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- - <<< 1/ INTRODUCTION >>> [INT] - -
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Hi everybody. Welcome to my other FAQ.

Recently, I'm busy with my works. So, I have to relax a bit. This game is interesting. After finishing it, I decided to write a FAQ.

That's all. Maybe this is a short introduction. However, I don't like the diffuseness. Now, here we go!

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- - <<< 2/ VERSION HISTORY >>> [VER] - -
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- Version 0.1 (23/12/2011)
FAQ started on my sketchbook.

- Version 1.0 (05/01/2012)
FAQ completed (1st edition).

- Version 1.1 (06/01/2012)
FAQ started (2nd edition).

- Version 1.2 (04/04/2012)
FAQ completed (2nd edition).

- Version 1.4 (25/04/2012)
FAQ started (3rd edition).

- Version 1.6 (17/05/2012)
FAQ completed (3rd edition).
- Version 2.0 (21/05/2012)
More updates added.
- Version 2.1 (28/05/2012)
Authorized websites added.
More updates added.
- Version 2.1 (04/06/2012)
More updates added.
- Version 2.2 (11/07/2012)
Minor updates added.

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- - <<< 3/ COPYRIGHT >>> [CPR] - -
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Well... It's not a big deal. Here are some little things:

- If you want to post this FAQ on any website, I agree. But you should notify me (give me the link) so that I can add you to the authorized websites list.
- To use this FAQ for private purposes (copy it to your PC, PDA, send to your friends, print it, edit it...), just DO IT FREELY.
- Please don't plagiarize this FAQ, or use it for profit.

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AUTHORIZED WEBSITES LIST

- * GameFAQs ~ <http://www.gamefaqs.com/> ~
 - * IGN ~ <http://faqs.ign.com/> ~
 - * Neoseeker ~ <https://www.neoseeker.com/> ~
 - * SuperCheats ~ <http://www.supercheats.com/> ~
 - * ChapterCheats ~ <http://www.chaptercheats.com/> ~
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- - <<< 4/ SOME NOTES ABOUT THIS FAQ >>> [NTE] - -
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- * All of my FAQs are free! You don't have to pay anything for them.
- * I wrote this FAQ by myself, nearly have no other guides or manuals, except some helps at the Special Thanks section (if available).
- * I always play games alone. Therefore, most of my FAQs were written for stand

-alone playing, not available for multi-playing or online playing.

* The grammar and style in this FAQ maybe not perfect. However, I have my own reasons:

- About English, we have American English, British English, Australian English ... In this FAQ, I've used Vietnamese English - use English by my native language.

(Sure you're thinking: "What's Vietnamese English? Never heard of it". Just pick a Vietnamese language course and you will see)

For example, about "the gender of noun":

With masculine nouns: we use "he", "him".

With feminine nouns: we use "she", "her".

(mostly for living creatures; such as human, animal and plant)

With nonlife things and common nouns: we use "it", "its".

However, if you hate someone, you can call him/her as "it".

Or you can call your close friends/relatives as "it", depend on your tone and temper.

Something like that...

One more thing, I'm not a linguist.

- This FAQ is only give you some basic guides, it's not a step-by-step ones. Besides, I don't like the diffuseness. So I wrote this FAQ as simple as possible.

- I DON'T KNOW JAPANESE MUCH (nearly zero)! The names of enemy, skills... in this FAQ are collated with the Katakana Alphabet, borrowed from Lord of Arcana, and translated in my way. Therefore, please don't complain if they're bad.

For example:

Hevisordo --> HeavySword

Makitshimamu Harikern --> Magma Hurricane

Feidawei --> Fadeaway

Megafurea --> Mega Flare

Horrirei --> Holy Ray

Howaito Keiosu --> White Chaos

Yorumungando Shinar --> Yormungand Snare

Bashirisuku Soriido --> Basilisk Solid (not Solid Basilisk)

Nirzuhagu Disutarbu --> Nidhogg Disturb (not Disturb Nidhogg)

* My FAQ is best viewed in 1024x768 pixels or more.

* I've used some Extended ASCII symbols in this FAQ. To display it well, just open it by using:

- Notepad (Windows XP, Windows Vista or later).

- Internet Explorer, encoding: Western European Windows.

- Firefox, encoding: Western (ISO-8859-1).

I've also used "fake" Justify align (by adding lots of spaces). Therefore, please turn off all Spell Check functions (if available) to display this FAQ better.

* [INT], [VER], [TKS],... are Search Codes. Use the CTRL + F command to find these sections easily.

* One of my views is "Quality over quantity". Therefore, I've written this FAQ in my way. Moreover, I'm just an amateur, not an experienced player! If you don't like this FAQ, you can use other guides. They're better than mine.

