

Koudelka FAQ/Walkthrough

by Mysticcat

Updated to vFinal on Jul 6, 2004

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Game : KOUDELKA (English version)

by Sacnoth/SNK 1999

Platform : Sony Playstation

FAQ author : Phan Nguyen Khanh Dan "Mysticcat"

Version : Final (2nd update)

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*Properties :

Created : June 29th, 2001

End : November 11th 2001

AUTHOR'S NOTE :

1/ Maybe someone thinks that this walkthrough is not specific. But the reason why I make it is for everyone to know the basics, know where to go and what important to do. If it's too specific that spoil your game and you wouldn't be fond of it when all the puzzles have answers.

Believe me, you don't need to follow this FAQs entirely because you enjoy your game when you beat it almost by yourself.

2/ This FAQs contain boss strategy which I write followed my best experience. So don't be against or surprise if my tactics are different yours. But I also accept good ideas from all of you to update this FAQs nicer.

Thanks.

G.E.N.E.R.A.L C.O.N.T.E.N.T.S. S.E.C.T.I.O.N

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1. I N T R O D U C T I O N

I have had this game for one year and beaten up already. This is a great game that I think it would be welcomed by many gamers. Why do I do this FAQs ? Because I feel it's necessary for new players of the game who haven't entirely understood it, such as my friend. So I decide to make this FAQs. It contains storyline, characters general basis systems and walkthrough. This is my first guide of a game so maybe it's not perfect. All of your ideas are appreciate. I have been opening the Frequently Asked Questions to answer your most common problems in the game. Please contact me at kthoa@hcm.vnn.vn.

2. L E G A L S T U F F

I HAVE BEEN THINKING MUCH ABOUT PROBLEMS OF THE FAQs. LET ME TELL YOU MY RULES :

- I WILL ALLOW ANYONE WHO WANT TO USE IT WITH MY PERMISSION. JUST EMAIL ME AND LET ME SEE YOUR WEBSITES WITH THE FULL CREDITS OF THE FAQs, THEN I WILL HAVE MY DECISIONS.
- IF YOU WANT TO GET MY FAQs NOT TO DISPLAY ON WEBSITES, JUST EMAIL ME

AND LET ME KNOW YOUR REAL PURPOSE.

- THIS FAQS CAN'T BE ALTERED, PRINTED OR COPIED ANYWAY. FURTHERMORE, IT CAN'T BE USED AS MAGAZINE, GIFT OR ANY BUSINESS ACTIVITIES WITHOUT ITS AUTHOR'S DECISION.

I THANK ALL OF YOU WHO SPEND YOUR TIME TO READ THIS FAQS. BUT IT IS OWNED BY ME AND I DON'T WANT ANYONE TO USE MY OWN FAQS WITHOUT THE OWNER'S PERMISSION OR I MUST USE THIS LEGAL ACTION. PLEASE REMEMBER THIS PART.

IMPORTANT NOTES :

- THIS NOTE IS FOR THE WEBMASTERS WHO HAVE USED THIS FAQS WITH MY PERMISSION. THE COMPLETE VERSION OF THIS FAQS IS ALWAYS AT GAMEFAQS. SO CHECK OUT THIS FAQS EVERY MONTH BECAUSE I CAN UPDATE IT ANYTIME. OR AT LEAST 2 OR 3 MONTHS IF THE GAME BECOMES TOO OLD.

CURRENTLY THIS FAQS IS ONLY REALLY VALUABLE IN :

- GameFAQs - [Http://www.gamefaqs.com](http://www.gamefaqs.com)

One of the best gaming sites in Internet, including game guides of all kinds, cheats, codes, Dexdrive Saves contributed by the huge community of gamers. This site absolutely has all what you need about games.

- Neoseeker - [Http://www.neoseeker.com](http://www.neoseeker.com)

A heavy gaming sites, containing information about general game products, aw well as game guides, cheats and codes, screenshots, etc.

- Playstation Cheats - [Http://www.psxcodez.com](http://www.psxcodez.com)

An European gaming site about PSX/PS2 games, along with some special features for FAQ contributors and viewers.

- Cheat Code Central - [Http://www.cheatcc.com](http://www.cheatcc.com)

A huge and popular gaming site, always updated with newest and hottest cheats or codes.

- RPGamers - [Http://www.rpgamers.com](http://www.rpgamers.com)

An exclusive site about Role-playing games, ran and updated by Rob Hamilton, pretty good-looking.

- Playpalace - [Http://www.playpalace.co.uk](http://www.playpalace.co.uk)

A British gaming site including general info about games.

- <http://www.supercheats.com>

Another high-qualified gaming site, worth a visit.

THANKS A LOT

3. UPDATE/REVISION HISTORY

-Version 1.0 : (June 29th, 2001)

FAQs started. Yeah, I decided to make it because there are only a few FAQs for this game and I want to contribute something to help the players with playing it.

-Version 1.1 : (June 29th, 2001)

Added Save points. Some players don't know how to save. I think this menu might be necessary, too.

-Version 1.2 (July 6th, 2001)

Change Credits and Legal Stuff. These parts are very important.

-Version 2.0 (July 16th, 2001)

Repaired "Weapon". It must be more specific.

Added "Files" and "Patrick's creature". Files are the information you collect in the game. Patrick's creature is the guy who knows everything about him so I think this part is necessary, too.

-Version 2.1 (July 16th, 2001)

Added "Status Change" list. Oh no, someone still don't understand their effects. I decide it to added it, either.

-Version 2.5 (July 16th, 2001)

Added "FAQs". I have a lot of friends who are always stuck in the game and ask me. So I open this menu for the people who have questions or be stuck in some situation. Hope it'll be useful.

I also change "Legal Stuff", too.

-Version 2.6 (July 16th 2001)

Added "Item List". My friends complained that my walkthrough is long which is hard to find the parts they want, especially item location. I open this menu only for players who want to find items faster, not to have to read the entire walkthrough.

-Version 3.0 (July 20th, 2001)

Added "Scroll Items". Many people don't know what and where are these special items. So I make another menu for them to know the way how to find them.

Added "Added Passage" in walkthrough menu. I have completed the boss strategy for Gargoyle and Elaine in this menu. Check them out.

-Version 3.2 (July 21st, 2001)

Added "Common Items". This is useful for new players.
Change "FAQs".

-Version 4.0 (July 28th, 2001)

Added "Game Shark Codes".
Added "Element tips" in Boss Strategy
Repair mistakes.

- Final version (November 11th 2001)

This game has spent many times of repairing since June 2001. I decide to stop updating anymore.

From an email of reader, I repair completely mistakes to complete this final version.

On November 11st, 2001, I have decided to add more important things that many readers have emailed me. Sorry for not having written all your

needs. I will add more notes about the Pendant and explanation for some text parts.

- Final Version (March 26th 2002)

This was the first of my guide. Until now, I have made several better FAQs. I rechecked this one and saw I was too bad in designing the guide. So now I have redone it and made the guide better-looking. Many people need it, as I have received several emails asking about it. That's the encourage for me to fix it.

- Final Version, 2nd update (July 11th 2002)

After playing Shadow Hearts - the sequel of Koudelka, I decide to get back to this FAQ/Walkthrough. It was my first work, and it was still simple. At least, I need to change some formats of this guide, to make it look better and easier to read.

- Final Version, 3rd update (July 13th 2002)

Change some guide formats.
Remake the boss strategies.
Added extra sections.

4. C O N T R O L S

Original control :

- Triangle : Run/close
- Circle : Menu (status screen)
- Cross : Look/open
- Square : N/A
- Left 2 : Zoom in
- Right 2 : Zoom out
- Left 1 : Pan left
- Right 1 : Pan right

You can change this configuration in Menu Screen.

5. S T O R Y L I N E

In Scotland there was a big castle which used as a monastery and owned by a rich man named Patrick Heyworth. Elaine Heyworth - his wife died of a sea accident. Patrick found Elaine's corpse but he kept it for long time to revive her. One day he found some ancient documents of Emperor Alexander the Great about the Celt Indian's research of some magic about "calling dead soul" which is preserved by Vatican. Patrick soon came to Wales where he would make experiment, making a magical experiment to bring back Elaine from the other world. But the sequel for his crazy love turned into a terrible monster in the skin of Elaine and a lot of cruel monsters in the castle. Finally Patrick chose the death for

himself to escape from this terrible world and to see his wife. But it's not over yet...

6. C H A R A C T E R S

+ Main characters :

KOUDELKA IASANT

She is known as a powerful witch whose mystical power was given by the God since she was born. Because of this power, the villager got rid of her. She has grown up by herself and become stronger with her supernatural magic power.

At this time, being a witch, she hears the calling of the dead souls in Nemeton Monastery. She follows the calling and gets all the way to the haunted mansion.

EDWARD BRANCKET

Edward Brancket is an American traveller who gets lost in Nemeton Monastery. The reason why he gets lost here is still unknown. Koudelka meets him in the beginning of the game and he is saved.

JAMES O'FLAHERTY

The three secret books of the forbidden arts kept the Vatican was stolen, causing a big panic onto the Pope. James O'Flaherty is a Welsh vicar who was sent to look for the secret books. By some hints, he found out that Patrick Heyworth had own one of the books - Emigre Document somehow. So James decided to explore this place himself.

+ Other characters :

OGDEN & BESSY

They are the keepers of Nemeton Monastery. They were also the two helpers who had helped Patrick to do his evil experiment. Currently they are living in the mansion as keepers.

ALIAS

He is a thief who wanders in Nemeton Monastery and steals anything he finds. His identity is still unknown.

CHARLOTTE

She is the wandering ghost who goes after you during the game. Due to the given information, she had ever lived and grown up in the

monastery for a long time, before Patrick came. But a miserable accident in the sea has taken away her life. Now she exists in the monastery as a wandering ghost, as if she had got an unclean death.

