

Lost Kingdoms II Proving Grounds Guide (w/ MysticWeirdo)

by zeldafannow

Updated to v1.03 on Jul 3, 2005

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Lost Kingdoms 2 Proving Grounds Survival Guide Version 1.03
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Authors: MysticWeirdo and zeldafannow
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I. Introduction

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We are MysticWeirdo and zeldafannow also known by our real names
Warren Grieder and Mats Andersson.

This guide provides a miniwalkthrough for getting through the Proving
Grounds in Lost Kingdoms II.

We have previously written a Card/Item/Combo Collection and Boss Guide for this game as well as a Card/Combo/Boss FAQ for the original Lost Kingdoms.

II. Version History

Version 1.03, July 03, 2005 11:13 GMT-6 DST. Updated copywrite

Version 1.02, Sep 05 2004 15:00 GMT-6 DST

<MysticWeirdo>Some updates to legal and contacts

Version 1.0101: very minor changes in the top

Version 1.01: June 19: Fixed strategy for Vouivres.

Version 1.0: June 6 2004: Original version.

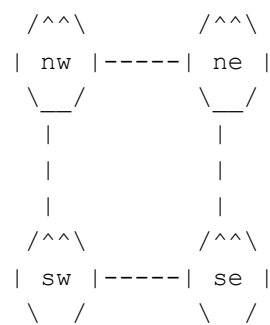
III. Proving Grounds

What are the Proving Grounds?

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The Proving Grounds are a 20 level dungeon that becomes available after finishing the main story in Lost Kingdoms 2.

Each level of the proving ground consist of four large circular rooms arranged in a square with hallways connecting the rooms forming the sides of the squares. At the each end of the hallways there is one of: a door, a grate, or a brick wall. The grates cannot be passed. The brick walls can be destroyed with a weapon card.



Sometime when you travel down a hallway the door at the other end is already open. This usually indicated that the next room contains a mandatory battle. Except for the mandatory battles, you can avoid the monsters and head straight for the exit.

The exit for each of the first 19 levels is a circular column of brick with a few bricks shifting positions. The 20th and final level has an extra room in the center where you fight the final opponent of the proving grounds.

Recomended Deck:

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Minimum Requirements

2 Brine Dragons
4 Banshees
1 God of Destruction
4 Red Dragons
1 Amber Dragon
2 Capture Cards
1 Berserk Master

For the remaining cards you might want some extras of any of these cards or any favorites you might have or cards your gathering experience for. A Sprite or two for healing and a Decoy Pillar to distract enemies may be useful.

StormtrooperBW adds this suggestion for your deck: "I think a staple needed for Proving Grounds would be that Neutral Shadow Transform monster that makes you turn into a shadow and go underground. Enemies don't notice you, so you can easily slip past some of those very annoying monsters (like Fenril, for example) or avoid some of the giant monsters in the final stages."

NOTE: The neutral shadow transformation card is Devata.

Walkthrough:

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Unless a battle is mandatory, your primary strategy in the proving grounds should be to run. Keep to the walls rather than cutting to the middle of the rooms where you risk getting cut in the crossfire. If you manage to get pinned against the wall, use the Red Dragon's Earth Break and/or the Brine Dragon's Sonic Tail to attack the monster holding you in place.

This walkthrough provides directions for each level and a strategy for the mandatory battles. A list of enemies found on each level follows the directions for the level.

Level 1:

You start in the southwest room. Go through the door to the north to go down the hallway to the northwest room. Use a weapon card to destroy the brick wall blocking the hallway to the east and go to the northeast room where you'll find the exit to level 2.

(Enemies: Berserker, Scythe Beast, Flying Ray, Will-o-wisp, Dragon Knight, Berserk Master)

Level 2:

You begin in the northeast room this time. Go west through the door to the northwest room, and then through the south door to the southwest room. Go to level 3 through the exit here.

(Enemies: Wizard, Basilisk, Treant, Lizardman, Red Lizard, Venom Lizard)

Level 3:

You start in the southwest room. Go to the east door to the south east room and then through the north door to the northeast room. Here you must fight two Fire Golems, a z-effected Brine Dragon's Sonic Tail attack will one hit KO them. Go through the door to the west to the northwest room where you find

the exit to level 4.