* This FAQ is used for the PSP version. However, there is another version of the game available for VITA. If you have a VITA, and the VITA version is similar to the PSP's, you can use this FAQ as well.

There are some notes about my FAQ. If you have anything else to ask, you can

email me. I will try to answer you as soon as I can.

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- - <<< 5/ CONTROLS >>> [CTR] - -  
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Analog stick : Move

Square (S) : ~ Attack
 ~ Use Revive item (self).

Triangle (T) : ~ Battle Art
 ~ Revive fallen partner (hold).
 ~ Call partners to revive.

Circle (O) : ~ Launch Magics / Additional Moves
 ~ Use items

Cross (X) : Guard / Avoid

L button : ~ Lock-on Mode

 .:. Manual: Press and hold to lock. Release to unlock.

 .:. Auto : Press to lock. Press again to unlock.

 ~ Central-view angle (camera). Press to change.

 Not available in Auto Lock, while a target is being locked.

R button : Open Item Menu.

 Select : Switch between mini/full map.

 Start : Pause, open Option Menu

Up / Down : Rotate camera up/down

Left / Right : Select items in the menu.

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- - <<< 6/ WEAPONS AND BATTLE ARTS >>> [WBA] - -  
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TwinBlade - Lightsword - Mace - HeavySword - BattleAxe - SpearRifle - Tomahawk

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* SKILLS *

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- Uppercut/Follow-up:

 Hold S (sword, axes) or O (spear, mace) while attacking.

 Not available for spear while equipping magic cards.

- Knock-down:

 When the locked enemy is lying on the ground; get close and hold S (swords, axes) or O (mace, spear).

- Recover:

 While being knocked down by heavy attacks, tap X to recover. Use the analog stick to control directions.

- Rise Attack:

 When you've been knocked down on the ground, press S to launch a get up swing (swords, TwinBlade and mace).

- Evade Strike:

 Press S while evading to do a light attack (HeavySword, BattleAxe).

- Counter-attack (for TwinBlade, HeavySword, BattleAxe):

 Sometimes, you can counter-attack while guarding.

a) TwinBlade

Type : A dual-headed spear. Press and hold S to switch to TwinBlade. Hold again or press T to change it back.
Defend : Guard, Avoid
Shield : No
Magic : Yes
Comments : My first using weapon. Effective in one-on-one combats. Fast and high accuracy. However, it'll raise your Pulse a bit in TwinBlade form. The power is not so great. Uses as you want.

* B.Art : Rush and Slash
Descrip. : Dash, then perform a cross-slash afterward.
Comments : One of the most useful arts. Use it frequently.

* B.Art : Fireball Strike (chargeable, movable)
Descrip. : Perform a double strike with 2 fireballs. Up to a quad-strike with 4 fireballs if charged.
Comments : A good art, but not useful while facing fast enemy.

* B.Art : Double Horizontal Slash
Descrip. : Slash 2 times. Tap T continuously to perform a series of attack. The last one will switch to TwinBlade. Press X to cancel.
Comments : Impressive, but cost Pulse. Don't overuse it.

* B.Art : Double Vertical Slash
Descrip. : Thrust then slash upward. Tap T continuously for more hits. Press X to cancel.
Comments : Only effective against aerial or high targets.

* B.Art : Tornado Slash
Descrip. : A spinning attack, end with a swing. Tap T continuously for more hits. Immobilize while using. Press X to cancel.
Comments : One of the most impressive and useful arts! Can draw enemy into the range, even bosses! Effective for breaking parts and killing small and fast enemy (Gremlins, Sirens, Mizuchies...). You should combine it with Wind magic and Agni Ultimate Spell for the best performance.

b) LightSword

Type : A saber, a rapier, a sword...
Defend : Guard, Avoid
Shield : Yes
Magic : Yes
Comments : Light, fast and high accuracy! Effective in one-on-one combats! The main weakness is low damage, but it's not a big problem.

* B.Art : Turning Slash
Descrip. : A turnaroud slash.

Comments : A basic. Fast and useful.

* B.Art : Sword Dancer
Descrip. : A series of swordplay! Tap T continuously for more hits.
Comments : An useful art, but cost Pulse! Uses as you want.

* B.Art : Will-O'-The-Wisp
Descrip. : Same above.
Comments : Same above, but short-ranged! Only good for close combats.

* B.Art : Air Raid
Descrip. : Launches impulse waves (up to 3).
Comments : A long-ranged attack with high accuracy! One of the most useful arts. Keeps a distance then attack!