7. BASIC TERMS

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A. HOW TO USE STATUS SCREEN

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- + Heal : fill your health
- + Status : see your stat
- + Equip : aimed weapons, armors, accessories
- + Items : Use, examine, discard or rename the items you collect
- + Map : see the monastery map (if you get it)
- + Formation : determine characters's positions.
 - Koudelka is the queen
 - Edward is the knight
 - James is the bishop
- + Read : read the files you collect
- + Config : change controls and system

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B. STATUS ATTRIBUTES

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1) STR : Strength

This attribute determines how much damage a character does in contact. No matter how high a character's STR is, it doesn't mean anything unless the character can hit his/her opponent. While raising a character's STR is important, remember to keep a balance between the character's STR and DEX.

2) VIT : vitality

This attribute determines a character's defense against physical attack, as well as that character's maximum HP. It's very important, as it directly affects a character's longevity.

3) DEX : dexterity

This attribute determines a character's chances of hitting his/her opponent in physical combat. No matter how high a character's DEX is, it doesn't mean anything unless the character damages his/her opponent with a hit. Remember to keep a balance between the character's STR and DEX.

4) AGL : agility

This attribute determines a character's speed. A character with a high AGL will be able to perform multiple actions to an opponent's one. It goes without saying that having a high speed can make the difference life and death for a character.

5) INT : intelligence

This attribute determines how powerful a character's magics are. No matter how high a character's INT is, it doesn't anything unless the

character can hit his/her opponent. While raising a character's INT is important, remember to keep a balance between INT and MND.

6) PIE : piety

This attribute determines a character's resistant to an opponent's magical attacks, resistance to an ally's healing magic, and that character's maximum MP. If PIE is raised too much, the character will resist even an ally's healing magic. Try to keep a balance between the character's INT and PIE.

7) MND : mind

This attribute determines a character's chances of successfully using magic attack and healing magic. No matter how high a character's MND is, it doesn't mean anything unless the magic is powerful enough to affect the target. Try to keep a balance between the character's INT and MND.

8) LUC : luck

This attribute determines a character's good fortune. It affects a character in many unnoticeable ways. A character may not even be aware of his/her good fortune, but will always appreciate having it.

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C. MAGICS
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1) Fortify magic :

The characters' general magic used to increase stats in battle.

- Fortify STR : increase strength
- Fortify VIT : increase vitality
- Fortify DEX : increase dexterity
- Fortify AGL : increase agility
- Fortify INT : increase intelligence
- Fortify PIE : increase piety
- Fortify MND : increase mind
- Fortify LUC : increase luck

2) Attack magic :

The elemental magic which you collect from some bosses (except Heal).

- Heal : cast Light magic
fill your health in battle, attack Undead Monsters.
- Flare : cast Fire magic
learn from the first boss.
- Geyser : cast Water magic
learn from Evil Plant
- Tornado : cast Air magic
learn from the three bosses Red, Blue and Green
- Megalith : cast Earth magic
learn from Mira
- Revive : revive allies
learn from fake Koudelka, Edward and James.
- Reflect : reflect enemies' magic
learn from the boss at Portrait Room.

If you can remember well the effect of all elements, you can win the battle easily. I have added the element tips in boss strategy to help you to use right elemental spells with them :

- Fire is the opposite of Water
- Air is the opposite of Earth
- Light is the opposite of Dark

- Normal and Mystic has no opposites.

* What is Undead Monster ?

The monster who is revived from the death as the other forms. They can be attacked by Heal magic which is Light elemental. The popular undead monsters are Mira boss, Mummies and Skeletons. Mummies appears a lot in the Graveyard and Inner Ground. Skeletons appears in Dungeon 2nd floor.

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D. WEAPONS

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I don't have a list of all weapons. But I give you some notes about using them :

Weapons also have their elements, except normal weapons. The damage of each weapon depends on its element and the opponent's element. If the elements of a weapon and its target are the same, your hit will full the opponent's HP. But if the weapon's element is the opposite of opponent's element, your hit will make a big damage. Sometimes a few weapons can drain ehemie's HP for you. They can also make a status change effect on enemies depends on what weapon you are using.

WEAPON ELEMENTS LIST

- Normal : non-elemental.
- Fire : weapons with Fire element, big attack at water monsters.
- Water : weapons with Water element, big attack at fire monsters.
- Light : weapons with Light element, big attack at Undead monsters, fill other enemies's HP.
- Dark : weapons with Dark Element, big attack at light monsters.
- Air : weapons with Wind element, big attack at Earth monsters.
- Earth : weapons with Earth element, big attack at Wind monsters.
- Mystic : weapons make damage on MP and drain MP of enemies.

WEAPON TYPE LIST

- Short-range weapon : stand near the enemies to attack, damage are medium :
 - + Knife
 - + Dirk
 - + Sword
 - + Heavy sword
 - + Knuckle
 - + Mitten
 - + Board
 - + Club
 - + Rapier
 - + Dagger
 - + Hammer
 - + Tabar
 - + Axe
 - + Mace
- Medium-range weapon : stand far 1 square away from enemies :
 - + Spear
 - + Horn
 - + Lance
 - + Trident

- + Scimitar
- + Glaive
- Long-range weapon : stand at any distance :
- + Pistol
- + Bow gun
- + Rifle
- + Shotgun

* Broken weapons :

Sometimes your weapons are broken at some level in using. At that time, you can't use them anymore.

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E. ARMORS and ACCESSORIES

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Armors and Accessories are equipment which help you to defend from enemies' elemental magic and increase or reduce some of your stats.

ARMORS

Armors also have their elements. Each type helps to be strong or weak against of some elements. There are :

- RAGS

Location : Random battles

Cloth "armor". When stuffed under armor can help absorb blows, but offers a little protection in and of itself.

- L MAIL

Location : Random battles

Cured leather armor strung together with metal links. A light armor that does not impede the wearer's freedom of movement.

- P MAIL

Location : Random battles

Armor made of large metal plates attached to one another by leather straps. Although it offers the best protection of any type of armor, it greatly hinders the user's freedom of action.

- ROBE

Location : Random battles

Robe decorated with mystic runes to enhance magical prowess. The runes are said to call upon the power of the earth spirit and thereby protect the wearer of the robe.

ACCESSORIES

Accessories have the same function to support armors. These are the kinds :

- RING

Location : Random battles

A simple silver ring. Engraved with a star to ward off evil spirits.

- J RING

Location : Random battles
Gold ring embedded with a large diamond.
Increases the magical power of whoever wears it.

- BADGE

Location : Keeper's Room, Random battles
A gold and silver medal decorated with a gemstone. Offers protection
of various kinds to whoever wears it.

- FLARE BROOCH

Location : from Charlotte
Woman's accessory with a multi-faceted ruby centered in a gold setting
; meant to represent the sun.

- STAR BROOCH

Location : from Charlotte
Woman's accessory with a golden statuette of the Holy Mother embedded
in a topaz ; the shape of the brooch in meant to suggest a star.

- PENDANT

Location : Inner Ground
Pendant with strong mystic power; given to Koudelka when she was young
by a gypsy.

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F. STATUS CHANGE LIST
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Okay, let me explain them here :

- Silence : -can't use magic,
 -cured by Panacea, Elixir.
- Poison : -gradually decrease HP
 -cured by Panacea, Antidote, Elixir.
- Paralysis : -do nothing.
 -cured by Panacea, Elixir.
- Drain : drain HP or MP.
- Reflect : Reflect magic

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G. LEVEL UP CHARACTERS/MAGICS/WEAPONS
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Each character/magic/weapon can level up by collect enough the
required EXP(experience)of each level. This is the list :

- * Level up characters :
 - Level 2 _ 400
 - Level 10 _ 10000
 - Level 20 _ 40000
 - Level 30 _ 90000
 - Level 40 _ 160000
 - Level 50 _ 250000
 - Level 60 _ 360000

Level 70 _ 490000
Level 80 _ 640000
Level 90 _ 810000
Level 99 _ 980100

* Level up magic/weapons

Level 1 _ 0
Level 2 _ 1000
Level 3 _ 2000

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H. SAVE POINTS

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* Main save points : It's the holy water which appeared after you defeat the bosses in special locations. Besides, your HP and MP will be fully restored there.

* Temporary save points : When you go to rooms, sometimes there are notes at the bottom of your screen which said the names of the rooms and a "S" letter at the end. At that time, you press the "Circle" button to save (original control).

TEMPORARILY SAVE POINT LIST

- ~~~~~
- Caretaker's Quarters, 2nd floor
 - Corridor 2nd floor
 - Dungeon 2nd floor.
 - Dungeon, Underground
 - Underground Tunnel
 - Underground Storage Room
 - Storage Room
 - Storage Room 2nd floor
 - Library 2nd floor
 - Library 1st floor
 - Triangular Hallway
 - Church, Left Nave 1st floor
 - Church, Left Nave, Stained Glass Room
 - Inner Ground, Church Door Side
 - Inner Ground, Patrick's Quarters
 - Inner Ground, Arbor Side
 - Inner Ground, Main Gate
 - Underground Corridor
 - Graveyard
 - Charlotte's cell, 1st floor
 - Dungeon, 1st floor
 - Patrick's Quarters
 - Vestry 1st floor
 - Church, Left Nave, Underground.
 - Church 3rd Floor
 - Church 4th Floor
 - Church 5th Floor

MAIN SAVE POINT LIST

- ~~~~~
- Herb Garden
 - Priest's Quarters
 - Underground Shrine
 - Holy Water Font
 - Archives

- Fountain
- Portrait Room
- Chapel

8. W A L K T H R O U G H

=====

A. DISC 1

=====

In the beginning of the game, Koudelka must fight the first boss of the monastery when she meets Edward.

BOSS STRATEGY : This boss is not hard. Stand at a safe distance and shoot it with the pistol Edward gave you. Just don't let it get close to you.

After defeating it, talk to Edward. He will join you. Then go to the next room.

