

Phantasy Star Online How to Beat Dark Falz in hard/v.hard mode

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This is just a simple how to Kill Dark Falz at a level which many think it's not possible. To kill Darkie at a low level; 20-40 in hard mode and 40-60 in v.hard mode. You'll require the following:

0. TEAM WORK!!!
1. Team Game of 2-4 members. 4 members recommend
2. Dark/Evil Resist (even better if you can get Evil/Resist)
3. lots Moon Atomizers (for Androids char.) or Reversa learned. (You should've by now, for god sake! your in hard mode already!)
4. Fluids, and lots of it! (if there is Androids char. make sure you carry these for other players!)
5. Explain this to them.

Note: You and your team might want to die in the first few times to drop Moon Atomizers and Fluids in the battle field, so your sure not to run out in the final battle.

That's it. (huh? no Light/Saint Resist or even scapel dolls?)
Really that's it.

This strategy is for a Team Game consisting of low level characters which aren't capable of surviving Dark Falz' last form. Heh, they can't survive... so it's a dead game right? They better call in a lvl 70+ person to help them out... No wait! they can do this! And I'll explain how.

You probably wondering why Light/Saint resist is not on the list or why bother having Dark/Evil resist (most thinks they're useless, not quite true anymore). Being at level 40 and under, Light/Saint resist is not much of any help. Grants does 400+ damage if you have zero Light resistance on Hard mode. It is unlikely you can pump up Light resistance above 50. At level 40, most characters bearly have 225+ HP. Now why Dark/Evil resist is more important? You need to survive his 2nd and 3rd form inorder to make it to his Final Form . His dark attack during his 2nd/3rd form can kill any player at level 40 and under with that attack. It does about 250+ damage if you have zero Dark resistance in hard mode. So equipping some of those resist dark/evil will give you a sure chance to survive those early forms. As for scapel dolls, no point in carrying them around, you'll die way too much than you can carry for it to keep reviving you. So it's a waste to use them in an endless death. Better off having your teammate reviving you.

Beating his 1st, 2nd, and 3rd form is a no brainer. So I'll cut it short and assume you made it to his Final Form. This is where the killer begins, knowing your level, there is no in hell way you can survive that Grants attack which not only kills you, but all your

teammates as well, making the battle short lived. What many people don't know, is that you can prevent him from casting that spell upon you and 2 of your teammates. How you ask? simple, Die. By dying from the blue beam cannon array blast that he does. He will not cast Grants (see why Light/Saint is now of no use?). Basically, If you dodge it, he'll counter it with Grants and kill everybody instantly. Now you also want to keep a good distance away from your teammates, cause once he comes back down, he'll to a quick slash killing yet another one of your comrade (or you along with your team, if you all are too close together). Of course, if any player falls, revive asap. Make sure your team stay a good distance away from one and another, so you don't have to run across the other side to revive him/her (it gets really annoying!). Once your team done enough damage, Darkie will start to beam lock a character (you can see this on the radar, the color represents the player's color), trying to take that player's soul away. Now for the experienced players, they know that causing any damage upon to Darkie will do a greater deal of damage to the player which the beam is linked. So... don't attack it right? I mean... if you keep attacking Darkie you'll kill your teammate! Well, guess what, Kill your teammate! (hehe, you get to be evil now) or else Darkie will kill you all! If the player that is linked with the Beam, and if he/she's not dead. Darkie will cast Megid (useless; never works on you, that's a good thing i guess... but what's the point of having it there if it never works!?) and then Grants! End of Game, err rather battle. But if the player dies, all that won't happen. So just revive him/her back up again and continue until he's dead. There might be a chance where one of your teammate (or you) might die upon defeating Darkie, which is a sad sad... thing. That player won't get any experience points for what he/she has acomplish.. but the true experience is he/she gave in to help the team on defeating Darkie! and you all should be relief on a job well done.

Now this type of battle, will require a tremendous amount of teamwork and reviving. What more, trusting players. Don't be doing this kinda battle where you'll have thief around to steal your goodies and just run off. After acomplishing/defeating him, enjoy the ultimate experience in a PSO battle. This is what it's truly ment for.

For killing tips, If any character can use technique and have Grants learned, use it against him. It won't show any damage, but it does hurt him. Failing that, use Varista or a long range weapon to deal damage to him. Melee weapons arn't that effective, as you have to keep running around to reach him. You'll be dead most of the time anyways, so it's better off if you and your team stand your ground. Like I said, try not to wonder too far off from your teammate, cause it's really annoying for them to run across the other side to revive you.

As you can see, this is intend for legit players. For all you other players with extreme rares and experience (gameplay wise, or people starting a 2nd char.), this is still a good challenge to undertake.

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