* B.Art : Force Saber
Descrip. : Add energy to the sword (3 levels) to increase power.
Comments : A power boosting art! Effective in one-on-one combats. One of the most useful arts!

c) Mace

Type : A club.
Defend : Avoid
Shield : No
Magic : No
Add. : Press O to perform a high kick (chargeable).
Comments : No guard, no magics, slow, low accuracy... The only one strength is effective for breaking parts. Use as you want.

* B.Art : Pulse Wave
Descrip. : Create a shockwave forward.
Comments : A basic. Nothing special.

* B.Art : Meteor Drop
Descrip. : Toss the mace up, it'll fall in front of you and cause damage to enemy nearby.
Comments : Cost Pulse and short-ranged. Ignore this art.

* B.Art : Power Smash (chargeable, moveable)
Descrip. : Perform a direct powerful smash.
Comments : A good art, but short-ranged.

* B.Art : Sidestep Attack
Descrip. : Tap T to perform a zigzag attack afterward.
Comments : Look impressive, but low accuracy. Not good at all.

* B.Art : Pound

Descrip. : Jump, then perform a diving attack.

Comments : Amongst those arts above, this is the best! One of the most useful arts as well! High accuracy, can avoid most of enemy attacks while performing. Ideal for breaking parts!

d) HeavySword

Type : A big sword, a claymore.

Defend : Guard, Avoid

Shield : Yes

Magic : Yes, chargeable

Comments : One of my favourite weapons. It's a bit slow, but fair accuracy and great damage! Combine it with magics, and you will see.

* B.Art : Dash & Slash

Descrip. : Like the name.

Comments : One of the most useful arts. Use it frequently.

* B.Art : Heavy Slash (chargeable, immobilize)

Descrip. : A powerful downward slash.

Comments : Good damage; but short-ranged, slow and immobilize.

* B.Art : Shove Slash (immobilize)

Descrip. : Makes a stance, and Pulse will raise slowly. Press T to shove, T to shove again. Quickly press T to perform a downward slash and end the stance.

Comments : Immobilize and short-ranged, but accuracy and powerful. Ideal for breaking parts. Stun/freeze/paralyze enemy first, then attack!

* B.Art : Warp and Slash

Descrip. : Makes a stance. When enemy hit you; you'll vanish, re-appear and counter.

Comments : Impressive! Effective in one-on-one combats! However, it's a bit unstable and only work against physical attacks! Use as you want.

* B.Art : Raging

Descrip. : Activates Raging Mode, like the boss! Increases damage and speed, immune with some abnormal status, but no guard! Press T again to cancel.

Comments : One of the most useful arts. Low mana consumption. Effective in one-on-one combats. However, it's a bit dangerous while facing high-level bosses. Use as you want.

e) BattleAxe

Type : A long axe, a poleaxe.

Defend : Guard, Avoid

Shield : No

Magic : Yes, chargeable

Comments : My most favourite weapon! It's slow, low accuracy and cost Pulse; however, the power is really devastating! Equip more speed-boosting items/armors/accessories and you'll see!

* B.Art : Pole-jumping Kick
Descrip. : Like the name.
Comments : The most useful move! Quick, accuracy, heavy damage, knock enemy back (can stun enemy). Effective for breaking parts!

* B.Art : Piledriver (chargeable, immobilize)
Descrip. : Jump and slam, create a field of magma rocks.
Comments : A powerful art, effective against the crowd and slow enemy.

* B.Art : Giant Swing
Descrip. : Perform a series of spinning attacks.
Comments : Low accuracy, out of balance after finishing. Totally useless!

* B.Art : Sacrifice
Descrip. : Cut off 2/3 max HP to increase Atk. Can't use healing items until the effect is gone.
Comments : Use at your own risk.

* B.Art : Gigantic Chop (chargeable, 3 levels, immobilize)
Descrip. : Transform into a giant and perform a powerful chop downward.
Comments : Very powerful, but not useful after all.

f) SpearRifle

Type : A gun spear, a gun lance, a rifle spear... Whatever...
Defend : Avoid
Shield : No
Magic : Yes, chargeable
Add. : Hold S to load Cartridge Charge (up to 3) for additional damages.
Comments : A long-ranged weapon. NOT for close combats! Effective for stealth or hit-and-run attacks. Combines with Cartridge Charge and magics for more damages.

* B.Art : Artillery
Descrip. : A drop shot.
Comments : The second-most useful art! Long-ranged and high accuracy! Ideal for stealth attacks and fixed targets.

* B.Art : Fadeaway
Descrip. : A backward jumping burst.
Comments : A ground attack. Not so useful.

* B.Art : Ground Buster
Descrip. : Launch a controllable shot. Hold T to remain, use the analog stick to move, release T to fire. Immobilize while performing.

Comments : Only useful while facing slow enemy or fixed targets.

