

Vagrant Story General Game Guide

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Vagrant Story
SquareSoft
General Game Guide
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disclaimer

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Ok here it goes the same old warning that plagrism is a sin and you cant win in the court => don't sue me, I'm just a 16 year old kid who nukes in the IRC so respect my rights that no one is allowed to alter this faq and don't rip this off. Don't mail me if you got those treats that you'll nuke me or something similar...

If you want to print this or put this in your site please ask me first and I'll think about it, email me if possible please. But I think that this site will only be posted on gamefaqs.com and my site so any one who wants this to get posted better email me.

If you got problems or any view opinions suggestion or I missed Something on the guide please e-mail me at

To all people who mailed me and didn't got any response I'm apologizing coz I changed my mail add and it is located at the top of this walkthrough

If your planning to rip this thing apart, remember the international copyright law even if some of you call it international crap law, uhm, I think I'll get paid if ever I win in court, whatever I'll be hunting down those rippers out there.

NOTE THE GRAMMAR IS NOT 100% CORRECT OK? Some one kind enough to correct them?

Introduction (Over View)

|-----|

Back on some time in the unknown time, but I'm sure its an way back, there were group of elite agents or knights known as riskbreakers. Vagrant Story is another SquareSoft killer game, it will render you hours and hours of playing without even trying to rest, scary enough to blow the !@#\$ out of you and have enough secrets and some easter eggs to be discovered. To people who already bought the game your \$40 is worth the pay coz you wont even know when to stop once you started playing the game.

The combat system in Vagrant Story is turn based and time based like good old Parasite Eve. After choosing a weapon it will bring up a fire range frame. You'll then be able to target certain parts of the enemies.

To add new fun stuff, now CHAINS (Combo) has been incorporated into the battle system. Combos are important in beating the game that can turn the tied of battle to even, coz most of the time your outnumbered ^_^.

The environment is like Brave Fencer Musashi and Xenogears at the same time. 360 degree 3/4 overhead view. The lightings are superb and the dungeons are just almost perfect. Enemy boss introduction is as good as watching FMV's and once you get the hang of the world you'll never run out of views coz there is this little first person view mode (see moves for details)

Over all vagrant story is a INSANELY difficult game, this guide tries to provide you with information you need to get started.

The Story so far... ...

|-----|

Vagrant Story follows the exploits of Ashley Riot, an agent of the Velendia Knights of the Peace. Riot's job is to track down an evil magician, Sydney Losstaroc (is that the spelling?) who has barricaded himself inside a haunted castle (actually it's the castle of the duke)

-----[spoiler

in some part of the story Ashley Riot will learn that his past was modified, I mean its like its been altered and his memories have been changed, in this game even his memories cant be trusted.

Moves of the Riskbreaker

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List of things that the Riskbreaker can do

NORMAL MODE

Walk -----[use the directional buttons or the left analog stick.

Jumping -----[press your jump button to jump [square]
push (crates) -----[when standing beside a crate push [x] button to push it.
(only works on crates that are heavy)
lift (crates) -----[when standing beside a crate push [x] button to lift it
(only works on crates that are light or not on magnet)
wall climbing -----[when on the edge of a wall jump near the ledge to climb.
open treasure chest[when standing next to a treasure chest push [x] button to
open it (note: some chest are locked by magic or key)

BATTLE MODE

chain -----[on battle mode press either [circle] [square] [triangle]
button when the exclamation point is visible to perform a
chain (see riskbreaking for details)
combat -----[press [circle] button to pop out the target selection
screen and select the part to attack

BOTH MODE

L2 Menu -----[to pop out the quick access menu hold [l2]

L2 menu -----	-- triangle	activate shaman spell menu
	-- circle	activate warlock spell menu
	-- x	activate enchanter spell menu
	-- square	activate sorcerer spell menu

l2 menu-----	-- up	activate item menu
	-- right	activate chain menu
	-- down	activate break art menu
	-- left	activate defense button menu

Items and Weapons

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items are all around the riskbreaker's world, I'll only brief you with the types
and the level of times you will get through the game for quick reference.

