

# Dark Kingdom (Import) FAQ/Walkthrough

by ritchie

Updated to v1.5 on Feb 8, 2007

DARK KINGDOM

(c) 1994 TELENET JAPAN

+++++

GUIDE

+++++

VERSION HISTORY

-----  
v1.0 (09/24/03) - Initial release.  
-----

\*\*\*I added some cheat codes.  
-----

Please use these cheat codes.  
-----

Infinite Gold	7E120289
	7E120399
	7E120479
EXP After Battle	7E1207FF
	7E1208FF

  
-----

-----  
About the game  
-----

A peculiar story where the player becomes a character on the Evil Empire side and takes revenge on man. In combat, the swing meter battle of a new system is adopted, and the usual special attack method of two other types of magic attack is prepared.  
-----

SCENERIO ONE  
-----

Satan Castle  
-----

Go into the left tower of the castle to 4F. On 4F, speak to Dina Mid. Go back to 1F of the castle to receive a duty from Deg Steiner at the center of the Castle's first floor. Get the passport at the passport shop. Go east to Tihos Town in Aprana Country.  
-----

Tihos Town  
-----

Talk with the boy who is on the left hand side of the private house during the day. Talk with the watchtower soldier inside the small tower near the town's south exit during the day. Go south of Tihos Town to the Metropolitan Aprasas.  
-----

Metropolitan Aprasas  
-----

Talk to Bran Hornet inside the bar on 2F (your duty ends). Return back to Tihos Town.  
-----

Tihos Town  
-----

Check to see that there is no watchtower soldier on 2F inside the small tower near the town's south exit. Hear the story from an old man who is on the left hand side of the private house during the day. Search the treasure chest during the day in the private house which will reveal a secret stairs, and go further into the underground. Dungeon: The private house underground. An

event with the Black Robe Magician and Satan Army escaping from the dungeon.  
An event with the boy and Gen Dollman. Boss fight: Giant Undead. Back at  
Satan Castle.

-----  
Satan Castle  
-----

A promotion type. Dina Mid, who is in the left tower on 4F, becomes a  
subordinate.

-----  
SCENERIO TWO  
-----

Satan Castle  
-----

A conversation with Dina. Receive a duty from Nid Belk at the center of the  
Castle. Talk with Rosen Folk at the passport shop. Get the passport from the  
passport shop. Go to Ruka Valley.

-----  
Ruka Valley  
-----

Enter Ruka Valley from Aprana Country side. Receive an ambush by Tuud  
soldiers. Boss fight: High Undead. Back at Satan castle.

-----  
Satan Castle  
-----

You will have trouble with Nid inside the castle.

-----  
SCENERIO THREE  
-----

Satan Castle  
-----

Receive a duty from Deg at the center of the castle. Get the passport from  
the passport shop. Make a bet with Gil Government. Return back to Tihos Town.

-----  
Tihos Town  
-----

Speak to the captain at the bar during the day. Exit the bar, and talk to the  
captain at the harbor. At sea, you will fight with a kraken while the ship is  
moving.

-----  
Curtis Island  
-----

Arrive on Curtis Island. Dungeon: Curtis Tower. Search the blue orb control  
at the top of the tower. Descend from the tower. Boss fight: Defeat the Magic  
God Soldier. Talk with the Captain. Back at Satan castle.

-----  
Satan Castle  
-----

A promotion type. Gil becomes a subordinate at the castle exit.

-----  
SCENERIO FOUR  
-----

Satan Castle  
-----

Talk to Rein Aspeed who is in the bar on the left tower on 1F. Receive the  
assassination duty from Deg at the center of the Castle. Talk with Judy Sils  
in front of the passport shop. Get the passport from the passport shop. Go to  
Sarae Town in Poreo Country.

-----  
Sarae Town  
-----

Get the traffic certificate from a man who is standing in front of a tree. Go to the Metropolitan Koran in Poreo Country.

-----  
Metropolitan Koran  
-----

The guards in Koran open the road. Dungeon: Paul's Tower. Kill Jimuni on the top floor of the tower. Fight with the Magician Hooran while coming down from the tower. Boss fight: Magician Hooran. Back at Satan castle.