* B.Art : Misty Fire
Descrip. : A ground shoot, like Fadeaway. Cause a smoking field afterward.
Comments : Hmm... Not good though. Are there other effects?

* B.Art : Sniper Stance
Descrip. : Press T to activate (X to cancel, or T to cancel with a shoot).
Use the analog stick to move the pinpoint (hold R to slow), press S to shoot. Totally immobilize while performing!
Comments : A good art, effective for stealth attacks. Long-ranged and high accuracy. However, it's only useful in one-on-one combats with slow enemy. If you're surrounded with a bunch of enemy, or face an agile opponent, you'll lose!

g) Tomahawk

Type : A pair of axes.
Defend : Avoid
Shield : No
Magic : No
Add. : Press O (up to 3) to perform long-ranged attacks.
Hold O to perform a spinning attack.
Comments : An interesting weapon. Long-ranged and high accuracy. Useful to attack from a distance. However, no guard and unable to use magic are its cons. Use it as you want.

* B.Art : Radical Clear (chargeable, up to LV2)
Descrip. : A forward rolling attack.
Comments : Nothing special. A basic one.

* B.Art : Harpoon Strike (chargeable, movable)
Descrip. : A long-ranged attack (like Additional).
Comments : Hmm... Use this art or Additional; it's your choice.

* B.Art : Magma Hurricane (chargeable, immobilize)
Descrip. : A jumping spiral attack toward enemy.
Comments : Slow, immobilize while charging, low accuracy. Totally useless!

* B.Art : Wild Joker
Descrip. : A forward attack.
Comments : Nothing special. Ignore this.

* B.Art : Bloody Reiji
Descrip. : Sacrifice HP to boost attack. The more HP you sacrifice, the more powerful you are.
Comments : Maybe useful if you like to pick a one-on-one combat. However, it is useless, in my opinion.

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- - <<< 7/ MAGICS, ULTIMATE CARDS AND STATUS >>> [MCS] - -
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a) Magics

- * Name : FlameFeather (Fire)
Effects : Launches fireballs. Can burn enemy.
Comments : Effective against slow enemy.

- * Name : Whirlwind (Wind)
Effects : Launches wind blades around character for additional damages.
Comments : It's a bit useful in some cases. Especially for stunning Slimes.

- * Name : Thunderbolt (Thunder)
Effects : Launches thunderbolts. Can paralyze enemy.
Comments : One of the most useful spells. Effective against flying enemy.

- * Name : FreezeSpear (Ice)
Effects : Launches icy projectiles. Can freeze enemy.
Comments : One of the most useful spells. My favourite ones.

- * Name : PhotonHelm (Light)
Effects : Creates light balls around you. Support physical attacks and make enemy stun faster.
Comments : Not so useful. Use Light Traps instead.

- * Name : DarkHorror (Darkness)
Effects : Launches magic circles on the ground. Can slow enemy down.
Comments : Effective against fast and big enemy. However, I didn't use this spell much.

- * Name : RockBanish (Earth)
Effects : Launches a ground shockwave. Can decrease defence.
Comments : Slow, and only effective against ground targets. Ignore this.

b) Ultimate Cards

- * Card : Agni
Mana : 3/5
U. Spell : Burning Roll
Effect : Damages and stuns all enemy.
Comments : Not so powerful, but this is the most useful spell in the game!
You can't destroy all breakable parts without this spell!

- * Card : Takemikazuchi
Mana : 3/5
U. Spell : Thunderstorm
Effect : Damages all enemy. Sometimes can paralyze them.
Comments : An useful low-mana-consumption spell.

- * Card : Bahamut

Mana : 4/5
U. Spell : Mega Flare
Effect : Damages all enemy.
Comments : A powerful spell. However, it cost lots of mana.

* Card : Cthulhu
Mana : 5/5
U. Spell : Absolute Zero
Effect : Damages and freezes all enemy.
Comments : Costs full mana. However, this is one of the most powerful and useful spells! Effective against high-level bosses!

* Card : Azdaja
Mana : 2/5
U. Spell : Life Drain
Effect : Heals a bit HP. Drains a small amount of HP in every blow which inflicted on enemy.
Comments : This spell is useful when you're out of healing items.

* Card : Grendel
Mana : 5/5
U. Spell : Holy Ray
Effect : Damages all enemy.
Comments : The most powerful spell in the game, in my opinion!

* Card : Xerxes
Mana : 3/5
U. Spell : Bombardment
Effect : Damages all enemy.
Comments : Another useful low-mana-consumption spell. My favourite ones.

* Card : Vermillion
Mana : 2/5
U. Spell : Berserk
Effect : Greatly boost physical attacks.
Comments : Not really useful. Ignore it.