ITEMS

Item for Physical Strength

Cure -----	-- root	restores HP by 50
	-- bulb	restores HP by 100
	-- tonic	restores HP by 150
	-- potion	restores all depleted HP

Item for Mental Acuity

Mana -----	-- root	restores MP by 25
	-- bulb	restores MP by 50
	-- tonic	restores MP by 100
	-- potion	restores all depleted MP

Item for Concentration

Vera -----	-- root	reduces RISK by 25
	-- bulb	reduces RISK by 50
	-- tonic	reduces RISK by 75
	-- potion	clears all RISK

High Levelled Items

```
Nostrums -----|-- acolyte      | restores 100 units of BOTH HP and MP
                  |-- saint        | restores all depleted units of hp and mp
```

spell books

(note: other books in the second game will be on the next update)

```
grimoire -----|-- guerir      | heal
                  |-- debile     | degenerate
                  |-- lux        | spirit surge
                  |-- antidote   | cure poison
                  |-- halte     | fixate
                  |-- ameliorer  | prostatia
                  |-- analyse    | analyze
                  |-- demolir    | explosion
                  |-- clef       | unlock
                  |-- visible    | eureka
                  |-- ignifuge   | pyro guard
                  |-- undine     | frost fusion
                  |-- flamme     | flame sphere
                  |-- rempart    | terra guard
                  |-- sylphe     | lust fusion
                  |-- perebrise  | aero guard
                  |-- agilite    | invigorate
                  |-- annuler    | magic ward
                  |-- gnome      | soil fusion
                  |-- deteriorer | tarnish
                  |-- exsorser   | exorcism
                  |-- venin      | poison mist
                  |-- muet       | silence
                  |-- meteore    | meteor
                  |-- dissiper   | dispel
                  |-- foudre     | thunderburst
                  |-- mollesse   | restoration
                  |-- vie        | surging balm
                  |-- gaea       | gaea strike
                  |-- damance    | drain mind
                  |-- intensite  | herakles
                  |-- nuageux    | psycho drain
                  |-- eclairer   | enlighten
                  |-- tardif     | leadbones
                  |-- salamandre | spark fusion
                  |-- paralysis  | stun cloud
                  |-- avalanche  | avalanche
                  |-- benir      | blessing
                  |-- egout      | drain heart
                  |-- barrer     | aqua guard
                  |-- purifier   | clearance
```

(known as steroids)

```
elixir -----|-- queen      | permanently increases HP ranging (1-5)
                  |-- sages      | permanently increases INT ranging (1-5)
                  |-- mages      | permanently increases MP ranging (1-5)
                  |-- kings      | permanently increases STR ranging (1-5)
                  |-- dragoons   | permanently increases AGL ranging (1-5)
```

WEAPONS

I've given my personal description on the following weapons, and also how to handle them so you wont be getting a hard time understanding why does a weapon sway in a different way

NOTE: I'VE WRITTEN A SECTION JUST ABOUT CHAINING, ITS. THE CHAINING INSTRUCTIONS EXPLAINED HERE ARE THE BASICS.

---| explained | weapons in vagrant story differs in every concept such as handling, chaining and other related issues about this kind of weapons, it depends on how the play chains to maximize the use of a weapon. But for most of beginners and average players will be sticking to a crossbow. While advance players will be daring using shields and swords, maces, axes, staves and other low risk arsenals, personally I use a great axe, its easier to chain with it and its really visible, or if not I use a staff or a crossbow. It still depends on the player on what type of playing style he'll be executing in combat.

No weapon -----[hmmm, I cant think of any description on fighting bosses with bare hands, but its great if you get used to it and I suggest you really use it coz if you get to learn fighting in bare hands you can brag about it and have proof.

Bare hand fighting, short ranged, not so damaging, no affiliation on elements and being blunt. Its not practical to use it in combat but if your expert try to use it too

sword -----[swords is your first weapon. It does not mean that it's the first is it the best, swords have a variety of use with shields and consumes 1 risk per attack. mid ranged and highly versatile against enemies. Just right for enemies that want melee fights like zombies skeletons and knights. One handed weapon.

chaining | chaining with this weapon requires quick and watchful eyes. Don't expect to chain a lot if you're a conservative player, this weapon suits aggressive players who want to have a purely physical fight.

great sword ----[slower than ordinary swords and stronger than ordinary swords. Great swords boast in range and in strength. The fall back of this type of weapons is its cooldown rate or fire rate, it's horrible, its hard to adjust with the timing with this weapon. Ideal weapon against enemies that have ranged attacks such as archers and other ranged enemies. Not recommended for enemies with high agility. Two handed weapon.

chaining | the motion of this is a pull and a quick drop. Chaining with this weapon is boring and more often or not, it gets too fast or gets to slow, but the final decision about chaining with this weapon depends upon the user.

axe and mace ---[almost as good as the sword, the fall back is agility issue, axes are better than maces because it does more damage rather than bang enemies. And also axes are like the sword, that most effective against enemies that want melee combat. One handed weapon.

chaining | its almost same as the sword, just watch out for the chain effects that you are using because its hard to recover from certain chain abilities. The hit>pull>bang is the toughest of them all but later if you get a hang of it, you'll enjoy the results like the crimson pain with phantom pain. Good for boss

enemies.

great axe -----[a great weapon, for my scale the great axe is really a great axe, long ranged (2/3 range of a crossbow) highly damaging, and head banging. Easy to link with yet the problem again is the agility rating. Most of forged great axes have a negative 7 agility point. But if you'll going to fight it with bosses, it's a potent weapon against boss if chained. Two handed weapon.

chaining | chaining is a snap with this weapon, on close range is the problem, using chain abilities is also problem but if you'll be using regular chain abilities that affect enemies you can recover from the swing easily.

pole arms -----[another remarkable ranged weapon, same as great axe but are like melee crossbows it is piercing damage or blunt. Two handed weapon.

chaining | same chaining technique use like the great axe but the abilities are often faster than they really hit so you watch out for swings. Also save risk when using pole arms.

crossbow -----[perfect weapon good for both flying enemies, ranged, and because its long ranged it's a perfect weapon for flying imps and bats who are often pissing every one off. Two handed weapon.

chaining | talking about easy, crossbow class weapons are the easiest to chain of all. slow but sure and destructive, any chain combination can be used with the crossbow especially status affecting chains.

staff -----[weapons of sages, I mean mages, I mean magicians, or whatever. The main purpose of the staff is to enhance the ability to cast spells. Not to fight, but if you'll be using the staff to fight, it's a great quick weapon for chaining. One handed weapon.

chaining | the chaining pattern is first a quick stab, then followed by links left and right, it's the faster version of the great axe. And magic is more potent.

Dagger -----[short ranged, powerful, and fast, dagger is a short ranged weapon that is good against undead enemies and other enemies as long as they are not in archer class flying or magic casting, because of the short range of the dagger, personally I don't use it. You'll get creamed by enemies without you giving them a scratch or two. It's a one handed weapon.

chaining | the chaining motion of the dagger is like the sword in steroids, faster and stronger, the only fall back is the range.

|-----|

Chaining is the main issue in vagrant story. It can turn a the tide of battle from an outnumbered state into a one sided fight, and that side will be yours. If you learn to chain properly you can cream any one and I say any one who will be getting in your way, even bosses...

Even if your weapon is weak once you get a 15 hit combo you'll inflict considerable damage to your enemies.

I have listed some pre sets to use on SOME SITUATIONS so don't use them often.

The Knight Crusher

the pull off ---| knights are easily affected by the paralysis status and the silence status (exp for knight boss) once you inflicted silence and paralysis status on human specifically knights, you have two options (1) is to escape and flee from the coz they cant follow and attack you and (2) is to kill them in a 2 chain attack if your risk is almost zero

| to pull if off you must have chain your attack combo to:

knight killer --| Paralysis Pulse
| Dulling Impact
| Empty Slot

| on the empty slot I recommend you chain HEAVY SHOT

Imp Killer

the pull off ---| imps and other flying demons are most likely to fly around and make you numb or paralyze you, to avoid this you'll be using the same knight strategy but even if they are affected by paralysis and silence it's a special ability. So what will you do if they are accompanied by wraiths and other spell casting enemies. The solution is to kill them as early as you can..

| pull this one off with a crossbow

imp killer -----| Crimson Pain
| Heavy Shot
| Raging Ache

Penetrator

the pull off ---| have you been in a situation that you can't harm your enemy? Those kind of stuff really sucks, and especially if you have exhausted your weapons on trying on what fits them right, the answer is to let your risk and chain long. Risk high and long chains are the only way to penetrate the defenses of your enemy. For example the final boss, you will really be using the technique to kill him because he is almost impossible to

kill with break arts in the first game.

You will only be using 3 break arts, but if your planning to do considerable damage make sure that your weapon have high Phantom Points, the phantom pain skill IGNORES defense and does damage based on how high your phantom points are. Raging ache is one of those skill that increases in each blow, and heavy shot is another one of them.

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imp killer -----| Phantom Pain
                  | Heavy Shot
                  | Raging Ache
```

The Titles

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if you are looking for the undeniable bragging rights, well you have to complete all of this before showing off your memory card record to your friends and making them drool on your achievements here. The main idea of the titles are to give you credit on what you have done, it will be remembered in your save file as long as you wont be deleting your record =*

the score here is in the score menu check out the titles, I've listed the condition and the title for the condition if you have played it and met the trigger to bear the title.

```
Seeker of Truth ----- | finished the game once

Conqueror of the Dark ----- | finished the game within ten hours

Treasure Hunter ----- | checked all the chest in the game

Wanderer in Darkness ----- | visited every map location in the game

Destroyer of Gaeus ----- | defeated Damascus Golem in Forgotten
                           | Passage

Hunter in the Snowplains ----- | defeated Damascus Crab in Snowfly Forest
                           | East

Ally of the Wood ----- | defeated Ravana in Iron Maiden B2

Slayer of the Wyrn ----- | defeated Dragon Zombie in Iron Maiden B2

Vanquisher of Death ----- | defeated Death and Ogre Zombie in Iron
                           | Maiden B2

Warrior of Asura ----- | defeated Asura in Iron Maiden B3

Conqueror of Time ----- | received an "Excellent!!" rating of all the
                           | Time Attack battles

Knight of Brilliance ----- | turned out more than 30 Chain Abilities in a
                           | row

Bearer of the New World ----- | found rare item Gold Key

Hoard-Finder ----- | found rare item Chest Key
```


Hands of Might -----	mastered all Break Arts
Hands of Skill -----	mastered all Battle Abilities
Wanderer of the Wyrding -----	finished the game without saving at any point
Adventurer of Legend -----	finished the game without using any magic
Lone Werreour -----	finished the game without using Battle Abilities
Knight of Pride -----	finished the game without using Break Arts
Blood-thirsty Hunter -----	defeated each class if monster 5000 times
Master of Arms -----	attacked enemies 5000 times with each type of weapon
Silent Assassin -----	attacked over 500 times with a weapon in the Dagger Group
Great Swordsman -----	attacked over 500 times with a weapon in the Sword Group
Master of Blades -----	attacked over 500 times with a weapon in the Great Sword Group
Steel Dragoon -----	attacked over 500 times with a weapon in the Axe & Mace Group
The Earthshaker -----	attacked over 500 times with a weapon in the Great Axe Group
Sweeper of the Dark -----	attacked over 500 times with a weapon in the Staff Group
Acolyte if Iron -----	attacked over 500 times with a weapon in the Heavy Mace Group
Spearsman of Gale -----	attacked over 500 times with a weapon in the Polearms Group
Heaven's Hauntsman -----	attacked over 500 times with a weapon in the Crossbow Group
Master of Marital Arts -----	attacked over 500 times with bare hands

Now if you'll be asking me HOW in the world did I found out about those well its my secret =)! I can cant be telling every one trade secrets can I? Of course not! My girlfriend is the one who fill up all the requirements of those ^_^.

Thou you can beat the game without having to complete those, its still fun to fill the titles up and it cool. And your gate pass for UNDENIABLE BRAGGING RIGHTS!

Magic Guide
|-----|

magic is another main issue in Vagrant Story, but if you'll be fighting using brute no intelligence needed battles and you wont be using spells you don't need to read this section. But this section is defines the basics and list, well sort off.

Vagrant Story employs 4 types of magic usage, its either you be a shaman a sorcerer a warlock or an enchanter.

SHAMAN spells primarily works on curative effects rather than destructive, shaman spells more often affect the character.

NOTE: Casting HEAL on undead CAN be DESTRUCTIVE

SORCERER spells serves as supportive that means its either enhances non elemental attributes such as agility intelligence and or tarnishes those attributes, it can also affect weapons. Sorcerer spells also affects status whenever used such as paralyzing an enemy or silencing them, it uses MP unlike the Battle Skill.

NOTE: You can only raise 1 base attribute at a time, if you have cast Enlighten that raises INT then you cast Invigorate which raises AGL then it will cancel Enlighten once you case Invigorate while your INT is raised.

NOTE: To counter a DEGENERATE spell use HERAKLES, it will counter the STR DOWN the same time will cast STR UP on your character.

ENCHANTER spells toys on elemental attributes only it. It either makes a weapon more effective on a certain elemental class or makes armor resistant to certain elemental class. Every good thing have its own bad thing, if you will make yourself immune to fire attacks you will be vulnerable to water based attacks.

NOTE: In Vagrant Story there are 6 types of elemental attribute, but only 4 can be altered with enchanter spells.

NOTE: If you will enhance a weapon's fire affinity it will weaken its water affinity, if you will enhance a weapons air affinity it will weaken its earth affinity but it will never change the fire and water.

NOTE: Fire beats Water, Water beats fire, Earth beats Air, Air beats Earth. But never Earth beats Water.

NOTE: Never will the 4 elements will mess with all 4, as if never earth will beat fire.

WARLOCK spells focus on attack. Most of the warlock spell attacks are multiple target that means the higher the level of the attack the larger the area that will be affected. If Level1 Spirit Surge will harm the body and legs the same time the Level3 will be harming all of the parts (I'm not sure about the head).

NOTE: Warlock spells can be multiple enemy based on how high the level is.

NOTE: It eats lot of MP and most of the time screws up!

NOTE: The higher the level of the spell the more MP it will be eating.

NOTE: If you upgraded to a higher level by reading another Grimoire. You can always use the lower level spell, like you have Level3 Meteor, you can always use Level1 Meteor if you are low on MP.

I have listed a MINI table here on spells =)! Its just for a quick reference not

for hard core explanation. And this is not complete I will be completing it once I get to beat it in less than 8 hours!!! That will be a non stop hard core fight!

GRIMOIRE	SPELL	CASTER
Guerir	Heal	Shaman
Debile	Degenerate	Sorcerer
Lux	Spirit Surge	Warlock
Antidote	Cure Poison	Shaman
Halte	Fixate	Sorcerer
Ameliorer	Prostatia	Sorcerer
Analyse	Analyze	Sorcerer
Demolir	Explosion	Warlock
Clef	Unlock	Sorcerer
Visible	Eureka	Sorcerer
Ignifuge	Pyro Guard	Enchanter
Undine	Frost Fusion	Enchanter
Flamme	Flame Sphere	Enchanter
Rempart	Terra Guard	Enchanter
Sylphe	Lust Fusion	Enchanter
Perebrise	Aero Guard	Enchanter
Agilite	Invigorate	Sorcerer
Annuler	Magic Ward	Sorcerer
Gnome	Soil Fusion	Enchanter
Deteriorer	Tarnish	Sorcerer
Exsorser	Exorcism	Warlock
Venin	Poison Mist	Sorcerer
Muet	Silence	Sorcerer
Meteore	Meteor	Warlock
Dissiper	Dispel	Sorcerer
Foudre	Thunderburst	Warlock
Mollesse	Restoration	Shaman
Vie	Surging Balm	Shaman
Gaea	Gaea Strike	Warlock
Damance	Drain Mind	Sorcerer
Intensite	Herakles	Sorcerer
Nuageux	Psycho Drain	Sorcerer
Eclairer	Enlighten	Sorcerer
Tardif	Leadbones	Sorcerer
Salamandre	Spark Fusion	Enchanter
Paralysis	Stun Cloud	Sorcerer
Avalanche	Avalanche	Warlock
Benir	Blessing	Shaman
Egout	Drain Heart	Sorcerer
Barrer	Aqua Guard	Enchanter
Purifier	Clearance	Shaman

uhm I think I'll be clearing out this table once in a while, or maybe I'll really do an overhaul with this one

Boss Strategy

|-----|

my boss strategy covers the boss types on what you will be doing to defeat a boss what will it take to. Its not specific its by TYPE! So don't blame me if it works 100% on the enemy your facing.

Dragon Types Dragon Type enemies usually blow their breath at you if your away, so you have to think suicidal, but actually its not, because most of the dragons have their weakness on their heads and on their tails. Dragons will use head swing or tail attack when you great REAL close to them but never fear you can always regenerate your life with heal, and if your risk is getting high try my PENETRATOR coz sooner or later they wont last the punishment of hard blows.

you should consider ELEMENTAL ATTRIBUTES also when facing against this noble type foes.

Phantom Type Elementals are really annoying once you face them you cant turn out they can chase you down in high speed and you'll end up getting your butt kicked, the solution is using magic ward and suicidal breaker. Use break arts and magic ward, find a specific break art that works best with your foe and your equipment affiliate it with that element you can slay any elemental if you're properly prepared.

Elemental attributes give assurance that you'll be winning against phantoms elemental bosses.

Beast Type Beast type are sometimes unaffected by magic effects, and most of the time they are affected by physical attacks and they have lots of HP, why not raising your attack and equipment? That's the only solution for you since you'll only be using your MP for life.

To be concluded...

FAQ

|-----|

this is the FAQ the FAQ and the FAQ nothing more, I wont be lying about those stuff, if there is something that I'm uncertain about I'll tell you, but I'm sure about those stuffs ok?

q: what is the meaning of vpk?

a: i think its valendia peace knights!

q: who is tia?

a: tia is ashley's wife, she owns the rood necklace.

q: what is ashley's true past?

a: his true is what sydney told him...

q: who is sydney?

a: sydney is the blood sin, the key that they are looking for, the tattoo on his back is the evidence that he is the blood sin, it is a mark

q: where is the gold key

a: its in the undercity! look for a chest there

q: what is your favorite weapon and why?

a: my favorite weapon is the great axe type
it's the best for chaining and to build up
one is like building up a crossbow

q: where are the other hidden spells hidden?
a: try looking in the undercity

q: is this game really scary?
a: it is really scary i tell you!

q: got ideas how to make it more scary?
a: try playing it 11pm in the evening up to 4am in the morning

q: my mom wont let me, any other ideas?
a: ear phones and turn off the light

q: how do i beat the last boss?
a: in the mid game when your just starting up try building up a shield and evolving it by combining it to other shields, watch out!

q: i remember parasite eve when i play this game?
a: me too i used to build up 2 smg on that game!

q: i want to make more fun out of the game.
a: the answer is evolve ot die! there are certain points in the game where there are puzzles that say evolve or die, there are time limit and after you beat a room you'll see where are you, if your in the food chain, then your dead! but if you're a destroyer then you rule!

q: the evolve or die is too hard any ideas?
a: use a fairy wing and invigorate

q: not working any bright ideas?
a: think think think, the puzzles require a little brain power, sometimes there are certain areas where you think you cant but you can really jump, try looking for those spots.

q: the puzzle cubes are too hard, any solutions?
a: try referring to other faq's out there, i'm sure there are solutions there, i'm too lazy to write my own cube solutions.

q: is this the final question of this stupid faq?
a: yeah!

q: i thought that's the last question then how come there is this question?
a: uhm i donno, maybe it's a glitch in ms word 2000 or something?

Riskbreaking

|-----|

this are tips and suggestion on your game, if you got more tips and suggestions I'll post it here and you'll get little credit, anyway its still credit right?

Puzzle cubes are annoying sometimes, but think 4d! it will get stuck sometimes, but always look in the first person view mode. The same time pressing select button will give you a brainstorm on those tight spots.

Another way to make easy puzzle solving is to make stoppers for the frictionless crates, think about a puzzle or Zelda, think of stuff that may require 2 stoppers to get it in place or think of light objects, you'll get brainstorms before you even know it. Try relaxing when fighting bosses, you should always remain calm, and keep your risk low, and always stay up. Your hp up means your safe your risk as low means your safe and if your safe you wont be dying.

Try staying away from flying enemies, use the chain abilities KNIGHT CRUSHER is effective against most of enemies, imps and gremlins are problems, equip a crossbow. If you'll be facing zombies try using cure before killing them.

Ending Spoiler

|-----|

The ending spoiler don't read if you haven't finished the game coz you'll end up screwing yourself and spoiling the fun.

So after the battle the whole place is collapsing Cal is escaping with Hardin and the Kid then Cal mention about Agent Riot (duh) then Hardin insisted that there is no time to waste.

The one you fought, the one who was 3 I think they were blades Tiger and the girl with an undead brethren fought. The girl escaped and tiger fought alone, he told something about a fine grave.

Another cut scene showed that the orcs and goblins falling in the Undercity while its collapsing, they were shouting and dying.

The next cutscene showed that Ashley and Sydney being left out while everything is going down. The next one, the kid finally talked when Hardin died, he said mention about Hardin dying and not to go away, Hardin was surprised that the kid finally talked.

Then after that Cal Melrose watched the city go down, then the screen went dark, one week later at the duke's residence...

Before the duke died he told something to Sydney that if Riot will be the one, he handed a dagger to the duke and the duke stabbed him on the heart before the duke died... Riot was the only one left... Riot alone was left out there to start a new adventure... then the text, phantom pain. I wonder what does that mean, many mysteries have remained unsolved out there, but its still dead fun, it will take a long 30 hours to finish the game WITHOUT any walkthrough... good luck and good speed

To thank or not to thank

|-----|

|-[thanks]-|

Daniel Jonathan Hernandez (myself)

SA LAHAT NG MGA PUTANG INANG SQUATER NA MABAIT SA AKIN

|-[idiots]-|

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Game cave for all the walkthrough and FAQs they ripped out.

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