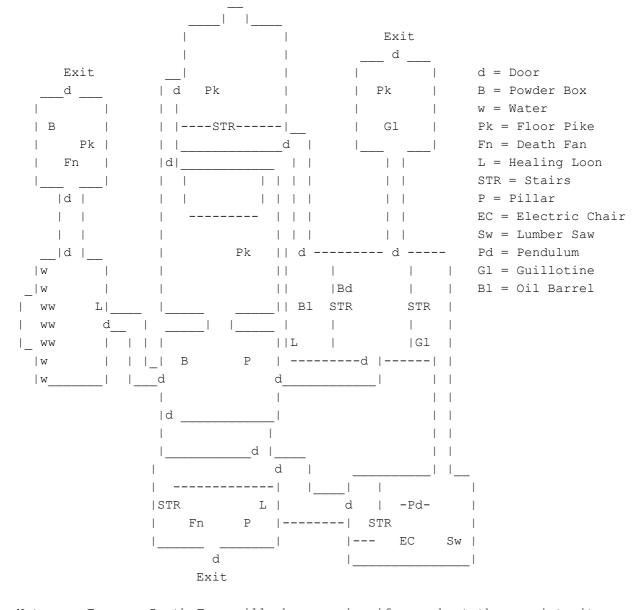
Raddlefuss will appear next. Being a healer, he often tries to be nonconfrontational and will avoid you whenever possible, so you have to go after him to kill him. As for Julia, she appears last, as once she spots you, she asks you if you are indeed Millenia (or whatever else you may have named yourself). CHOICE: -Answer "Yes": Julia will then leave the mansion, unless you can kill her along the way.

-Answer "No": She will simply attack you.

BRANCHING PATH: If you let Julia leave the mansion alive, some of the cutscenes later will be different (since she'll be in them), and you get chapter 10a instead of 10b when you reach that point.

Map M2: King's Palace

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Notes on Traps: -Death Fans will chop enemies if you shoot them up into it with a Rising Floor or Lift Floor. Set those traps beside the center of the fan (which is a device spot where you can't place any traps); -Powder Boxes can be made to explode by impact with a Push Wall

> type trap or another large blast. -The Oil Barrel will explode if you hit it with fire, such as from a Fire Arrow.

|                               | the<br>that<br>-Pillar<br>blas<br>-The gi<br>trig<br>the<br>-The El | thick por<br>spot and<br>s topple<br>t. They<br>ant Bould<br>gered by<br>stairs an<br>ectric Ch<br>electric | op when someone touches the square underneath<br>ction of the blade. You yourself can run over<br>d be clear before the blade drops.<br>into the room when pushed over by a wall or a<br>only fall in one direction.<br>der at the top of the stairs will only fall if<br>a Quake Bomb or Catastrophe. It will roll do<br>nd cause massive damage.<br>nair zaps anyone who touches it. You can also<br>rods to create a line of electricity across t | wn              |
|-------------------------------|---------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|
|                               |                                                                     | Chapter S                                                                                                   | -~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-                                                                                                                                                                                                                                                                                                                                                                                                              |                 |
| Deadmoon<br>  (Warlock)<br>   |                                                                     |                                                                                                             | Fights as a Red Blood but secretly schemes<br>to rule country. Has self-healing powers.<br>Uses magic to attack from a distance.                                                                                                                                                                                                                                                                                                                     | -<br> <br> <br> |
| Hornstein<br>  (Nobleman)<br> | HP 110<br>ATK-S 9<br>ATK-L 0                                        | DEF 10<br>SPD 20<br>AGL 10                                                                                  | Rich businessman who regularly contributes<br>to the King. Adopted and raised many<br>orphans. Weak and cowardly.                                                                                                                                                                                                                                                                                                                                    | -<br> <br> <br> |
| Hagane<br>  (Ninja)<br> <br>  | HP 50<br>ATK-S 15<br>ATK-L 5                                        | DEF 5<br>SPD 65<br>AGL 65                                                                                   | Hides in Deadmoon's shadow to ambush foes.<br>Unaffected by blinding bombs like flash.<br>Can teleport and hide from your map view.<br>Can also leap over spring floor-type traps.                                                                                                                                                                                                                                                                   | <br> <br> <br>  |

You face your enemies one at a time here, giving you a chance to become a little familiar with this new environment. Deadmoon starts in the room straight ahead at the start, so either set up some traps just inside the entrance, or turn around and run to another room. Note that the door behind the throne is somewhat hidden, as it just looks like part of the wall. Consult your map to verify its location.

Once Deadmoon spots you, he asks you what you're doing there. With either answer, Deadmoon summons his companion Hagane and comes after you. Bet you thought this was going to be an easier fight!

Don't let up on Deadmoon for long, because he heals himself over time. Hagane can be tricky, because he can teleport into your room and be hidden from your map view (no red dot). Look around for him, and once you spot him he'll come after you. He runs pretty fast and throws knives at you, so keep your distance and use some heavy-damage traps to kill him quickly.

With that nuisance out of the way, it's time to see where Hornstein is hiding. Once he spots you, he'll run away. If he makes it to the Throne Room, he'll stay and cower by the throne, so set him up for some hits. After you damage him, he'll try to leave the castle. He moves incredibly slowly, so you should have no trouble finishing him off if you want to kill him. If you don't, just wait until he escapes.

BRANCHING PATH: If you let Hornstein escape, go to Chapter 7a, below, then 8a after that. If you killed him, but you let Rain and Gerald leave the mansion alive in Chapter 4, go to Chapter 7b instead, then do Chapter 8b afterwards. If you killed Hornstein here, and also killed Rain and Gerald in Chapter 4,

then go to Chapter 7c, and then 8b.

 $\star\star This version of chapter 7 occurs if you let Hornstein escape the castle alive in the previous chapter.$ 

| ENEMIES  <br>                      |                               |                            |                                                                                                                                                                                                                                               |
|------------------------------------|-------------------------------|----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                    | HP 80                         | DEF 10                     | Her easy-going nature is valued within the                                                                                                                                                                                                    |
|                                    | ATK-S 18                      | SPD 45                     | Deadmoon party, but lacks combat skill.                                                                                                                                                                                                       |
|                                    | ATK-L 0                       | AGL 50                     | She can leap several squares to kick you.                                                                                                                                                                                                     |
| Ricard                             | HP 60                         | DEF 12                     | Actually a skilled soldier, had always chosen                                                                                                                                                                                                 |
| (Thief)                            | ATK-S 18                      | SPD 52                     | to run than fight until now. Physically                                                                                                                                                                                                       |
|                                    | ATK-L 0                       | AGL 65                     | weak, he depends on his comrades a lot.                                                                                                                                                                                                       |
| Legral<br>  (Bomber)<br> <br> <br> | HP 80<br>ATK-S 15<br>ATK-L 18 | DEF 18<br>SPD 38<br>AGL 20 | His long-time anti-pollution crusade has made <br>him an expert on gas and bomb defense. He is <br>immune to those types of traps. Rolls slow-  <br>moving bombs your way from a distance that  <br>can cause large explosions or poison you. |

Right from the start, Ricard runs from you. Don't fall for it. If you chase him, you'll just run into Aria. Rather, stay in the starting fountain room and set up traps for both of them when they arrive. They should be together, so try to hit them both at once with something right inside the entrance. Try running through the side door to the back storage room to finish them off.

Next comes Legral, who can be quite a pain if you give him half a chance, with his explosives and gas bombs. Let him follow you without letting him get too close while you draw him into your traps. Remember, gas and explosives won't even touch him.

Skip to chapter 8a after completing this one.

\*\*This version of chapter 7 plays out if you killed Hornstein in the previous chapter, but let Rain and Gerald live in Chapter 4.

Actually, except for the name, this chapter plays exactly the same as the other version just above, so read that one for instructions on getting through it. However, once you complete this version, skip to chapter 8b down below.

 $\star\star This version of chapter 7 plays out if you killed Hornstein in the previous chapter and also killed Rain and Gerald in Chapter 4.$ 

Again, it's identical in terms of enemies and gameplay as 7a, so check above for details. Go to Chapter 8b, below, when finished.

\*\*Note: You get this version of the chapter if you let Hornstein leave the castle alive back in chapter 6.

| ENEMIES |

| Lordred    | HP 110   | DEF 25 | Loves Delfina. Joined Hornstein to be near   |
|------------|----------|--------|----------------------------------------------|
| (Knight)   | ATK-S 30 | SPD 30 | her. Fearless of arrows & small bombs, since |
|            | ATK-L 0  | AGL 0  | they won't damage him. A worthy adversary.   |
| Delfina    | HP 80    |        | Hornstein adopted and raised her for her     |
| (Voodoo)   | ATK-S 18 |        | magic skills. Has self-healing powers.       |
|            | ATK-L 12 |        | Her magic can strike from afar.              |
| Diva       | HP 110   | DEF 8  | Adopted by Hornstein, raised as a solder.    |
| (Psycho)   | ATK-S 21 | SPD 55 | Fearlessly leads the way into any battle.    |
|            | ATK-L 0  | AGL 50 | Can leap great distances to slash you.       |
| Hornstein  | HP 110   | DEF 10 | Rich businessman who regularly contributes   |
| (Nobleman) | ATK-S 9  | SPD 20 | to the King. Adopted and raised many         |
|            | ATK-L 0  | AGL 10 | orphans. A pitiful foe.                      |

Turn around as soon as you start and run to the next room, so that you have time to set up some traps. Take out Delfina first as she enters the torture room, then destroy Lordred, possibly as he climbs the stairs to reach you by the far door.

Once both of the first opponents are dead, the next pair emerges in the same place as the first. If you're still in the torture room, you could just wait for them there. Diva will be the first to arrive due to his high speed, but since you've had all this time to set up for him, he should pose little threat. After that, Hornstein should be making an appearance. Despite his weakness, his anger drives him to attack you. Silly little man. Have some fun with him as you finish him off.