CARETAKER'S QUARTER

~~~~~

Get the Potion on the floor. There are two doors which one of them is locked. Go to the other (the south one). First, climb the left ladder to get some Pistol rounds and the Monastery map on the barrel. There's nothing special in this room except some little stuffs. Then climb down and go to the right door. In the next room, get a weapon (It's a dirk with random element) behind the picture and go downstairs.

### KEEPER'S ROOM

~~~~~

It's the first door you see in the corridor. Get in and have a talk with the keepers of the monastery - Ogden and Bessy.

After the scene, you'll see that the room is locked with Red Key. Ignore it, continue to the next room in the end of the corridor - Kitchen.

KITCHEN ROOM

~~~~~

Head to the table near the fireplace. You'll have a little talk with Edward. Get the Normal Knife on the blooded table and some Cheese around. There are two doors here. One takes you to an area (get Panacea) with a lightened well. There's nothing special here. Get into the second door, collect some stuffs and weapons here (a hammer and a pipe) and go to the garden.

### HERB GARDEN

~~~~~  
You see a man collapsed. But first, you must fight a boss who is guarding the garden. Just head north, until...

BOSS STRATEGY : EVIL PLANT

HP : 1126

MP : 28

Difficulty : Easy

Element tip : Water and Earth

You can use "Flare" magic if you like. But I think the Normal Knife in Edward's hand can defeat it quickly. Equip Koudelka with any good weapon next to. This is not a tough boss. If you don't have the above weapons, use anything you have. Plants are afraid of fire. Got it ?

You'll get Icon's Necklace after defeating the boss. Wake the man up. Then he will join you as a new member : James O'Flatherty. Try to find the light holy water on the bottom screen. It's your save point.

Make your way back to the corridor and go upstairs. Go to the other door. There's a cage with some Pistol rounds here. Get them, then enter the next door.

CORRIDOR 2ND FLOOR

~~~~~  
Head to the end of the corridor 2nd floor to the right door. But before getting into it, you should accept some challenge :

-----  
BOSS STRATEGY :

\* Red - HP : 1225

MP : 96

Element tip : Fire

\* Blue - HP : 1225

MP : 67

Element tip : Water

\* Green - HP : 1225

MP : 67

Element tip : Air

Difficulty : Medium

These bosses are not tough but annoying. They attack continually after one another, sometimes causing Status changes. So try to do your best to make a lot of damage before they can beat you. At this time, I think using physical attacks against these bosses is a better idea than casting magic. So be careful.

-----  
Enter the door.

DUNGEON 2ND FLOOR

~~~~~  
Turn left to see a FMV about Charlotte ghost. Go to the only door here.

There are a lot of corpses and skeletons. You may find a locked chest here but you don't know the code to open. Just leave it. Go to the next room, open the wardrobe on the right and fight a female mummy :

BOSS STRATEGY : MIRA

HP : 1225

MP : 62

Element tip : Undead monster

Difficulty : Easy/Medium

This boss is rather slow. Just use your powerful magic to beat it. As I said, it's an undead monster. So if you like, cast Heal magic on it and give it a gentle death.

After the fight, you open that wardrobe and grab the Rope. Then return to the end of the dungeon where you meet Charlotte, use the Rope to climb down. There's also a door here. At this time, I remind you to encounter some random battles here, cuz your next bosses would be very tough if your magic weren't strong enough to deal with them. At least you have to reach Level 6-7 in order to defeat the next bosses. There's some Dried Food in the corpse in the end of the dungeon way. After preparing, enter the door.

PRIEST'S QUARTER

~~~~~  
Enter this room. "Something's not right...". Don't forget to grab the Red Glass Part on the floor. You can see a colourful mirror in the room. It's also a Save Point. Step on it and...

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BOSS STRATEGY :

\*Fake Koudelka - HP : 784

MP : 44

\*Fake Edward - HP : 961

MP : 14

\*Fake James - HP : 841

MP : 40

Element tip of all : Dark

Difficulty : Medium/Hard

These bosses are a bit annoying. Use your powerful weapons and magic. Megalith is good now. The fake Edward will attack you continually in close distance. Fake Koudelka often stands in one position to use magic, sometimes she also attacks directly. Fake James is rather wise : standing in a far corner to use magic. I have told you to level up before encountering this battle. Fake Koudelka and Fake James can kill you instantly with just two of their magic. So you need to be stronger to deal with them. Your magic now must be able to damage at least 500 HP of them. Don't forget that James can heal himself when you deal too much damage on him. Kill Fake Koudelka and Fake Edward by your magic first. Then all attempt to take Fake James. Koudelka is strong at magic, so I think it's good to have her take the attacker's role. Have Edward and James support her.

-----  
Put the Red Glass Part on the colourful mirror, you will know the number of the safe to get "Guard's diary". Go to the next door in Priest's Quarters : another dark room. But then you will know that you are dropping to the under floor by someone...

=====  
B. DISC 2  
=====

JAIL

~~~~~

Now you are trapped to a cell. Get some items here (Pistol Rounds). Then go around the cell for a while. Press the enter button until there appear some words "You see a pile of corpse". Then head to the door of the jail. You again meet Charlotte. But now it's not an ordinary talk. You will fight another boss sent by her.

BOSS STRATEGY

HP : 1225

MP : 44

Element tip : None

Difficulty : Easy/Medium

This boss is easy to beat. Some magic can make him death. If you had defeated the Fake characters easily, this boss would be nothing but a piece of cake.

After that, there's a hole broken on the wall. You have no more choice, so go into it. You will see a terrible corpse of a woman. Get some weapons (Mace and Knuckles) and next to the left.

DUNGEON UNDERGROUND

~~~~~

You'll see a door which is locked with Green Key. Valna and Vigna - two mummies in front of the door keep the key. DO NOT get it or you would fight a crazy battle :

-----  
BOSS STRATEGY :

HP : ????

MP : ????

Element tip : None

Difficulty : Very Hard

Your attacks (Magical or physical) now are useless. Don't make them angry or you will fight forever. If you have encountered them, just escape at the beginning...

-----  
Find another door in the end of the dungeon way and get in it. This is a large circular hallway. Remember the acid tank on the right. You'll need it later in the game.

UNDERGROUND SHRINE



~~~~~  
Turn left and find this room which have some fountain...with a boss :

BOSS STRATEGY : MAD FRIAR

HP : 3025

MP : 168

Element tip : Unknown

Difficulty : Medium/Hard

This boss begins to be hard. But you still beat it easily with your powerful equipment. You can let Koudelka use magic, Edward fight directly and James heal them. Have Edward stand in front of the others to protect them. Have Koudelka and James stand at lower row : Koudelka casts attack magic, and James casts Fortifying spells to increase the attackers' status (I recommend Int) or heal them.

Grab Icon's Ring from the boss. Get out of the shrine and go to the farther left room.

STORAGE ROOM

~~~~~  
Remember to take the Bow Gun. It'll be a very important weapon for the next fight. There are two doors, one of which is locked by Red Key. Go to the other one. There is a staircase on the left. But remember a white space on the wall beside, later it'll be an important item. Go upstairs and pay attention to FOUR SYMBOLS in the left corner. It's some kind of puzzle and you need them to solve. Get into the door and take "Stone Table", "Old Letter", "Lion Statue" and continue the next door.

HOLY WATER FONT

~~~~~  
No need to say. Step on the font and wait for what will happen next.

BOSS STRATEGY : DARK YANG

HP : 2916

MP : 250

Element tip : Water

Difficulty : Medium

It looks like a tree, so it's easy to find that it's afraid of fire. This boss is not tough but tremendous. You can use Tornado, Flare or Megalith to defeat it. But be careful. It can make you Silent anytime (can't use magic). With physical attacks, use any Fire-elemental weapons against the boss.

Collect Icon's Earring from this boss. Go to the right door.

STOREROOM

~~~~~  
A thief is running that make the chandelier drop. Remember to get "Daniel's Arm" in the mess of the chandelier, then chase after him and... fight !!?

-----  
BOSS STRATEGY

Alias - HP : 2116  
MP : 84

Bargage - HP : 1296  
MP : (none)

Element tip : None  
Difficulty : Hard

This thief likes to use gun. He is rather dangerous. You can't use magics to beat him because he can avoid easily. Now magic is only effective with the annoying bargage. It's time for you to use bow gun. Choose Koudelka to use it. The others will heal. This bow gun increases a lot of STR but it's also very annoying as you must prepare an arrow after each beating time.

At first, use Megalith or anything spell to get rid of the Bargage - the best protectors of the thief. Once Alias loses his protector, he will show himself. Have Koudelka use the Bow Gun to shoot. The reason I think you should select her is that she has high agility. Have James and Edward heal or cast Fortifying STR/AGL. One attack of Alias can instantly kill you. So be extremely careful and heal the victim as soon as possible.

-----  
Get Brown Glass part and Red Key from Alias. Return to the white space on the wall which I noticed you before, to grab the "Goat Statue".

STORAGE ROOM

~~~~~

Use Red Key to open the door in the Storage Room, get the Music Box. Remember to pay attention to the RED SYMBOLS written on the wooden box.

STOREROOM

~~~~~

Return to this place. Try to find a door on the wall with a lot of boxes below. Climb the boxes to get into that door.

CARETAKER'S QUARTER 2ND FLOOR

~~~~~

You have returned to Caretaker's Quarter 2nd floor. Head to the room where you saw the keepers Odgen and Bessy, using Red Key.

KEEPER'S ROOM

~~~~~

Search the room and grab Dragon Statue. Then you can find Valna's Doll and a Mask in the next room. Try a look at the picture on the wall. It tells Koudelka about the horrible sea accident. Then she sees Charlotte in her mind... Maybe this was why Charlotte died and became a wandering ghost. Besides, you can find a Badge in the desk next to the entrance door. After finishing up, return to Storeroom again.

STOREROOM

~~~~~

Go to the door in the end of the corridor (next to Alias's body).

