

X-Kaliber 2097 FAQ

by Nerthing

Updated to v1.0 on Jul 6, 2006

```
@@ @@ @@ @@ @@ @@ @@ @@@@@@@@ @@@@@@@@ @@@@@@@@
@@ @@ @@ @@ @@ @@ @@ @@ @@ @@ @@ @@
@@ @@ @@ @@ @@@@ @@ @@ @@ @@ @@ @@ @@
@@ @@ @@@@ @@@@ @@ @@ @@ @@ @@ @@ @@
@@@ @@@ @ @ @@ @@ @@@@@@@@ @@@@@@@@ @@ @@
@@@ @@@@ @@@@ @@ @@ @@ @@ @@ @@ @@ @@@@@@@@
@@ @@ @@ @@ @@ @@ @@ @@ @@ @@ @@ @@
@@ @@ @@ @@ @@@@@@@@ @@ @@ @@ @@ @@ @@
@@ @@ @@ @@ @@ @@ @@ @@ @@ @@ @@ @@
@@ @@ @@ @@@@ @@ @@@@@@@@ @@ @@@@@@@@ @@@@@@@@ @@ @@
```

```
@@@@@@@@ @@@@@@@@@ @@@@@@@@@ @@@@@@@@@@@@@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@@@@@@@@@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@
```

FAQ/Walkthrough
By: Nerthing
E-mail: Nerthing (at) GMail (dot) com
Created: July 6, 2006
Last Updated: July 6, 2006
Current Version: 1.0

```
+-----+
|                                     |
|                   TABLE OF CONTENTS                   |
+-----+
|  1. PROLOGUE                                           |
|  2. CONTROLS                                           |
|  3. STAGE 1                                           |
|  4. STAGE 2                                           |
|  5. STAGE 3                                           |
|  6. STAGE 4                                           |
|  7. STAGE 5                                           |
|  8. STAGE 6                                           |
|  9. EPILOGUE                                          |
| 10. MULTIPLAYER                                       |
| 11. UPDATES                                           |
| 12. COPYRIGHT                                          |
+-----+
```

```
+-----+
|                                     |
|                   1. PROLOGUE                   |
+-----+
```

A.D. 2097
NEO N.Y.

Life has ground to a standstill. There are no more jobs to go to. No more parks to walk in. People do what they're told, or nothing at all.

A warlord named Raptor rules the city. He runs Neo New York for a global mob. And runs it without mercy.

Raptor has unleashed an army of ruthless, mutating Morphs upon the city to enforce order.

Only two people stand in Raptor's way. A man named Slash, and a woman named Alix.

Slash wields the magic sword, X-Kaliber. Better than Raptor's own blade, it can rip through steel like rancid butter.

Slash is the only man who scares Raptor. And Raptor hates him for it.

KANE: "Raptor, this is Slash. One of the last honest agents in Special Forces."

KANE: "We can't buy him off. His sword, X-Kaliber, is strong, like yours."

KANE: "As long as he's free, you'll never rule this city."

KANE: "This is the woman, Alix, Slash's partner in Special Forces."

KANE: "We can't buy her, either."

KANE: "Slash and Alix are the only agents we don't own."

KANE: "They dare to rebel against your authority. Raptor, what should we do?"

RAPTOR: "Kane, anything we can't buy, we take. Bring me Alix. Then Slash will come to us."

RAPTOR: "And at last we'll have X-Kaliber."

KANE: "Brilliant, sir."

RAPTOR: "I've met this Slash before. It'd be thrilling to fight him."

RAPTOR: "I'm so bored with spineless little men like you."

KANE: "Yes, sir, but unfortunately Slash will never get this far."

RAPTOR: "Of course not. You'll see to it."

+-----+
| 2. CONTROLS |
+-----+

- A - Stab
- B - Jump
- X - Defend
- Y - Slash
- L or R - Power Slash
- Start - Pause
- B then A - Downwards power slash
- B then Y - Mid-air slash

+-----+
| 3. STAGE 1 |
+-----+

1-1: This is a pretty basic area. Kill any enemies that get in your way and avoid falling to your death.

1-2: Avoid getting hit by the guns on the walls and the acid dripping. Fall through the holes in the floors until you get to the bottom. You will fight a mini-boss here. A simple strategy is used for this boss. Just slash and then defend. Keep repeating this until it dies.

1-3: As always, be careful about falls. Stay as high as you can in this area.

BOSS: TATTOO

TATTOO: "So! Another doomed agent."

SLASH: "Another man with a bad tattoo."

TATTOO: "No one insults my rose, boy! My thorns are gonna cut you... real bad."

