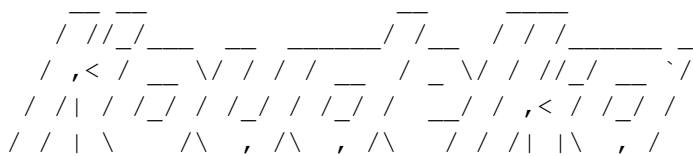


Koudelka FAQ/Walkthrough

by PeTeRL90

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VERSION Koudelka

FAQ/Walkthrough

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TABLE OF CONTENTS
=====

- 1.) Introduction
- 2.) Legal Stuff
- 3.) Tips
- 4.) Characters
- 5.) Walkthrough
 - a.) Disc 1 (D1A)
 - b.) Disc 2 (D2A)
 - c.) Disc 3 (D3A)
 - d.) Disc 4 (D4A)
- 6.) Bosses
 - a.) Disc 1 Bosses (BD1)
 - b.) Disc 2 Bosses (BD2)
 - c.) Disc 3 Bosses (BD3)
 - d.) Disc 4 Bosses (BD4)
- 7.) Items
- 8.) Statistics
- 9.) Magic List
- 10.) Secret Weapons
- 11.) Final Thoughts
- 12.) Credits/Thanks
- 13.) Version History

=====
1.) Introduction
=====

Howdy and welcome to my guide for Koudelka. Koudelka is a gothic horror RPG set in the 19th Century in Wales. Koudelka, a young witch, is called to the

Nemeton Monastery by a mysterious voice in order to investigate it. The game is a mix of Survival Horror and Turn based strategy battle system. I'll guide you through the game and hopefully make it as painless as possible for you to get through the game without getting a game over.

=====
2.) Legal Stuff
=====

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=====
3.) Tips
=====

Here are a few tips to know before playing.

-Try to spread out your AP points. For example, try to make Koudelka a powerful magic user, but at the same time, try to keep her VIT on a healthy pace to raise her HP.

-If you think you can't win, run. After a round or two, if you think the enemy is too strong for you, simply run away and find weaker enemies to level on.

-Try to level up a bit every once in awhile. This is especially useful around save points that completely restore your HP and MP.

-Always make a temporary save when given the chance. In some rooms, there will be an S on the room name. This indicates that you can make a temporary save. Push Circle to bring up the save menu.

-Explore every room carefully. There's a high chance that I missed something in any room. Check every shelf to every crack on the floor for items.

-Try to gather items early. Some enemies early in the game drop good HP and MP healing items, as well as armor that's extremely useful early.

-Remember that your HP and MP are refilled when you level. If you're close to a level, go bonkers with magic if it's Koudelka or James to level up your magic some. Don't worry about MP since it'll be refilled once you level.

-Level your magic early. Your weapons can break at anytime, so if you try to max them out early, you'll find yourself short on weapons. Magic, however, is useable at anytime unless you're low on MP or are Silenced. Level 2 Magic can be extremely useful early on.

For building your characters, I recommend the following:

Make Edward your Physical Attacker.

Make Koudelka your offensive magic user.

Make James your healer and stat booster.

James and Koudelka can go either way, or you can make both offensive and defensive magic users. The above is how my party is set up, though.

=====
4.) Characters
=====

I'll list the three playable characters in the game (NPC's may come later) and then recommend what build you should use for them.

NOTE: The Recommendations are just that: Recommendations. This is how I built my party. You're welcome to build your party however you want to.

=====
KOUDELKA IASANT
=====

-Koudelka is a young witch who was driven away from her village at a young age due to her powers and how it brought fear among her villagefolk. Koudelka is a cold, harsh woman and isn't afraid to let you know when you're a genius or a complete dumbass. During the stages of the game, her past will become less and less hazy, explaining why she is who she is now.

```
O-----O
| RECOMMENDATION |
O-----O
|     CLASS     |
|-----|
|  Magic User  |
O-----O
```

For Koduelka, you should focus on INT, PIE, and MND for the first few levels to make her useful early on. After awhile, start putting points into VIT and

AGL, but keep a healthy balance between the five. Example: What I did, was on some levels, I stuck all 4 points into VIT and then AGL and went back to working on her INT, PIE, and MND for a few more levels.

=====
EDWARD PLUNKETT
=====

-Edward is from America who is basically a thrillseeker. He came to the Monastery to find rumored treasure, and once he got there, he realized what kind of hole he dug himself in.

```
O-----O
| RECOMMENDATION |
O-----O
|     CLASS     |
|-----|
| Physical Atkr |
O-----O
```

For Edward, you should focus with STR, DEX, and VIT for the first few levels to get him at a decent strength early in the game. After awhile, start working on AGL and PIE. Neglecting PIE for Edward can be dangerous, so make sure to put a couple of points into it every three levels or so.

=====
JAMES O' FLAHTERY
=====

-James is a Priest from the Vatican who is sent to the Nemeton Monastery to find a certain document that was stolen from the Vatican. James is found about 5-10 minutes into the game. James tends to go on rants about God and works of poetry and stuff like that.

```
O-----O
| RECOMMENDATION |
O-----O
|     CLASS     |
|-----|
| Magic User    |
O-----O
```

James should be your second magic user. He can use either attack magic or healing/stat boosting magic. I used him for healing magic. On the first few levels, you should focus on his INT until his magic starts to do decent amounts of damage/healing. After then, start working on his INT, PIE, and MND. Don't forget to get his VIT and AGL up also.

=====
5.) Walkthrough
=====

NOTE: There are possible spoilers, so read at your own risk.

-----O-----O
DISC 1 | (D1A) |
-----O-----O

The game starts off with a person riding on a horse towards a huge Monastery. Upon getting off the horse and walking towards the Monastery, the person removes the rags around their head to show a beautiful young woman. Upon gazing at the Monastery, she climbs up it and carefully navigates across the roof before some of the railing gives out and she's left hanging near one of the windows. She decides to break the window and climb in that way. Upon going in, she spots a man supposedly unconscious. As she makes her way towards the wounded man, he awakens, thinking he's about to die. Not soon, a creature sneaks up behind the woman and she stabs it. The man attempts to shoot the demon, but ends up missing and throws the gun at the young woman, telling her to use it.

This battle isn't very hard at all. On your first turn, shoot at it and then choose Move and duck in the right corner. Shoot at it again on your next turn and run as far left as you can. Shoot at it again and it should go down for the count.

After the fight, head towards where the man is laying down. The two will introduce themselves; Koudelka and Edward. Koudelka will heal Edwards wounds. Once you regain control, head through the door Edward was slumped against.

Keep the gun equipped on Koudelka, as you'll find some weapons for Edward soon enough. In this room, examine the small red item on the ground to find a Potion. Grab it and head through the lower door, as the other door is locked and can't be opened just yet.

Grab the Pistol Rounds in this room and reload Koudelka's gun if you need to. Go through the door on the right now.

Check the painting in this room to find a Dirk. Take the Dirk and go down the stairs here and enter the first door. You'll encounter the Keepers of the Monastery. Watch the scene and you'll get some Pistol Rounds at the end of the scene. You'll be outside of the Keepers room. If you try to enter it, you'll realize it's locked and you'll need a Red Key. Well, we don't have that. Head down this hallway and enter the other door.

A scene will occur where Edward starts feeling ill and Koudelka tells him that she sensed a poison plant in the soup and that's why she didn't have some. Seems like the Keepers don't want to keep Koudelka and Edward at all. Head to the left once you regain control for an item and then head back and head up and go through the door here.

Follow the path and grab any items you come across on the ground as you make your way across the rooms. Now head back to the kitchen and where you found the Cheese and head through the right door.

Go down the small steps here and head to the table that's close to the screen. Examine for a Listel and Vital Hammer. Head to the right and examine the ground near the stoves for a Pipe. Head up past the ovens and enter the door here.