* Card : Hecatoncheir
Mana : 2/5
U. Spell : Solid Guard
Effect : Removes all abnormal status and greatly boost Def.
Comments : A bit useful for defense.

* Card : Nidhogg
Mana : 2/5
U. Spell : Final Roar
Effect : Slows down all enemy.
Comments : A bit useful, but useless afterall.

* Card : Siegfried
Mana : 2/5
U. Spell : Nibelung Ring
Effect : Boosts other status (?).
Comments : I really don't know how it works. Seems useless.

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* How to use Ultimate Spell with max level? *
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Normally, you can cast U.Spell at LV1 (press T + O then release).
To use it with max level (LV4), you must have these conditions:

- Max Friendship (4 stars) with your partners.
- Bring all (3) partners. Each partner correspond to one level.
- Press T + O and hold. The aureola around O button on the lower-right screen will glow with 4 levels (1 > 2 > 3 > 4). Watch it CAREFULLY. When it reach max (brightest), just release these button!
It depends on timing and your observation. Try your best!

c) Status

- * Name : Attributes Changing
Effects : Your attributes (Atk, Def, Luk, HP...)will be increased (by using items/spells) or decreased (affected by enemy magics/skills).
Comments : Already described above.
- * Name : Burn
Effects : Caused by fire. Character will be burnt. HP reduces gradually.
Comments : It's dangerous if you're affected by high-level fire magic. Watch your HP and heal carefully.
- * Name : Stun
Effects : Character will be unconscious, and unable to do anything.
Comments : Very dangerous if you're facing strong enemy, especially bosses!
Tap X rapidly to wake up.
Another way to wake up is rotate the analog stick. However, DON'T EVER do it; unless you want to break the analog stick!
- * Name : Poison
Effects : HP reduces slowly.
Comments : This status is not as dangerous as Burn. Don't worry.
- * Name : Paralyze
Effects : Like Stun. Caused by thunder.
Comments : Like Stun again.
- * Name : Freeze
Effects : Character will be frozen, and unable to do anything. Caused by ice.
Comments : Like Stun or Paralyze; however, time to recover is much faster.
Tap X rapidly.
- * Name : Bewitch
Effects : The order of the buttons will be changed. Caused by Succubuses.
Comments : It's not cause damage, but a bit irritating. Just watch the change of the buttons, then attack.
- * Name : Slow
Effects : The speed will be decreased. Caused by Darkness.
Comments : Not-cause-damage-but-irritating again. Just move around until the effect is gone.
- * Name : Temporary Blind
Effects : You can't see anything on the screen for a while. Caused by some attacks (from Slimes, Yormungands) or touching floating balls in some stages.
Comments : This one is irritating. Just move around until the effect is gone or wait for the cure from your partners.
- * Name : Pulse Raise
Effects : Character's Pulse will be increased. Caused by some attacks from Medusas, Spicas (nearly reach max) or Blizzard Effect.

Comments : It's hard to perform Battle Arts if affected by Pulse Raise. The best way is prevent before it happens, or use curing items.

- * Name : Minimized
- Effects : Character will be minimized to a tiny! Unable to use magics, items and Battle Arts! Caused by Takemi/Indra/Kirin's attack.
- Comments : A very irritating status! After being minimized, quickly attack the thunderball to recover, also stun enemy.

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Battlefield Effect
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- * Sandstorm: Reduces HP slowly.
- * Blizzard : Rises Pulse, and prevent charging magics!

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- - <<< 8/ PARTNERS >>> [PAR] - -
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- * Name : Dolphstein (LightSword, Fire)
Meet at : After finishing Prologue.
Recruit : Complete Quest 1.1
Comments : The first partner. One of the most helpful ones as well.
- * Name : Laurarone (BattleAxe, Light)
Meet at : After finishing Quest 2.1
Recruit : Complete Quest 2.5
Comments : She's a bit slow, but strong and very helpful with light magics and traps.
- * Name : Elvansia (TwinBlade, Darkness)
Meet at : In the temple, before fighting Cthulhu.
Recruit : Complete Quest 3.6
Comments : An agile partner. However, she's a bit weak. Ignore her later.
- * Name : Ruth (Tomahawk, no magic)
Meet at : In the temple, before fighting Hecatoncheir.
Recruit : Complete Quest 8.6
Comments : The strongest partner! He's already at LV 80 and MAX Friendship when you meet him!
- * Name : Albert (SpearRifle, Thunder)
Meet at : The guild. After defeating Cthulhu and have the Vermillion's event.
Recruit : Complete quest 3.7
Comments : You've already have 3 partners above, so ignore him.
- * Name : Yuno (HeavySword, Ice)
Meet at : The guild. After Chapter 4 available.
Recruit : Complete quest 4.5
Comments : Same as Albert. Ignore her.

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- - <<< 9/ TIPS AND TRICKS >>> [TNT]
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- First, you should remember this famous statement:

"Military tactics are like unto water; for water in its natural course runs away from high places and hastens downwards.

So in war, the way is to avoid what is strong and to strike at what is weak. Water shapes its course according to the nature of the ground over which it flows; the soldier works out his victory in relation to the foe whom he is facing.

Therefore, just as water retains no constant shape, so in warfare there are no constant conditions.

He who can modify his tactics in relation to his opponent and thereby succeed in winning, may be called a heaven-born captain".

(Sun Tzu - The Art of War)

So, you will be the one who can make good ways to win the game, not my FAQ!

- NEVER GIVE UP! FIGHT UNTIL YOU DIE!

In some quests (especially with Master Guardians), you'll be send back to the camp if you've been defeated! In this case, go back and get the boss. The boss has already exhausted and injured as well.

- Bring all your partners. If they died in the battle, revive them as quick as possible (stand close and hold Triangle).

- Focus on your current objective. Avoid all unnecessary battles, if possible.

- Magics are extremely helpful in some cases. Use them frequently.

- Upgrading weapons is important. Focus on your favourite ones, and upgrade it one per level.

- The max level for character is 200, for partner is 100.

- Sometimes, all physical attacks only cause 1 damage to the boss! In this case, use magics to attack breakable parts first; then use physical attacks to destroy them later.

- You don't have to train all magics and Battle Arts (we call this action is "farming"). Just focus on your favourite ones. The others will be LV'ed up automatically when they reach to an equivalent level.

- After defeating enemy, you'll see a list (Quest Result) like this:

1 ~

2 ~

3 ~

4 ~

5 ~ Sell all.

6 ~ Store all. Select this one!

- Sometimes, after completing normal quests, some red quests will appear on the list (random quests). Accept if you like. You'll get Silver/Gold Medals from them. However, some of them (indicate with ???) are HARD; so be careful and try your best. Nothing venture, nothing have.

- Before entering the battle with bosses, you must lock-on the target first. After locked-on, approach them slowly, also guard to prevent beam shots (from Master Guardians) or normal attacks (from normal bosses) in order to keep the advantage (Atk up).

- Each of enemy usually has three types of points as follows:

+ Green Point(s): Breakable part(s). Destroy to get item and reveal the red point(s) (if available).

+ Yellow Point(s): Attack to stun enemy.

+ Red Point(s): The weakness!

Where are they? See the Master Guardians/Bestiary sections below!

Anything else? I'll add more later, if possible.

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. /\ _____ /\ .
/ \ / _____ \ / \
- - <<< 10/ WALKTHROUGH >>> [WTR] - -
\ / \ _____ / \ /
' \/ _____ \ / '

```

Preparations (Pre)\

~~~~~

First, you must create your character (Avatar Create).

[ Part 1 ] Character Style

- Name
- Gender
- Face Type
- Skin
- Hair Style
- Hair Color
- Voice

[ Part 2 ] Information (hobby, location, birthday...)

I don't know Japanese, so I can't read them. Only know 2 parameters below (the birthday, indicated by numbers):

- Month
- Day

[ Part 3 ] Weapon Select

Now, select your favourite weapon.

[ Part 4 ] Lock-on Mode

Manual (left) or Auto (right). See the Controls again for more details.

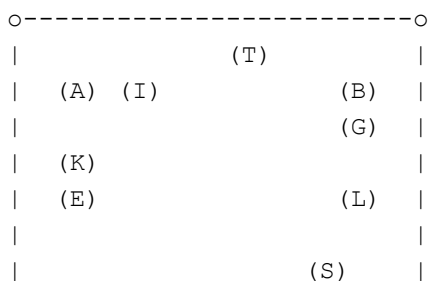
After finishing, save and prepare for the journey!

Prologue (Pro)\

~~~~~

- Go forth, kill 2 Trolls first. Afterward, go to area 9 and defeat Nidhogg.
- Watch the even. Afterward, exit the temple.
- Talk to the woman at the Counter Quest, and the man at the Bank.
Lock and load, then prepare for your quests!
- Talk to Dolphstein and accept the quest (Q.1.1)!

~~~~~  
CITY MAP  
~~~~~



| |
o-----o

- (T): Temple - Fight Master Guardians, exchange items/weapons/...
- (A): Alchemy Shop - Buy materials
- (I): Item Shop - Buy/sell items
- (B): Blacksmith - Craft/upgrade weapons/armors/accs/cards/...
- (K): Bank - Equip stuffs, store stuffs, see tutorials...
- (E): Quest Counter - Execute quests
- (G): Guild - See below
- (L): Room Select - For online-playing
- (S): Save Point - Save, of course

~~~~~

GUILD (Available after defeating Takemikazuchi and Bahamut)

~~~~~

1 - 2 - 3 - 4

(S) Save Point

[Entrance]

- (1): World Conquest - Send partners to execute tasks
- (2): Allied Force - Select/remove your partners
- (3): Hiring Hall - Hire partners
- (4): Cosplay Shop - Buy/change weapons, armors... for hiring partners

+++++

Some notes

+++++

In every quest below, you'll see some symbols. They're mean:

- Difficulty: 2B (2 blue stars), 3Y (3 yellow stars), 1R (1 red star)
They indicate the difficulty of these quests. Blue means easy, yellow means normal, red means hard. The more star, the more difficulty the quest is!
- ">" means "go to", and ">>" means "warp to" the respective area.
E.g. "3 > 4 >> 5 >> 6 > 7" means "From 3, go to 4, then warp to 5, warp to 6 and go to 7".

Chapter 1 (C01)\

~~~~~

---[ QUEST 1.1 ]-----

- \* Difficulty : 1B
- \* Objective : Get 3 items (Dolphstein's quest)
- \* Tips:
  - Just go ahead. Kill 3 Trolls and get items from chests with the key symbol.
  - Afterward, back to the camp. Talk to the man with the bag symbol complete the quest.

---[ QUEST 1.2 ]-----

- \* Difficulty : 2B
- \* Objective : Kill Cockatrice x 1
- \* Tips:
  - Head to area 5. Active the warp point and warp to area 3.

=====  
A Master Guardian appears now: Agni! Go and get him.  
=====

Chapter 2 (C02)\

~~~~~

---[QUEST 2.1]-----

- * Difficulty : 2B
- * Objective : Kill Basilisk x 5
- * Tips:
 - They're available at 3,10 and 1. Go to 3 first, then go to 10. Activate the warp point and back to 1.

After finishing this quest, you'll meet Laurarone. Recruit her (Q.2.5).

---[QUEST 2.2]-----

- * Difficulty : 3B
- * Objective : Kill Serket x 1
- * Tips:
 - Go to 3, kill the Blaze Goblin (key).
 - Go to 4 and activate the warp point by hitting the switch.
 - Finally, go to 2. Serket is there.
 - Next time, it usually appear at 8.

=====

Two Master Guardians appear: Takemikazuchi and Bahamut! Go around, complete more quests until you reach to LV13 or more, then back and get them!

=====

After defeating them, the guild will open!
Enter the guild, talk to the woman at desk 2 and get the gift.
Now, continue your journey!

---[QUEST 2.3]-----

- * Difficulty : 3B
- * Objective : Get the item x 1
- * Tips:
 - Go to 7 and get the Cockatrice.
 - Back to 4, ignore the Cockatrice (key). Kill it if you like.
 - Go to 5 >> 3 and back to the camp.

---[QUEST 2.4]-----

- * Difficulty : 3B
- * Objective : Kill Agni x 1
- * Tips:
 - Go to 3 > 10 (Sandstorm Effect available). Agni is there.

---[QUEST 2.5]-----

- * Difficulty : 3B
- * Objective : Get Troll Core x 3 (Laurarone's quest)
- * Tips:
 - Search and destroy! Go to 6, kill all Trolls until you get 3 cores. Don't forget to active the warp point here.

Chapter 3 (C03)\

~~~~~

---[ QUEST 3.1 ]-----

\* Difficulty : 3B  
\* Objective : Kill Kirin x 1  
Kill Troll x 5

\* Tips:  
- Go to 2 and kill 3 Trolls.  
- Head to 3, kill 2 Trolls. Enter the battle with Kirin and 2 Trolls.

---[ QUEST 3.2 ]-----

\* Difficulty : 4B  
\* Objective : Kill Grifon x 1

\* Tips:  
- Just go to 6 if you want to complete the quest quickly.  
- Or else, you should go to 2 then go to 5. Active warp point and warp to 6.

=====  
A Master Guardian appears now: Cthulhu!  
In the temple, you'll meet Elvansia. Recruit her first (Q.3.6).

=====  
To fight Cthulhu, just go, destroy all tentacles first. Cthulhu will appear afterward. Remember, no Ultimate Spell available! Equip Fire magic, bring all partners and get him.

---[ QUEST 3.3 ]-----

\* Difficulty : 3B  
\* Objective : Get 5 items

\* Tips:  
- These items can be found by checking some glittering points on the ground.  
- Go to 2 >> 4 > 5. Active the warp point.  
- Go to 6. There are 3 of them right at the entrance.  
- Back to 5 >> 10. There are 3 of them near the warp point.  
- Warp to 1, back to the camp to complete the quest.