-----  
Satan Castle  
-----

A promotion type. Rein becomes a subordinate in the left tower 1st floor bar.

-----  
SCENERIO FIVE  
-----

Satan Castle  
-----

Receive a duty to kill the Commander Kerudora of Shinma Army Corps from Deg at the center of the Castle. Get the passport from the passport shop. Go to Asura Town in Tinkansas Country.

-----  
Asura Town  
-----

Enter the town. Talk with Fair Rart in the house in front of the bar. He will say that Kerudora is in Katera Cave. Go southwest to Katera Cave.

-----  
Katera Cave  
-----

Enter the cave. Dungeon: Katera Cave. Boss fight: Kerudora. Go northwest to Ryuun Village.

-----  
Ryuun Village  
-----

Enter the village to meet Fair Rart. Fall into the Black Robe Magician's trap. Go into Ryuun Warehouse in order to defeat the Magician who is stabilizing infinite space. Dungeon: Ryuun Warehouse. A three boss fight: Fabul, Nordon and Geldon. To exit the village, go in the order of east-east-north-south. Return to Satan Castle.

-----  
Satan Castle  
-----

Enter the castle. Speak with Fair Rart on the 2nd floor inside of the castle. Boss fight: Fair Rart. A promotion type. After the promotion type ends, Judy becomes a companion. Beizar Hertz appears.

-----  
SCENERIO SIX  
-----

Satan Castle  
-----

An event: The Hero Lux appears. Receive a duty to destroy the Magic Soldier Factory Hekustoria from Deg at the center of the Castle. Kold Pitch requests to join the staff officer. Get the passport from the passport shop. Go to Hekustoria Factory in Rargon Country.

-----  
Hekustoria Factory  
-----

Justice's barrier has been put on the factory, and you cannot enter inside. Go to Keisa Town in Ruundick Country.

-----  
Keisa Town  
-----

-----  
Enter the underground inside the church of Keisa, follow the path in the order of up-left-up-right-up, and fight against the deity statue Justice. Obtain the oracle orb from the deity statue Justice. Encounter the party of the Hero outside of the church but the battle hasn't started. Return back to Hekustoria Factory.  
-----

Hekustoria Factory  
-----

Break Justice's barrier, and sneak into the Magic Soldier Factory. Fall into the Scientist Ryantor's trap and face a desperate crisis. Escape with Kold who visit the crisis. Fight against Ryantor's 4 Magic Soldiers. Boss fight: 4 Magic Soldiers.  
-----

Satan Castle  
-----

After the promotion type ends, Kold becomes a subordinate.  
-----

#### SCENERIO SEVEN

-----

Satan Castle  
-----

Receive a duty to defeat the Hero from Satan on the 3rd floor of the castle. Get the passport from the passport shop. Go to the Metropolitan Perusas in Ruundink Country.  
-----

Metropolitan Perusas  
-----

Meet again with an old friend Ritahrin in the Metropolitan Perusas and gather information. Obtain information on Lux in the bar on the left during the night. Go southeast to Lar Valley.  
-----

Lar Valley  
-----

Enter Lar Valley. Look for the Hero Lux and his party (Warrior Volt, Monk Mellon and Wizard Watt) inside. An auto battle: Lux's Party VS Hell Hound. Boss fight: The Hero Lux and His Party. The event diverges whether you win or lose. Win: After defeating Lux, something happens to Gen's body. Lose: Something happens to Gen's body, and Gen will power up and fight again with Lux. Gen collapsed. Take Gen's companion and return to Satan Castle.  
-----

Satan Castle  
-----

After the promotion type ends, Woll Sarben joins as a subordinate in the right tower 1st floor.  
-----

#### SCENERIO EIGHT

-----

Satan Castle  
-----

Receive the duty from Deg at the center of the Castle to take the cruel Saifa along by Satan's request. Get the passport from the passport shop. Go to 'Ruurem Cave' in Birurakusha Country with Saifa but once more you cannot enter because of Ka Ria's barrier. Take a trip to obtain the 4 hidden gems. Go to the Gem Shrine in Zeno Country.  
-----

Gem Shrine  
-----

Go to the shrine which is south of Anor Village to get the first gem. Go to the Metropolitan Apurasas in Apurana Country.