You'll see a man lying down on the ground, supposedly unconscious. Equip either the Vital Hammer or Knife on Edward and head to the left section of the room and examine the left side until a message appears saying a plant attacks you.

```

-----
O-----O
|           EVIL PLANT           |
O-----O
|   HP       |   WEAK           |
|-----|
|  1,100    |   FIRE           |
O-----O
|           DROPS                |
|-----|
|   Icon's Necklace              |
|           Geyser               |
O-----O

```

-This fight can be fought in two ways, both which are easy. If you equipped Edward with the Vital Hammer, have him get close to the Plant and whack it. Every hit you deal with the Hammer will heal Edward, so he shouldn't need to worry about health. Have Koudelka stand in a corner and cast Flare on the Plant. After awhile, Edward will hit the Plant for 0 damage. This indicates that it's about to die. One more Flare should take care of the Plant. If you're using a Knife with Edward, just keep a close eye on his HP as you slash at it. Either way you do it, this is an easy fight.

```

-----

```

Now that the plant is done for, go back down to the collapsed man and talk with him. He'll get up and introduce himself as James. After the scene, use the water that was behind James to save your game. Save points completely refill your HP and MP. While you're at it, get a couple of levels here for James as he's still at Level 1.

Once you're ready, backtrack to the hall where the Keepers are and go back up the stairs. Take the path and open the door at the end of the hall. In this room, grab the Listel and head through the door on the other side. You'll be outside. If you can, fight some battles here until you fight some Knights. Beat them to obtain some L Mails. Go through the other door up here and make your way upwards and you'll come across a scene where someone tries to snipe you from a building from the other side. Most likely the Keepers. Once it's over, keep going up and go through the door at the end. Head down the stairs and examine the door to the right. Once you do, another boss fight will begin.

```

-----

```

```

O-----O
|           RED IDOL             |
|           BLUE IDOL           |
|           GREEN IDOL          |
O-----O
|   HP       |   WEAK           |
|-----|
|  1,300    |   WATER           |
|  1,200    |   FIRE           |
|  1,000    |   ???           |
O-----O
|           DROPS                |
|-----|
|           Tablar               |

```

```

|           J Ring           |
|           Rapier           |
|           Tornado          |
O-----O

```

-This fight can be difficult if Koudelka isn't doing good damage with her magic. The Red Idol will most likely hide in the corner. The Blue and Green Idols will also move. Get Edward close to the Green Idol and smack it with whatever weapon he's holding. Have Koudelka cast Flare on the Green Idol and have James use Fortify INT and Fortify STR on Koudelka and Edward respectively (meaning INT should be for Koudelka and STR should be for Edward). Once the Green Idol falls, take out the Blue with Flare and Edwards attacks. The idols aren't much of a threat, but the damage can rack up quickly if you don't dispose of them quickly. For the Red Idol, after it's the last one standing, it'll turn horizontally, meaning it's ready to unleash a powerful attack. Try to take it out this turn. If you don't, it'll shoot magic out hitting Edward for well over 400 damage and Koudelka and James for 100 damage each. If you have an L Mail on Edward, he should be able to survive it. Just avoid using Flare on the Red Idol and keep hitting it with Edward and it should be gone soon.

If you wish, head back to the Herb Garden to refill your HP and MP and save your game. If you do that, head back to this room and go through the door.

Once in here, head up and then to the right. Take the door on the left once you come across it. Watch the nifty scene here (kinda creepy, too) and examine the closet on the right side of the room. Choose to open it to find a mummified creature.

```

O-----O
|           MIRA           |
O-----O
|   HP   |   WEAK   |
|-----|
|  1,300 |   HEAL   |
O-----O
|           DROPS          |
|-----|
|           Ring           |
|           Megalith       |
O-----O

```

-This fight is way too easy. If Koudelka has the J Ring on, which she should, have her cast Heal on Mira and it should do around 500 damage or so. Mira is pretty slow also, so you should be able to finish her off in about two or three rounds with Koudelka and James casting Heal on Mira.

Open the closet again to find a Rope Ladder. Grab it and head back out to the hallway and continue following the path. You'll stumble across an FMV with a little girl. She'll become important later on. Go to the edge of the platform here and use the Rope Ladder and climb down.

Examine the corpses here and head go up past the rope ladder and go left. Now go up all the way here and examine the corpse for Pistol Rounds and Dried

Food. Go back and take the door on the left. Go through the next door.

Pick up the red stained glass piece on the ground near the Stained Glass Window. Step up onto the platform in front of the window, and yet another fight will occur.

O-----O			
	DOPPLEGANGER KOUDELKA		
	DOPPLEGANGER EDWARD		
	DOPPLEGANGER JAMES		
O-----O			
	HP	WEAK	

	900	N/A	
	1,100	N/A	
	1,000	N/A	
O-----O			
	DROPS		

	Icon Earring		
	Panacea		
	High Potion		
	Revive		
O-----O			

-This fight can be a real pain in the ass. Once the fight begins, D. James will duck into either corner. D. Edward will run up and attack you, and D. Koudelka will cast magic on you. Needless to say, two magic casters are a pain in the ass, so either Koudelka or James has to go. I'd recommend James as he has the ability to heal the other Dopplegangers. Focus all your attacks on one Doppleganger at a time, and make sure to have someone on standby ready to heal. Once James or Koudelka is gone, focus on Edward, since he's probably doing the most damage. Then focus on either Koudelka or James, whoever is last standing. If you have trouble winning, level up to at least Level 6 and get Koudelka's PIE up to reduce the magic damage done to her.

Save your game at the holy water and step back down and a scene will trigger. After that's done, head through the door on the right to trigger an FMV. A few seconds later, the floor will give way underneath you, and you'll be prompted to switch to Disc 2.

-----O-----O
DISC 2 | (D2A) |
-----O-----O

Once you put Disc 2 in the tray, you'll find yourself locked up. Examine around the room until you get a message containing the word Corpses in it. Now head up to the bars and a scene will occur with James and Edward fighting. Soon, that little ghost girl will appear and will reveal herself as Charlotte. After some talking, she'll send someone to kill you.

```

O-----O
|           GHOST PIRATE           |
O-----O
|    HP      |    WEAK      |
|-----|
|  1,300    |    N/A      |
O-----O
|           DROPS           |
|-----|
|           Rifle           |
O-----O

```

-This fight is pretty simple. If you have a Level 2 weapon for Edward and a Level 2 spell (namely Flare) for Koudelka, this battle will be over before you know it. Have James use Fortify STR on Edward as he gets up close to bash the Ghost. Koudelka should use Flare which should do around 450 or so damage. You should be able to take him down before he gets close to you.

After the fight, a passage will appear after the wall crumbles to the left. Go through it. Examine around the room to find a Mace and Knuckles. Head around the table and go through the door on the left. You'll notice a door here with some corpses lying on the ground. The door is locked and we need a Green Key to unlock it. Ironically, the Green Key is right next to the door. DO NOT, I repeat DO NOT TAKE THE GREEN KEY. You'll fight an impossible battle.

Continue down the hallway and enter the door you come across. Examine the left side of this room to find a Whiskey and continue down the path. Once you come to an intersection of sorts, take the left path and you'll get the message "Something's Not Right...", indicating something. Move up a little and a boss fight will occur.

```

O-----O
|           EVIL PRIEST           |
O-----O
|    HP      |    WEAK      |
|-----|
|  3,050    |    N/A      |
O-----O
|           DROPS           |
|-----|
|           Icon's Ring           |
O-----O

```

-This is going to be your first true test. This boss is fast and he'll show it to you. He'll most likely move three spaces on the first turn. If you want to survive this fight, keep him away from Koudelka, as he has the ability to Silence you. Have Koudelka and James buff up Edward with Fortify STR and VIT for the first couple of turns, because this boss has some nasty attacks. One attack will hit whoever is near him for around 200 or so damage. Another attack will hit you multiple times adding up for almost 700 damage. Again, keep him away from Koudelka as you pummel him with Flare or any Level 2 spell you have and have James on healing duty, because Edward is going to take a lot of punishment in this fight. As long as James has a healthy supply of MP, you should be able to come out of this fight victorious.

After the fight, use the holy water to heal up and save. Now go back down and take the other path and go through the door here. Examine the right side of this room for some Pistol Rounds and go through the door here. You'll stumble across vast amounts of treasure and a scene. After the scene, grab the Crossbow on the table to the left of the treasure and the arrows across from the Crossbow. Go through the door on the left wall, as the other door is locked.

Go up the stairs here and grab the Listel on the table once you reach the top of the stairs. Check the corner of the wall near the stairs to find four symbols. Go through the door and pick up all the items scattered across the room here. Head through the door here. Head to the center piece in this room for a fight.

```

-----
O-----O
|          EVIL TREE          |
O-----O
|   HP   |   WEAK   |
|-----|
|  2,900 |   FIRE   |
O-----O
|          DROPS            |
|-----|
|          Evil Horn        |
O-----O

```

-This boss is easier than the Dark Friar, but he's still dangerous because of one thing: he's able to silence your entire party at once. You should have a healthy amount of Panaceas, so hopefully we don't need to worry about it. Start off by having Edward rush at the tree. Have Koudelka cast Fortify INT on herself once or twice and have James use Fortify STR and VIT on Edward. On Koudelka's next turn, have her use Flare. If it's at Level 2, it should do around 600 to 700 damage. Probably a little less. Always have James ready to heal or use items to cure Silence and have Edward whack the tree. As long as you keep silence off and keep Edwards health up, this fight is pretty much a guaranteed win.

Use the center piece to heal and save and then enter through the door on the rightside of the room. You'll encounter an FMV here. A chandelier will fall on your party and an arm will slide across the floor. Cute. Once you regain control, go pick up the arm and head up the stairs to encounter the culprit.

```

-----
O-----O
|          ELIAS            |
|          CRATES          |
|          BARRELS         |
O-----O
|   HP   |   WEAK   |
|-----|
|  2,100 |   N/A    |
|  1,000 |   FIRE   |
|  1,000 |   FIRE   |

```


From here, go down and go down the stairs in his room. Head to the right section of this room and grab the High Potion near the bookcase. Enter the door here and grab all the things in here. At the bottom of the room is a printing machine. Use it and the wall behind you will crumble. Go through the crumbled wall and grab the two items in this room. Exit and take the door to the left of the bed-like structure. Grab the items in here as well and examine the door in front of you. You'll put two statues in the door. We need the third one.

Backtrack all the way to the room where you fought the Evil Tree. Go through the left door in that room and go down the stairs and examine the stone tablet on the wall to obtain the last statue. Head back to the Library, but don't go down the stairs just yet. Go left from the entrance and go through the door here. Grab the items and head down and you'll find a locked chest containing letters from the Greek Alphabet. We can't open this yet, so head back into the Library and go down the stairs and into the room where you put the other two statues. Enter the door after putting the third statue in and go up to the center piece to fight a boss.

```
-----  
O-----O  
|           CHIMERA           |  
O-----O  
|    HP    |    WEAK    |  
|-----|  
|  5,000  |    EARTH    |  
O-----O  
|           DROPS           |  
|-----|  
|    Icon's Crown    |  
O-----O
```

-This boss really does look awfully like a Chimera. He's fast and dangerous, mainly because he can also silence your entire party just like every other freakin' enemy in the game. For starters, try to keep the Chimera away from Koudelka and James. Have Koudelka cast Megalith on the Chimera. If her INT is high enough and Megalith is Level 2, it should do around 1,700 damage. Have James use Fortify STR and VIT on Edward and do the healing as Edward should attack the Chimera with your strongest weapon. If you can finish him off before your entire party becomes silenced, you're in for a smooth ride.

Step down to the right to trigger a scene. After the scene, backtrack to the room where the wall crumbled to reveal a door and go through it. Head to the right and go through the door on the bottom. You'll be outside. Go to the left to enter the Nave. Grab the item sitting in the middle of the light and go through the door to the left. Go left and examine the Glass Stained window. Put all the pieces you have in and backtrack to the clock. Go to the right of the clock and climb up it. Once you reach the top, push the action button to place the item you recieved at the Navel in the slot and a path will open.

The music box will start playing. To solve the puzzle, first head to the top icon without stepping on any of the other ones. Step on the top one, and go to the icon straight across from the icon you're on (past the middle icon). Now go to the icon to the left of you, and then run across to the icon across from the one you're on now. If done right, the door behind you will be

unlocked.

Open the door and you'll encounter an FMV, revealing an old man in a coffin. After some talking, the old man opens and starts rambling and brings up the Emigre Document, and then falls back into his coffin. After the FMV is over, another scene will trigger and James tells you he's from the Vatican on a mission to retrieve the Emigre Document. After the scene, grab the Green Glass piece on the ground. Backtrack all the way to the Church Nave and enter the stained glass room. Put the last piece in and a quick glimpse of the locked chest with the letters from the greek alphabet will appear. Backtrack to where it is and you'll automatically open it. You'll receive a letter. Read it, as it's quite interesting.

Once you receive the letter, go back to the Nave and head through the now unlocked door. Head up from here to encounter an FMV. A huge evil mass will start forming, knocking Koudelka away from James and Edward. The creature is soon fully formed and Edward and James run away from it as it tries to dismantle them. Soon, it gives Koudelka a creepy look, and she's left to fight it on her own.

```
-----  
O-----O  
|           GARGOYLE           |  
O-----O  
|    HP    |    WEAK    |  
|-----|  
|    ----    |    -----    |  
O-----O  
|           DROPS           |  
|-----|  
|    -----    |  
O-----O
```

-You can't win this fight, so don't even try to. Just run away with Koudelka.

You'll regain control. Take a step down and you'll be prompted to switch to Disc 3.

```
-----O-----O  
DISC 3 | (D3A) |  
-----O-----O
```

Well, now that Koudelka is by herself, it's time to explore. Koudelka should be strong enough by now to fend off enemies with her magic before they get close enough to attack.

Head down and you'll come across a split. Take the left path to find a statue sitting there. Examine it and it'll ask you to put the proper Icon item in place. Do so. Look for other statues in the area and then take the other split at the beginning. Put the Icon items on the other statues you come across and then go back to the split and go down. Examine the right of the waterfall for an item. Head to the right and go up the stairs here. There's a save fountain to your right. If you put the Icon items on all the statues (you most likely missed one somewhere), then the water should be empty. If

it is, press the action button around it and you'll find an item called the Pendant. If you have no room for it, make room for it, as it's very very important if you wish to beat the game.

Head to where the waterfall used to be and enter through there and you'll find yourself in a room with a bloody guillotine. Yummy. Examine the room for some Rifle (?) Ammo and go behind the Guillotine and go down the stairs to activate an FMV. Someone whacks Koudelka on the head while she's having an... episode. She wakes up to find one of the Keepers of the house, Ogden. It seems ol' Ogden is a crazy old man that's been seeking revenge ever since the Monastery's owner, Elaine, died. He sharpens his axe and brings it above his head, ready to chop off Koudelka's head until Ogden is shot in the back by his beloved wife, Bessy. Bessy explains to Koudelka why Ogden is like that, and then puts her Shotgun under her chin and blows her head off.

Once the scene is over with, examine Bessy's body for a Blue Key and Rifle. Head down the stairs again behind the guillotine. Once down here, examine the back of the torture table for a bottle of blood. Take it and head to the door on the right to trigger a scene with Edward and James. Seems he wants you to meet up in the Library. Well, let's find a way there.

From where you are, head back down near the ladder and go through the door here. Follow this path all the way up until you reach a room with two doors. Head up for your next foe.

```
-----  
O-----O  
|         DEFORMED GIANT         |  
O-----O  
|   HP       |   WEAK       |  
|-----|  
|   5,200   |   WIND       |  
O-----O  
|         DROPS         |  
|-----|  
|   Shotgun RD   |  
O-----O
```

-Even though you only have Koudelka for this fight, it's actually pretty simple. If Koudelka has a healthy amount of Vit, you should have no problems here. By now, Koudelka should have her Tornado spell to Level 2. Use it and it should do around 1,600 or so damage. Don't worry about trying to run and hide from the Giant. Your HP should be near 2,000 or so by now. Just keep pummeling him with your Tornado spell and he'll be down for the count in no time.

```
-----
```

It's always nice to have a breather fight every once in awhile, isn't it? Use the save point and go up to the door on the left handside and go through it. Use the bottle of blood on the left wall here and a small passage way will form. Go in and examine the dead body (nice close up of the head by the way) to learn what happened in the Monastery. Head back and continue going up. Cross the bridge and once you reach the end, grab the Rifle Ammo here and climb up the stairs.

Go left, ignoring the gate for now and go left again and you'll come across a gravestone. Examine it and choose to pray and you'll trigger a scene involving the old man back in the Library area. Well wouldn't you know it.

It's everybody's favorite old broken down fart, Roger Bacon. Seems like he knows what happened in the Monastery. Roger will then unlock the gate you just ran past. Before going back, examine around below the gravestone to find the second doll belonging to those two kids guarding the Green Key. Now head back to the right and go up and up again to find another tombstone. Seems like this is Charlotte's tombstone. Now go back to the gate.

Go through it and you'll be near the Library. Go through the next gate and head through the right door and then through the door in the small passageway and you'll find Edward and James. Koudelka explains the situation and it seems that James knew who Patrick and Elaine were. Well, no time in playing 20 questions. We know where we need to go. But how do we get there? Simple. Backtrack all the way to the area of which you began Disc 2 at, where the door is locked with the Green Key.

Once you go there, examine the corpses near the door and reach for the Green Key. Choose to give the dolls back and you'll obtain the Green Key. Open the door. Go up the stairs here and go through the door. Go to the left of the table and you'll encounter your next foes.

```
-----  
O-----O  
|           CHAIRS           |  
|           CUPBOARD        |  
O-----O  
|   HP   |   WEAK   |  
|-----|  
|  4,500 |   N/A   |  
|  4,600 |   N/A   |  
O-----O  
|           DROPS           |  
|-----|  
|           Listel          |  
O-----O
```

-These are stronger versions of the furniture you faced earlier in the game. Try to keep both away from Koduelka and James. The Chair has the ability to Silence if it hits you, and the Cupboard has the ability to poison you if it hits you. Don't ask me how a damn chair can make you silent. It would look like the Chair is the first one to take down, but let's take down the Cupboard first. Use your strongest magic spell (or Flare) on it and it should do about 2,000 damage or so. Once it's done for, focus all your attacks on the chairs. Not really a hard fight. Just annoying due to the fact that you can be silenced by a damn chair.

Once the fight is over, an FMV will start up with Charlotte giving you a small glare. Koudelka approaches and tells her about the letters from her mother. After some more talking, Charlotte will start spazzing and then disappear.

Examine the item on the ground to obtain the Flare Brooch. Now go back through the door and you'll be in a different hallway. Go all the way up and unlock the door you come across with the Blue Key. Well would you look at that... if that doesn't scream Resident Evil 1, I don't know what does. Head to the left of the stairs and go up, grabbing the Shotgun Shells. Go up through the door here and insert the disc onto the box near the end of this hallway. Grab the item that becomes available and go through the door here to get the "Something's not right..." message. Go up to the center piece to

engage in another fight.

```
-----  
O-----O  
| DEMONIC CRAWLER |  
O-----O  
| HP | WEAK |  
|-----|  
| 9,400 | FIRE |  
O-----O  
| DROPS |  
|-----|  
| Automatic Pistol |  
| Reflect |  
O-----O
```

-Shut up about the name. You should focus on how this boss is a total pain. He's both fast and dangerous, as he can easily silence you. For some reason, he loves to attack Koudelka, so make sure to keep him away from her to at least avoid his physical attacks. For starters, he can use magic from afar to hit a character and it has a high chance of silencing them. Koudelka seems to be his main target. Equip Edward with a strong weapon and focus your first two turns or so upping his strength, as the boss has very high physical defense. After Edward is buffed, have him attack the boss. Koudelka should use Flare, and if it's at Level 2 or higher, it'll do around 2,200 or so damage. James should focus on the healing. This boss's physical attacks can do around 800 damage, which is why I told you to keep him away from Koudelka and James. Just keep Silence off of Koudelka and keep Edward healed and you should come out of this fight victorious.

Once the fight is over, heal and save. Before heading back out of this room, head to the door and go across from it to trigger a scene with Koudelka attempting to call Elaine's soul. Elaine will tell James and the others what happened to her body after she was murdered by the thieves. Looks like we know our objective now.

Exit back into the room with the stairs going up. Go to the stairs, but don't go up them and go across from them to unbolt the door here that leads to the beginning of Disc 3. If you haven't gotten the Pendant yet, do so. Remember, it's in the fountain. From the stairs in Patrick's mansion, go to the right and up and climb up the set of boxes and open the door here to find Roger. He'll start explaining who he really is. Roger is still a big ol' broken down sthilly head. Exit and head up the stairs. The right door is locked, so head through the left door.

Examine the shelf near you. Head down and check the cupboard to the left of you to find an empty bottle. Before going further, backtrack to where you fought the Evil Priest, and get some Acid from the Acid Tank. Once you get it, go back to Patrick's room and go back to where you got the Empty Bottle. Examine Patrick's desk to get Patrick's Memo and Rifle Ammo and Roman Nuts. Examine the Fireplace and a ladder will appear. Go down it and go step on the scale. You'll need to put in the Counterweight. Put in 25 and the door will unlock.

Open the door and examine the corpse to find the Tindex Box. Keep going down and cross the plank. Examine the door and you'll see a message saying you need to find something to dispose of Elaine's body. So where to go now?

Head back to where you found Roger in Patrick's mansion. You'll have another talk with him.

Head back to the door and go open it. Head straight and check the left and right sides of the center piece for Roman Nuts and Pistol Rounds. Check the center piece for another puzzle. Make the two dolls on the left face to the right and have the two dolls on the right face to the left and the door should open. Go through the door on the left. Pick up the Shotgun shells here and go through the door in this room. Head up and you'll get the "Something's not right..." message. Continue upwards and once you step onto the center piece, another fight occurs.

```
-----  
O-----O  
|      DEMENTED GOD      |  
O-----O  
|    HP    |    WEAK    |  
|-----|  
|   9,200  |    N/A    |  
O-----O  
|      DROPS      |  
|-----|  
|      Crossbow      |  
O-----O
```

-This boss is rather tricky. If you stay in the back row, the Demented God will also stay in the back row and pelt you with magic attacks that can possibly silence you. Sometimes your physical or magic attacks will miss. If his body starts moving all funky like, use physical attacks. If he just moves a little bit, use magic attacks. If you decide to stay in the back row, have Edward snipe the enemy from afar or use Panaceas to cure Silence. Either way, you should come out of this fight victorious without a struggle.

```
-----
```

Drop your Bowgun once you receive the Crossbow. Heal and save and head back down and then go to the left to find a new door. A cutscene will trigger. After the scene, you'll be prompted to switch to Disc 4.

```
-----O-----O  
DISC 4 | (D4A) |  
-----O-----O
```

NOTE: If you don't feel confident that you won't be able to take down Elaine, save your game on a separate save slot.

Once you pop the disc in, backtrack all the way back to Patrick's room to trigger a rather long scene with Koudelka and Edward getting drunk. Ah yes. Drinking. The pasttime that brings out the embarrassing ass in all of us. Koudelka will talk about her past and how she ended up like this.

After the scene, head back down to the door to trigger an FMV. Edward will shoot at what James made and the door will go boom. Go through the door for yet another FMV showing the tree. Go to the right and continue up a few screens and climb up the stairs until you reach an organ. The solution of

the puzzle is in the Old Letter. If you didn't get the Old Letter somehow, the answer is SECRET, PAIN, PEOPLE, LIGHT.

Go back down and and head up the small flight of stairs going to the center. Go down the newly formed stairs to trigger an FMV revealing Patrick's corpse. The party will be sitting around, when James stands up and starts pouring some highly flammable stuff. If you have anything to do, this is your last chance to get any levels or items. Once you're ready, examine the object near you and you'll be given a choice of throwing in Daniel's arm. Do so and an FMV will trigger with James burning down the Monastery. You'll now be outside of the Monastery.

Climb up the stairs to the left and then head to the right to trigger a fight against some roots. Simple battle. Just use Flare to dispose of them. Keep going right and climb the stairs. Follow the path for another fight. It's the same as last time, only one of the vines here has Patrick's corpse. Although it may be stronger than the other vine, this is still a simple battle. Use Flare to dispose of the vines.

Keep climbing until you reach the 4th floor. Head to the right on the 4th floor and go to the middle and go to the wall and climb down and walk inside the Church. This is your last chance to save. Once you're ready, head up and go around the huge flower in the middle and a message will appear on the bottom of the screen, triggering an FMV.

Elaine appears from the flower and tries to waste the party until Koudelka jumps in to shield them. Elaine will then start jumping and running all over the ceiling until Edward shoots her down. The party starts to run and then the FMV cuts off. Keep running up the stairs and you'll get a message indicating the Elaine has caught up with you.

```
-----  
O-----O  
|           ELAINE           |  
O-----O  
|   HP   |   WEAK   |  
|-----|  
|  9,000 |   WIND   |  
O-----O  
|           DROPS           |  
|-----|  
|           N/A            |  
O-----O
```

-Don't get too distracted by this awesome music. For starters, physical attacks will not hurt Elaine, so keep Edward in the back and don't do anything with him (unless he's your magic user). If you keep everyone in the backrow away from Elaine, she'll only use an attack to hit you for about 400 damage or so. Koudelka or James should have Level 2 or 3 Heal by now. If she uses her magic attack, you'll be poisoned. Thank god it isn't silence. Have Koudelka and James cast Fortify INT on themselves for the first couple of turns (healing inbetween if needed). Have Edward keep using Fortify INT on Koudelka or James as well, whoever has stronger magic. Once you're ready, start casting Tornado on Elaine. It should do about 1,600 damage or so to her. Probably more. Just keep your health up and you'll win.

```
-----
```

Keep running up the stairs, and Elaine will catch up with you again.

```

-----
O-----O
|           ELAINE           |
O-----O
|   HP       |   WEAK       |
|-----|
| 12,000    |   EARTH    |
O-----O
|           DROPS           |
|-----|
|           N/A            |
O-----O

```

-The second form of Elaine isn't much different from her first form, only this time, Physical attacks will hurt her more than magic this time. Like the last battle, keep everyone away from Elaine and she'll use her magic on you instead of her physical attacks. Her magic only does slightly more damage, but it's still pretty weak. Equip Edward with the Crossbow and start shooting at her. It may be slow, but if his strength is high enough, you should be doing over 2,000 damage with your shots. Have whoever has Level 2 Heal use it when needed, and have your third character use Megalith. It won't do high damage, but it will make this fight go quicker.

```

-----

Keep going up the stairs and you'll eventually reach the rooftop, where a scene will occur with Elaine transforming. Legs will shoot out from her and a huge spider like creature is our final foe.

```

```

-----
O-----O
|           ELAINE           |
O-----O
|   HP       |   WEAK       |
|-----|
| 17,000    |   N/A        |
O-----O
|           DROPS           |
|-----|
|           N/A            |
O-----O

```

NOTE: You don't have to win this fight. If you don't, you'll get the second ending.

Stats before fighting:

Everyone's HP should be above 4,000.

Koudelka's and James's MP should be around 500 or so.

-God I love this music. Elaine is bigger, faster, and stronger this time and she's not afraid to pull out any stops on you. Keep EVERYONE IN THE BACK ROW. Don't let everyone get scattered, because you're going to need to heal everyone at once. Keep the Crossbow on Edward. Elaine will stay in the back if you do (she did for me, anyways). There's always a possibility that she'll

approach you, but DO NOT SEPERATE YOUR PARTY MEMBERS. Have Edward pelt her with arrows as Koudelka or James (whoever has the highest Level Heal spell) should be ready to heal always. Elaine's attack that hits all your characters does nearly 3,000 damage to Edward, and just about 1,000 damage to Koudelka and James, even with nearly 99 PIE. However, her attacks don't poison you this time, but it's still very dangerous. You're going to need a lot of patience for this battle. It will take you several minutes. As long as you can keep your MP up and heal everytime you're hit, you'll come out of this fight victorious.

Now sit back and watch the ending you got.

Congratulations! You've beaten Koudelka.

Personally, I like the music in the credits.

=====
6.) Bosses
=====

-----O-----O
DISC 1 BOSSES | (BD1) |
-----O-----O

O-----O
| EVIL PLANT |
O-----O
| HP | WEAK |
|-----|
| 1,100 | FIRE |
O-----O
DROPS
Icon's Necklace
Geyser
O-----O

-This fight can be fought in two ways, both which are easy. If you equipped Edward with the Vital Hammer, have him get close to the Plant and whack it. Every hit you deal with the Hammer will heal Edward, so he shouldn't need to worry about health. Have Koudelka stand in a corner and cast Flare on the Plant. After awhile, Edward will hit the Plant for 0 damage. This indicates that it's about to die. One more Flare should take care of the Plant. If you're using a Knife with Edward, just keep a close eye on his HP as you slash at it. Either way you do it, this is an easy fight.

O-----O
| RED IDOL |

	BLUE IDOL	
	GREEN IDOL	
O-----O		
	HP	WEAK

	1,300	WATER
	1,200	FIRE
	1,000	???
O-----O		
	DROPS	

	Tablar	
	J Ring	
	Rapier	
	Tornado	
O-----O		

-This fight can be difficult if Koudelka isn't doing good damage with her magic. The Red Idol will most likely hide in the corner. The Blue and Green Idols will also move. Get Edward close to the Green Idol and smack it with whatever weapon he's holding. Have Koudelka cast Flare on the Green Idol and have James use Fortify INT and Fortify STR on Koudelka and Edward respectively (meaning INT should be for Koudelka and STR should be for Edward). Once the Green Idol falls, take out the Blue with Flare and Edwards attacks. The idols aren't much of a threat, but the damage can rack up quickly if you don't dispose of them quickly. For the Red Idol, after it's the last one standing, it'll turn horizontally, meaning it's ready to unleash a powerful attack. Try to take it out this turn. If you don't, it'll shoot magic out hitting Edward for well over 400 damage and Koudelka and James for 100 damage each. If you have an L Mail on Edward, he should be able to survive it. Just avoid using Flare on the Red Idol and keep hitting it with Edward and it should be gone soon.

O-----O		
	MIRA	
O-----O		
	HP	WEAK

	1,300	HEAL
O-----O		
	DROPS	

	Ring	
	Megalith	
O-----O		

-This fight is way too easy. If Koudelka has the J Ring on, which she should, have her cast Heal on Mira and it should do around 500 damage or so. Mira is pretty slow also, so you should be able to finish her off in about two or three rounds with Koudelka and James casting Heal on Mira.

O-----O		
---------	--	--

DOPPLEGANGER KOUDELKA		
DOPPLEGANGER EDWARD		
DOPPLEGANGER JAMES		
-----O		
HP		WEAK

900		N/A
1,100		N/A
1,000		N/A
-----O		
DROPS		

Icon Earring		
Panacea		
High Potion		
Revive		
-----O		

-This fight can be a real pain in the ass. Once the fight begins, D. James will duck into either corner. D. Edward will run up and attack you, and D. Koudelka will cast magic on you. Needless to say, two magic casters are a pain in the ass, so either Koudelka or James has to go. I'd recommend James as he has the ability to heal the other Dopplegangers. Focus all your attacks on one Doppleganger at a time, and make sure to have someone on standby ready to heal. Once James or Koudelka is gone, focus on Edward, since he's probably doing the most damage. Then focus on either Koudelka or James, whoever is last standing. If you have trouble winning, level up to at least Level 6 and get Koudelka's PIE up to reduce the magic damage done to her.

-----O-----O		
DISC 2 BOSSES (BD2)		
-----O-----O		

-----O		
GHOST PIRATE		
-----O		
HP		WEAK

1,300		N/A
-----O		
DROPS		

Rifle		
-----O		

-This fight is pretty simple. If you have a Level 2 weapon for Edward and a Level 2 spell (namely Flare) for Koudelka, this battle will be over before you know it. Have James use Fortify STR on Edward as he gets up close to bash the Ghost. Koudelka should use Flare which should do around 450 or so damage. You should be able to take him down before he gets close to you.

```

O-----O
|           EVIL PRIEST           |
O-----O
|    HP      |    WEAK      |
|-----|
|   3,050   |    N/A      |
O-----O
|           DROPS                |
|-----|
|           Icon's Ring          |
O-----O

```

-This is going to be your first true test. This boss is fast and he'll show it to you. He'll most likely move three spaces on the first turn. If you want to survive this fight, keep him away from Koudelka, as he has the ability to Silence you. Have Koudelka and James buff up Edward with Fortify STR and VIT for the first couple of turns, because this boss has some nasty attacks. One attack will hit whoever is near him for around 200 or so damage. Another attack will hit you multiple times adding up for almost 700 damage. Again, keep him away from Koudelka as you pummel him with Flare or any Level 2 spell you have and have James on healing duty, because Edward is going to take a lot of punishment in this fight. As long as James has a healthy supply of MP, you should be able to come out of this fight victorious.

```

-----
-----
O-----O
|           EVIL TREE           |
O-----O
|    HP      |    WEAK      |
|-----|
|   2,900   |    FIRE      |
O-----O
|           DROPS                |
|-----|
|           Evil Horn          |
O-----O

```

-This boss is easier than the Dark Friar, but he's still dangerous because of one thing: he's able to silence your entire party at once. You should have a healthy amount of Panaceas, so hopefully we don't need to worry about it. Start off by having James rush at the tree. Have Koudelka cast Fortify INT on herself once or twice and have James use Fortify STR and VIT on Edward. On Koudelka's next turn, have her use Flare. If it's at Level 2, it should do around 600 to 700 damage. Probably a little less. Always have James ready to heal or use items to cure Silence and have Edward whack the tree. As long as you keep silence off and keep Edwards health up, this fight is pretty much a guaranteed win.

```

-----
-----
O-----O
|           ELIAS                |
|           CRATES              |
|           BARRELS             |
O-----O

```

HP	WEAK

2,100	N/A
1,000	FIRE
1,000	FIRE
O-----O	
DROPS	

Panacea	
Brown Glass Part	
Red Key	
O-----O	

-This fight is pretty brutal if either Koudelka or James don't have Level 2 Heal. Before you start running in, you can't damage him if the Crates and Barrels are still in the battlefield. One Flare (assuming it's Level 2) from Koudelka should take out both of them. Elias can hit you multiple times with his gun for heavy damage, so have either Koudelka or James ready to heal. To make this battle as painless as possible, equip Edward with the Crossbow. The Crossbow is an extremely strong weapon, but you need to reload it every other turn. But if Edwards' strength is high enough, you can take Elias out with two arrows.

O-----O	
CHIMERA	
O-----O	
HP	WEAK

5,000	EARTH
O-----O	
DROPS	

Icon's Crown	
O-----O	

-This boss really does look awfully like a Chimera. He's fast and dangerous, mainly because he can also silence your entire party just like every other freakin' enemy in the game. For starters, try to keep the Chimera away from Koudelka and James. Have Koudelka cast Megalith on the Chimera. If her INT is high enough and Megalith is Level 2, it should do around 1,700 damage. Have James use Fortify STR and VIT on Edward and do the healing as Edward should attack the Chimera with your strongest weapon. If you can finish him off before your entire party becomes silenced, you're in for a smooth ride.

O-----O	
GARGOYLE	
O-----O	
HP	WEAK

----	-----
O-----O	
DROPS	


```
|-----|
|   -   |
O-----O
```

-You can't win this fight, so don't even try to. Just run away with Koudelka.

```
-----O-----O
DISC 3 BOSSES | (BD3) |
-----O-----O
```

```
O-----O
|   DEFORMED GIANT   |
O-----O
|   HP   |   WEAK   |
|-----|
|  5,200 |   WIND   |
O-----O
|         DROPS      |
|-----|
|   Shotgun RD      |
O-----O
```

-Even though you only have Koudelka for this fight, it's actually pretty simple. If Koudelka has a healthy amount of Vit, you should have no problems here. By now, Koudelka should have her Tornado spell to Level 2. Use it and it should do around 1,600 or so damage. Don't worry about trying to run and hide from the Giant. Your HP should be near 2,000 or so by now. Just keep pummeling him with your Tornado spell and he'll be down for the count in no time.

```
O-----O
|         CHAIRS     |
|         CUPBOARD   |
O-----O
|   HP   |   WEAK   |
|-----|
|  4,500 |   N/A   |
|  4,600 |   N/A   |
O-----O
|         DROPS      |
|-----|
|         Listel     |
O-----O
```

-These are stronger versions of the furniture you faced earlier in the game. Try to keep both away from Koduelka and James. The Chair has the ability to Silence if it hits you, and the Cupboard has the ability to poison you if it hits you. Don't ask me how a damn chair can make you silent. It would look like the Chair is the first one to take down, but let's take down the Cupboard first. Use your strongest magic spell (or Flare) on it and it should do about 2,000 damage or so. Once it's done for, focus all your attacks on

the chairs. Not really a hard fight. Just annoying due to the fact that you can be silenced by a damn chair.

```
-----  
-----  
O-----O  
| DEMONIC CRAWLER |  
O-----O  
| HP | WEAK |  
|-----|  
| 9,400 | FIRE |  
O-----O  
| DROPS |  
|-----|  
| Automatic Pistol |  
| Reflect |  
O-----O
```

-Shut up about the name. You should focus on how this boss is a total pain. He's both fast and dangerous, as he can easily silence you. For some reason, he loves to attack Koudelka, so make sure to keep him away from her to at least avoid his physical attacks. For starters, he can use magic from afar to hit a character and it has a high chance of silencing them. Koudelka seems to be his main target. Equip Edward with a strong weapon and focus your first two turns or so upping his strength, as the boss has very high physical defense. After Edward is buffed, have him attack the boss. Koudelka should use Flare, and if it's at Level 2 or higher, it'll do around 2,200 or so damage. James should focus on the healing. This boss's physical attacks can do around 800 damage, which is why I told you to keep him away from Koudelka and James. Just keep Silence off of Koudelka and keep Edward healed and you should come out of this fight victorious.

```
-----  
-----  
O-----O  
| DEMENTED GOD |  
O-----O  
| HP | WEAK |  
|-----|  
| 9,200 | N/A |  
O-----O  
| DROPS |  
|-----|  
| Crossbow |  
O-----O
```

-This boss is rather tricky. If you stay in the back row, the Demented God will also stay in the back row and pelt you with magic attacks that can possibly silence you. Sometimes your physical or magic attacks will miss. If his body starts moving all funky like, use physical attacks. If he just moves a little bit, use magic attacks. If you decide to stay in the back row, have Edward snipe the enemy from afar or use Panaceas to cure Silence. Either way, you should come out of this fight victorious without a struggle.

-----O-----O
DISC 4 BOSSES | (BD4) |
-----O-----O

O-----O
| ELAINE |
O-----O
| HP | WEAK |
|-----|
| 9,000 | WIND |
O-----O
DROPS
N/A
O-----O

-Don't get too distracted by this awesome music. For starters, physical attacks will not hurt Elaine, so keep Edward in the back and don't do anything with him (unless he's your magic user). If you keep everyone in the backrow away from Elaine, she'll only use an attack to hit you for about 400 damage or so. Koudelka or James should have Level 2 or 3 Heal by now. If she uses her magic attack, you'll be poisoned. Thank god it isn't silence. Have Koudelka and James cast Fortify INT on themselves for the first couple of turns (healing inbetween if needed). Have Edward keep using Fortify INT on Koudelka or James as well, whoever has stronger magic. Once you're ready, start casting Tornado on Elaine. It should do about 1,600 damage or so to her. Probably more. Just keep your health up and you'll win.

O-----O
| ELAINE |
O-----O
| HP | WEAK |
|-----|
| 12,000 | EARTH |
O-----O
DROPS
N/A
O-----O

-The second form of Elaine isn't much different from her first form, only this time, Physical attacks will hurt her more than magic this time. Like the last battle, keep everyone away from Elaine and she'll use her magic on you instead of her physical attacks. Her magic only does slightly more damage, but it's still pretty weak. Equip Edward with the Crossbow and start shooting at her. It may be slow, but if his strength is high enough, you should be doing over 2,000 damage with your shots. Have whoever has Level 2 Heal use it when needed, and have your third character use Megalith. It won't do high damage, but it will make this fight go quicker.

O-----O		
	ELAINE	
O-----O		
	HP	
	WEAK	

	17,000	
	N/A	
O-----O		
	DROPS	

	N/A	
O-----O		

NOTE: You don't have to win this fight. If you don't, you'll get the second ending.

Stats before fighting:

Everyone's HP should be above 4,000.

Koudelka's and James's MP should be around 500 or so.

-God I love this music. Elaine is bigger, faster, and stronger this time and she's not afraid to pull out any stops on you. Keep EVERYONE IN THE BACK ROW. Don't let everyone get scattered, because you're going to need to heal everyone at once. Keep the Crossbow on Edward. Elaine will stay in the back if you do (she did for me, anyways). There's always a possibility that she'll approach you, but DO NOT SEPERATE YOUR PARTY MEMBERS. Have Edward pelt her with arrows as Koudelka or James (whoever has the highest Level Heal spell) should be ready to heal always. Elaine's attack that hits all your characters does nearly 3,000 damage to Edward, and just about 1,000 damage to Koudelka and James, even with nearly 99 PIE. However, her attacks don't poison you this time, but it's still very dangerous. You're going to need a lot of patience for this battle. It will take you several minutes. As long as you can keep your MP up and heal everytime you're hit, you'll come out of this fight victorious.

=====
7.) Items
=====

These are healing items that you can find within your journey throughout the Monastery.

O-----O		
	NAME	
	HEALS	

	Bread	
	150 HP	

	Cheese	
	250 HP	

	Dried Food	
	350 HP	

	Potion	
	500 HP	

H. Potion	1500 HP	
Whiskey	HP/MP	(Revives fallen character with some HP/MP)
Roman Nuts	HP/MP	(Revives fallen character with all HP/MP)
Listel	30 MP	
H. Listel	100 MP	
Elixir	HP/MP	(Completely refills HP/MP)
Antidote	Poison	
Panacea	St. Eff.	(Cures all status effects except fallen characters)

=====
8.) Statistics
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As you'll soon realize through out the game, and during your first level up, you'll realize the different stats you can pump your points into. This section will list each stat and I'll give advice on how your points should be distributed for each character. I'll also list a Connection for a certain stat, meaning I'll list another stat that plays a role in the current stat I'm describing.

STR

Str, of course, means strength. What strength does is raise your physical attack power with melee weapons. This is pretty obvious, though. Strength is a vital stat for melee attackers. With high strength, your melee attacks will do heavy damage, but you won't be able to hit your enemies without Dexterity.

Also, the characters will be mentioned in their default classes, meaning I'll list Koudelka as a magic user, Edward as a physical attacker, and James as a magic user.

Connections: Strength and Dexterity.

Koudelka: Koudelka should stay away from this stat, period. Put no points into Strength for Koudelka.

Edward: This is Edward's best friend. Putting a few points into Strength each level for Edward will prove to be great later into the game. I'd say put about 2 points into Strength every level for Edward.

James: Like Koudelka, James should stay away from this stat. Put no points into Strength for Koudelka.

VIT

Vit stands for Vitality. Vitality has two purposes; to raise your Hit Points and to raise your physical defense, meaning melee attacks will do less damage to you as your Vitality goes up. High Vit will make sure you get through the game without too much pain.

Connections: None.

Koudelka: Vit is important for each character. However, keeping her Vit on a healthy balance along with her main stats can be a bit of a pain, mainly because you don't know how many points to distribute. What I did, was about every three or so levels, I'd put all 4 of my points into Vit to keep her health up.

Edward: Since Edward is your Melee attacker, having him with a great amount of Vit is important, as he'll be taking a lot of punishment. I'd say put 1 point into his Vit for the first few levels, and then 2 in the later stages of the game.

James: Just like Koudelka and Edward, Vit is also important to James. I used the same tactic as I did with Koudelka, put all 4 points into Vit every three levels or so.

DEX

Dex stands for Dexterity. Dexterity increases the accuracy of your melee weapons. This is a vital stat for melee attackers, as you'll want to hit everything on every turn you get, or else things might get ugly in the later stages of the game.

Connections: Strength and Dexterity.

Koudelka: Not all that important to Koudelka, just like Str. It's best to leave this stat alone and put no points into it for Koudelka.

Edward: Dexterity is probably the second most important stat for Edward, right behind Vitality. Putting about 2 points into Dex at each level sounds like a good idea for Edward, and then probably 1 once you reach the late stages of the game.

James: Just like Koudelka, Dexterity really doesn't have a good use for James. It would be wise to leave this stat alone and put no points into it for James.

AGL

Agl, or Agility, is another useful stat for all three characters. Agility raises your quickness in battle and determines how many turns you get during a battle. Since most of the enemies in the game are on the slow side, having a healthy amount of Agility will become useful as you progress through the game.

Connections: None.

Koudelka: Having Koudelka be fast is a great idea, as she'll be able to get off more spells during battles (both offensive and healing) which can be pretty useful. I'd put a couple of points into Agility every 4 levels or so.

Edward: Agility necessarily isn't important to Edward as it is to Koudelka and James, but early on, having him attack often is a good idea. Every 2 levels or so, I'd put about 2 points into Agl.

James: Like Koudelka, a fast magic caster makes you a happy gamer. About every 4 levels or so, I'd put about 2 points into Agility.

INT

Int, or Intelligence, is blissful towards Koudelka and James. Intelligence increases the damage on magical attacks and healing spells. As the stat goes higher, so does your damage, but you also need to keep a healthy balance between INT and MND in order to successfully land your magic attacks.

Connections: Intelligence and Mind.

Koudelka: As I stated, this is an absolutely must-have for Koudelka. Without high Int, Koudelka is just worthless. About every level that you're not focusing on Vit, put 2 points into Int.

Edward: Useless. Put no points into this for Edward.

James: Like Koudelka, Int is James' bliss. Point Distribution for James is a little different when you first get him, as his Int is pretty low. For James' first few levels, stick about 3 points into Int, and then once he's on par with Koudelka, 2 points into Int should be fine when you're not focusing on Vit and Agl.

PIE

Pie, or Piety, is another stat for magic users. What Piety does, is increases a characters Magic Points (or MP) and defense against magical attacks. It also increases defense against healing magic, but by leveling your healing magic, this shouldn't pose a problem.

Connections: None.

Koudelka: Another great stat for Koudelka, as you'll want her MP to be boosted during the game. Every level or so, I'd put either 1 or 2 points into Pie when you're not focusing on Vit or Agl.

Edward: Surprisingly, Pie isn't worthless to Edward. However, it's really not a "must have" stat, but it's useful to increase his MP to cast Fortify spells during boss fights where only magic is useful, and to increase his magic defense. I'd put about 2 points into Pie every 5 levels or so, maybe every 6 levels.

James: Like Koudelka, Pie is another stat that's great for James. James will

start out with 20 Pie when you first get him, so you shouldn't focus on that until James is on par with Koudelka. Once he is, stick about 1 or 2 points into Pie when you're not focusing on Vit or Agl.

MND

Mnd, or Mind, is a crucial stat for your magic user, or users, namely Koudelka and James. Mind increases the accuracy of your magic spells, like how Dex increases the accuracy of your melee weapons. Without Mnd, having high Int is completely useless as your spells will rarely land on an enemy, and almost never on a boss.

Connections: Intelligence and Mind.

Koudelka: Very crucial for Koudelka. If you have stick no points into this, it makes Koudelka absolutely worthless. About every level that you're not focusing on Vit or Agl, put 1 or 2 points into Mnd.

Edward: Edward is a good choice for using Fortify spells, so this stat isn't completely useless. About every 4 levels or so, putting 1 point into Mnd would be a good idea.

James: Like with Koudelka, Mnd is crucial for James. When you're not focusing on Vit or Agl during a level up, putting 1 or 2 points into Mnd would be a great idea.

LUC

Luc, or Luck, really doesn't have a visible effect on your characters. Luck supposedly increases your chance of running away in battles and your random encounter rates, but they hardly play a role in the game.

Connections: None.

Koudelka: I found no use for Luc on Koudelka.

Edward: I found no use for Luc on Edward.

James: I found no use for Luc on James.

Overall, distributing points into certain stats for each character is vital, but ignoring some other vital stats that don't effect their main attacks can lead to suicidal runs against bosses. Remember, though, that armors usually increase Vit and accessories increase Int, Pie, and Mnd.

For reference, by the end of the game, my characters had the following:

Note: My stats may be a little off. Once I play my game again, I'll make sure to write down the exact stats my characters had.

Koudelka

Hit Points [HP]: 6,000+ (With armor included)
Magic Points [MP]: 600+ (With accessories included)
Str: Default.
Vit: About 50 or so.
Dex: Default.
Agl: About 25 or so.
Int: About 80 or so.
Pie: About 90 or so.
Mnd: About 70 or so.
Luc: Default.

Edward

Hit Points [HP]: 9,999+ (Including armor; possible to go over 9,999 although it doesn't show.)
Magic Points [MP]: 120+ (Including accessories)
Str: About 80 or so.
Vit: About 90 or so.
Dex: About 60 or so.
Agl: About 40 or so.
Int: Default.
Pie: About 20 or so.
Mnd: About 15 or so.
Luc: Default.

James

Hit Points [HP]: 5,000+ (Including armor)
Magic Points [MP]: 800+ (Including accessories)
Str: Default.
Vit: About 50 or so.
Dex: Default.
Agl: About 25 or so.
Int: About 70 or so.
Pie: About 90 or so.
Mnd: About 60 or so.
Luc: Default

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9.) Magic List

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Note that the MP cost of all these spells are based off the first level of the spell. When they increase in level, so does the MP cost. The Fortify spells however, keep the same MP cost.

Name	MP Cost	Element
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Heal	6	Light
Flare	8	Fire
Geyser	8	Water
Tornado	8	Wind
Megalith	8	Earth

Revive	16	Light
Reflect	18	N/A
Fortify STR	8	N/A
Fortify VIT	8	N/A
Fortify DEX	8	N/A
Fortify INT	8	N/A
Fortify AGL	8	N/A
Fortify PIE	8	N/A
Fortify MND	8	N/A
Fortify LUC	8	N/A

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10.) Secret Weapons
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In order to get these, you need to have a certain amount of items in your inventory and need to have them at a certain time in the game. As far as I know, the number of items you need in your inventory are the following: 10, 21, 32, and 43.

You can get the following items at the following times:

Name	Time
----	----
Bessy's Ring	1:11:11
Odgen's Shirt	2:22:22
Cat Food	3:33:33
Charlotte's Book	4:44:44
Tamakos Soup	5:55:55
Odgen's Axe	10:10:10
Gargoyle Killer	11:11:11
Roger's Cane	22:22:22

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11.) Final Thoughts
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Koudelka is surely a game that I won't forget. After playing both Shadow Hearts and Shadow Hearts: Covenant, and then playing Shadow Hearts three more times, I always came to thinking whenever I reached Wales in Shadow Hearts, whatever did happen to the Nemeton Monastery? The images of what really happened weren't enough, and I wanted to find out for myself.

So one day, I showed a copy of Koudelka to my friend, Kevin (or truOutlaw or something) and he was interested by what happened in the Monastery as well (I got his ass into Shadow Hearts) so he bid on a copy of Koudelka for me and himself on EBay nearly a month ago. He recieved his copy two weeks before me and told me how the game was. Wanting it soon, it arrived on the Monday after Thanksgiving and when I started playing, I got engrossed into the deep and dark atmosphere and story.

Koudelka starts off with the appearance of the main character, Koudelka, entering the Nemeton Monastery. After fending off the demon, she meets Edward, and then after some room venturing, James O' Flaherty. The three then join forces and explore the Monastery (for their own reasons) and learn the

horrific and gruesome truths of what really happened in the Nemeton Monastery.

Needless to say, the story is very dark and there is a fair amount of blood in the game, but I was expecting a lot more, so I was a little disappointed in that. After all, I am one of those people that love bloodshed in their games.

The game has average Playstation graphics, although the characters are a little jagged. However, the FMVs are absolutely gorgeous and are very nice to watch. Luckily, there's a good amount of FMV's in this game (I'd say roughly about 15 or so, probably more.) Enemy models are also nice, but too dark to see in battles from time to time.

There isn't much music in the game. The music only plays in battles, in the opening and closing, and a few select cutscenes. However, the music that does play is very well done (I love that music that plays during the battles with the first and second forms of Elaine). The soundeffects, however, could have used a lot of work and fixing.

The gameplay is actually pretty decent. I thought I would have trouble with the grid-like system at first, but I was able to get right into it after the first battle occurred, so it's not as complex as let's say... Final Fantasy Tactics. The leveling system was great, and I loved how you could level weapons and magic. This really came in handy for the later stages of the game.

Overall, Koudelka is an excellent game. Despite a few flaws, this game is certainly playable and puts Final Fantasy to shame. The Gothic Horror theme plays out very nicely.

NOTE: This is just a brief summary. If you want to see my full review, you can read it here.

<http://www.gamefaqs.com/console/psx/review/R95180.html>

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12.) Credits/Thanks
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-GameFAQs and the other hosting sites: For hosting this FAQ.

-Sacnoth: For this excellent game.

-My friend Kevin: For purchasing this game for me off of EBay. It's a good thing he bought himself a copy as well.

-Mikononyte and nunuu of the LiveJournal Shadow Hearts community: For answering a vital question that I needed an answer for quickly.

-http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

And a huge thanks to you, the readers. Without you, I wouldn't be doing these FAQs.

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13.) Version History
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Version 0.1 - November 29, 2005 - Started the guide. Finished up to the beginning of Disc 2.

Version 0.2 - December 2, 2005 - Finished up to beating the Chimera.

Version 0.3 - December 3, 2005 - Finished up to Disc 3.

Version 1.0 - December 6, 2005 - Finished the main walkthrough up.

Version 1.1 - December 7, 2005 - Added in a Characters section, Boss section, and a Final Thoughts section.

Version 1.2 - December 12, 2005 - Fixed up a mistake in the walkthrough and added in an items section. It only contains healing items for now.

Version 1.3 - December 27, 2005 - First, I'd like to wish you all a belated Merry Christmas. I fixed up a typo and added in a statistics section.

Version 1.4 - January 27, 2007 - Added in a magic list as well as a secret weapon list.

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