(Enemies: Fire Golem, Popgun Charlie, Hobgoblin, Matador, Orc)

Level 4:

You begin in the northwest room. Head through the door to the south to the southwest room, then through the door to the east to the southeast room, and finally to through the north door to the northeast room. Go to level 5 through the exit here.

(Enemies: Valkyrie, Salamander, Fire Elemental, Demon Fox, Ashura, Great Demon)

Level 5:

You begin in the northeast room. Break the wall to the west to get to the northwest room. Take the south door to the southwest room. Here you are force to fight a Night Mare, a Tumblechick, a Mole Monster, and a Dragonoid. A z-effected banshee will one hit KO all of these. Go through the door to the east to go to the southeast room, where the exit to level 6 awaits.

(Enemies: Trickster, Tumble Chick, Cyclops, Mole Monster, Night Mare, Dragonoid)

Level 6:

You start in the southeast room. Go through the door to the north to the northeast room and then through the door to the west to the to the northwest room. Take the exit in the northwest room to level 7. (There are no grates to block your way on this level so you can go the other way)

(Enemies: Juggernaut, Venus Spider, Bum Hagan, Stone Golem, Maelstrom)

Level 7:

You start in the northwest room. Head south through the door to the southwest room. Go through the east door to the southeast room. There's another mandatory fight here, this time against four Vouivre. Run around to lure there together and use a single z-effected Red Dragon's Earth Breaker to take them out. Go the north door to the northeast room where you can exit to level 8.

(Enemies: Blue Mold, Banshee, Earth Moray, Skeleton, Vouivre)

Level 8:

You begin in the northeast room. Go through the west door to the northwest room and then through the door to the south to the southwest room. Take the exit here to level 9. (Like on level 6, there are no grate so you can go the other way.)

(Enemies: Elephant King, Behemoth, Gnome, Sphinx, Dao, Earth Elemental)

Level 9:

You start in the southwest room where you have a manditory fight against a

Caterpoker, a Circasaurus, an Acid Cloud, and a Carbuncle. Z-effected banshees will take out the Carbuncle and Acid Cloud, and 2 Red Dragon Earth Breakers will take out the Caterpoker and Circasaurus. Go through the door to the east and break the wall at the end to get to the southeast room where you can exit to level 10.

(Enemies: CircaSaurus, Acid Cloud, Caterpoker, Carbuncle, Goblin Lord)

Level 10:

You begin in the southeast room. Go through the north door to the northeast room. Continue through the west door to the northwest room and take the south door to the southwest room. The exit to level 11 is in the southwest room. (If there a Sleeping Giant in the center of a room on this level keep along the walls to avoid being put to sleep, if that happened the elfs on this level will finish you off before you awaken.)

(Enemies: Elf Lord, Panther Mage, Lycanthrope, Blood Bush, Sleeping Giant)

Level 11:

You start in the southwest room. Take the door to the north to get to the northwest room. Here you need to fight 2 Archer Trees, a Chameleus, and a Lycantrope. Use the Red Dragon's Earth Breaker on all of these. Try to lure the Lycantrope and the Cameleus together so you can get them both at the same time. There's a chance that they may respawn forcing you to kill them again, z-effected Banshee will also take out the Archer trees if this happens. Go through the door to the east to get to the northeast room and take to exit to level 12.

(Enemies: Archer Tree, Plague Rat, Raflesia, Ghost Armor, Chameleus, Ghoul)

Level 12:

You begin in the northeast room. Take the door the south to the southeast room. Then take the door to the west to get to the southwest room. Then take the door to the north to the northwest room. There a Mandragora King guarding the exit so you might want to use a Z-effected Red Dragon when you get close to it to avoid taking damage, and take out the pack of Fenril that are likely nipping at your heals. Take the exit to level 13.

(Enemies: Whip Worm, Fenril, Dryad, Madragora King, Garuda)

Level 13:

You start in the northwest room. Break down the wall to the east and go to the northeast room. Take the south door to the southeast room where you can exit to level 14.