-----  
Metropolitan Apurasas  
-----

Talk to the person who is walking nearby the exit during the day to get the second gem. Go to the Metropolitan Koran in Pareo Country.  
-----

Metropolitan Koran  
-----

Talk to the person who is standing inside a deserted house to get the third gem. Go to the Metropolitan Perusas in Ruundink Country.  
-----

Metropolitan Perusas  
-----

Talk to an old man in the house on the right during the day, and he will tell you that the Hero Lux went to Ruurem Cave to get the gem. Go to Ruurem Cave.  
-----

Ruurem Cave  
-----

Meet Lux again with his party at Ruurem Cave entrance, and he will give you the final gem. At once, place each of the 4 gems which will remove Ka Ria's barrier, and go inside of the cave. Immediately, enter the dungeon, and fall into the trap. Dungeon: Ruurem Cave. Gen and Lux who got lost from their companion, join together reluctantly to aim at an escape from the dungeon. Boss fight: Red Dragon. Gen and Lux who managed to escape from the dungeon meet their companion again, and feel a strange mutual friendship. Back at Satan Castle.  
-----

Satan Castle  
-----

A promotion type.  
-----

#### SCENERIO NINE

-----

Metropolitan Enburen  
-----

An event: A mysterious magic warrior appears in Rargon Country. An event: The magic warrior eliminating the soldier of Satan Army. Back at Satan Castle.  
-----

Satan Castle  
-----

Satan Army urgent meeting is held with Satan. Gen receives a duty to fight with the monsters whom the Magic Warrior Tordes release in collaboration with Blanc Hornet. Get the passport from the passport shop. Go to Bireine Village in Birurakusha Country.  
-----

Bireine Village  
-----

Arrive inside the village. Speak to a woman who will tell you that Blanc previously entered the Spatos Mine. Go south to Spatos Mine. An auto battle: Magic Warrior Tordes VS Vord and Zaruk.  
-----

Spatos Mine  
-----

Enter inside of the mine, and look for a lever to open the lock doors. Blanc dies in front of Gen. Gen fights with one of the Magic Warrior Tordes' monsters for the revenge of Blanc. Boss fight: Super Saint Beast Sar. After defeating the Super Saint Beast Sar, go further into the dungeon and fight another of the Magic Warrior Tordes' monsters. Boss fight: Super Saint Beast Kaun. An auto battle: The Magic Warrior Tordes versus The Hero Lux's Party. Back at Satan Castle.

-----  
Satan Castle  
-----

A promotion type.  
-----

SCENERIO TEN  
-----

Metropolitan Koran  
-----

An event: The Magic Warrior Tordes who appears in the Metropolitan Koran eliminates the humans. Back at Satan Castle.  
-----

Satan Castle  
-----

Receive a challenge right to the Magic Warrior Tordes for Satan. Get the passport from the passport shop. Go to the Metropolitan Koran in Poreo Country.  
-----

Metropolitan Koran  
-----

Blocked by Dyuka's barrier in front of Koran Castle. Go to the Old Mine Katorasukeya in Rargon Country.  
-----

Old Mine Katorasukeya  
-----

Enter the mine. Dungeon: Old Mine Katorasukeya. Defeat the Stone Giant on the top floor inside the mine to obtain the magic stone Faim. Go back to Metropolitan Koran.  
-----

Metropolitan Koran  
-----

Use the magic stone Faim to break Dyuka's barrier. Enter Koran Castle. Find the room where Tordes is in. Fight with the Magic Warrior Tordes. Boss fight: the Magic Warrior Tordes. The event diverges whether you win or lose. If you win, Tordes leaves a strange message and dies. If you lose, something will happen to Gen's body, and he will power up and fight with Lux again. Back at Satan Castle.  
-----

Satan Castle  
-----

A promotion type.  
-----

SCENERIO ELEVEN  
-----

Satan Castle  
-----

Receive the duty to defeat the survival of the Super-Saint Beast from Satan. Get the Passport from the passport shop. Go to Sarae Town in Pareo Country.  
-----

Sarae Town  
-----

Enter the town. Obtain information from an old friend Ritarlin. Fight against the 3 guards, the temple knights, who are blocking the door of the warehouse. Enter the warehouse. Fight against the Super-Saint Beast Miria. After coming out from the dungeon, you will heard from Ritarlin that the magic experiment criminal is Beizar Hells. Back at Satan Castle.  
-----

Satan Castle  
-----

A promotion type.

-----  
SCENERIO TWELVE  
-----

Satan Castle  
-----

Develop Beizar's assassination plan on the 4th floor in Satan Castle left tower. An event inside the castle's arena. An auto battle: Satan versus Beizar. Dina puts everyone in the place to sleep. Gen knows that Beizar is after him, and begins to escape. In front of Satan Castle moat, you join Judy and escape. Since you don't have any passport to enter the other country, you will be ambush. Go to the Water Temple in Tuud Country.  
-----

Water Temple  
-----

Enter the temple. After you go in the Water Temple, the event scene processes. A cut scene event at the castle: Tordes appears in front of Rein, Gill and Kold who have failed to escape. Meet again with Judy's mother and come out from the other side of the Water Temple. Go east to Horn Village  
-----

Horn Village  
-----

Enter the village, and speak to the Priest who will save your game. Go inside the house in the upper right corner and speak with Judy's mother. At dawn, the chaser of Satan army knows that you came to the village, and since there is a secret passage in the cellar of Judy mother's house, you can escape. Fight against the superior Roozen Folk at once in the middle of the dungeon in the secret passage. Fight with Gil and Rein at the end of the secret passage. Come out from the secret passage. An event scene: A conversation between Dina and Woll in Tihos Town. Go thru the Water Temple and head to Seb Village in Rargon Country.  
-----

Seb Village  
-----

Enter the village. Lux appears inside the village. Lux recommends Gen to fight together. Chase Lux, and go to Herunarta Cave in Tinkansas Country.  
-----

Herunarta Cave  
-----

Enter the cave. Deg and Lux confront each other at the end of the cave. Join with Lux while persuading Deg. A revengeful ghost of Beizar shows up, and said that he is coming to Satan Castle. Way at the back of the cave, Dina returns. Go to Satan Castle.  
-----

Satan Castle  
-----

After you enter Satan Castle at night, you will be separated into two groups with Lux. Rush into Satan Castle underground in the deserted house. Satan Castle underwent a transformation. The first half of Satan Castle, Kold attacks you. Dina makes Gen go ahead and fight with Kold. Push all the switches on the 9 goddess's statues in the 4 rooms which will open a new room in the castle, and go thru the door into the new room. Fight against Hell's Warrior Zeiren Tsorne. Make your way to the latter half of the castle. Fight against the Evil Red Dragon Helt Hais. The later half, Nid Belk awaits in Satan Castle. Judy makes Gen go ahead. Ul Haiden appears in front of Judy and Nid. Lux joins Gen, and entered the last room of the castle. Boss battle: the Devil Beizar. Gen and Lux fight against the Devil Beizar. The super body Tordes appears. Final boss battle: Gen fights Tordes by himself.  
-----

THE END  
-----

## The 12 jewels and their locations

---

Note: You have to wait until Scenario 8, in Tinkansas Country, to talk to the woman who is inside the Sage's House, in order for the 12 jewels location to go into effect. There is no sequence in getting the gems. After obtaining the 12 jewels, go back to the Sage's House in Tinkansas Country, and talk to the woman who will give you Hercules Belt.

---

01. Garnet-Ruundink Country: search the mountain slope that is beyond the bridge on the west side of the Metropolitan Perusas.
  02. Amethyst-Birurakusha Country: search the mountain slope on the east end of the area where the three sides of the central mountainous district in Birurakusha are enclosed by mountains.
  03. Coral Pink-Rargon Country: search on the tip on the left projection part of the plateau in the middle of the Katorasukeya Mountain Trail.
  04. Diamond-Tinkansas Country: search the point of contact of the lake and mountain in the upper part of the east side plateau.
  05. Jade-Tinkansas Country: talk repeatedly to a child in Kuraf Town during the day.
  06. Pearl-Pareo Country: search near the approaching point at the foot of the mountain and near the coastline where you go east from the bulletin board.
  07. Ruby-Tyuud Country: search the vicinity of the point of contact in the southern part mountain and forest of the vicinity in the center of the country.
  08. Sardonyx-Apurana Country: search the mountain slope near the northern central area coastline.
  09. Sapphire-Zeno Country: search the point of contact of the mountain and forest in the southwest.
  10. Opal-Zeno Country: search the skirts of the mountain on the east side of the ravine section.
  11. Topaz-Apurana Country: talk repeatedly to a man in Metalfa Town during the day.
  12. Turquoise Blue-Tinkansas Country: inside Triton Cave, search one of the statues for a switch to drain the water, and defeat the Triton deity statue to win it.
- 

The location of the 3 items (angel wing, empty sand, and the goddess stone statue)

---

01. Angel wing-The point of contact in the mountain and forest along the path which goes to the Metropolitan Persas from Seir Town in Ruundink Country.
  02. Empty sand-When you go back again to hear the information on the 'empty sand' in Kraf Town, after seeing a strange sand once at the river in Ruundink Country northeast end, you will find it.
  03. The goddess stone statue-In a small forest nearby Rargon Country southern border, read the message about the place of the statue. (From the south gate on the left side in Rargon Country, go into Birurakusha Country to the place where you go straight down, and search the forest which is on the left side of the bulletin board to find it.) Note: You have to wait until scenario 8 to find the three items.
- 

How to get the gold key?

---

After collecting the 12 jewels, in addition, with the angel wing, empty sand and the goddess stone statue, when you go to the Sage's House in Tinkansas Country, speak to the woman who will give you the gold key. All the treasure chests that weren't opened until now will be opened with the gold key.

---

How to get Irland's most powerful sword, the kaiser sword?

---

Note: You have to wait until Scenario 8 (1-10) and Scenario 10 (11-14). This



has to be done in sequence. Related items: shining stone, glittering stone, shining iron, morning glow flower, and dimensional wind.

- 
- 01-The shining stone has fallen on the seaside on the mountain slope shade to the west of Satan Castle.
- 02-When you speak to one of the resident who is walking in Metalfa Town (Aprana Country) with the shining stone, he will tell you that you should show the stone to the Mayor in Rajib Village (Tinkansas Country).
- 03-When you show the shining stone to the Mayor in Rajib Village (he is in the indoor on the first inner part) (Tinkansas Country), he will tell you that the stone is the glittering stone.
- 04-After you get to Scenario 8, when you speak to the character who is on the 2nd floor in the Metropolitan Kesuya (Tuud Country) indoor barracks side, he will tell you that there is a person who uses the glittering stone as the shining iron.
- 05-When you speak to an old man in the house on the lower right in Irumo Town (Zeno Country), he will tell you that the morning glow flower which blooms in Tinkansas Country is required in order to make the "shining iron."
- 06-The morning glow flower is found in Tinkansas Country out field north end which is in the vicinity with Asura Town but you cannot enter because of a wind barrier.
- 07-In Kuraf Town (Tinkansas Country), when you talk to an old man, he will tell you that the item the dimensional wind is required in order to take the morning glow flower.
- 08-Obtain the dimensional wind in the valley on the north side of the mountain slope in Aprana Country out field.
- 09-Go back to Tinkansas Country out field north end to obtain the morning glow flower with the dimensional wind.
- 10-When you pass the morning glow flower to an old man in the house on the lower right in Irumo Town (Zeno Country); he will make the glittering stone as the shining iron at night.
- 11-After you get to Scenario 10, when you speak to a man who is inside the inn in Kraf Town (Tinkansas Country) during the day, he will tell you that only the weapon shop in Metalfa Town (Aprana Country) can process the shining iron.
- 12-When you go to the weapon shop in Metalfa Town (Aprana Country) to process it, in order to progress in the Metalfa Mine, undertake the monster extermination since there are monsters.
- 13-Defeat the five monsters Rast in the Metalfa Mine (Aprana Country).
- 14-When you wait over night, the weapon shop in Metalfa Town (Aprana Country) will make Irland strongest sword, the kaiser sword and give it to Gen.

---

What is the thunder and light powder used for?

---

When you obtain the Thunder Powder in Katera Cave (Tinkansas Country) and the Light Powder in the Old Mine Katorasukeya (Rargon Country), take them both to the house on the upper left in Heruya Village (Birurakusha Country) and exchange them for a rare item (Beam Shield).

---

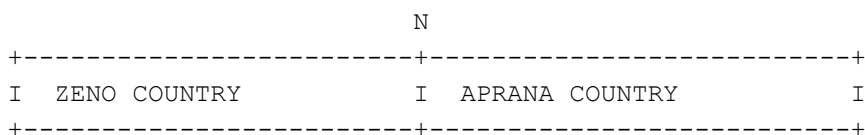
Where is Nise Arena location?

---

Hints of Nise Arena location can be found in Horn Village. It is somewhere in the mountain ravine near the west side of the Water Temple. Note: You have to wait until Scenario 12 to find Nise Arena location.

---

THE MAP OUTLINE OF THE 8 COUNTRIES IN IRLAND ARE AS FOLLOWS:



I	Satan Castle	I	Tihos Town	I
I	Irumo Town	I	Metropolitan Aprasas	I
I	Anor Village	I	Metalfa Town	I
I	Gem Shrine	I	Metalfa Mine	I
+-----+				
I	TUUD COUNTRY	I	POREO COUNTRY	I
+-----+				
I	Water Temple	I	Sarae Town	I
I	Metropolitan Kesuya	I	One Word Oldman's House	I
I	Ruka Village	I	Metropolitan Koran	I
I	Sebu Village	I	Amuure Cave	I
I	Horn Village	I		I
+-----+				
W I	TINKANSAS COUNTRY	I	RARGON COUNTRY	I E
+-----+				
I	Asra Town	I	Zeb Village	I
I	Herunarta Cave	I	Katorasukeya Mines Path	I
I	Metropolitan Raapares	I	Hekustoria Factory	I
I	Ryuun Village	I	Oosan Town	I
I	Kraf Town	I	Metropolitan Enburen	I
I	Triton Cave	I		I
I	Katera Cave	I		I
I	Rajibu Village	I		I
I	Kenja's House	I		I
+-----+				
I	RUUNDINK COUNTRY	I	BIRURAKUSHA COUNTRY	I
+-----+				
I	Seiru Town	I	Spatos Mine	I
I	Metropolitan Perusas	I	Heruya Village	I
I	Lar Valley	I	Lar Valley	I
I	Keesa Town	I	Pireene Village	I
I		I	Ruuremu Cave	I
+-----+				

S

---

#### OTHER HINTS

---

##### Movement increase

---

Go downward from Satan Castle, and go left from the place where the signboard is at. Continue walking all the way to the left, then down until you see a mountain that shape like the number "9," search at the foot on the right side of the mountain or the bottom of the "9." Then, you will obtain "horse" and the hero's movement becomes quick.

---

##### A hidden character in the arena

---

When you receive any duty, you do not go outside of Satan Castle, but instead go to the arena 25 times to fight. Then, a powerful hidden character called the white dragon will appear and fight at the time of the 25th battle.

---

##### A mysterious hidden character

---

In the arena of Satan castle, since any partner is sufficient, set the number of times to fight as 8 times. Then, you will escape by selecting "withdrawal" in all of the battles set as 8 times. Then, the hidden character called Cave Fisher will appear and get angry.

---

##### Money accumulates

---

Since the item, which is plundered from the weapon shop, can be sold off to a weapon shop as it is, you can repeat this and save money.

+++++

Version 1.5

By Ritchie (hidall@hotmail.com)

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