STORAGE ROOM 2ND FLOOR

~~~~~

You will see 16 symbols which some of them you meet formerly. First, find and step on the SYMBOLS WITH RED LINE you see on the wooden box. Then step follow the WHITE SYMBOLS you saw at the corner. Remember not to step on unnecessary tiles, even if they block your way to the next right ones. If so, try to step diagonally until you reach the right ones, but don't touch the wrong tiles. The whole code will be spoiled once you get a wrong tile. So be careful. The door will open. Why not go there ???

#### LIBRARY 2ND FLOOR

~~~~~

First, go to the way in front of you to get Ochre Glass part. Beside there is a chest locked by Greek code (You don't need to open it now). Go downstairs. You'll see a clock. Grab the ammo and turn right to a room which have some old printers. There's a scene that Koudelka sees the window above the clock open. But reality, it only opens when you have "Relief Piece". Go to the next door.

ARCHIVES

~~~~~

Get Blue Glass Part, then put Lion Statue, Goat Statue and Dragon Statue on the door. Get into it and fight a boss :

---

#### BOSS STRATEGY : KIMAIRA

HP : 4225

MP : 211

Element tip : Unknown

Difficulty : Hard

This boss is rather hard. You should have at least one character for healing. Try to use your magic. Don't let it cause status change to you or there will be a lot of troubles. Just repeat the same strategy as you fought Mad Friar. But this one is a little more difficult.

---

Get Icon's Crown from this boss. Come to the plant and have a talk.

Return to the previous room which has printers. Put the "Stone table" on the left printer. A new path appears.

#### LIBRARY 1ST FLOOR

~~~~~

Continue to the end to get disk. Next to Triangle Hallway.

TRIANGULAR HALLWAY

~~~~~

Go straight to Church Left Nave 1st floor.

CHURCH LEFT NAVE 1ST FLOOR

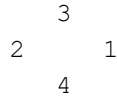
~~~~~

Find and take "Relief piece". So you know what to do. Make your way back to the Library area with the clock.

LIBRARY

~~~~~

Put it on the clock to find a new way. Come in and hear a melody. This melody is from the music box. Hear it and remember. Step 4 buttons on the floor :



Go inside the unlocked room.

CHURCH LEFT NAVE, STAINED GLASS ROOM

~~~~~

Take the Green Glass Part on the floor. Return to the Church Left Nave 1st floor to the left door, put all the Glass Parts on the mirror. A door in the main hall will be open. Go to that door and toward the light...

BOSS STRATEGY : GARGOYLE

HP : 8836

MP : 774

Element tip : Air

Difficulty : Very Hard

This boss is indeed invincible. Now you only have Koudelka. Even you have 3 characters, you can't finish it easily. Run away !!! This boss is a sidequest. You can meet him later whenever you want. But now save your own life and flee.

... ..

=====

DISC 3

=====

Now you are out of the church. About the boss, just wait until you are stronger. But remember, the stronger you are, the stronger Gargoyle is. In disc 3 and 4, his HP can be more 30000.

INNER GROUND

~~~~~

Now there are three ways. But so far they are all around this monastery. Try to find all four huge statues in the courtyard and put Icon's necklace, Icon's ring, Icon's Earring and Icon's Crown. They are all around in the ground. After that, go to find this below place.

INNER GROUND - ARBOR SIDE

~~~~~

You can see a door which is behind the flowing waterfall before you put the jewelries (now it doesn't flow anymore). But before getting in,

check the stairs in the upper right to go to Inner Ground Main Gate.

INNER GROUND - MAIN GATE

~~~~~

At first, you can find the Pendant on the fountain. This is a very important item and you MUSTN'T miss it anyway. After that, go straight right. You can find the holy sword Sacnoth held by a statue near the gate. But you can't get it until you defeat Gargoyle. Gargoyle's power has sealed it. Sacnoth is one of the strongest weapon of the game.

#### INNER GROUND - ARBOR SIDE

~~~~~

Then return to the warefall door and get through it. You're going to a terrible place (Punitive Room). There might be some events happening. I won't spoil it, enjoy yourself. First is the guillotine covered by blood. Climb down the ladder and...

You will meet Edward and James in the other side but now you can't join them. In this room, the important thing is Blue Key next to Bessy's corpse. If you like, you can get a Shotgun and a Pocket of Blood in the bloody room. After that, get through the only door you can go.

UNDERGROUND CORRIDOR

~~~~~

Reach here and continue.

#### UNDERGROUND CORRIDOR CENTRAL

~~~~~

Straight to Underground Corridor Central, a boss is waiting for you...

BOSS STRATEGY

HP : 5329

MP : 384

Element tip : Earth

Difficulty : Easy/Medium

Although you only have Koudelka, you can beat this boss easily. Use your powerful magic or weapons if you can. This boss like to use physical

attack than magic and it often stands close you. So heal your health frequently. It's very stupid. Just attack and move at the same time. It is an Earth monster so it's afraid of Air Magic. Do your best with Tornado.

Go to the left path. If you see a statue of woman who is stuck on the wall, use the pocket of blood to drop on it. The statue will collapse with a secret room behind. There is a monster inside. But don't worry. It doesn't beat you. It said it's a monster which was caught by Patrick. This monster is not an important character. But if you talk to it each time you go in, it will give you new information about the monastery. It also explains to you about the mysterious power of "Daniel's Arm" and a lot of miracles. Go out and pass the bridge. It takes you to a Graveyard.

GRAVEYARD

~~~~~  
Grab Vigna's Doll near St.Daniel's grave. You can pray here if you like. Sometimes you will meet Roger Bacon around here. Around here, you can find Charlotte's tombstone either. Go up the stairs in the left to return to Triangular Hallway.

#### TRIANGULAR HALLWAY

~~~~~  
A door is opened for you to reach Edward and James who are waiting for you in the printing room. Try to find them. Here you have two decisions : One is beating the boss (have a talk). Or if you don't want to fight the boss, you can do this 2nd decision (a FMV scene will appear) by returning to the Greek-code-chest-to-get-"Sophia's letters". Koudelka has already known the code because of the order of the glass parts. If you don't want to beat Charlotte boss, go to check the Greek chest to get Sophia's Letter.

DUNGEON, UNDERGROUND

~~~~~  
Now return here to meet Valna and Vigna, giving them the dolls and get Green Key. Go into the room beside them.

#### CHARLOTTE'S CELL

~~~~~  
After some steps, the tables and chairs will fly and beat you. Now the items you get depends on your previous decision. If you see a FMV that Koudelka gives the letters to Charlotte, you'll receive Flare Brooch. If you have a talk, you will receive Star Brooch. Let me explain about this complex episode :

EXPLANATION ABOUT CHARLOTTE BOSS

Charlotte could give you the Flare Brooch or Star Brooch depending on if you give her the "Sophia's Letters" or not. If you give her "Sophia's Letter", you'll be attacked by the furnitures (regular enemies). After that, Charlotte will disappear remaining the Flare Brooch. If you don't have the letters to give her, after being attacked by the furnitures, you must fight another boss. That boss is Charlotte herself.

BOSS STRATEGY : CHARLOTTE

HP : ~3200
MP : Unknown
Element tip : Fire
Difficulty : Medium/Hard

Use physical attacks to fight her (Bow gun or Mace). Magic is not very effective. If you don't have powerful weapons, Geyser is the best magic. Charlotte has the only attack which is to cast blood making a mediocre damage but annoying because she is very fast and attack you continuously. Sometimes she makes you Silence and Poison.

When she dies, she remains Star Brooch.

Continue on your way, use Blue Key and try to reach Patrick's Quarter 1st floor.

PATRICK'S QUARTER 1ST FLOOR

~~~~~  
There are a lot of doors here. One of them (the south one) takes you to the old courtyard. So don't go there. Now pay attention to the others. First, go to the right door by climbing the box. The room inside is dark. Move the light statue and put a switch to turn on the light, try to find the secret library and search for a while. Then go out and go to the left door of the stair, put the disk in some machine and get Research Notes.

#### PORTRAIT ROOM

~~~~~  
Forward here to fight a boss who comes from the Save Point.

BOSS STRATEGY

???? - HP : ????

MP : ????

Element tip : Water

Difficulty : Medium/Hard

Fight this boss as usual. But don't let it stand close you. Use Flare or Megalith to defeat it.

You will have a talk about Elaine's portrait, then return to Patrick's Quarter 1st floor.

PATRICK'S QUARTER

~~~~~  
Then go to the left door on the stair. Rememer to pay attention to the row of books on the shelf. Then you head to Patrick's office. Try to find the Empty Bottle and some other items, like Roman Nuts and a paper written with Patrick's weight. You should return to the acid tank I said in disc 2 to fill into this bottle.

Come to the fireplace and open the trap to climb down (if you don't pay attention to the books, you can't open it). You will see a white scale, try to find Patrick's weight (between 20-30kg). Go to next room to get Tindex Box on the corpse.. There's an unlock door. Koudelka says she won't go until finding out more about Elaine. So return to the secret library area and try to find Roger. Until Roger provides you more info about Elaine, you can go through that door.

#### VESTRY 1ST FLOOR

~~~~~  
There are four dolls on the altar. Rotate the first and the fourth doll to open the left door. You can find the solution for these dolls by talking to Patrick's creature. Then reach another Vestry. First go to the right way to reach another room. Run north, you see something on the wall. Lighting up the Tindex Box and get the sword Lifedrinker (this is a wonderful weapon). Now return to the Vestry and go to the front door.

CHAPEL

~~~~~  
A boss is waiting for you here. Prepare carefully before stepping on

the platform :

-----  
BOSS STRATEGY

???? - HP :????

MP :????

Element tip : Air

Difficulty : Hard

This boss is very hard to fight.

# Physical Attack Tactic : You can use the Lifedrinker or Sacnoth and all your patience. Lifedrinker or Bow Gun are heavy weapons that reduce your speed very much. But anything is that not all your hits are correct. The boss is freak and wise. Using physical weapon will take you a long time and big patience to defeat this boss.

# Magical Attack tactic : Magics are rather useless if you don't choose the right time to cast . Try to have at least a character for healing and using fortify magic for the attacking character. If you have many scroll Items, the fight will be easier because each scroll can make a lot of damage followed its element. But if you still want to use Magic, don't cast when the boss is moving desperately. It will absorb every magic. Just use when it's in ordinary state. This boss often acts desperately suddenly that you can't guess. So it's best to have a high Agility, but not very high .

-----  
After defeating it, return to the Acid tank and get some Acid into the Empty Bottle. Then return to the room where you see the row of books. Koudelka and Edward talk to Roger again. James makes a bomb by the acid you get.

=====  
DISC 4  
=====

VESTRY 1ST FLOOR

~~~~~  
The bomb makes an explosion on the thick door in the left. Pay attention to a corpse in the center of the room. Then find the organ on the top of the church and press People, Secret, Pain, Light (this info is in the old letter). Return to the corpse, there's a new way.

CAUDRON OF LIFE

~~~~~  
Go down and use "Daniel's Arm" and see some FMVs...

CHURCH

~~~~~  
After the burn, try to go upstairs. A lot of roots will attack you on your way. These roots are very annoying. The best magic are Flare and Tornado. But be careful with the roots catching a corpse. This root can't be killed by Magic. Try to use your best weapons such as Lifedrinker, Crossbow or Gargoyle Claw, even the Sacnoth. Now you only have one choice : going to the higher floor to meet Elaine. Elaine will chase after you. Here you must have the Pendant to continue, or then you'll meet Troubles. You'll fight Elaine when she catches you :

BOSS STRATEGY

Elaine 1 - HP : 11881
MP : 435
Element tip : None
Difficulty : Medium

In this battle, physical attack is useless. Try to use magic, especially Tornado. You can have a character to heal and fortify.

Run ! Run until you can't run anymore...

BOSS STRATEGY

Elaine 2 - HP : 22801
MP : 1020
Element tip : None
Difficulty : Medium

In this battle, magic are useless. Try to use Lifedrinker, Sacnoth or any of your best weapons. Frequently heal and fortify your main character in the battle.

Run again ! Run to the dead end, to the highest floor of the monastery. Elaine turns into a fierce monster and...

FINAL BOSS STRATEGY

Elaine 3 - HP : ????
MP : ????
Element tip : None
Difficulty : Hard

- Use Scroll Items if you have
- Store Panaceas to cure when necessary
- Level up your character as high as you can
- Use Magic to beat her
- Use your most powerful weapons such as Gargoyle Claw or Sacnoth.
- Your HP at least are more than 4500

It's hard to have a good tactic. But I think the best way is trying to level up your characters as high as you can. It's really a tough boss...and...finally, discover different endings yourself... or you can see my additional passage I have just added.

CONGRATULATIONS ! YOU HAVE BASICALLY COMPLETED THIS GAME.

...BUT DON'T FORGET THAT YOU STILL MISS SOMETHING. I LET YOU ENJOY THE ENDINGS YOURSELF. BUT IF YOU ARE A REAL GAMER, CHECK THE BELOW PASSAGE TO GET ONE OF THE ENDING AND DEFEAT GARGOYLE.

-----ADDITIONAL PASSAGE-----

BOSS STRATEGY : GARGOYLE

- Use Scroll Items if you have except Air Scroll.
- Fight him before 11 hours 11 minutes 11 seconds
- Disc 3 is the best time to fight when you have all Koudelka, Edward and James.
- Level up your characters as high as you can, at least Level 45 and

least HP is 4500. The higher your HP and stats are, the more percentage you can win.

- Use every magic except Air Magic.
- Choose a protective character in the front
- Cast Reflect on your front characters.

Beating Gargoyle is harder than beating Elaine very much because he is very fast and strong. His HP are more than 30000. So be careful and always patient ! Or if you are the most patient, try to find at least 5 Scroll Items to beat Gargoyle except Air Scrolls (Gargoyle is a flying monster). Remember, Air magic is not effective with him.

9. I T E M L I S T

- Monastery map - 3rd floor
- Icon's Necklace - from Evil Plant boss
- Icon's Ring - from Mad Friar boss
- Icon's Earring - from Dark Yang boss
- Icon's Crown - from Kimaira boss
- Red Glass Part - Priest's Quarter
- Brown Glass Part - from Alias, the thief
- Ochre Glass Part - Library 2nd floor.
- Blue Glass Part - where you put 3 statues
- Green Glass Part - the clock in library
- Green Key - Dungeon, 1st floor
- Red Key - from Alias, the thief
- Blue Key - from Bessy's corpse
- Lion Statue - where you get the Old Letter
- Dragon Statue - the keeper's room
- Goat Statue - the strange white space
- Valna's doll - the keeper's room
- Vigna's doll - Graveyard
- Rope - from Mira boss
- Stone Table - where you get Old Letter

- Daniel's arm
- Music Box
- Relief Piece
- Pendant
- Bottle of Blood
- Disk
- Empty Bottle
- Tindex Box
- Mask
- Storage room
- Storage Room, Underground
- Church Left Nave 1st floor
- Inner Ground Main Gate, Fountain
- under Punitive Room
- Library 1st floor
- Patrick's laboratory
- the dark room under Patrick's lab
- the Keeper's room

10. F I L E S

 GUARD'S DIARY

1st June 1716

It's been two month since I left Canterbury, owing to my stay at St. Claire's. Lord Webster had said that the weather would be warm at this time of the year, but it's still brisk in the fishing village lining the coast.

After days of being knocked about in a carriage, I have finally arrived at Nemeton Prison - an evil-looking place, leering down on a barrel plain from atop a cliff battered by the chill sea breezes.

Lord Webster told me to keep the strictest confidence. I cannot say what lies within this old, lonely building ; only that while I'm yet young, I have been a guard many years, but I have never seen nor heard of a gaol built in a place such as this.

While Lord Webster didn't tell me much about the prison's history, it is easy to imagine the part this foreboding place played in quieting conspiracies and political struggles...Although I do not look forward to spending my days here,

I have no choice.

My family depends on it.

2nd June 1716

Nemeton Prison... A hell on earth. While conditions here are no worse than Newgate, they are no better. I had imagined it would be so, but imagining a thing and actually experiencing it are different.

I shudder to think of the countless souls imprisoned here over the centuries.

There are people from all walks of life here-from members of the Pale removed from contention for an inheritance to simple barbers locked away to prevent them from repeating what they innocently heard while performing their jobs.

Locked away... and tortured, and killed. My research into the prison's

records show the only a select few of those sent here were ever convicted of a crime.

This is not the simple prison it claims to be. It is rather simply a dungeon, where those in power seal away those without it who stood in their way.

How ironic that this place, built as a house of God, should become a house of horrors, forsaken by Him !

3rd June 1716

I have discovered something nearly impossible to believe - because I do not wish to. According to the prison's records, from 1632 last year, over 8200 people have met their maker withing the walls.

And these are only those for whom they are records... How many more hapless souls have died locked away here, with no one ever caring ?

4th June 1716

Today, I was ordered by the warden to watch over the prisoners in the west wing. Although this is my first assignment since arriving, I do not look forward to it. This is different from punishment some simple beggars. What sort of man could take pleasure in beating women and children ?

Received a letter from Mum in Southampton today. She complains that I wasn't able to attend my sister's wedding. Apparently, she married a Gibbs boy-one of the wealthier land-owning families in the area. I'm sure she'll be happy; she's been brought up well and should have no problem fitting into even a gentry family.

It seems like just yesterday she was a baby, following me around clutching her favourite little doll. I'm fiercely proud of her, though, even though I worry she may have been pampered a bit too much.

I wish her the best of luck as she now starts her own family.

5th June 1716

We began the "questioning" of Prisoner 27 today. The warden tells us he was instructed to do so by one of the nobles currently in favour with the Crown. He looks to have been a man of good learning and some standing.

He broke down and cried like a baby after the iron was pressed into his chest. Knowing he will never be released, we need not take care to leave him whole.

I am used to using water or a rack - something that would not leave a mark - for such things, but there is no purpose, no design to convert a heathen or bring about repentance.

Here, the punishment is only meant to cause as much pain as possible until death.

A job is a job, and while I have no intention of taking it up with the warden, I still have reservations what we do here - after all, we are still nominally employees of the Crown. Getting paid to inflict pain on others - are we no different than common ruffians ?

6th June 1716

Torturing people has become a daily routine. And there is no shortage of tools here - whips, chains, Iron Maidens, Spanish Boots, cages, spiders... Even some I had never seen or heard before coming here.

I must admit I am impressed at the ingenuity of the human mind, and the way that it can create such a myriad of ways to inflict pain upon another living being. But which is worse - those who think of such devices, or those who use them ?

All those we torture beg us to kill them, but we instead keep them alive that they may suffere more. There is no rest for them - not now, not ever.

14th August 1716

Received a letter from Mum today. She says my brother is wanting to go to some fanct school in the east and needs money. Why he would want to go to such a place is beyond me. Imagine - a university graduate in our family !

I wonder what Pa would think...

I know she gets some money from my sister's family, but I'm sure she doesn't want to always be asking for handouts from her daughter.

I want to help ; I want to do as much as I can for my family.

31st August

The mad woman in solitary confinement has died. If there is such as thing as fate, she must have been born under an unlucky star. Shewas a merchant's daughter whose hand had been promised to the heir of a wealthy family, but he had a change of heart and abandoned her.

He eventually married a nobleman's daughter, and was adopted into the family, which had no heir.

She was brought here to keep her out of the public eye. She kept the wedding dress she never got to wear until the day she died. I wonder - who is more insane, her or us ?

26th September 1716

A strange rumour is making its sounds amongst the prisoners. The number of people who say they have seen a sign from God in the night sky is growing.

None of the other guards believe there is such a thing, but such rumours are often a sign of trouble. I hope nothing happens...

3rd October 1716

Torture, pain and death. These fill the days of all who live here. I have come to envy those who quit living. Dear God, have mercy on my soul. I did not come here to become an executioner.

I have pleaded with the warden to have pity at least on those suffering from illness, but he turned a deaf ear upon my please. In the end, there are only two things people care about : Power and Money. They who have it use it, they who do not only suffer.

13th October 1716

I feel as if I'm losing my mind. I can no longer bear to hear the screams of those trapped here. Could I help them would, but since I cannot, I do not wish to share their confinement a moment longer.

Were it my choice, I would quit this place at once, but my family looks to me for support. I cannot let Lord Webster, who found me this job, down - I must repay his confidence in me.

The other guards say that I will grow used to it soon enough, that I should not let myself be affected by trivialities.

Trivialities !

Can they not hear the screams ! I understand now... They are as mad as any of the prisoners... That, then, is my fate - I, too, shall end up mad, just like them.

29th October 1716

Woe unto you that desire the day of the Lord !

To what end is it for you ? The day of the Lord is darkness, and not like. As if a man did flee from a lion, and a bear met him, or went into the house, and leaned his hard on the wall, and serpent bit him.

Shall not the day of Lord be darkness, and not light ? Even very dark, and no brightness in it.

(Book of Amos, Chapter 5)

1st November 1716

I am writing this after having awakened by gunshots in the middle of the night.

There are screams of joy and anger throughout the building ; we are being attacked by an armed band.

Apparently, the "sign of God" the prisoners had been discussing was actually a signal from people outside the prison plotting to aid their incarcerated friends.

The freed prisoners are going mad, killing the guards and other staff. Their positions reserved, they flee for their lives but are hunted down, beaten, killed, even burned alive.

I find a strange satisfaction in watching them, they who were so drunk on power and wealth, dying like insects at the hand of those they brought they were masters of.

The mob is sure to make its way here in time. The time of our-my-judgement is upon us.

Do not grieve for me, dear sister. I will welcome them with open arms, as a fellow suffer and sinner. Even now, I hear footsteps. They are just outside my door...they...

PLOT EXPLANATION : This is a diary of a guard who has worked in this monastery some centuries ago. He reported what he saw and what he thought about the events in the "cursed place". The monastery has ever been a prison covered by tragedies and pains as he wrote that even this guard didn't want to live suck like this.

OLD LETTER

"He performed the SECRET experiment to forget the PAIN of love. May all PEOPLE be saved by God's divine LIGHTS."

PLOT EXPLANATION: This weird letter in reality shows you the way to solve the Pipe Organ puzzle. But it looks like a curse.

SOPHIA'S LETTERS

Letter#1

My dearest Daughter Charlotte

As I sit in silence struggling to write this letter to you in English, I sense the arrival of winter is near at Arden Castle.

I feel it makes me a bad mother since I am unable to make you happy.

I cannot lament enough how my selfish affair has entangled so many people, including you, my dear, who were sent to Wales to encounter many sorrowful experiences.

I probably will never see you, nor your brother nor your sister again.

But one thing that will not change is that you are my beloved daughter.

You are the daughter of the man whom I loved from the bottom of my heart, Phillip Christopher.

I am sure you must resemble him greatly. You were blessed when you were born, and that you are still alive is testament to that fact.

I often wonder what the color of your eyes is, and how it would feel to run my hands through your hair.

I can't help but to dream about the day I meet you, although deep down inside I know that day will never come.

We might be far away from distance, but we are always together in my heart.

Please take good care of yourself.

Your mother
Sophia D'Lota

Letter#2

My dearest Daughter Charlotte

Five summers have already passed since you entered this world. I think I must have written over 20 letters now. Despite my poor penmanship, how happy it makes me to know that my feelings are being conveyed to you.

I wonder what I should tell you today. I think I will talk about your father. Your father, Phillip Christopher, is a son of Count Von Koenismark, Sweden's Artillery Inspector General. Your father was a childhood friend of mine, and I am the daughter of a Duke.

Unfortunately, Phillip and I eventually had to part. Due to the inevitable circumstances of our country, an arrangement was made so that I was to marry and be queen to Count Hannover and spend days filled with hardship. It was your father who came into my life again and saved me.

Your father and I spent many years loving each other. It's a fact that I fell in love with somebody, although I was already married. Some would that a secretive affair, but our love is genuine and pure, especially when compared with the marriage arrangement with Count Hannover which was stained with politics and power.

Please forgive your foolish mother.

Your mother
Sophia D'Lota

Letter#3

My dearest Daughter Charlotte

Please allow me to celebrate your 12th birthday with you. May God's blessings and grace be with you.

What would you like for your birthday ?

Would you like a raspberry cake ?

I should like to get you a beautiful dress along with a golden hair ornament and brooch. I want to braid happiness into each loop of your hair.

Then you could dance in the Court like a precious jewel.

My dear Charlotte, are you well ?

I hope you haven't become sick.

I only wish to make you happy even if I have to sacrifice my own life.

Is that a wish that cannot be granted ?

I would like very much to get to know you. Even if it's only a glance, I want to see how you've grown up.

There isn't a day that goes by that I do not pray for your well-being I try not to lament, but...

I love you from the bottom of my heart.

Your mother
Sophia D'Lota

PLOT EXPLANATION : Sophia D'Lota might be a person in the monastery who had died in the same accident that Elaine died with her daughter Charlotte. Koudelka has seen this when she looks at the old picture in the Keeper's Room. She doesn't live with her daughter and she misses her very much. Patrick's creature says that these letters were never delivered.

RESEARCH NOTES

September 10th, 1895

Rain

With the monastery renovation completed, I have finally moved in with Ogden and Bessy.

It's been a long road since I first procured the Emigre File.

Even after referencing literature of all ages, the rendering of the text still remains a difficult task. Though it has been four years since I first laid eyes on it, never once has its enigma left the recesses of my mind.

Contained in it are countless descriptions of the source of the energy that is the secret to life's existence-the Druids's cryptic experiment taken from the ancient Celts and recorded by Alexander the Great hundreds of years before Christ.

Branded a forbidden enterprise, it was kept hidden by the Vatican's cardinals in the depths of the Pope's quarters for a very long time. And now, I have it in my hands. I have reached Wales, the land referred to in the text.

I will fulfill my wife Elaine's resurrection at this monastery, built by Saint Daniel Scotus. Of course, I am aware that my act could prove insolent in the eyes of the Lord. And however people may censure my actions, the love I have for my wife will never cease. I ask for you Lord, to turn your eyes away for a short while.

November 16th 1895

Rain

The more I learn about this monstery, the more eerie the structure appears to me.

Ogden mentioned that the hospice had been full of coprses at one time a few hundred years ago, and I have become aware of an oppressing sense of mortal sin as I walk through the underground passageways.

I can feel haunting spirits everywhere. But according to the Emigre File, the power of such resentful spirits are considered the driving force behind reviving the Druid's cryptic experiment. I plan to fill this place with the all-consuming ire of three spirits.

Even though I may burn in hell for these sins, If Elaine can be brought back to life, I shall have no regrets.

December 5th 1895

Rain

I found out what the cauldron hidden in the basement held the key to the secret. Even though the book had mentioned it, the well-positioned trick door kept us from locating its whereabouts.

The cauldron looks as if it is made of gold, but upon closer examination, the surface is so old that one cannot determine how long it has been in existence. I would guess that it is a prehistoric artifact made a few thousand, or maybe even tens of thousands of years ago and left to sit. We must quickly set up an altar and begin preparation for our ceremony.

December 16th 1895

Rain

I ordered Ogden to acquire some livestock. 320 chickens and 43 pigs were purchased through a supplier in town.

I arranged for ground transportation but the fog did not help expedite the undertaking.

I expect to be busy as soon as the delivery arrives. Animal offerings are an integral part of the Druid's experiment. The cauldron must be

filled with the freshest blood and fresh. This is where it begins.

February 24th, 1896

Rain

The third experiment. Still no response. Even though I follow directions and offer thee proper prayers, there are no signs of the spirits gaining any strength. I must return to the book and reread some part since I cannot proceed if there has been more misunderstanding of the text.

Is there a problem with the way I conducted the experiment or are the offerings insufficient ? Regardless, I need to think this over. Even though I may arrive at a terrifying realization, it is too late to fear anything now. I have come too far to be impeded by fear. I am sure Ogden will understand.

March 19th, 1896

Rain

Return from London.

The specially - ordered carriage seems to be working very well.

I have three women in the baskets in the back.

I lured some victims out of an alley in the east end, had them sniff some chemicals and pull them into the carriage. But, since I was not used to my new role as an abductor, it took me more time than I had planned.

I could not have done this without Ogden's help. I'm deeply grateful to him.

March 25th 1896

Rain

I am still at a loss. I can't make up my mind.

Even if I can bring Elaine back to life, are my actions forgivable ?

I balk when presented with this dilemma.

Bessy has been taking care of the women I've kidnapped; it's better than them freezing in some corner of London.

I hope this small gesture of kindness will be considered as a priori act of repentance. I wonder if my small kindness will have any significance when help up to the horrendous act I am about to commit.

March 31st 1896

Rain

I must my mind up. I must.

April 3rd 1896

Storm

Dear Lord, I have without a doubt committed a crime no human should have committed. I conducted the Druid experiment using the flesh and blood of the victims.

I sensed the incredible energy of the spirits culminate into one when I poured the women's remains into the cauldron.

As I had thought before, this is human flesh that needs to be offered up to fully release the effects of the procedures.

What a frightening, arcane process this is.

The sounds of fury in the women's death screams have not left my ears.

But I must go on.

There is no turning back now.

April 12th 1896

Rain

Once again, I perform the procedures. I once again round up four

victims from London. Even though they are all old with barely a thing to live for, when I contemplate taking their lives, it leaves me sick to my stomach. It may be due to my doubts that the spirits did not rise to such a powerful strength as before.

I may have to use a younger, more vibrant source of energy. The book says to fill the cauldron with energy of haunted spirits. I wonder how many victims the cauldron must swallow to be satisfied.

June 15th 1896

Rain

I do not have enough victims. The saintly presence of Daniel Scotus inhibits us from claiming authoritative power.

I have concluded that it will be necessary for us to offer many more lives before we are finished here.

I have since found 35 more victims for seven separate experiments, but the spirits have not responded with much strength. For me to accomplish the resurrection, I am in dire need of the culminated strength of the spirits.

I must come up with a way.

I must come up with a more efficient way to produce my victims.

July 15th 1896

Rain

I finally received the first shipment of my victims. Ogden was right when he suggested that we should offer the lord of the slave trade an enormous amount of money for this matter.

He has no compassion for human life.

The victims are not given much information and arrive at the monastery expecting a routine night's work.

It is not necessary for us to go hunting for prey in town. With a few sugar-coated lies, there are plenty of people that climb right into the carriage. There is no one that will dark speak of what is to become of them.

September 9th 1896

Rain

Poured the remains into the cauldron. The energy levels in the cauldron have clearly increased which makes me happy since it proves that I am heading in the right direction.

It seems that lately I have become more efficient at performing the tasks required for the procedures.

However, Ogden and I cannot expect to become much more productive as it is impossible for us to hire help since we must keep this matter purely clandestine.

I have decided to place an order for a laboratory table from an equipment manufacturer in Manchester.

It will take about a month to make but once we receive this, we will be able to manage many more experiments.

October 3rd 1896

Rain

Butchered three bodies since morning. After lunch, we made repairs to the bell tower of the main church. After dinner with Bessy and Ogden, I butchered three more bodies. The lab table has proven its worth.

The spirits have certainly increased in strength. At this rate, I may finish preparing for Elaine's resurrection before All Saint Day.

October 14th 1896

Rain

Six bodies butchered in the morning. Five in the afternoon.

One after dinner.

November 1st 1896

Rain

How I have been awaiting this day. The day to conduct Elaine's resurrection ceremony has finally arrived.

The cauldron is brimming with the remains of my victims.

This monastery is now consumed by the energies of the preternatural spirits. Even a saint could not hold his ground against the powerful energy of these hexed spirits. I took Elaine's body, which had been preserved in chemicals for this very day, and placed it on the altar.

I then began reciting the ceremonial chant.

Elaine, you are still as beautiful as ever. I love you so much. Please forgive me for calling back from the land of the dead.

November 7th 1896

Rain

What is going on ?

I have lost all hope,

All my efforts and dreams have been only an illusion.

The tree of life that grew upwards out of the corpse, as if wrapping Elaine's body, was certainly the manifestation of the Druid's cryptic experiment that I had been seeking.

If God is capable of creating beings out of nothingness, then this indeed is a man-made example of His work.

But to my horror, the image of my resurrected wife displayed in a flower petal looked just as she did before, yet it lacked a human soul.

Indeed,

It was a monster.

Dear God, is this the punishment you have chosen for me ?

What have I accomplished by victimizing nearly two hundred innocent people ?

My only hope in life lay in believing that resurrection was possible and dreaming of the day when my wife Elaine would join me here on earth once again.

Now I have nothing but a cauldron full of blood and hexed spirits, and a soulless monster.

Is this the end that has been awaiting me ?

Dear Lord, have you no mercy ?

I only have one path left to follow.

I have lost too much.

I cannot even find words to apologize to Ogden who has lent me his strength along the way.

Now I only long to sleep in peace with my wife.

PLOT EXPLANATION : Here Patrick has reported most of the process to revive Elaine, involved with Odgen and Bessy - whom you met in the Punitive Room. That is a terrible work couldn't be forgiven. He touches in blood of many people just to revive his crazy love. It's worth for him getting a miserable ending.

* Other files :

PATRICK'S MEMO : It shows Patrick's weight which is in his laboratory.

Maybe you know that Patrick had a strange creature locked in a secret room. This creature knows everything about Patrick and his family. Sometimes if you are stuck in the game, it will help you if you ask it. These are the creature's guide I copied from the game. Most of them are very confusing. Just read to understand :

- "The grave... St Daniel's grave... grave of the girl..."

The creature wants to notice you the Graveyard where Saint Daniel and Charlotte's grave are located. SOMETIMES you can find a secret weapon (Daniel's Cross) behind the Daniel's grave.

- "If you have the research diary... The Emigre File... Roger..."

The creature notices you about the Research Note and the Emigre File Roger is possessing. I don't know if we could have this file.

- "If you go... fourth floor... hidden sacred..."

The creature is mentioning Elaine.

- "Vigna and Valna... just want their dolls..."

The creature notices you to give the dolls to Valna and Vigna if you want to get the Green Key.

- "If you want acid... get empty bottle... Patrick's laboratory..."

The creature notices you about the Empty Bottle in Patrick's Lab.

- "Daniel's arm... holy strength... "

The creature notices you about the holy power of Daniel's arm with the Cauldron of Life.

- "Patrick... how could you do this to me ?"

I don't know what happened to the creature. It says Patrick has locked it here.

- "That woman...wrote many letters for children... but never delivered..."

The "woman" here is Sophia D'Lota who wrote a lot of letters to Charlotte but they have never come to the recipient.

- "Pipe organ... Move... Go below..."

The creature notices about the Pipe Organ puzzle.

- "They can be seen only in the dark... hidden doors... hidden books..."

The creature notices you about the corridor of secret library that you can go there in Disc 3. You can't find the door to secret library without turning off the light.

- "Soon...you will meet them soon..."

I don't understand.

- "Must stop... that Star Charlotte leaves behind... or the Flare..."

The creature notices if Charlotte could leave the Star Brooch or the Flare Brooch. You refer this in Walkthrough.

- "Where is the pendant you dropped ?"

The Pendant is a very important thing of Koudelka which contains magical power (See the Accessories List in Basics) that makes the creature surprised.

- "If you sound the disk... the last of Patrick's experiment..."
If you sound the Disc, you can get Research's Note.

- "The pair of dolls... the woman turns her back to him..."
The creature notices you about the doll puzzle in Vestry.

I have given this Secret Creature in my Shadow Hearts/Koudelka Plot Guide (located in www.gamefaqs.com/features/recognition/10477.html) in order to analyze about him : Who is he really ? And why is he here ? But I myself couldn't find an answer or any theory about him. So why don't you read it to give up your own theories ? I'm glad if you let me know and all your contributions are appreciate.

12. COMMON ITEMS

This is the list of the common items you often use in battle. You must know their functions before using, or it will confuse you.

- Breads : heal 150 HP
- Cheese : heal 250 HP
- Dried Food : heal 350 HP
- Potion : heal 500 HP
- High Potion : heal 1500 HP
- Whiskey : revive unconscious allies with a little HP
- Roman Nuts : revive unconscious with full HP and MP
- Listel : heal 40 MP
- High Listel : heal 100 MP
- Elixir : heal full HP and MP
- Antidote : cure Poison
- Panacea : cure Poison, Silence, Paralysis

13. SCROLL ITEMS

Scroll items are ancient parchments said to contain the power of Gods which make a very big damage on using in combat. Each Scroll Item has its element following the power of its God. These items are the best to fight the last boss or Gargoyle. Let me list them :

FIRE SCROLLS

Ancient parchment said to contain the power of the Efreet (someone calls Ifrit).

When used in combat, allow the reader to use Fire Magic.

WATER SCROLLS

Ancient parchment said to contain the power of Marid.

When used in combat, allow the reader to use Water Magic.

15. FREQUENTLY ASKED QUESTIONS

I didn't intend to open this menu. But my friends who are playing this game ask me too much about it. So I decide to make this part for everyone who have questions about the game. Maybe I'm not a "specialist" of Koudelka but I will try all efforts to answer your questions. In this menu, I display all the questions which I have had the answers.

Q : How can I level up my magic ?

A : Try to use it many times to get EXP. See my "Magic" menu. If you want to see how EXP you have, see "Status" menu of the menu screen.

Q : Are the light weapons really useless ?

A : Almost. But they are very effective with Undead monsters. See the "Magic" menu to find what Undead Monster usually is.

Q : I can't beat this game because they don't have enough save points.

A : See my "Save Point" part. You can use Temporary Save Point by going to the rooms which have notes and the "S" letter in the bottom. There are some new players who don't pay attention to this.

Q : How can I beat the last boss ?

A : This is really a tough boss. The best way is trying to level up your characters as far as you can. See my added part to know my tactics.

Q : How can I beat the last boss in Disc 2 ?

A : the same tactics as the last boss. Its name is Gagoyle which is really invincible.

Q : I'm stuck in the beginning of Disc 2 in the cell. Where do I go ?

A : Just go around for a while, collect ammo and press the enter button until there are the notes "You see a pile of corpse." Then around there, finally you go to the shut. Charlotte will appear to talk to you.

Q : What's the combination to open the safe in the prison ?

A : Go to the Priest's Quarter, grab the Red Glass Part on the floor, the put it on the colourful mirror where you fight the three fake Koudelka, Edward and James.

Q : I can't beat Valna and Vigna to get the Green Key. What do I do ?

A : It's not time to fight them because you never finish them. Just find another way.

Q : Why do I have to collect all Icon's Earring, Necklace, Crown and Ring ?

A : Because you need them to open a secret door. Just collect all of them and play to Disc 3.

Q : Where is the Goat Statue ?

A : It's the white wall beside the Storage room underground. You can only get it after beating the next boss in the Holy Water font.

Q : What is the order of the symbols on the floor of the Library ?

A : Do you remember the room where you get the Stone Table, Old Letter

and Lion Statue ? Get out of the room to the place where you see a bar of symbols on the wall corner. Use Red Key to open the room in the mechanic room (Storerroom), you'll see some red and blue symbols drawn on the box. First, step on the symbols on the box, then try to continue with the symbols on the bar without stepping on others. Don't worry if you forget, the game will remind you.

Q : What is Scroll Item and where do I find it ?

A : See my "Scroll Items" menu.

Q: How many endings are there ?

A : Three.

Q: How to get them all ?

A : There are 3 ways to make different endings :

- Defeat Elaine 3
- Lose Elaine 3
- Discard the pendant before beating Elaine 1.

Notes : The third ending is unreal. Because once you discard your pendant. you can't finish the game.

Q : What does the Mask do ?

A : Hm...I don't know really. Refer to "Scroll Items" section to know my experience about this thing. You can try it by yourself to check if I'm wrong.

Q : When does Charlotte drop Flare Brooch or Star Brooch ?

A : If you want her to drop Flare Brooch, get Sophia's Letters and give them to her. If you want her to drop Star Brooch, don't get Sophia's Letter. You'll fight her. Refer to Walkthrough.

Q : Where is the Sacnoth holy sword ?

A : It's in the Inner Ground-Main Gate, near the main gate of the monastery. You must check the place very carefully to find it. A statue of a man holds it and you never get it until defeating Gargoyle.

Q : Where is the Pendant ?

A : There are tons of people asking me about this. So I have added it in Walkthrough and here I repeat again :

- In the beginning of Disc 3, put all the Icon Jewels on the four huge statues in Inner Ground.
- Then go to in front of the Punitive Room, go down the upper right stairs.
- Find the Pendant on the fountain just after the Punitive Room.

16. M I S C H E L L A N Y

REVIEW

After playing the sequel of Koudelka - Shadow Hearts, I decide to change this review. I gradually enter game community, and my opinions about games have also changed with time. I bought Shadow Hearts all because of Koudelka's advantages. But after playing it, I have found

that Koudelka was not as bad as I expected, and it really had something 'bad'. It seems that I have given a too bad score to Koudelka when it is still one of my favourite games. So I think I should make a change : 7/10 - my fixed rating for Koudelka now.

Gameplay 9/10

The game is very good, better than I expected. I have had an entirely different sense while playing it. Being a RPG, but Koudelka is mixed with survival horror around the haunted monastery mansion. Having no background music to increase the horror level, it still makes you somehow fear in the first time playing through. I can't explain what I truly feel about it. Although Koudelka's horror is not as perfect as Silent Hill's, not as tough as Resident Evil's, I still feel that it's the most interesting horror ever. The battle system in Koudelka is still simple, but at least it gives you some interest that you can increase the characters' stats yourself. The mansion's design in Koudelka is no doubt incredible and truly ancient, that I want to enter it soon. Another thing of the game that may attract you is that you'll face events along your way. Some of them are just random, but they give you more curiosity and interest to continue the game, like the accident picture in Keeper's room, or the ghost of the dead girl who seems to have no relation with the main story. I think that's so enough for Koudelka to have a good gameplay. It's so good for the first masterpiece of Sacnoth.

Story 9/10

A good storyline ! The tragedy about the owner of the monastery and his crazy love. He loves his wife too much that he wants to be with her forever, even she has died. And then, the sequel of that love is the most terrible event. Finally, they both die which remains the monastery full of demon. A perfect tragedy with magic and mystery ! I like this kind of story. Maybe I'm odd, but my favourite storyline kind must be mysterious, interesting and simple. I see that many people like the stories with a bunch of confusing plots. It's better to have plots. But for me, it's more important at the quality of the story. A story which has many plots but low quality does no good. Koudelka's storyline has a high quality of interests and mysteries, which are my standard.

Characters 9/10

Honestly, the characters in Koudelka look better than the ones in Shadow Hearts. While the characters in Shadow Hearts seem to be completely Japanese comic style, the ones in Koudelka prove their realistic characteristics and their design is NOT Japanese style. Moreover, they look like real people in FMVs, in a PSX game. Most of the games are often affected by the beautiful art of Japanese style. But after Resident Evil, Koudelka is one of the only games which is not in that list. If you have played Dead or Alice or some other games, you'll see that the Western characters are drawn NOT differently from Japanese ones. Maybe they have blonde hair, blue eyes, etc, but they can't hide the Japanese-styled faces. But the characters in Koudelka are not like that. Edward is truly American with his figure, and James is truly a British as he is. And we can see that by their designs.

Enemies 10/10

I have added this enemy critic in Shadow Hearts, and now I must do the same with Koudelka, because Sacnoth's creations are so admirable. I can't believe that their imaginations are various and big enough to create a lot of monsters, with unique, outlandish, disgusting and frustrating figures. This is made even better than Shadow Hearts. I think the monsters' design of Sacnoth may be the most perfect design I

have ever seen, and no other games can reach that.

Graphic 7/10

I must agree with a player that the graphic in Koudelka is pretty bad. The colours of interactive objects (including the characters) are not real. If you carefully observe, you can see clearly that each character is combined from many art pieces, creating a hard moving object. Real and good graphic is the graphic which can hide the disadvantages of the revealing art pieces, and make you see that the character/object is completely smooth. But Koudelka didn't succeed at that. The dark background in battle fields somehow proves the disadvantage of graphic. Maybe the creators of Koudelka were not able to make impressive graphic, so then the dark background is their solution to reduce the number of objects in battle. Also because the characters and objects are combined from so many pieces, that reduces the speed of the game. The speed in battle is extremely slow. In ordinary state, it takes a moment to change screen. Generally, the graphic of this game is still so weak. But at least, I confirm that the FMV scenes are very lively and realistic, somewhat better than Shadow Hearts. Although the FMVs in Shadow Hearts are also high-qualified, they are still interactive, colourful than normal and blurless. But the FMVs of Koudelka is better-moderated and more realistic, especially the opening film, when Koudelka rides the horse to the monastery and enters the mansion.

Sounds 7/10

Last time I did criticize this part so strictly. So now I correct that the sound of this game is not bad. Although the background music is missing, at least the sounds of footsteps and impacting objects are lively and realistic enough. But they need to be more various. But the battle music of Koudelka may be the best, with the impressive melody.

Battle system 7/10

The characters' status is changeable by our decisions is the advantage of Koudelka's battle system. Each time you level up, your privilege is to select what attributes should be built up. Besides, Koudelka has a huge collection of weapons, along with many elements brought. You can find them in certain locations or random battles. Some weapons are unique. But I confirm that the characters' actions are so poor and slow. The casting-spell action is taken so long and repeated like crazy people. Then, another trouble is that your weapon is easily broken and then you lose all extra points which you have decided for each character with that weapon. Another thing troubles me is the status calculation. Sometimes they are not as correct as themselves, especially the Vit (Vitality). 'Vitality', in common RPGs, is the attribute showing the characters' longevity against physical attacks. Vit and HP (Hit Points) are separated. But in Koudelka, Vit decides the HP, so that you can't determine how strong the character can suffer the physical attacks. It may increase the HP, but how do you know the damage he/she takes from the hits? Also the same thing with Piety which decides your MP.

Speed 3/10

Very slow. When there are so many characters, the game spends time to remember each target. Some monsters cause status changes as Paralysis that makes the slower because of the continually hits of enemies. It's all because the objects are combined from so many pieces (as I said in 'Graphic' part) which it takes so long to read all of them each time the screen changes.

Replayability 5/10

I don't feel to be fond of it very much when replaying the game.

Although I have played many times, I never play completely each time. Koudelka doesn't as many as secrets and sidequests as it must do. If the game has more secrets and better speed, I may not feel hesitating to play it again and again.

Conclusion

To buy or to rent ?

The answer is free. To rent, it's only enough for you to know what this game is. But if you aren't appreciate to it, you will bore easily. To buy, you can enjoy it every time you can. I have bought it but I'm still happy of its great storyline. I think that this game is anyway better than Shadow Hearts. It shows Sacnoth's unique style of RPGs which the other experienced companies have not got yet. Shadow Hearts seems to have lost most of the unique characteristics to become a common RPG which is not very different from other RPGs. When telling about Shadow Hearts' battle system, people is reminded of The Legend of Dragoon created by Sony Computer Entertainment. But if I say Koudelka, whom will you be reminded of ? Of course, only them - Sacnoth.

Score

Gameplay : 9/10
Story : 9/10
Characters : 9/10
Enemies : 10/10
Graphic : 7/10
Sound : 7/10
Battle System : 7/10
Speed : 3/10
Replay Value : 5/10
Overall : 7/10

CONTACT INFO/LAST WORDS

Okay, I have finished my work. I hope you would be happy with this game...like me. This game has a lot of interesting episodes that maybe I haven't found yet. I only tell you the basics. The rest is for you. I assure you will find your fun when you could discover the miracles of the game by yourself. I can make FAQs for traditional RPG and survival horrors. You can see my others at Gamefaqs, too.

But remember, don't do plagiarism.

You can refer to some related works of mine :

- Shadow Hearts FAQ/Walkthrough

A full FAQ/Walkthrough for the great sequel of Koudelka - Shadow Hearts.

- Shadow Hearts/Koudelka Plot Guide

A Plot FAQ includes events and timeline of the stories happening in Koudelka and Shadow Hearts, along with the author's analysis and explanations.

Good luck !

MYSTIC CAT

17. CREDITS (SPECIAL THANKS)

I'd like to thank all the people who help me about this guide :

+ The owner of MIMI 100 Pasteur machine shop - thank you for giving me the basic episode of the Walkthrough.

+ Jeff "CjayC" Veasay - the creator of GameFAQs who let me log in the site as a member of message board and let me submit this first FAQs of mine.

+ [Http://www.videogames.com](http://www.videogames.com) - for game shark codes

+ Peter Judson from <https://www.neoseeker.com> - for displaying this guide on his Website.

+ [Http://www.psxcodez.com](http://www.psxcodez.com) - for displaying this guide on their Website

+ Sacnoth/SNK - for creating a great game

+ The game "Koudelka"- you are one of my favourite games !

+ All of the members in "Koudelka" message board - for helping me at unknown thing.

+ Thanks for all players who have read my FAQ and had questions to me.

Thanks everyone !!!

And again, this FAQ is owned by :

Phan Nguyen Khanh Dan

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