Tattoo has a habit of attacking many times in a row before leaving himself opened. Defend when he is doing this (or power slash if you don't feel like waiting. Then, stab him. Repeat this until he is defeated. You can also corner him and just keep power slashing.

SLASH: "Where is Raptor?"

TATTOO: "No one knows... except his Lieutenant, Kane."

TATTOO: "He's at one of the construction sites."

SLASH: "Don't cut yourself, Tattoo."

+-----+
| 4. STAGE 2 |
+-----+

2-1: Watch out for the guys on the motorcycles. Also, avoid the flame traps.

2-2: Watch out for the guys here. They will roll at you and some will come out of the doors. When you reach the top, you will fight a mini-boss (consisting of two enemies.) Start stabbing on both sides to keep them from attacking you. If you keep doing this, they will fall quickly.

2-3: Make sure to avoid falling down, as this is an easy way to die. When you approach the platform with the glass, jump at the glass and attack it.

BOSS: CHAINSAW

CHAINSAW: "Halt, you worthless sack of flesh! Your journey ends here!"

SLASH: "How do you figure?"

CHAINSAW: "Because I'm going to shred you!"

SLASH: "No one in this city has manners. Come here -- I'll teach you a few!"

When Chainsaw has a gun, he can only shoot. He can't jump at all, meaning you'll be able to defend against his shots, and then power slash. When he gets his chainsaw, he will be much faster. You'll need to find a good time to attack, as he may attack a lot one moment, and not at all the other. The only move that will really hurt him is a downwards power slash. Repeat this

until he is defeated.

CHAINSAW: "Tilt... tilt... program over..."

SLASH: "Another Morph! Where does Raptor get that kind of know-how?"

CHAINSAW: "Tilt... tilt..."

+-----+
| 5. STAGE 3 |
+-----+

3-1: Avoid the mines by either blocking or jumping over. At the end of the path, you will approach a mini-boss. After he stops slashing, use a power slash. Defend when needed and this boss should be a breeze.

3-2: This area consists of fighting another mini-boss. You will need to stab him before he attacks. After you hit him, he will jump up and then down again. You will need to hit him before he does an attack, again. Repeat this until you are victorious.

3-3: This is the most annoying area in the game. Robots with jet packs will fly over you dropping bombs. If you get hit, you will end up falling to a previous part of the area. To get rid of these when on moving platforms, use a power slash.

BOSS: KANE

SLASH: "You must be Kane."

KANE: "The one and only. Any last requests?"

SLASH: "Where is Raptor?"

KANE: "Hah! Beat me, shake me, and you might find out!"

Kane will try to attack you whenever you can, that is, if he at a corner. He will waste time running to a corner before attacking you, so you can use a downwards power slash on him when he is running. Use your basic knowledge of defending and Kane should go down easily.

KANE: "You're good, Slash... almost as good as Raptor..."

SLASH: "Where is he? I want Raptor now!"

KANE: "He's in the Inter... the InterZone... But you'll never make it."

SLASH: "Kane, you've got a bad attitude."

+-----+
| 6. STAGE 4 |
+-----+

4-1: Pretty easy. Just run through the area and defend when you're about to be hit by a fish.

4-2: Go through it normally and make sure to watch out for the fish. You'll fight a mini-boss at the end of this area. To beat it, you'll need to do a mid-air slash before the boss can attack you.

4-3: Be careful of the things on the ground. They will fly at you and shoot lasers.

BOSS: DR.BLAST

SLASH: "Here's the InterZone... but you're too ugly, even for Raptor!"

DR. BLAST: "And you're like an ant... compared to Dr. Blast!"

SLASH: "Pardon me if I'm not impressed."

DR. BLAST: "Oh, but you will be... when I squash you! Hee... hee... hee..."

Dr. Blast can only shoot a gun when he's in his human form. You'll want to do a stab when he starts to move. After a few hits, he'll change into a monster. He's very hard to hit when on the ground, but in the air he is very prone to attacks. I recommend using a downwards power slash because you'll catch him most of the time falling down from his jump.

DR. BLAST: "You destroyed me... You pest... you little insect..."

SLASH: "Blast didn't make these Morphs by himself... something's wrong..."

SLASH: "Just wish I brought along some bug spray."

+-----+
| 7. STAGE 5 |
+-----+

5-1: Just like last stage, you'll be faced with more things on the ground that shoot lasers. At the end, you will face a mini-boss. To simply beat her, use a power slash before she attacks.

BOSS: RAPTOR

SLASH: "Raptor!"