(Enemies: Rubber Froggy, March Hare, Tiger Mage, Octobush, Pazuzu)

Level 14:

You start in the southeast room. Take the west door to the southwest room. Here you have to fight a Red Dragon and a Brine Dragon. The Brine Dragon can be taken out with a Z-Effected Amber Dragons Rocky Roar. For the Red Dragon you can use a Z-effected Brine Dragons Sonic Tail followed by a Banshee. Head out the north door to the northwest room and then to through the east door to the northeast room. Exit to level 15 from the northeast room.

(Enemies: Baby Dragon, Acid Dragon, Red Dragon, Brine Dragon, Amber Dragon)

Level 15:

You start in the northeast room. Break the wall to the west to get to the northwest room. Go through the door to the south to get to the southwest room where you can exit to level 16.

(Enemies: Mermaid, Vampire Bush, Wraith, Baba Yaga, Asparas, Water Moray)

Level 16:

You begin in the southwest room. Take the east door to the southeast room, then the northdoor to the northeast room. The exit to level 17 is in the northeast room.

(Enemies: Marid, Undine, Ice Golem, Demon Skeleton, Rock Hagan)

Level 17:

You start in the northeast room. There's a Super Pumper by the door to the south that you might want to eliminate with a Z-powered Banshee. Take the door to the south and go the the southeast room. Eliminate the two Super Pumpers in front of the exit and take it to level 18.

(Enemies: Super Pumper, Yin Yang, Mind Flayer, Octobush, Boom Monkey)

Level 18:

You start in the southeast room. Break the wall to the west and go to the southwest room. Break another wall to the north and go to the northwest room. Take the exit to level 19 from the northwest room.

(Enemies: Vampire, Puppet Master, Wyvern, Chaos Knight, Necromancer)

Level 19:

You start in the northwest room. Go out the south door to the southwest room and then through the east door to the southeast room. Here you fight a Kraken and a Neuh. For the Kraken, use the God of Destruction's Final Judgment follow by any attack. A Z-effected Red Dragon Earth Breaker follow by a Banshee will take care of Neuh. Leave by the north door and take the exit to level 20 from the northeast room.

(Enemies: Black Dragon, Demon Lord, Kraken, Nueh, Ryuhi, Fafnir)

Level 20:

You start the final level in the northeast room. Go through the south door to the southeast room, and then through the west door to the south west room. Here your have a mandatory battle against the four god cards: The Golden Phoenix, the Blue Dragon, the Great Turtle, and the White Tiger. This can be a difficult battle but it doesn't need to be if you lead off with a Berserk Master. This cause the gods to fight amongst themselves (just don't get to close) and the Golden Phoenix will destroy itself. There should be one

weaken god left by the time the Berserk Master is exhausted. Use the God of Destruction's Final Judgment and finish it off with any attack.

After defeating to gods go through the north door to the northwest room and the go through the east door. Halfway down the hallway turn right and go through the door to the center room. Here you face the final opponent of the proving grounds, the Emperor. When fighting the Emperor, use z-powered Banshees and quickly pick up some magic stones after each hit and then retreat to a safe distance. After the 8th hit switch to capture cards, the second capture card will capture it.

(Enemies: Steel Skeleton, Golden Phoenix, Blue Dragon, Great Turtle, White Tiger, Emperor)

IV. LEGAL

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V. Contact Information

For suggestions and/or corrections for this guide please email:

{mystic.weirdo [at] gmail.com for MysticWeirdo or if you can't reach me; zeldafannow.faq.contact.mail [at] gmail.com for zeldafannow}

The most recent version of this guide will be on www.gamefaqs.com. Please check there before contacting us with additions/corrections.

VI. Credits

Thanks go to the following:

Activision and FromSoftware for making this great game.

Thank to StormtrooperBW for the addition of Devata to the deck.

GameFAQs for hosting this FAQ.

IGN for hosting this FAQ.

The enemy lists were populated with the data from the capture list composed by zeldafannow in our Card, Item, and Combo Collection Guide

osrevad for doing the ascii shown below for our guide:



