

Generation of Chaos: Pandora's Reflection FAQ/Walkthrough

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Generation of Chaos: Pandora's Reflection™
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* Disclaimer *

This guide may contain spoilers. Although, I tried to make it as spoiler free as possible.

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Version 1 - 3/6/13 Fixed formatting errors.

Version 1.1 - 3/7/13 Added new event points found during hard mode progress.

Version 1.2 - 3/11/13 Added more event points, new items, characters missing atk/def values, missing summon levels, and second ending method.

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General Strategy
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1. Capture map points as quickly as possible and leave a character to defend them while you eliminate all the enemy reinforcements.
2. Sometimes defending map points can prove to be difficult because of field artillery and you should prioritize capturing those after claiming control of your map points.
3. Always try to follow up with Chaos Attacks even against enemies with 0 HP remaining after an attack to continuously fill the summoning gauge.
4. Limit the HP loss to field artillery, bosses map attacks, and certain terrains that drains the characters HP for standing/walking through them. The damage from these goes up exponentially for hard difficulty (I've seen as high as 400 damage per hit).

5. Characters standing still on their most suitable terrain or on map points will not get their speed bonus (they will attack second) unless they have equipments or a class ability that makes them attack first otherwise.

6. It is much easier to stun enemies and/or obtain item drops when performing Chaos Attacks. Enemies equipped with items you want should be finished off with 5-chain Chaos Attacks.

7. For bosses, it is much easier to avoid them and leave them for last whenever possible and deal with their reinforcements first.

8. For stages that have follow up battles, try to conserve or fill your summon gauge before completing. Summon uses will be refreshed in the next battle.

9. Equip characters with items that suit the stage, compliment their strengths, or counters their weaknesses. Ex. +movement armor on Dominique allows her to fly over any terrain at high speed and help reduce her weakness for moving incredibly slow at night or an armor that grants first attack to Yuri allows her to always make a healing magic circle. Remember you can equip characters before you deploy them from your base.

10. There is no time limit and as such take your time if you need to. Remember the base will heal any character below 30% of their HP.

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Characters
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Atk/Def values at max level (50).

Claude [Alchemist]

ATK: 56

DEF: 57

Weapons: Book, Sword

Yuri [Eruca/Chrysalis]

ATK: 60

DEF: 53

Weapons: Wand, Dagger, Gun (Chrysalis)

Note Her magic circle heals 10% HP.

Dominique [Angel]

ATK: 59

DEF: 48

Weapons: Spear, Wand

Olivia [Valkyrie]

ATK: 59

DEF: 58

Weapons: Sword, Dagger

Marlon [Warrior]

ATK: 63

DEF: 51

Weapons: Axe, Fist

Morgan [Wizard]

ATK: 62

DEF: 49

Weapons: Wand, Sickle

Marlene [Assassin]

ATK: 62
DEF: 50
Weapons: Gun, Fist

Sasha [Mermaid]
ATK: 59
DEF: 52
Weapons: Spear, Dagger

Leon [Knight]
ATK: 55
DEF: 63
Weapons: Sword, Spear, Dagger

Luci [Priest]
ATK: 55
DEF: 61
Weapons: Axe, Book

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Weapons
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Note All weapons when upgraded past a certain limit, Impact Gauge speed will be greatly increased requiring very fast and precise button presses. This speed change becomes noticeable around the 6th upgrade.

Wpn Lv/AP Cost/Atk Bonus

+0 - 24 = +1
+1 - 48 = +1
+2 - 72 = +1
+3 - 96 = +1
+4 - 200 = +1
+5 - 232 = +1
+6 - 264 = +2
+7 - 296 = +2
+8 - 328 = +2
+9 - 360 = +2
+10 - 452 = +2
+11 - 544 = +2
+12 - 636 = +2
+13 - 728 = +2
=4280 / +22

Sword (Slash) [M]

Claymore	+6	
Longsword	+7	
Rhomphaia	+8	
Saber	+9	
Basdam Blade	+10	
Testament	+11	
Jormungand	+12	
Flarebuster	+14	
Ice Sword	+16	
Fujin Blade	+18	
Dragon Slayer	+20	
Sky King Sword	+22	
Excalibur	+24	
Valhallidae	+26	
Shining Gealm	+28	
Balzex	+50	Obtain by trading [Blue Rose]

Axe (Slash) [S]	
Battle Axe	+8
Tomahawk	+9
Bardiche	+10
Francesca	+11
War Hammer	+12
Silver Axe	+13
Flame Hammer	+14
Ice Hammer	+16
Wind Axe	+18
Holy Axe	+20
Dark Axe	+22
Exploding Axe	+24
Grandelier	+26
Epsilon	+28
El Doral	+30

Gun (Shoot) [S]	
Handgun	+8
Stun Gun	+9
Shotgun	+10
Rifle	+11
Golden Gun	+12
Platinum Rifle	+13
Fire Gun	+14
Ice Gun	+16
Earth Rifle	+18
Wind Rifle	+20
Bazooka	+22
Launcher	+24
Ogre Killer	+26
Dragon Hunter	+28
Energy Hunter	+30

Dagger (Shoot) [L]	
Dagger	+4
Main Gauche	+5
Rondel Dagger	+6
Titanium Knife	+7
Grandi	+8
Sword Breaker	+9
Basganon	+10
Dagger of Haste	+12
Flame Dagger	+14
Blood Knife	+16
Holy Dagger	+18
Agriyu	+20
Guardian Knife	+22
Yakut Dagger	+24
Gladiator	+26

Spear (Thrust) [L]	
Javelin	+4
Long Spear	+5
Chrome Lance	+6
Naginata	+7
Silver Spear	+8
Aqua Lance	+9
Salamander Spear	+10

Dragon Lance	+12
Raiden's Spear	+14
Unicorn	+16
Gae Bolg	+18
Gungnir	+20
Gryphos	+22
God Lance	+24
Alpha Baird	+26

Fist (Thrust) [M]

Iron Knuckles	+6
Cat Gloves	+7
Chrome Knuckles	+8
Wolf Fang	+9
Tiger Fang	+10
Chimera Nail	+11
Gremlin Fang	+12
Helheim	+14
Giant Knuckles	+16
Flying Dragon Scale	+18
Lion King's Nail	+20
Chaos Knuckle	+22
Baraham's Scale	+24
Nightmare	+26
Emperor's Gloves	+28

Sickle (Slice) [XL]

Carrot Cutter	+4
Steel Scythe	+5
Titanium Blade	+6
Dragon Breaker	+7
Gaea Breaker	+8
Flare Breaker	+9
Air Cutter	+10
Aqua Sickle	+12
Gates of Heaven	+14
Killing Sickle	+16
Death's Scythe	+18
Yama Blade	+20
Shining Pike	+22
Gwendel	+24
Gates of Hell	+26
God Killer Scythe	+40

Stage 7-5-3 Boss

Wand (Cast) [XS]

Magician's Rod	+8
Mace	+9
Silver Mace	+10
Fire Dragon Mace	+11
Aqua Mace	+12
Staff of Treasure	+13
Crystal Rod	+14
Dragon Horn	+16
Unicorn Rod	+18
Fairy Rod	+20
Sealing Staff	+22
Moon Tree Staff	+24
Twin Goddess Staff	+26
Elemental Force	+28
Epsilon Staff	+30

Staff of Blashphemy	+40	Stage 7-5-2 Boss
Book (Cast) [XS]		
Intro to Magic	+8	
Book of Oaths	+9	
Arth Notoria	+10	
Solomon's Book	+11	
Book of Spirits	+12	
Albertus's Book	+13	
Paulo's Book	+14	
Goetia's Book	+16	
Book of Secrets	+18	
Book of Enigmas	+20	
Caladbolg	+22	
Picatrix	+24	
Necronomicon	+26	
Book of Adam	+28	
Book of Raziel	+30	
Sky God's Apocalypse	+40	Stage 7-5-1 Boss

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Armor

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NAME	DEF	Effect
Spiky Bracelet	-3	Max HP +20%
Legendary Carrot	+0	Allows Rabbit Demon summon. Can't equip
Maiden Armor	+0	Allows Valkyrie summon. Can't equip
Steel God Idol	+0	Allows Steel God summon. Can't equip
Angel Boots	+1	Increase movement speed by 2
Blue Rose	+1	
Carrot	+1	
Devil's Eye	+1	Increases the chance of stunning by 5%
Elemental Boots	+1	Null terrain damage and movement speed +2
Fairy Tears	+1	Revives wielder on death
Gold Bracelet	+1	Max HP +20%
Green Grass	+1	Heals 50% of max HP if less than 10%
Holy Ring	+1	Heals over time when HP is less than 30%
Red Grass	+1	Heals 80% of max HP if less than 10%
Steamed Hiyoko	+1	Heals 100% of max HP if less than 10%
Leather Vest	+2	
Battle Clothes	+2	Increases the chance of stunning by 2%
Knight Boots	+2	Movement speed +1 during the night
Pegasus Boots	+2	Increase movement speed by 1
Ring of Treasure	+2	Max HP +30%
Bandana	+3	Reduces Field Artillery damage by 10%
Dark Wing	+3	Impact Circles size +1 during the night
Holy Wing	+3	Impact Circles size +1 during the day
Pegasus Feather	+3	Impact Circles size +1
Slate of Beginnings	+3	
Slate of Revolt	+3	
Slate of Saints	+3	
Star Robe	+3	
Steel Arm	+3	
Steel Chest	+3	
Steel Screw	+3	
Frog Charm	+4	Movement speed +3 in Waterside and Sewage
Golden Chestplate	+4	
Impending Doom	+4	Reduce enemy DEF by 50%
Platinum Helm	+4	Reduces Field Artillery damage by 50%
Plate Mail	+5	

Chrome Helm	+6	Reduces Field Artillery damage by 30%
Kilboar	+6	
Dragon Helm	+7	Reduces Field Artillery damage by 80%
Magician's Robe	+7	
Battle Clothes EX	+7	Increases the chance of stunning by 2%
Blessed Robe	+8	
Black Clothes	+9	Increases the chance of stunning by 3%
Iron Armor	+9	
Gaea Armor	+10	
Knight Armor	+10	Knockback is reduced by 50%
War God's Chestplate	+11	Increases the chance of stunning by 2%
Chainmail	+12	
Armor of Treasure	+13	Knockback is reduced by 50%
Wind Spirit Clothes	+13	
Gardier	+14	
Dragon Chestplate	+15	
Imperial Guard	+16	Knockback is reduced by 50%
Dragon Scale	+17	
Wind Plumage	+18	Always grants first attack
Guardian Mail	+19	
Magic Chestplate	+19	Always grants first attack
Empire Guard	+20	
Valgear	+21	Always grants first attack

*Frog Charm drops from an enemy unit in stage 3-1.

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Summons
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Name (Cost) - Description. [Obtain]

1. Ice Dragon (1) - Greatly decreases enemy move speed for 20 seconds. [Lv15]
2. Vermillion (1) - Makes ally weapons "GOOD" against anything for 90 seconds. [Lv18]
3. Chronos (1) - Changes Night to Day, and vice versa. [Lv12]
4. Steel God (3) - Reduces damage taken by 50% for 150 seconds. [Steel God Idol]
5. Wind Spirit (2) - Completely heals the HP of all allies. [Lv1]
6. Rabbit Demon (3) - All allies will move at "Super" speed for 90 seconds. [Legendary Carrot]
7. Fenrir (1) - Damages all enemies in Waterside or Sewage areas. [Lv6]
8. Phoenix (3) - Impact Circles will be bigger for 90 seconds. [Lv24]
9. Dragon Demon (2) - Damages all enemies close to Claude. [Lv1]
10. Valkyria (3) - Reduces the HP of all enemies to 1 (excluding special units). [Maiden Armor]
11. Death (2) - Forces some enemies to retreat (excluding special units). [Lv21]
12. Skull Demon (2) - Stuns all enemies. [Lv8]
13. Angel of Darkness (2) - Destroys some enemy-controlled points and Field Artillery. [Lv10]

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Walkthrough - Event points & item locations.
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Note - Event points (EP) with nothing after their locations only contains additional dialog.

Siblings Lost in Darkness [Chapter 1]

Episode 1: Rain of Sorrow - Stage 1-1

EP1: Directly E of base. Obtain [Bandana].

EP2: Hidden NE of base inside city.

EP3: (Free Battle) Hidden in mountains far NE of base. Obtain [Golden Chestplate].

Episode 2: Two Justices - Stage 1-2

EP1: NW of enemy base.

EP2: Hidden S of enemy base. Obtain [Green Grass].

Episode 3: A Distorted World - Stage 1-3

EP1: SW of base.

EP2: SE of base.

EP3: Hidden E of base. Obtain [Blessed Robe].

EP4: (Free Battle) Hidden SW of base inside city. Obtain [Plate Mail].

Episode 4: Fools Believe; The Holy Man Believes - Stage 1-4A

EP1: S of base.

EP2: NW of base.

EP3: Hidden SE of enemy base. Obtain [Battle Clothes EX].

Episode 4: Fools Believe; The Holy Man Believes - Stage 1-4B

EP1: N of base. Trade [Blue Rose] > [Balzex].

EP2: W corner of map from base.

EP3: NW corner of map from base. Obtain [Steel Screw].

The Gleam of the Crystal [Chapter 2]

Episode 5: A Single Red Rose - Stage 2-1A

EP1: S of base.

EP2: Hidden far W of base in the desert. Obtain [Chrome Helm].

Episode 5: A Single Red Rose - Stage 2-1B

EP1: W of base. Obtain [Slate of Beginnings].

EP2: NW of base. Trade [Steel Screw] > [Steel Arm].

Episode 6: A Voice for Change - Stage 2-2

EP1: NW of base.

EP2: N from enemy base.

EP3: Hidden far SW from base below the Field Artillery. Obtain [Red Grass].

EP4: (Free Battle) Hidden N of enemy base. Trade [Steel Arm] > [Steel Chest].

EP5: (Free Battle) Hidden W of base. Obtain [Iron Armor].

Episode 7: The Open Box - Stage 2-3A

EP1: SW of base.

EP2: Hidden far S of base. Obtain [Pegasus Boots].

Episode 7: The Open Box - Stage 2-3B

EP1: SW from base. Trade [Steel Chest] > [Steel God Idol].

Episode 8: Black Witch - Stage 2-4

EP1: SE from base.

EP2: NW from base. Obtain [Slate of Revolt].

EP3: Hidden far N above enemy base. Obtain [Spiky Bracelet].

EP4: (Free Battle) Hidden NW of base along the sludge. Obtain [Black Clothes].

Those of the Gray World [Chapter 3]

Episode 9: Dirt, Death, and Mermaids - Stage 3-1

EP1: W of base.

EP2: E of base.

EP3: Far NE of base. Trade [Green Grass] > [Steamed Hiyoko].

Note Frog Charm drops from the enemy wearing it.

Episode 10: Dew of the Knife - Stage 3-2A

EP1: N of enemy base.

Episode 10: Dew of the Knife - Stage 3-2B

EP1: NE of base.

Episode 10: Dew of the Knife - Stage 3-2C

EP1: E of base.

EP2: Hidden far S of enemy base. Obtain [Devil's Eye].

EP3: (Free Battle) Hidden NE of base. Obtain [Wind Spirit Clothes].

Episode 11: Landscape in the Sky - Stage 3-3

EP1: S of base.

EP2: Hidden W of base in mountains. Obtain [Dragon Helm].

Episode 12: The Farytale Hero - Stage 3-4A

EP1: E of base.

Episode 12: The Farytale Hero - Stage 3-4B

EP1: NE of base.

EP2: Hidden far W of base in forest. Obtain [Dark Wing].

EP3: (Free Battle) Hidden far SW of base in the forest. Obtain [Platinum Helm].

Episode 13: The Nun Who Dances with the Dead - Stage 3-5

EP1: NW of base.

EP2: W of base.

EP3: Hidden N of enemy base. Obtain [Holy Wing].

Episode 14: Sinful Wine - Stage 3-6A

EP1: S of base.

EP2: SW of base. Obtain [Slate of Saints].

Episode 14: Sinful Wine - Stage 3-6B

EP1: (Free Battle) S of base. Obtain [Gold Bracelet].

The Text of Frenzy [Chapter 4]

Episode 15: The Visitor Wet With Cold Ash - Stage 4-1

EP1: N of base.

EP2: S of base. Asks to recover 50 [Carrot] for him.

EP3: Hidden far SW of base. Obtain [Knight Boots].
*Best place to obtain 50 [Carrot] or farm AP.

Episode 16: Roar of the Midnight Green - Stage 4-2
EP1: N of base.
EP2: Hidden far W of base. Obtain [Fairy Tears].

Episode 17: A Bullet Bores Through Sorrow - Stage 4-3
EP1: S of base.
EP2: S of enemy base. Trade [Carrot]x50 > [Legendary Carrot].

Episode 18: The False Lover - Stage 4-4A

Episode 18: The False Lover - Stage 4-4B
EP1: SE of enemy base.
EP2: (Free Battle) Hidden NE of enemy base. Obtain [Armor of Treasure].

A Red Carpet of Hope [Chapter 5]

Episode 19: The Ceiling That Fell from the Sky - Stage 5-1
EP1: NW of base.
EP2: Hidden S of enemy base. Trade [Slate of Beginnings], [Slate of Revolt], and [Slate of Saints] > [Maiden Armor].
EP3: Hidden SE of base. Obtain [Elemental Boots].

Episode 20: Impure Honor - Stage 5-2A

Episode 20: Impure Honor - Stage 5-2B
EP1: SW of enemy base.
EP2: Hidden S of base. Obtain [Ring of Treasure].
EP3: (Free Battle) Hidden far NE from base. Obtain [Chainmail].

Episode 21: The Forbidden Land of the Cannibal - Stage 5-3A
EP1: SW of base.
EP2: Hidden S of base. Obtain [Holy Ring].

Episode 21: The Forbidden Land of the Cannibal - Stage 5-3B

Episode 22: The Black And White Dystopia - Stage 5-4
EP1: Far NE of base.
EP2: Hidden far W of enemy base. Obtain [Dragon Chestplate].
EP3: (Free Battle) Hidden far SE of base. Obtain [Dragon Scale].

The Thing That Slumbers Within [Chapter 6]

Episode 23: The Third Life Begins - Stage 6-1A
EP1: S of base.
EP2: Hidden far NE corner from base. Obtain [Pegasus Feather].

Episode 23: The Third Life Begins - Stage 6-1B
EP1: N of base.
EP2: Far NW of enemy base. Trade [Holy Wing] > [Impending Doom].

Episode 24: The Eyepatch Girl - Stage 6-2
EP1: (Free Battle) Hidden far E of enemy base. Obtain [Guardian Mail].

Episode 25: The Loving Puppet - Stage 6-3A

EP1: E of enemy base.

Episode 25: The Loving Puppet - Stage 6-3B

EP1: E of base. Trade [Ring of Treasure] > [Wind Plumage].

EP2: (Free Battle) Hidden E of enemy base. Obtain [Angel Boots].

Episode 26: The End - Stage 6-4A

EP1: E of enemy base.

EP2: Hidden W of base. Obtain [Imperial Guard].

Episode 26: The End - Stage 6-4B

EP1: (Free Battle) Hidden W of enemy base. Obtain [Magic Chestplate].

Must choose option that determines the ending

1. Oppose Cherie > Epilogue 1
2. Get somewhere safe > Epilogue 2 & 3

The Chaos Field [Chapter 7]

Episode 27: The Blue Rose and the Mirror - Stage 7-1

EP1: W of base.

EP2: N of base.

Episode 28: The Rondo of Resentment - Stage 7-2

EP1: Hidden far NW corner of map. Obtain [Blue Rose].

EP2: (Free Battle) Hidden far SE of enemy base. Obtain [Empire Guard].

Note If the second choice was chosen (Get somewhere safe), capturing the enemy base victory condition leads to [Epilogue 2] and defeating the enemy victory condition leads to [Epilogue 3].

Episode 29: The Destroyer of Fate - Stage 7-3

EP1: N of base.

Episode 30: The Blue Maiden Who Became a Beast - Stage 7-4

EP1: NW of base.

EP2: (Free Battle) Hidden far N of enemy base. Obtain [Valgear].

Episode 31: Fade to Black - Stage 7-5-1

Episode 31: The Prism and the Death Butterfly - Stage 7-5-2

Episode 31: The History of the Cause - Stage 7-5-3

Under the Apple Tree [Epilogue 1]

A Chilling Prologue [Epilogue 2]

An Unrelenting Beginning [Epilogue 3]

Ending.

=====
New Game+
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Hard difficulty is unlocked.

Boost Mode is unlocked in option menu.

May carry over all items and character levels.

New event points and some old ones have new dialog and/or items.

Hardmode Changes

Enemies HP, ATK, and DEF values are increased.
Terrain, Field Artillery, and Map Attacks damage have been significantly increased.
Field Artillery controlled by the player only deals 10% of their damage.
AP gain have been reduced.
Summoning crystals dropped have been reduced.

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Credits & Copyright
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Thanks:

Sting, Idea Factory, Super Sting and NIS America for another great game!
CursedTiamat for encouraging me to release this guide and helping me find some of the missing event points.
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