RAPTOR: "Don't you recognize me... little brother!? We meet at last!"

RAPTOR: "It can't be any other way."

RAPTOR: "You've walked into my trap -- and now I want your sword!"

RAPTOR: "I have a mean blade, too -- to help me take it!"

SLASH: "Even if we're flesh and blood, Raptor, you've got to pay..."

SLASH: "For what you've done to this city and Alix."

Raptor isn't very hard. All you really need to do is stab or slash at him in between his attacks. Always crouch and defend his attacks.

RAPTOR: "You haven't won. You think you get your pretty little partner back now?"

RAPTOR: "Sorry, brother, it's time to meet the real boss!"

SLASH: "What do you mean? Where's Alix?"

RAPTOR: "I mean I just follow orders! Alix is with the real kingpin..."

RAPTOR: "A nightmare named Krux! But you're too late, Slash..."

SLASH: "Too late for what?"

RAPTOR: "You don't get it, do you? This is all a front!"

RAPTOR: "Krux isn't human! The Morphs are his!"

RAPTOR: "We're being invaded by gangsters from another dimension!"

+-----+
| 8. STAGE 6 |
+-----+

6-1: This isn't very hard, but the dog-like Morphs are annoying. They can be easily killed with a downwards power slash.

BOSS: SPUKE

SPUKE: "So, earthling, you've made it this far, after all."

SPUKE: "I'm Spuke. I work for Krux. And our plans for your world are almost finished."

SLASH: "Quit yapping, Spuke! I want Alix!"

SPUKE: "No! You have what is ours! X-Kaliber! And I've come to take it back!"

For this boss, you will need to use slashes as your main attack. You will have to catch Spuke in mid-air to hit him. If you can time it right, you can jump into the air and then slash him on the way down when he rolls towards you.

BOSS: KRUX

SLASH: "Alix!"

KRUX: "Human worm! Your pathetic little knife can't stop me!"

KRUX: "Your planet's mine! To use up and destroy!"

For the first part, try to get one hit at the head in the beginning. You may use a slash to hit it, or a downwards power slash, but with a downwards power slash, you may not be able to defend the projectiles he shoots after he takes damage. I suggest using a downwards power slash to take out everything he creates when he creates it. After you have beaten him, you will have to fight the rest of his body. The second part is very easy. Just stand a little left or right from right under his head. Keep using the downwards power slash move and he'll be defeated.

ALIX: "Where... where am I? Slash?"

SLASH: "It's all right, Alix. It's over."

ALIX: "I don't remember anything..."

SLASH: "Don't worry... everyone's all right... the warlords have fallen..."

SLASH: "We're free... Let's go home..."

+-----+
| 9. EPLIOGUE |
+-----+

Inspired by Slash and Alix, the people of Neo N.Y. began to change. No longer terrorized by Krux, Raptor, and their army of Morphs, the people took control of their lives and their city. There were jobs to do. There were parks to walk in...

THE END

-----+
| 10. MULTIPLAYER |
-----+

In multiplayer, you can play as any boss from the game (except Krux.) You will fight in a randomly selected arena (the ones you were in when fighting bosses in single player.)

TATTOO

- A - Vine attack
- B - Jump
- X - Defend
- Y - Slash
- B then Y - Jump slash

CHAINSAW

- A - Whirlwind [hold] (chainsaw)
- B - Jump (chainsaw)
- X - Defend
- Y - Shoot (gun) Slash (chainsaw)
- B then Y - Jump slash (chainsaw)

KANE

- A - Hat throw
- B - Jump
- X - Defend
- Y - Slash [keep pressing to do a multiple slash]
- B then Y - Jump slash

DR. BLAST

- A - Stab (mutant form)
- B - Jump [hold to fly]
- X - Block
- Y - Shoot (human form) Stab (mutant form)
- L or R - Roll [hold]
- B then Y - Jump shot (human form) Jump stab (mutant form)
- B then Y while holding down - Diagonal jumb stab (mutant form)

SPUKE

- A - Roll [hold]
- B - Jump
- X - Block
- Y - Icy breath
- L or R - Ball
- B then Y - Jump kick

RAPTOR

- A - Power slash
- B - Jump
- X - Defend
- Y - Slash
- L or R - Wave slash
- Start - Pause
- B then A - Mid-air power slash
- B then Y - Mid-air slash

-----+
| 11. UPDATES |
-----+

Version 1.0 (7/6/06): Began FAQ/Walkthrough

+-----+
| 12. COPYRIGHT |
+-----+

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Copyright 2006 Nerthing

This document is copyright Nerthing and hosted by VGM with permission.