Skip to chapter 9, below.

| ~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+ |  |  |  |  |  |  |  |  |
|-----------------------------------------|--|--|--|--|--|--|--|--|
| Chapter Eight (B): Loyal Soldiers       |  |  |  |  |  |  |  |  |
| ~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+ |  |  |  |  |  |  |  |  |

\*\*Note: You get this version of the chapter if you killed Hornstein back in chapter 6.

| ENEMIES  |          |        |                                              |
|----------|----------|--------|----------------------------------------------|
| Lordred  | HP 110   | DEF 25 | Loves Delfina. Joined Hornstein to be near   |
| (Knight) | ATK-S 30 | SPD 30 | her. Fearless of arrows & small bombs, since |
|          | ATK-L 0  | AGL 0  | they won't damage him. A worthy adversary.   |
| Diva     | HP 110   | DEF 8  | Adopted by Hornstein, raised as a solder.    |
| (Psycho) | ATK-S 21 | SPD 55 | Fearlessly leads the way into any battle.    |
|          | ATK-L 0  | AGL 50 | Can leap great distances to slash you.       |
| Delfina  | HP 80    | DEF 8  | Hornstein adopted and raised her for her     |
| (Voodoo) | ATK-S 18 | SPD 38 | magic skills. Has self-healing powers.       |

ATK-L 12 AGL 60 Her magic can strike from afar.

\_\_\_\_\_

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Turn around as soon as the stage starts and run through the door to get away from Lordred and Delfina. In the next room, the torture room, set up some delicious way to take at least one of them out. After that, watch out for Diva, because he moves and attacks very quickly. Use this chance to try out a couple of rooms that you haven't fought in yet.

Chapter Nine: Ignorant Greed ENEMIES |------HP 100 DEF 12 He and his men joined Deadmoon after their | Volcano | (Pyro) ATK-S 45 SPD 35 master died. Immune against fire, which he ATK-L 21 AGL 50 also wields to his own advantage. \_\_\_\_\_ HP 60 DEF 5 Hornstein thinks he's too gabby for a ninja. | | Mucro ATK-S 18 SPD 62 Can block flash and become invisible. Able | (Ninja) ATK-L 6 AGL 60 to hide from your map view and teleport. He | can also jump over spring floors, and his blades can cause blindness in you. \_\_\_\_\_ HP 170 DEF 10 Simple-minded, and always attacks head on. | Dorcas | (Crusher) ATK-S 54 SPD 30 So massive even walls don't deter him. Can | ATK-L 0 AGL 20 also deflect rolling boulders with warning. | HP 70 DEF 10 Trusts only herself and tends to be arrogant. | Claire ATK-S 9 SPD 48 Weapon of choice: Poison Arrow, which can | (Archer) ATK-L 9 AGL 50 slowly drain away your health while it lasts. \_\_\_\_\_ | Goatbone HP 80 DEF 8 So confident, he never makes the first move. | | (Phantom) ATK-S 15 SPD 30 Hides or warps himself away when in danger. | ATK-L 12 AGL 20 You'll have to hunt him down. 1

The danger is two-fold in this and a couple more stages: you must not only defeat the enemies, but you must prevent them from reaching the Virgin Statue in the altar room (at the center top of the map). If anyone touches it, it's game over.

First of all, turn around and pass through the altar room to take on Goatbone. He'll emerge into the room with several flights of stairs, but he'll duck back into the hall if you're there, then peak his head out repeatedly. Set up a trap on the first square inside his door that will pull him out (like a Spring Floor) so that you can hit him. Keep an eye on your map, though, and if the other dot, which represents Mucro, reaches the Throne Room, leave Goatbone alone (if you haven't killed him yet) and head for the altar room to lay some traps for the ninja. Keep checking you map frequently, because he might teleport directly to the Stairs room behind you, or to the altar room right beside the stairs there. Anyway, once you get him or anyone else in the altar room, stick around and keep fighting them there, even if you have to take damage, to make sure that no one triggers the bomb behind the statue.

You should be getting used to the different types of enemies by now and taking them by surprise in a series of trap hits.

Chapter Ten (A): Darkness Falls

### 

\*\*Note: You get this version of the chapter if you either let Rain and Gerald leave alive in Chapter 4, or let Julia leave alive in Chapter 5.

| ENEMIES    |          |        |                                             |
|------------|----------|--------|---------------------------------------------|
| Matia      |          | DEF 8  | A Deadmoon loyal since being saved by him   |
| (Assassin) |          | SPD 60 | from slavery. A master at ambush. She runs  |
|            |          | AGL 50 | very fast and can leap at you quickly.      |
| Helmut     | HP 80    | DEF 15 | Loves and protects Matia though she rejects |
| (Chemist)  | ATK-S 9  | SPD 45 | him. Has self-healing powers.               |
|            | ATK-L 15 | AGL 60 |                                             |
| Layla      | HP 80    | DEF 10 | Icy-hearted bodyguard of Deadmoon. Trained  |
| (Fighter)  | ATK-S 15 | SPD 48 | as a professional assassin.                 |
|            | ATK-L 0  | AGL 60 |                                             |
| Deadmoon   | HP 120   | DEF 15 | Powerful human leader of Timenoid hunt.     |
| (Warlock)  | ATK-S 15 | SPD 30 | Seeks immortality and total rule. A self-   |
|            | ATK-L 36 | AGL 60 | healer, with powerful magic attacks.        |

Matia and Helmut will immediately head for the Altar room, but they won't detonate the bomb there, so don't worry. They'll wait for you there, so you have to go and let them spot you to start them chasing you. Watch out for Matia, she'll stay close behind you and will jump and attack you if you stop too soon. Lead them a couple of rooms away before stopping to set up some traps. After you hurt Matia (assuming you don't just kill her outright in one go), she will disappear until you kill either Deadmoon or Layla, then reappear so you can finish the job. When Deadmooon appears, it doesn't matter how you respond to his question. He just comes to kill you either way.

Skip down to Chapter 11a if you let Rain and Gerald live back in Chapter 4, or down to Chapter 11b if you killed them.

\*\*Note: You get this version of the chapter if you killed Rain and Gerald in Chapter 4 and also killed Julia in Chapter 5.

ENEMIES |------| Matia HP 50 DEF 8 A Deadmoon loyal since being saved by him | | (Assassin) ATK-S 18 SPD 60 from slavery. A master at ambush. She runs | 1 ATK-L 0 AGL 50 very fast and can leap at you quickly. \_\_\_\_\_ | Helmut HP 80 DEF 15 Loves and protects Matia though she rejects | (Chemist) ATK-S 9 SPD 45 him. Has self-healing powers. 1 ATK-L 15 AGL 60 \_\_\_\_\_ HP 80 DEF 10 Icy-hearted bodyguard of Deadmoon. Trained | | Layla | (Fighter) ATK-S 15 SPD 48 as a professional assassin. \_\_\_\_\_ ATK-L 0 AGL 60 \_\_\_\_\_ | Deadmoon HP 120 DEF 15 Powerful human leader of Timenoid hunt. \_\_\_\_\_

 | (Warlock)
 ATK-S 15 SPD 30
 Seeks immortality and total rule. A self |

 ATK-L 36
 AGL 60
 healer, with powerful magic attacks.
 |

Matia and Helmut will immediately head for the Altar room, but they won't detonate the bomb there, so don't worry. They'll wait for you there, so you have to go and let them spot you to start them chasing you. Watch out for Matia, she'll stay close behind you and will jump and attack you if you stop too soon. Lead them a couple of rooms away before stopping to set up some traps. You get to take out both of them at your leisure before any other enemies show up.

Once you've eliminated the first pair, Deadmoon and his guard Layla show up in the south entrance hall. Layla will be the first to reach you, since she's the quickest, so do a little damage to her before Deadmoon shows up. Once he does, he asks you why you do what you do.

CHOICES: -Answer "To kill humans is my mission": Deadmoon will come after you. -Answer "There was no choice": Deadmoon will come after you.

So apparently it doesn't matter how you answer him. Remember, Deadmoon heals himself, so when fighting him you have to keep up the damage. If you stop and run away, he'll likely be fully healed again when he catches up to you.

\*\*Note: You get this version of the chapter if you had let Rain and Gerald leave the mansion alive back in Chapter 4.

| ENEMIES |

| Hebel      | HP 50    | DEF 0  | Simple-minded and greedy for the Timenoid     |
|------------|----------|--------|-----------------------------------------------|
| (Villager) | ATK-S 3  | SPD 15 | secret. Incapable of succeeding on his own.   |
|            | ATK-L 0  | AGL 20 | A laughable opponent.                         |
|            |          |        |                                               |
| Jackal     | HP 90    | DEF 18 | One-time Red Blood foe who joined ranks after |
| (Soldier)  | ATK-S 24 | SPD 42 | defeat against Keith. Opportunistic. Just     |
|            | ATK-L 0  | AGL 30 | a standard fore.                              |
|            |          |        |                                               |
| Blackword  | HP 100   | DEF 8  | Indecisive and unsure. Looks cool and         |
| (Phantom)  | ATK-S 18 | SPD 30 | collected, but a coward inside. Throws        |
|            | ATK-L 15 | AGL 20 | sharp cards at you when feeling brave.        |
|            |          |        |                                               |
| Seetha     | HP 90    | DEF 10 | A Timenoid clone created to protect the       |
| (Guard)    | ATK-S 27 | SPD 45 | Timenoid. Can warp and block magnetic         |
| I          | ATK-L 18 | AGL 65 | fields (immune to magnets). Her distance      |
| 1          |          |        | attack will send you flying.                  |
| I          |          |        |                                               |

Just like in chapter 9, your priority here has to be keeping everyone away from the altar room. If anyone enters it while you're not there, they'll disturb the statue and set off the bomb, for an instant game over.

Hegel will appear first in the entrance hall. After a few moments, Jackal will then show up somewhere else. Hegel moves very slowly, so you can ignore him for now while you go after the fighter. Don't let Jackal reach the virgin statue or he'll blow you all up. Once he spots you, he'll chase you instead, so just get in his way and lead him into some traps. As for Hebel, once he spots you, he'll ask if he may pass. CHOICES: -Answer "Yes": He'll proceed toward the altar room. -Answer "No": He'll give up and try to leave the castle, unless you kill him first.

Blackword is a Phantom and he runs away from you, so you have to chase him until you've got him cowering in fear somewhere. Finish him off with disgust for his cowardice.

Once everyone else is gone, Seetha will appear somewhere. She'll seek you out, so set yourself up where you want to face her. Remember that magnets won't phase her, so if you've become used to using those to position your enemies, you'll have to find another way to take her down. She's not that hard to kill. If you run too far away after engaging her, however, or if the fight drags on too long, she'll leave the castle and you don't get the kill.

Skip down to Chapter 12.

\*\*Note: You get this version of the chapter if you had killed Rain and Gerald back in Chapter 4.

| ENEMIES |

| -   -          |                     |                                |                            |                                                                                                                                                              |           |
|----------------|---------------------|--------------------------------|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|
|                | Hebel<br>(Villager) |                                | DEF 0<br>SPD 15<br>AGL 20  | Simple-minded and greedy for the Timenoid<br>secret. Incapable of succeeding on his own.<br>A laughable opponent.                                            | <br> <br> |
| <br> <br>      | Statz<br>(Thief)    | HP 60<br>ATK-S 21<br>ATK-L 0   | DEF 15<br>SPD 52<br>AGL 65 | A lazy coward who runs in the face of any<br>battle. Acts without thinking. He will run<br>away from you, forcing you to chase him.                          | <br> <br> |
| <br> <br>      |                     | HP 100<br>ATK-S 18<br>ATK-L 15 | DEF 8<br>SPD 30<br>AGL 20  | Indecisive and unsure. Looks cool and collected, but a coward inside. Throws sharp cards at you when feeling brave.                                          | <br> <br> |
| <br> <br> <br> | Seetha<br>(Guard)   | HP 90<br>ATK-S 27<br>ATK-L 18  |                            | A Timenoid clone created to protect the<br>Timenoid. Can warp and block magnetic<br>fields (immune to magnets). Her distance<br>attack will send you flying. | <br> <br> |

Just like in chapter 9, your priority here has to be keeping everyone away from the altar room. If anyone enters it while you're not there, they'll disturb the statue and set off the bomb, for an instant game over.

Hebel is alone at first, but after a few moments, Statz will also appear in the castle, and he starts closer to the altar room. Therefore, Statz has to be your first priority. Being the coward that he is, he'll run away from you, so chase him down until you've got him standing still cowering in fear somewhere, then set up some traps and take him down. After your first kill, Blackword will appear in the fountain room. He will throw cards if he is able to, but mostly he'll just run away as well. Lure him out then chase him into a trap.

As for Hebel, once he spots you, he'll ask if he may pass. CHOICES: -Answer "Yes": He'll proceed toward the altar room. -Answer "No": He'll give up and try to leave the castle, unless you kill him first.

Once everyone else is gone, Seetha will appear somewhere. She'll seek you out, so set yourself up where you want to face her. Remember that magnets won't phase her, so if you've become used to using those to position your enemies, you'll have to find another way to take her down. She's not that hard to kill. If you run too far away after engaging her, however, or if the fight drags on too long, she'll leave the castle and you don't get the kill.

Chapter Twelve: Fading Souls ENEMIES | Gunter HP 185 DEF 10 Seeks a cure to his son's fatal disease. | (Crusher) ATK-S 54 SPD 30 Believes Timenoid secret is his last hope. 1 ATK-L 0 AGL 20 Big and brawny, his hammer strike shakes the | ground and momentarily stops you moving. \_\_\_\_\_I \_\_\_\_\_ HP 60 DEF 2 | Cynthia Doesn't believe there is a Timenoid secret, | | (Villager) ATK-S 6 SPD 25 but convinced by husband to join the search. | ATK-L 0 AGL 35 Has no combat abilities. \_\_\_\_\_ | Thoma HP 50 DEF 5 An active boy who likes spicy foods and | (Villager) ATK-S 9 SPD 30 adventure. Kill him only if you're feeling | ATK-L 0 AGL 50 expecially evil. He's dying anyway. - 1 \_\_\_\_\_

You start in the altar room. Turn right and go meet Gunter in the throne room. He'll ask you to let him pass.

CHOICES: -Answer "Yes": He thanks you and heads for the altar room. If he reaches the statue, the castle blows up and it's game over. If you attack him, however, he'll turn and chase you instead until you kill him. -Answer "No": He'll come after you, forcing you to kill him.

Once Gunter is dead, Cynthia and Thoma appear. Once you encounter them, Thoma heads toward the south exit, while Cynthia comes after you for some reason (I guess she knows you took down her hubby). She'll try and push you, but once you do some damage to her, she'll give up and head for the door instead. It's up to you whether you kill them or not. If you just want them to leave, you can just stay out of their path on their way to the entrance hall; if they never encounter you, they'll just exit.

\*\*Note: You get this version if you let Rain and Gerald leave the mansion alive back in Chapter 4.

| ENEMIES |

|           |          |        |                                               | - |
|-----------|----------|--------|-----------------------------------------------|---|
| Mebius    | HP 80    | DEF 8  | Treats Emillia like her own little sister who | ) |
| (Voodoo)  | ATK-S 18 | SPD 38 | vanished long ago. A self-healer and magic    | Ι |
| I         | ATK-L 15 | AGL 65 | caster.                                       | Ι |
| Grand 'Or |          |        | Known among his peers as an able soldier,     | - |
| (Soldier) | ATK-S 24 | SPD 38 | he's a veteran mercenary of countless wars.   |   |

ATK-L 0 AGL 40 \_\_\_\_\_ -----HP 70 DEF 10 Lost confidence after being defeated by | Saki | (Fighter) ATK-S 15 SPD 45 Grand 'Or. Now pursues new purpose in life. | 1 ATK-L 0 AGL 55 Uses martial arts as her weapon. \_\_\_\_\_ HP 120 DEF 12 Doesn't respect Hornstein's scheming. Wants | | Gustave | (Nobleman) ATK-S 9 SPD 25 control after Hornstein's death. 1 ATK-L 0 AGL 20 \_\_\_\_\_ | Ash HP 110 DEF 20 Like a brother to Hunna. Concerned about her | (Soldier) ATK-S 27 SPD 38 recent macho attitude. It emasculates him. | ATK-L 0 AGL 40 \_\_\_\_\_ | Otto HP 70 DEF 5 Of working age, but unemployed. Spends his | (Villager) ATK-S 9 SPD 25 days wasting time and causing trouble. The | ATK-L 0 AGL 25 world won't miss him when you kill him. 1 \_\_\_\_\_ | Emillia HP 50 DEF 0 Thoma's sister. Worried about her parents, | (Villager) ATK-S 3 SPD 20 she goes to the castle to find them. Not a | ATK-L 0 AGL 25 smart move, kid. \_\_\_\_\_

Mebius and Saki are the first to appear, in the entrance hall. Once you kill one, Grand 'Or shows up. So far, all of these enemies will head for you rather than the altar room, so no worries there. However, after your second kill, Gustave appears and may head for the altar room. If he reaches it while you're not there, he will detonate the bomb. So get there before him! He will, of course, run away from you and cower in fear.

Once all the rest are dead, Otto and Emillia will appear in one of the back rooms. Chase Otto back into the room if he leaves before you get there, and take both fools out at your leisure.

Skip down to Chapter 14.

| ~-+-~-+-~-+-~ | -+-~-+         | -~-+- | ~-+-~-+-~ | +-~-+-~+-~+-~+-~+-~ | ~-+ |
|---------------|----------------|-------|-----------|---------------------|-----|
| Ch            | apter Thirteen | (B):  | Lingering | Thoughts            |     |
| ~-+-~-+-~-+-~ | -++            | -~-+- | ~-+-~-+-~ | +-~-+-~+-~+-~+-~+-~ | ~-+ |

\*\*Note: You only get this version if you killed Rain and Gerald way back in chapter 4.

| ENEMIES |

|                            | HP 80<br>ATK-S 18<br>ATK-L 15 | -                          | Treats Emillia like her own little sister who <br>vanished long ago. A self-healer and magic  <br>caster. |
|----------------------------|-------------------------------|----------------------------|-----------------------------------------------------------------------------------------------------------|
|                            | HP 60<br>ATK-S 21<br>ATK-L 0  | DEF 15<br>SPD 52<br>AGL 65 | An expert fighter with no equal in a  <br>legitimate battle. Standard martial arts  <br>user.             |
| Gustave<br>  (Nobleman<br> | •                             | DEF 12<br>SPD 25<br>AGL 20 | Doesn't respect Hornstein's scheming. Wants  <br>control after Hornstein's death.  <br>                   |
| Ash<br>  (Soldier)         | HP 110<br>ATK-S 27<br>ATK-L 0 | DEF 20<br>SPD 38<br>AGL 40 | Like a brother to Hunna. Concerned about her <br>recent macho attitude. It emasculates him.               |

| Otto<br>  (Villager)<br>         | HP 70<br>ATK-S 9<br>ATK-L 0 | DEF 5<br>SPD 25<br>AGL 25 | Of working age, but unemployed. Spends his  <br>days wasting time and causing trouble. The  <br>world won't miss him when you kill him. | <br>      |
|----------------------------------|-----------------------------|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|-----------|
| Emillia<br>  (Villager)<br> <br> | HP 50<br>ATK-S 3<br>ATK-L 0 | DEF 0<br>SPD 20<br>AGL 25 | Thoma's sister. Worried about her parents,  <br>she goes to the castle to find them. Not a  <br>smart move, kid.                        | <br> <br> |

Hunna and Mebius are your first opponents, and they both start by the south exit. Once you kill one, Ash shows up. He'll head for you rather than the altar room, so no worries there. However, after your second kill, Gustave appears and may head for the altar room. If he reaches it while you're not there, he will detonate the bomb. So get there before him! He will, of course, run away from you and cower in fear.

Once the first four are eliminated, the real cream of the crop come out to fight: the Villagers! They'll appear in one of the rear rooms, so go seek them out. Once Otto spots you, he'll talk to you and then run away. Chase him back into the room with Emillia. These idiots don't even try to leave the castle, they just stop when they're far enough away from you and wait for you to hit them. So put them out of their misery.

Chapter Fourteen: Small Sacrifice | ENEMIES | |------HP 70 DEF 15 Marriage to Ursula has changed him from a | Gostero | (Thief) ATK-S 24 SPD 52 so-so fighter to an ace. Seeks the Timenoid | ATK-L 0 AGL 70 secret. 1 -----HP 100 DEF 18 Once known as the phantom chief, got | Ursula ATK-S 21 SPD 52 amnesia and was rescued by Gotero. | (Hunter) ATK-L 15 AGL 60 \_\_\_\_\_ HP 120 DEF 12 | Void Used black magic to lengthen his life span 1 (Warlock) ATK-S 15 SPD 30 and now lusts for the secret of immortality. | ATK-L 30 AGL 50 A rapid self-healer. \_\_\_\_\_ | Zartus HP 150 DEF 12 Came to this country with his slave Barbalos | (Enslaver) ATK-S 18 SPD 38 to find the secret of immortality. ATK-L 0 AGL 30 \_\_\_\_\_ | Barbalos HP 185 DEF 22 Will be given freedom if mission succeeds. \_\_\_\_ I (Sentinel) ATK-S 54 SPD 20 Powerful; can't be hurt by walls. ATK-L 0 AGL 0 \_\_\_\_\_

Again, they're all going for the virgin statue, so don't let anyone get close to it. The stage starts off with just Ursula, who waits for you in the south entrance hall. Go to her, and hit her with a trap combo while she just stands there. After she starts to come after you (or after she dies, if you kill her with your initial combo), Gostero will appear in one of the back rooms. Go after him next. Once you head him off, he'll run from you until he's trapped, at which point you can take him down.

After Gostero dies, Void appears. Keep an eye on his location on your map. He

won't chase you just because he sees you, he'll even go for the statue in the altar room while you're in there. Fortunately, he won't set off the bomb. Rather, he'll realize the rumour was false and make to leave instead. If you want to kill him, you have to keep it up with heavy damage traps, because he heals himself quickly.

Zartus and Barbalos appear once everyone else is dead or gone from the castle. Run toward them wherever they appear to head them off, just don't let them get to the altar room without preparing for them first. Zartus will head for the altar room even if you're near him, so don't let him get too far ahead of you. They both have high HP, especially Barbalos, who can take a licking and keep on ticking. Watch out for his flying bodyslam.

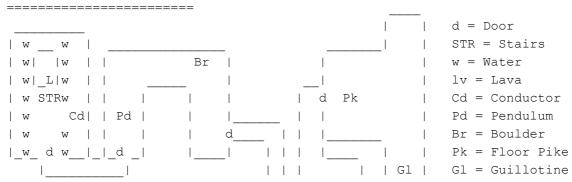
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|----------------------------------------------|---------|---------|------------------------------------------------------------------------------------------------------------------|
| Chapter Fi                                   | fteen:  | Brave   | Promise                                                                                                          |
| ~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~+-~+-~+ | +-~-+-~ | ~-+-~-+ | +-~-+-~-+-~-+-~-+-~-+-~-+                                                                                        |

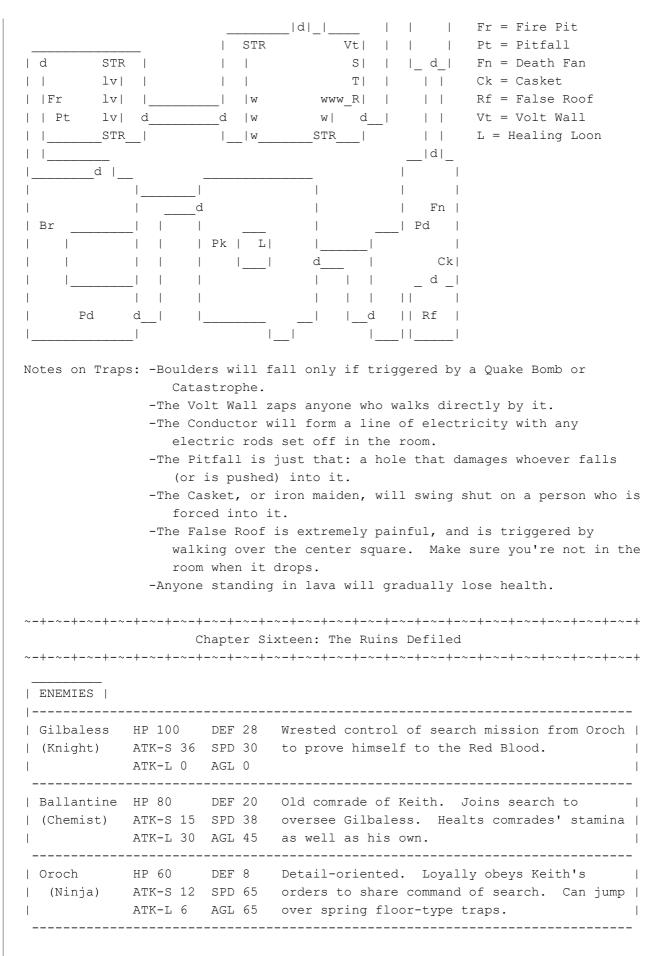
| ENEMIES |

| 1         |                        |                                |                   |    |                                                                                                                                              |
|-----------|------------------------|--------------------------------|-------------------|----|----------------------------------------------------------------------------------------------------------------------------------------------|
| <br> <br> | Sylvia<br>(Assassin))  |                                | DEF<br>SPD<br>AGL | 60 | Met Belkdahl on a quest for brother's killer. <br>Very loyal to Belkdahl and his army. Can  <br>teleport into a room and hide from your map. |
| <br> <br> | Bleuge<br>(Brute)      | HP 110<br>ATK-S 27<br>ATK-L 12 | DEF<br>SPD<br>AGL | 62 | Master of ambushes, two-handed thrower of  <br>axes tainted with Belkdahl's poison. Very  <br>quick opponent.                                |
| <br> <br> | Lazaford<br>(Buddhist) |                                | DEF<br>SPD<br>AGL | 38 | A monk who studied alchemy from Belkdahl. A  <br>master at recovering stamina, both his own  <br>and his companions'.                        |
| <br> <br> | Belkdahl<br>(Chemist)  | HP 90<br>ATK-S 12<br>ATK-L 18  | DEF<br>SPD<br>AGL | 48 | Life's quest is to find life's elixir.  <br>Encountered the traps before. A self-healer. <br>                                                |

This is your last chance to fight in this castle, so use it well. Bleuge and Lazaford are your first opponents. If you don't want to get hit, run and turn to the side as soon as you gain control. The pair will chase you, so you can lure them to the torture room and dispatch them with glee there. Alternately, go up the stairs from the start and use a Quake Bomb to trigger the giant boulder to crush them easily. Once they both fall, Sylvia and Belkdahl show up to join the party. They will chase you as well, so bring them to where your favorite trap combos can take place. As an assassin, though, Sylvia can warp into a room, but by now you should be getting familiar with some of the hiding places the assassins use (usually in a corner behind some stairs) and set up surprises for them accordingly.

Map M3: Timenoid Ruins





Gilbaless and Ballantine are the first to show up. Gilbaless goes searching while Ballantine stays by the door. Start running through the castle, checking out the new environments, and meet up with Gilbaless. He'll come after you, so take him out. You don't have a choice about killing Gilbaless like you do with the next two. Next, Oroch shows up at the other end of the ruins, so head to meet him as well. After a moment, Ballantine will also start walking into the ruins to find out what's happening. Oroch seems to move oddly in fits and starts after he spots you and starts to head back to the entrance, as long as you're near him. This gives you a chance to set up some traps in his path if you choose to kill him. When Ballantine asks you if you are the witch, either response will start him walking back to the exit, so kill him on the way if you want to.

BRANCHING PATH: If you kill all of the enemies here but had left Rain and Gerald alive back in Chapter 4, go to Chapter 17a. If you kill all of the enemies here, and also killed Rain and Gerald in Chapter 4, skip to Chapter 17b below. If you let enemies leave the ruins alive in this mission, also go to Chapter 17a.

| ~-+-~+-~+-~+-~+-~+-~+-~+-~+-~+- | ~-+-~-+   | -~-+ | -~-+-~ | ~-+- | -~-+-~-+-~-+-~-+-~-+  |
|---------------------------------|-----------|------|--------|------|-----------------------|
| Chapter                         | Seventeen | (A): | Call   | of   | Blood                 |
| ~-+-~-+-~-+-~-+-~-+-            | ~-+-~-+   | +-   | -~-+-~ | ~-+- | -~-+-~-+-~-+-~-+-~-+- |

\*\*Note: You get this version of the chapter if you killed the enemies in the previous chapter, but had let Rain and Gerald leave the mansion alive way back in Chapter 4, OR if you let at least one of the search party from the previous mission leave the ruins alive.

| ENEMIES  <br>             |                               |                            |                                                                                                                                  |
|---------------------------|-------------------------------|----------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| Balborn<br>  (Bomber)<br> |                               | SPD 38                     | Demolition expert for the Red Blood Special  <br>Forces, called in for risky front attacks.  <br>Immune to explosions and gases. |
| 1                         | HP 120<br>ATK-S 24<br>ATK-L 0 | DEF 8<br>SPD 58<br>AGL 55  | Red Blood Attack Core member. Teamed with  <br>Bortos on several successful missions.  <br>                                      |
|                           | HP 170<br>ATK-S 54<br>ATK-L 0 | DEF 15<br>SPD 30<br>AGL 25 | Sets tremors with hammer to halt foes.  <br>His partner Geist then moves in for the kill. <br>Can resist walls and rocks.        |
| Carmine<br>  (Hunter)<br> |                               |                            | Red Blood Assassin troop. Has begun to  <br>question the purpose of this mission.  <br>                                          |

Balborn and Bortos start at different ends of the ruins. They'll both head towards the upper left room, where the grail can be found, unless they encounter you. Once each one reaches the grail, they'll try to leave the ruins with their new information. You can either let them go, or kill them before or after they find the grail. Note that once they reach the upper right room, they can leave via the exit up the slope there.

BRANCHING PATH: If you let Balborn and Bortos go, the mission ends right there and then; go to Chapter 18, then Chapter 19a if you chose this path. If instead you kill Balborn and Bortos, you then also fight the rest of the crew.

Once you kill the first enemy, Geist shows up to join the party, again starting in a distant room. Carmine shows up after the second kill. Each enemy in this level will head for the grail, then back out of the ruins. If you're killing them all, once everybody is dead Leopold and Keith come into the picture. They wait in the room they appear in for you to come to them. Once you do, they just leave for now, you don't get a chance to actually fight them.

BRANCHING PATH: If you let anyone leave the ruins alive after seeing the grail, then go to Chapter 18 then Chapter 19a. If you killed them all in this stage, do Chapter 18 next followed by Chapter 19b.

Chapter Seventeen (B): Red Blood Oath \*\*Note: You get this version of the chapter if you killed Gerald and Rain in Chapter 4 and all of the enemies in the previous chapter. This version of the chapter plays out identically to the other version above, so check there for details. Chapter Eighteen: Timenoid Shadows | ENEMIES | HP 80 DEF 12 Timenoid replica made to protect the | Sigma 1 ATK-S 45 SPD 42 Timenoid. More aggressive but same skills as| | (Zealot) ATK-L 24 AGL 70 a Timenoid guard. \_\_\_\_\_ HP 90 DEF 12 Timenoid replica made to protect the l Ramda 1 ATK-S 30 SPD 48 Timenoid. More skilled at defense than | (Guard) 1 ATK-L 18 AGL 65 attack. \_\_\_\_\_ HP 70 Doesn't know Angela's her sister. Parted in | DEF 8 | Mist | (Shadow) ATK-S 27 SPD 60 youth, she's with the Timenoid. Angela \_\_\_\_\_ ATK-L 0 AGL 60 serves Keith. Sticks with Sigma as much as | possible, breaking off to attack when Sigma | gets hit. \_\_\_\_\_

Those Timenoid replicas can be a bit of a handfull. They're immune to magnets, can teleport to a new position while rising after being hit, and their distance attacks send you spinning through the air. On occasion, you could get stuck where they just keep shooting you and you don't have time to recover. Oh well, at least you only face them one at a time.

Once Ramda's done for, Sigma shows up, but she isn't alone. Mist, her shadow, is basically carried along with her invisibly, until she enters the same room as you, at which point Mist breaks off and teleports to your location to strike you. Once you kill Sigma, don't leave the room if you want to kill Mist too, because if you do, Mist will simply leave and the stage will end.

\*\*Note: You get this version of the chapter if you let the grail be discovered (and let the discoverer leave the ruins alive) in Chapter 17.

| ENEMIES  |                      |        |                                                |   |
|----------|----------------------|--------|------------------------------------------------|---|
|          | нр 80                | DEF 18 | Jailed for failed Timenoid raid when his       | - |
| (Bomber) | ATK-S 15<br>ATK-L 24 |        | bombs didn't explode. Fends off gas and bombs. |   |
|          |                      |        |                                                | - |
| Gina     | HP 100               | DEF 10 | Away hunting animals when Timenoid were        |   |
| (Archer) | ATK-S 9              | SPD 48 | killed by Red Blood, but accused and jailed    |   |
|          | ATK-L 12             | AGL 50 | anyway.                                        |   |

| Gordeau    | HP 150   | DEF 15 | Jailed for trying to loot Timenoid castle   | Ι   |
|------------|----------|--------|---------------------------------------------|-----|
| (Enslaver) | ATK-S 21 | SPD 42 | with Bossgun. Will be freed if he succeeds. | . 1 |
|            | ATK-L 0  | AGL 35 |                                             |     |
|            |          |        |                                             |     |
| Spartus    | HP 200   | DEF 22 | Though other slaves have escaped, he has    |     |
| (Sentinel) | ATK-S 54 | SPD 20 | stayed behind to wait for Gordeau's return. |     |
|            | ATK-L 0  | AGL 0  | A physical powerhouse.                      |     |
|            |          |        |                                             |     |

Gordeau and his slave Spartus wait in the entrance hall for you. Set some traps up in the torture room where you start, then go get the pair's attention and lead them into your traps. Gina and Bossgun are next to appear, once you've started killing off the first opponents. They chase you, so let them come into whatever horrible designs you've created for them.

Skip to Chapter 20a next.

\*\*Note: You get this version of the chapter if you killed all grail-seekers back in Chapter 17.

| ENEMIES |

| HP 110   | DEF 12                                                                                                       | Joined Red Blood after an embarrassing loss                                                                                                                                                                                                                                                 |
|----------|--------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ATK-S 24 | SPD 48                                                                                                       | to them. Ace fighter if she stays calm.                                                                                                                                                                                                                                                     |
| ATK-L 0  | AGL 60                                                                                                       |                                                                                                                                                                                                                                                                                             |
| HP 140   | DEF 38                                                                                                       | Powerful. Protected against explosions,                                                                                                                                                                                                                                                     |
| ATK-S 90 | SPD 25                                                                                                       | falling rocks, walls, bear traps & arrows.                                                                                                                                                                                                                                                  |
| ATK-L 0  | AGL 30                                                                                                       | That doesn't leave much to attack him with.                                                                                                                                                                                                                                                 |
| HP 130   | DEF 12                                                                                                       | Had no plan to fight until his son died                                                                                                                                                                                                                                                     |
| ATK-S 45 | SPD 35                                                                                                       | suddenly and Keith invited him to join.                                                                                                                                                                                                                                                     |
| ATK-L 24 | AGL 50                                                                                                       | Uses fire magic, and is immune to flames.                                                                                                                                                                                                                                                   |
| HP 150   | DEF 28                                                                                                       | Red Blood leader, completely trusted by his                                                                                                                                                                                                                                                 |
| ATK-S 54 | SPD 55                                                                                                       | troops. Their mission: destroy the Timenoid.                                                                                                                                                                                                                                                |
| ATK-L 45 | AGL 85                                                                                                       | A worthy adversary, leaps far to slash you.                                                                                                                                                                                                                                                 |
|          | ATK-S 24<br>ATK-L 0<br>HP 140<br>ATK-S 90<br>ATK-L 0<br>HP 130<br>ATK-S 45<br>ATK-L 24<br>HP 150<br>ATK-S 54 | ATK-S 24       SPD 48         ATK-L 0       AGL 60         HP 140       DEF 38         ATK-S 90       SPD 25         ATK-L 0       AGL 30         HP 130       DEF 12         ATK-S 45       SPD 35         ATK-L 24       AGL 50         HP 150       DEF 28         ATK-S 54       SPD 55 |

Shya will be the first to reach you if you just stay in the starting room. Once she or Inferno dies, Geizer shows up. He's serious business, don't take him lightly. Also remember the long list of things he's immune to (although you can still drop a rock on his head if you've got him otherwise distracted, say by a magnet). He can also leap surprising distances to slash you with his sword, which does a significant amount of damage. Make good use of the pre-set room traps to finish him off effectively.

Once they're all dead, Keith himself comes to finish you off, despite your familial ties. Once he spots you, you get a little speech from him. In this version of the chapter, you must fight him or die; there'll be no letting him damage you until it triggers a game ending. You've killed too many Red Blood members for him to take it easy on you. While fighting him, watch out for his distance air slash, and remember that he can warp to your location from within the room. He is also immune to arrow-type traps.

Skip to Chapter 20b.

# 

\*\*Note: You get this version of the chapter if you let the grail be discovered (and let the discoverer leave the ruins alive) back in Chapter 17.

| ENEMIES                       |                                |                            |                                                                                                                                 |
|-------------------------------|--------------------------------|----------------------------|---------------------------------------------------------------------------------------------------------------------------------|
|                               | HP 90<br>ATK-S 18<br>ATK-L 15  | SPD 30                     | Created Timenoid replica due to his doubt of  <br>the Marionette scheme. Takes foe's stamina.  <br>Physically weak, but crafty. |
| <br>  Gadoha<br>  (Drone)<br> | HP 110<br>ATK-S 24<br>ATK-L 54 | SPD 25                     | Replica controlled by Vogues. Protected  <br>against arrows, gas, bombs and bear traps.  <br>                                   |
| Gordis<br>  (Puppet)<br>      | HP 120<br>ATK-S 24<br>ATK-L 54 | DEF 35<br>SPD 30<br>AGL 20 | A Timenoid replica with defense abilities  <br>and high assault skills. Immune to same  <br>trap types as Gadoha.               |

This is a pretty straightforward battle. Watch out for the replicas' distance attacks; they hurt a lot! You can tell when they're preparing to use it, because they adopt a charging-up stance and there's an associated sound effect. For Gadoha, it's a fast-moving fiery crystal. For Gordis, it's an eye laser that instantly shoots across long distances. Stay out of their line of sight to avoid these shots. Though physically strong, the replicas are slow and you ought to have some pretty heavy-duty damaging traps by now. Try to use the pre-set boulders in the U-shaped rooms (you'll need a Quake Bomb or Catastrophe to activate them) if you can, they'll do the most damage at one time. Once you kill Gadoha, Vogues summons his other replica to fill the gap. Finish him off (with some care to your own defense), then go after Vogues. He may be running away, but his speed is low enough that you can set up and charge traps in his path.

And as to the response choices you are given at the start of the mission, they don't matter to the outcome; Vogues and his replicas will still come and attack you.

Skip to Chapter 21a next.

\*\*Note: You get this version of the chapter if you killed all grail-seekers back in Chapter 17.

This version plays out identically to the one just above, so check there for enemy details and strategy.

Once you complete this version, go to Chapter 21b, down below.

Chapter Twenty-One (A): Road of Ruin

\*\*Note: You get this version of the chapter if you let the grail be discovered by the humans back in Chapter 17 (and let the discoverer leave the ruins alive).

| ENEMIES |

|------| Gilardes HP 150 DEF 38 Served Deadmoon until learning of his evil | (Shogun) ATK-S 90 SPD 30 ways. Unaffected by arrows, bombs, rocks | ATK-L 0 AGL 35 and walls. Capable of leaping great distances to slash you. \_\_\_\_\_ | Zodiac HP 100 DEF 18 Afraid to die before finding the supreme | (Magician) ATK-S 15 SPD 38 magic to become an immortal guard. A self- | ATK-L 90 AGL 80 healer. Uses lightning magic. \_\_\_\_\_ HP 130 DEF 12 Masters fire. Once controlled thunder, water | Galdrake ATK-S 45 SPD 35 and wind, but left them for fire. Shoots | (Pyro) 1 ATK-L 24 AGL 50 three fireballs at once. \_\_\_\_\_ | Bloodhorn HP 110 DEF 30 It's said that he wants to become a Timenoid | | (Knight) ATK-S 45 SPD 35 not to live forever, but to kill forever. - I ATK-L 0 AGL 0 \_\_\_\_\_ | Vermilion HP 120 DEF 30 Loves Laria. Has been seeking the knights' | | (Knight) ATK-S 36 SPD 38 highest honor, and became a guard. ATK-L 0 AGL 0 \_\_\_\_\_ -----| Loongear HP 110 DEF 22 Loongears have been the Timenoid doctors for | | (Buddhist) ATK-S 15 SPD 42 ages. Treats the Timenoid and human allies | ATK-L 18 AGL 55 for battle wounds. \_\_\_\_\_ | Priest Dusk HP 120 DEF 20 Doesn't realize the King only uses him as a | | (Priest) ATK-S 9 SPD 30 yes-man and to boost his confidence. Uses | ATK-L 36 AGL 40 lightning that he shoots from his hands. A self-healer. \_\_\_\_\_ HP 140 DEF 38 Calm exterior, but ready to face his | King | Eclypse ATK-S 150 SPD 42 assassins. Stronger than his general. ATK-L 150 AGL 75 Can resist walls. | (King) ------\_\_\_\_\_

This is a major battle, with a lot of heavy hitters. Bloodhorn and Galdrake are the first enemies you encounter. They start off in the entrance hall and will head up the right side to meet you. Loongear, Zodiac, Vermillion, and then Gilardes will all come in turn as you kill off your foes. Remember Gilardes' resistance to many trap types. Priest Dusk himself will also join in near the end.

Once you've killed everyone else, King Eclypse himself shows up to do the job right. Only you're not going to let him get you, are you? It can be tough to take him down, because he has high HP and heals himself quickly. You need to hit him with a couple of heavy-damage trap combos within a short period of time to wear his health down to nothing. Remember that there are 2 healing Loons at your disposal in the ruins, one in the entrance hall and one in the room with the grail; don't be afraid to use them.

After winning the battle, skip down to Chapter 22a.

| ENEMIES | |------HP 80 DEF 18 Jailed for failed Timenoid raid when his Bossgun ATK-S 15 SPD 38 bombs didn't explode. Fends off gas and (Bomber) ATK-L 24 AGL 20 bombs. \_\_\_\_\_ HP 100 DEF 10 Away hunting animals when Timenoid were | Gina | (Archer) ATK-S 9 SPD 48 killed by Red Blood, but accused and jailed | ATK-L 12 AGL 50 anyway. \_\_\_\_\_ \_\_\_\_\_ | Gordeau HP 150 DEF 15 Jailed for trying to loot Timenoid castle | | (Enslaver) ATK-S 21 SPD 42 with Bossgun. Will be freed if he succeeds. | ATK-L 0 AGL 35 \_\_\_\_\_ HP 200 DEF 22 Though other slaves have escaped, he has | Spartus | (Sentinel) ATK-S 54 SPD 20 stayed behind to wait for Gordeau's return. | ATK-L 0 AGL 0 A physical powerhouse. \_\_\_\_\_

Gordeau and Spartus are your first two opponents, and they take a lot of damage to put down. They wait in the entrance hall for you to go to them before they start chasing you. Set up some traps in the torture chamber, where you start, then lure them into them. If you haven't managed it yet, try to get one of them into the small square room off the torture chamber with the false roof. Try hitting one with a vase as he walks into the room, and he'll wander right over the trigger in the middle of the room (just make sure you're running out behind him before the ceiling crushes him). If you kill Gordeau first, Spartus will be kind of lost and may just run around aimlessly, not coming after you without his owner to direct him.

After your first kill, Gina will appear somewhere and start heading towards your position. After your second kill, Bossgun shows up, having set bombs in the upper left room, with the fountains and the raised pedestal. He'll then start heading out of the castle. Head him off in the large room with the Volt Wall and take him down. If you let him get to the upper right room, he'll leave via the exit at the top of that room.

Skip to Chapter 22b after completing this one.

\*\*Note: You get this version of the chapter if you let the grail be discovered by the Red Blood in Chapter 17.

| ENEMIES | HP 150 DEF 30 Leopold's brother. Risks his life killing | Lombard | (Knight) ATK-S 45 SPD 38 Timenoid to avenge his friends' deaths. ATK-L 0 AGL 0 Immune to bear traps and arrows. \_\_\_\_\_ | Angela HP 70 DEF 8 Delicate but deadly. Prepared to die ATK-S 30 SPD 62 protecting her cause and her people. Hides | | (Shadow) ATK-L 0 AGL 60 in others' shadows and leaps out to attack. | \_\_\_\_\_ HP 60 DEF 8 Killed many Timenoid with brother Izayoi. | Oboro | (Ninja) ATK-S 18 SPD 65 Ready to die fighting, and hopes for peace. | ATK-L 6 AGL 65 Can warp into a room and hide from map view. |

\_\_\_\_\_

Lombard comes first with his shadow Angela. She hides within him, emerging and warping to your location when you hit him with a trap. Once you kill Lombard, Oboro shows up as well, and if Angela is still alive she can hide within him as well. Since these guys decided to force a fight, you're just going to have to kill them.

Skip down to Chapter 23a after completing this one.

\*\*Note: You get this version of the chapter if you had killed all grail-seekers back in Chapter 17.

| ENEMIES |

| Lombard<br>  (Knight)<br>     | HP 150<br>ATK-S 45<br>ATK-L 0 | DEF 30<br>SPD 38<br>AGL 0 | Leopold's brother. Risks his life killing  <br>Timenoid to avenge his friends' deaths.  <br>Immune to bear traps and arrows.                 |  |
|-------------------------------|-------------------------------|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|--|
| Angela<br>  (Shadow)<br>      | HP 70<br>ATK-S 30<br>ATK-L 0  | DEF 8<br>SPD 62<br>AGL 60 | Delicate but deadly. Prepared to die  <br>protecting her cause and her people. Hides  <br>in others' shadows and leaps out to attack.        |  |
| <br>  Oboro<br>  (Ninja)<br>  | HP 60<br>ATK-S 18<br>ATK-L 6  | DEF 8<br>SPD 65<br>AGL 65 | Killed many Timenoid with brother Izayoi.  <br>Ready to die fighting, and hopes for peace.  <br>Can warp into a room and hide from map view. |  |
| <br>  Izayoi<br>  (Ninja)<br> | HP 60<br>ATK-S 15<br>ATK-L 6  | DEF 8<br>SPD 65<br>AGL 70 | Killed many Timenoid using Ninja knives.  <br>More skilled with knives than brother Oboro.  <br>                                             |  |

The ninja brothers are your first targets, or rather you might be theirs. They're sneaky buggers. Try setting some traps using magnets or claws to secure them in place somewhere on or around the narrow stairs in the room with the lava, then use damaging traps to take them out. You can run in a circle up and down the stairs there to lead them around.

After both ninjas are dead, Lombard shows up, and Angela is hiding within him as a shadow. This pair is tough to take out, but be persistent, watch your health and run for a Loon if necessary. It's easier to take out Lombard first while continuously running to avoid Angela, since he moves more predictably. Once she doesn't have another enemy to hide within, Angela will become much more vulnerable to traps. If she's all alone, though, be careful not to leave the room that you're both in, or else she might leave the fight altogether instantly, denying you a kill.

Skip to Chapter 23b after completing this mission.

\*\*Note: You play this version of the chapter if you let the grail be discovered by the Red Blood back in Chapter 17.

ENEMIES |-----HP 110 DEF 12 Joined Red Blood after an embarrassing loss | | Shya | (Fighter) ATK-S 24 SPD 48 to them. Ace fighter if she stays calm. ATK-L 0 AGL 60 1 ------\_\_\_\_\_ HP 140 DEF 22 Sympathizer of Keith. Average skills, but | Leopold | (Soldier) ATK-S 30 SPD 45 very intelligent. Tactical expert. He is | ATK-L 0 AGL 35 Lombard's brother. 1 \_\_\_\_\_ | Inferno HP 130 DEF 12 Had no plan to fight until his son died ATK-S 45 SPD 35 suddenly and Keith invited him to join. | (Pyro) 1 ATK-L 24 AGL 50 Uses fire magic, and is immune to flames. 1 \_\_\_\_\_ HP 60 DEF 8 Killed many Timenoid using Ninja knives. | Izayoi | (Ninja) ATK-S 15 SPD 65 More skilled with knives than brother Oboro. | atk-l 6 agl 70 \_\_\_\_\_ \_\_\_\_\_ | Geizer HP 140 DEF 38 Powerful. Protected against explosions, ATK-S 90 SPD 25 falling rocks, walls, bear traps & arrows. | (Shogun) ATK-L 0 AGL 30 That doesn't leave much to attack him with. | \_\_\_\_\_

Shya and Leopold come after you, bent on revenge for your killing Lombard in the previous mission. After you kill them off, you have to face Inferno and Izayoi, the ninja. Geizer is the next to show up, and he's tough, as you should know by now, having faced at least one Shogun already. Don't let him get a clear path to you, or he'll leap and slash you good.

Once you've killed everyone else off, Keith himself makes an appearance. He waits in the entrance hall for you to go to him. Once he spots you, he runs off without a fight, and the mission is over.

Go to Chapter 24a, below.

\*\*Note: You play this version of the chapter if you killed all grail-seekers back in Chapter 17.

| ENEMIES |

|                             |                                |                            |                                                                                                                                  | _               |
|-----------------------------|--------------------------------|----------------------------|----------------------------------------------------------------------------------------------------------------------------------|-----------------|
| Valvolt<br>  (Magician)<br> |                                | SPD 35                     | Searched for years for evil power to improve<br>his abilities. Can control thunder. Immune<br>to electricity. Very high agility. |                 |
| Maage<br>  (Brute)<br>      | HP 120<br>ATK-S 30<br>ATK-L 15 |                            | Escaped death with mother during a thief's<br>attack. Seeks vengeance. Can throw axes<br>that have poisoned blades.              |                 |
| Bashburn<br>  (Crusher)<br> | HP 200<br>ATK-S 54<br>ATK-L 0  | DEF 12<br>SPD 30<br>AGL 20 | Known monster hunter with little fighting experience. Prefers fame over money.                                                   | -<br> <br> <br> |
| Berdick<br>  (Knight)       | HP 120<br>ATK-S 36             | DEF 30<br>SPD 30           | Son of a simple landowner who bought the nobleman title, and now uses it as well.                                                | -<br> <br>      |

| Velvet<br>  (Voodoo)<br>          | HP 90<br>ATK-S 18<br>ATK-L 18 | SPD 38 | Sister of the King's sorceress. Studies the  <br>art, but too timid to use it. A self-healer. |
|-----------------------------------|-------------------------------|--------|-----------------------------------------------------------------------------------------------|
| Roshwald<br>  (Buddhist)<br> <br> |                               | SPD 38 | Ex-monk. Caught deceiving villagers and  <br>expelled. Can heal others. Corrupt.  <br>        |

When battling this lot, remember that if anyone reaches the upper left fountain room without you there, they'll set off the bombs and it's game over. To prevent this, make the large room with the Volt Wall your main battleground, or at least don't stray too far away from it.

Valvolt and Maage will show up first, just one room away. Set up some traps for them, but note that they are highly capable of dodging them. Maage will be the first to reach you, so lead her away and deal with her. Valvolt packs a massive distance attack that has a long wind-up (i.e. you can see him preparing for it). You can't dodge it by running away, so hit him with a trap instead to break his attack. It's a lightning strike and the most damaging attack in the game.

The rest of the enemies come one by one in the following order as you kill others off: Bashburn, Berdick, Velvet, and finally Roshwald. There aren't any surprises here, you've faced these types plenty of times before. You do have to watch out for Roshwald as he decides to head straight for the grail, with the bombs that will blow you all up if he reaches them. He'll only fight you if you get too close to him, so you need to have traps in his path to take him out before he gets to the upper left room.

Next scroll down to Chapter 24b.

\*\*Note: You play this version of the chapter if you let the grail be discovered by the Red Blood back in Chapter 17.

| ENEMIES                      |                                |                            |                                                                                                                                                           | _         |
|------------------------------|--------------------------------|----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|
| Warken<br>  (Psycho)<br>     | HP 130<br>ATK-S 27<br>ATK-L 0  | DEF 10<br>SPD 58<br>AGL 50 | Desires to marry Claudia but her parents<br>refuse due to his lifestyle (read: S&M).                                                                      |           |
| Claudia<br>  (Archer)<br>    | HP 120<br>ATK-S 12<br>ATK-L 18 | DEF 12<br>SPD 48<br>AGL 50 | Parents may approve marriage to Warken if<br>he can prove he can provide for her.                                                                         | <br> <br> |
| Zevergine<br>  (Chemist)<br> | HP 100<br>ATK-S 12<br>ATK-L 18 | DEF 18<br>SPD 48<br>AGL 65 | A healer who stumbled upon Timenoid ruins<br>while searching for elixit. He can set off<br>your own traps to hit you with them.                           |           |
| Omega<br>  (Zealot)<br> <br> | HP 90<br>ATK-S 45<br>ATK-L 30  | DEF 15<br>SPD 42<br>AGL 75 | Hesitated to fight in sacred place and now<br>waits for chance to avenge Sigma's death.<br>Immune to magnetism. Can hypnotize you and<br>draw you to her. | <br> <br> |
|                              | нр 150                         | DEF 28                     | Red Blood leader, completely trusted by his                                                                                                               |           |

 | (Slasher)
 ATK-S 54 SPD 55 troops. Their mission: destroy the Timenoid.|

 |
 ATK-L 45 AGL 85 A worthy adversary, leaps far to slash you. |

For all their talk of finding the grail, Warken and Claudia actually just go after you. Warken will be the first to reach you due to his speed. Just remember that he can leap a few squares to reach you. Zevergine, too, will just come after you instead of heading to the grail. I guess since it won't explode, it's no fun sending enemies after it.

Once everyone else is dead, Omega appears. Remember her resistance to magnetism and her ability to warp away as she recovers from a trap hit. Her shots will send you flying, and if you're unlucky you won't be able to recover before she hits you again.

Finally, Keith will appear after Omega is dead. Once he sees you, he gives a little speech. Now you have to make a decision:

CHOICES: -Attack Keith: Kill him, and continue on to the next chapter. -Let Keith attack you without fighting back: Once he reduces your health to 1/4, he stops attacking and offers you the chance to escape with him. You get another choice: CHOICES: -Answer "Yes": Keith will leave the ruins, making arrangements to meet you later. -Answer "No": The fight continues, and it's either you or him.

BRANCHING PATH: No matter the outcome of this chapter, go to Chapter 25a, below. After that, if you let Keith beat you and agreed to go with him, go next to Chapter 26c.

\*\*Note: You get this version of the chapter if you killed all grail-seekers since you got to the Timenoid Ruins.

| ENEMIES |

|                              |                                |                            |                                                                                                                                   | _          |
|------------------------------|--------------------------------|----------------------------|-----------------------------------------------------------------------------------------------------------------------------------|------------|
| Warken<br>  (Psycho)<br>     | HP 130<br>ATK-S 27<br>ATK-L 0  | DEF 10<br>SPD 58<br>AGL 50 | Desires to marry Claudia but her parents<br>refuse due to his lifestyle (read: S&M).                                              | <br> <br>  |
| Claudia<br>  (Archer)<br>    | HP 120<br>ATK-S 12<br>ATK-L 18 | DEF 12<br>SPD 48<br>AGL 50 | Parents may approve marriage to Warken if<br>he can prove he can provide for her.                                                 | <br> <br>  |
| Zevergine<br>  (Chemist)<br> | HP 100<br>ATK-S 12<br>ATK-L 18 | DEF 18<br>SPD 48<br>AGL 65 | A healer who stumbled upon Timenoid ruins<br>while searching for elixit. Afraid of you.<br>Only interested in finding the grail.  | -<br> <br> |
| Omega<br>  (Zealot)<br>      | HP 90<br>ATK-S 45<br>ATK-L 30  | DEF 15<br>SPD 42<br>AGL 75 | Hesitated to fight in sacred place and now<br>waits for chance to avenge Sigma's death.<br>Immune to magnetism. Can hypnotize you | -          |

First, face off against Warken and Claudia. They're not a huge threat, just remember that Warken can leap at you from a few squares away. Once you kill one of them, Zevergine appears and will head for the grail, so check his location on the map and go block his path to make sure he doesn't blow you all up. Kill him and whichever of the other pair is still standing to bring Omega into the picture.

Watch out for Omega: she moves fast, dodges traps well, is immune to magnetism, can hypnotically draw you to her temporarily, and her distance attack sends you flying through the air, and depending on your position you may not be able to get up in time before she shoots you again. Still, you've faced her kind before (once, anyway), so you should be able to dispatch her without too much trouble. Just keep your distance and use traps that you know will hit. She'll teleport to your position while recovering from your first trap, so start running at that point.

Skip to Chapter 25b, below.

| ~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+ |
|-----------------------------------------|
| Chapter Twenty-Five (A): Anguish        |
| ~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+-~-+ |

\*\*Note: You play this version of the chapter if you let the grail be discovered by the Red Blood back in Chapter 17, and you killed Keith in the previous chapter.

| ENEMIES |

| Desfard  | HP 140   | DEF 38 | Would have been named to a higher rank had    |
|----------|----------|--------|-----------------------------------------------|
| (Shogun) | ATK-S 90 | SPD 30 | his skill not threatened the priest. Defends  |
|          | ATK-L 0  | AGL 30 | against rocks, walls, bear traps, and arrows. |
| Killrain | HP 130   | DEF 30 | Criticized by Desfard for over-confidence     |
| (Knight) | ATK-S 36 | SPD 38 | and tendency to underestimate foes.           |
|          | ATK-L 0  | AGL 0  |                                               |
| Valmer   | HP 100   | DEF 30 | Has high skill levels but not aggressive      |
| (Knight) | ATK-S 45 | SPD 30 | enough to use them fully in battles.          |
|          | ATK-L 0  | AGL 0  |                                               |
| Killord  | HP 120   | DEF 28 | Least impressive man in Desfard's party, but  |
| (Knight) | ATK-S 36 | SPD 30 | Desfard trusts in his future.                 |
|          | ATK-L 0  | AGL 0  |                                               |
| Yocal    | HP 100   | DEF 8  | Though her beauty is rumored to be from       |
| (Shinto) | ATK-S 24 | SPD 48 | lacking emotions, she once loved Eclypse.     |
|          | ATK-L 54 | AGL 85 | A self-healer who uses lightning magic.       |

You are surrounded (sort of) at the very start of the mission. Either just go around either Knight once they reach the bottom of the stairs, or go up through the door on your level and lead them to the next room to fight them. Kill one to bring Killord into the picture, and another to introduce Desfard to the fight. Remember his Shogun defenses against many trap types. Once everyone else falls, Yocal appears. She gives a little speech once she spots you, then starts her attack, so you should do the same. She can dodge traps fairly well (especially rocks), and uses powerful lightning to strike you from a distance.

ENDING ALERT!: If you had killed Keith in the previous mission, then once you kill Yocal in this version of the chapter, you trigger Ending #2. See the endings section after the walkthrough for your reward and how to get a different ending next time. Be sure to save your clear data!

BRANCHING PATH: If you had let Keith beat you in the previous chapter and you agreed to go with him, go next to Chapter 26c.

\*\*Note: You play this version of the chapter if you had killed all Red Blood grail seekers back in Chapter 17.

ENEMIES | Desfard HP 140 DEF 38 Would have been named to a higher rank had | (Shogun) ATK-S 90 SPD 30 his skill not threatened the priest. Defends ATK-L 0 AGL 30 against rocks, walls, bear traps, and arrows.| \_\_\_\_\_ | Killrain HP 130 DEF 30 Criticized by Desfard for over-confidence | (Knight) ATK-S 36 SPD 38 and tendency to underestimate foes. ATK-L 0 AGL 0 \_\_\_\_\_ \_\_\_\_\_ HP 100 DEF 30 Has high skill levels but not aggressive | Valmer | (Knight) ATK-S 45 SPD 30 enough to use them fully in battles. ATK-L 0 AGL 0 \_\_\_\_\_ \_\_\_\_\_ HP 120 DEF 28 Least impressive man in Desfard's party, but | | Killord (Knight) ATK-S 36 SPD 30 Desfard trusts in his future. ATK-L 0 AGL 0 \_\_\_\_\_ | Yocal HP 100 DEF 8 Though her beauty is rumored to be from | (Shinto) ATK-S 24 SPD 48 lacking emotions, she once loved Eclypse. ATK-L 54 AGL 85 A self-healer who uses lightning magic. 

Well, the good news is that none of the platoon has distance attacks. Watch out for Desfard's leaping slash, however, once he shows up. At the start, you've got a knight coming at you from either side. It's not very threatening, though, because they move slowly enough for you to set up some good trap combos, and you could just run around one of them or head through the door in the wall ahead to lead them to another room.

Once the knights are all dead, Yocal herself comes to fulfill her duty. You have no choice but to fight her, or be killed yourself.

BRANCHING PATH: If you've killed absolutely everyone up to this point, go to Chapter 26b, below. If you've let anyone live, go just below to Chapter 26a.

Chapter Twenty-Six (A): Eve of Destruction ENEMIES | Gilardes HP 150 DEF 38 Served Deadmoon until learning of his evil | | (Shogun) ATK-S 90 SPD 30 ways. Unaffected by arrows, bombs and walls.| ATK-L 0 AGL 35 Capable of leaping great distances to slash. | \_\_\_\_\_ | Zodiac HP 100 DEF 18 Afraid to die before finding the supreme | (Magician) ATK-S 15 SPD 38 magic to become an immortal guard. A self- | ATK-L 90 AGL 80 healer. Uses lightning magic. \_\_\_\_\_ -----

| Galdrake HP 130 DEF 12 Masters fire. Once controlled thunder, water| ATK-S 45 SPD 35 and wind, but left them for fire. Shoots | (Pyro) ATK-L 24 AGL 50 three fireballs at once. \_\_\_\_\_ \_\_\_\_\_ | Bloodhorn HP 110 DEF 30 It's said that he wants to become a Timenoid | | (Knight) ATK-S 45 SPD 35 not to live forever, but to kill forever. - I ATK-L 0 AGL 0 \_\_\_\_\_ | Vermilion HP 120 DEF 30 Loves Laria. Has been seeking the knights' | | (Knight) ATK-S 36 SPD 38 highest honor, and became a guard. ATK-L 0 AGL 0 -----| Loongear HP 110 DEF 22 Loongears have been the Timenoid doctors for | | (Buddhist) ATK-S 15 SPD 42 ages. Treats the Timenoid and human allies | ATK-L 18 AGL 55 for battle wounds. \_\_\_\_\_ | Priest Dusk HP 120 DEF 20 Doesn't realize the King only uses him as a (Priest) ATK-S 9 SPD 30 yes-man and to boost his confidence. Uses ATK-L 36 AGL 40 lightning that he shoots from his hands. A self-healer. \_\_\_\_\_ HP 140 DEF 38 Calm exterior, but ready to face his l Kina | Eclypse ATK-S 150 SPD 42 assassins. Stronger than his general. ATK-L 150 AGL 75 | (King) \_\_\_\_\_

Surprise! You're back in the mansion from the start of the game. Sure, it's a little more close quarters than you've become used to, but just think of all the fun you can have with all the new traps that you didn't have access to last time you were here.

In order of appearance, it's Galdrake & Bloodhorn, followed by Loongear, Zodiac, Gilardes, Dusk, Vermilion, and then King Eclypse once everyone else has fallen. You only have one healing Loon, so save it for when you really need it. To make sure that you don't lose too much damage early on, don't be afraid to run away to the next room after every trap combo. Really, what's your rush to kill these guys off?

When fighting King Eclypse, you really need to keep hitting him relentlessly. He's a powerful self-healer, and given half a chance he'll recover his health to full every time you're running away looking for a better spot to set up a combo. It's important that you make use of the powerful room traps to do the heaviest damage.

ENDING ALERT!: Once you kill King Eclypse, you trigger Ending #4. See the Endings section below the walkthrough for details on how to achieve a different ending. Be sure to save your clear data to receive a reward for finishing the game!

\*\*Note: You get this version of the chapter if you've killed everyone so far in every chapter.

This version plays out identically to the one above, so check there for enemy and strategy details.

ENDING ALERT: On completing this chapter, you trigger Ending #1. See the

Endings section below for details on how to achieve a different ending next time. Be sure to save your clear data to receive a reward for finishing the game!

\*\*Note: You get this version of the chapter if you had let the grail be discovered and let the discoverer leave alive in Chapter 17, then let Keith beat you and agreed to go with him in Chapter 24.

| ENEMIES |

|-----\_\_\_\_\_ HP 120 DEF 8 Escaped death with mother during a thief's | Maage ATK-S 30 SPD 62 attack. Seeks vengeance. Can throw axes | (Brute) - I ATK-L 15 AGL 60 that have poisoned blades. \_\_\_\_\_ HP 120 DEF 30 Son of a simple landowner who bought the | Berdick | (Knight) ATK-S 36 SPD 30 nobleman title, and now uses it as well. 1 ATK-L 0 AGL 0 \_\_\_\_\_ -----| Bashburn HP 200 DEF 12 Known monster hunter with little fighting ATK-S 54 SPD 30 experience. Prefers fame over money. | (Crusher) ATK-L 0 AGL 20 \_\_\_\_\_ | Roshwald HP 90 DEF 22 Ex-monk. Caught deceiving villagers and | (Buddhist) ATK-S 15 SPD 38 expelled. Can heal others. Corrupt. ATK-L 30 AGL 50 \_\_\_\_\_ HP 90 | Valvolt DEF 18 Searched for years for evil power to improve | | (Magician) ATK-S 15 SPD 35 his abilities. Can control thunder. Immune | ATK-L 90 AGL 75 to electricity. Very high agility. | \_\_\_\_\_ HP 90 | Velvet DEF 8 Sister of the King's sorceress. Studies the | ATK-S 18 SPD 38 art, but too timid to use it. A self-healer. | (Voodoo) ATK-L 18 AGL 65 \_\_\_\_\_

Back in the West Woods mansion, you start just inside the entrance. It doesn't look like anyone's home at first, but run around for a while and a couple of intruders will come after you. Berdick and Maage are first. Get around them if you're surrounded and lead them into some traps. You should be able to have a lot of fun in this environment, with all of the traps you've developed since the last time you were here. Bashburn and Roshwald will replace the first pair as you kill them off, with Velvet and Valvolt bringing up the rear.

Once everyone is dead, Keith shows up and you share a touching moment.

ENDING ALERT!: Once you complete this version of the chapter (see above for the conditions necessary to get this version), you trigger Ending #3. See the Endings section below for details on how to achieve a different ending the next time you play. Be sure to save your clear data!

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7. ENDINGS

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Different actions within the game will produce different outcomes in the end. Listed here are all possible endings, and how to reach them. After each ending, be sure to save your clear data. Loading this data from the title menu will start a new game, and you'll have one or more special new traps that you can make, depending on which ending(s) you've achieved.

#### \_\_\_\_\_

ENDING #1

============

To obtain this ending, you must kill absolutely every person who ====== comes into the various castles in the game. If they have a life bar and an icon at the top of the screen, you must kill them (with only one exception: Keith and Lombard in Chapter 17, because you never have the chance to fight them). With 100 kills to your name after killing King Eclypse, your horrible acts summon a demon who turns you into a Timenoid. With eternal life, you are now condemned to serving him and killing at his whim. Note that this ending also includes a "To be continued..." tag at the end. Could this be the storyline that is continued in the upcoming Kagero II? REWARD: You can now create the Evil Upper, a floor trap that punches enemies up to the ceiling, and the Evil Stomp, a ceiling trap that crushes enemies against the floor. Each costs 5000 Ark to create.

ENDING #2 To reach this ending, you must let the grail be discovered by a ======== Red Blood member in Chapter 17 and let the discoverer leave the ruins alive. Then, you must kill Keith when he comes to face you later on. Finally, kill Yocal to finish the job (you won't have a choice about killing her or not). Yocal reveals to you the truth of your past and her feeling for you, then advises you to flee from your mission of killing. Astarte leaves and searches for the purpose of why people fight. REWARD: On starting a new game with your clear data, you can now create the Magic Sac, a floor trap that traps enemies inside a bubble, immobilizing them, for 4000 Ark.

\_\_\_\_\_

ENDING #3 To achieve this ending, you must let the grail be discovered by ======== at least one of the search party in Chapter 17, and let the discoverer leave the ruins alive to tell the Red Blood what they learned. Then, when Keith faces you, let him attack you until your health is reduced to 1/4, then agree to go with him. Play through the rest of the chapters, in which you must kill the remaining enemies, and you will see this ending, where you and Keith go off to try and find some peace together. REWARD: On starting a new game with the clear data from this ending, you can now create the Ardebaran, a vase-type trap with extrememly fast charge time and high damage, for 2500 Ark.

\_\_\_\_\_ ENDING #4

This is essentially the default ending, the one you get simply \_\_\_\_\_ for failing to meet the conditions for any of the other endings. Go through the game, letting at least one person escape, but NOT letting anyone find the Timenoid grail and leaving the ruins in Chapter 17. Play through the remaining chapters and finally defeat King Eclypse at the end. Afterwards, because you destroyed the Timenoid reign, the humans descend into chaos, struggling among themselves for power. Way to go. REWARD: You can now create the Evil Kick, a wall trap that fires enemies clear across the room, for 5000 Ark.

FINAL REWARD: Once you have obtained all 4 endings, all of which were saved in the same file, load the last clear data to start a new game. You can now create the Suezo for 6500 Ark. This rock-type weapon does the highest damage out of any player trap. It is the round yellow one-eyed monster from Monster

Rancher, another Tecmo game series.

SECRETS

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Okay, really this section should be titled 'Secret' (singular), because there's only one: At the start of the game, if you name your character "Astarte" you get a 2800 Ark bonus. Astarte was the name of the main character from Kagero's prequel, Tecmo's Deception.

Legal Info

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Contact Info

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As you know, I am Syonyx, though in real life they call me Marc. I am always open to comments, questions, kudos, suggestions and intelligent criticism. Please direct all correspondence to: syonyx fags at yahoo dot com.

I have produced many video game guides, mostly for the Sony Playstation. I invite you to check out my entire body of work, which can be found at: http://www.gamefags.com/features/recognition/35729.html

And I guess that about wraps it up. I hope you enjoyed the game and my guide, and that you got some sadistic pleasure in tossing around your enemies like rag dolls, savouring their bloody deaths. I certainly enjoyed revisitng the game to write this guide. Anyway, let's just keep our fingers crossed that Kagero II makes it over here to the Americas. Until then, try and get some fresh air.

Syonyx 2005.

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