---[ QUEST 3.4 ]-----

\* Difficulty : 4B  
\* Objective : Kill Takemikazuchi x 1

\* Tips:  
Head to 3. Takemikazuchi is there (movable). In the battle, he'll summon some Trolls. Kill them first.

---[ QUEST 3.5 ]-----

\* Difficulty : 4B  
\* Objective : Kill Bahamut x 1

\* Tips:  
Head to 2 and kill the Red Coerl (key). Bahamut will appear afterward.

---[ QUEST 3.6 ]-----

\* Difficulty : 3B  
\* Objective : Kill Serket x 1 (Albert's quest)

\* Tips:  
- Go to 5. Warp back to 10, kill Basilisk (key).  
- Go to 8.

---[ QUEST 3.7 ]-----

- \* Difficulty : 3B
- \* Objective : Kill Kirin x 2 (Elvansia's quest)
- \* Tips:
  - Head to 5, kill all Trolls until the one with key symbol appear. Kill it.
  - Back to 3. Do the same.
  - Back to 2. Same above.
  - Head to 7. Activate the warp point first, then enter the battle.

---[ QUEST 3.8 ]-----

- \* Difficulty : 3B
- \* Objective : Kill Red Coerl x 4  
Kill Phantom x 6
- \* Tips:
  - Go to 2, kill 2 Red Coerls.
  - Go to 5, kill 3 Phantoms and 1 Red Coerl.
  - Finally, warp to 6 and kill the rest.

---

Chapter 4 (C04)\

~~~~~

---[QUEST 4.1]-----

- * Difficulty : 4B
- * Objective : Kill Baby Xuan Wu x 4
- * Tips:
 - There are one at 2, two at 5 and three at 4. Just go and kill them. At 4, activate the warp point first.

---[QUEST 4.2]-----

- * Difficulty : 4B
- * Objective : Kill Succubus x 3
- * Tips:
 - Be patient... Just go and attack all chests on the ground to find them.

---[QUEST 4.3]-----

- * Difficulty : 5B
- * Objective : Kill Yormungand x 1
- * Tips:
 - Keep heading to 8. Activate the warp point first, then enter the battle.

=====

A Master Guardian appears now: Azdaja! Go and get her.

=====

---[QUEST 4.4]-----

- * Difficulty : 5B
- * Objective : Kill Cthulhu x 1
- * Tips:
 - Equip Fire magic. Just go and get him. Ignore all tentacles. Remember, no Ultimate Card available in the battle!

---[QUEST 4.5]-----

- * Difficulty : 5B
- * Objective : Kill Yormungand x 1
- * Tips:

- Go 3, 4, 5, kill 3 Medusas (key).
- Go to 8.

Chapter 5 (C05)\

~~~~~

---[ QUEST 5.1 ]-----

- \* Difficulty : 5B
- \* Objective : Kill Nyx x 1
- \* Tips:
  - Go to 3. Nyx is there with some Trolls.

---[ QUEST 5.2 ]-----

- \* Difficulty : 5B
- \* Objective : Kill Green Slime x 5  
Kill Indigo Slime x 5
- \* Tips:
  - They're available at 1 and 4. Kill the Slime at 1. Go to 4 then back to 1.

---[ QUEST 5.3 ]-----

- \* Difficulty : 1Y
- \* Objective : Kill Mizuchi x 1
- \* Tips:
  - Go to 4 > 5 > 6. Activate the warp point and kill the Slime (key).
  - Back to 1. Kill the Slime (key).
  - Go to 4. Mizuchi is there.

=====  
Two Master Guardians appear: Xerxes and Grendel!  
You should beat Xerxes first, then get Grendel later.  
=====

---[ QUEST 5.4 ]-----

- \* Difficulty : 5B
- \* Objective : Kill Medusa x 1
- \* Tips:
  - Medusa is hidden in the chest at 8 with some Succubuses.
  - Just go, kill all Succubuses (key) at 4 and 7.
  - At 7, activate the warp point, then warp to 3. Back to 2 and warp to 8.

---[ QUEST 5.5 ]-----

- \* Difficulty : 1Y
- \* Objective : Kill Azdaja x 1
- \* Tips:
  - Go to 4. That's all.

---[ QUEST 5.6 ]-----

- \* Difficulty : 1Y
- \* Objective : Kill Agni Blaze x 1
- \* Tips:
  - Agni Blaze is available at 9. Sometimes, he will move to 7 later.
  - Go to 1 > 2 > 3 > 4, activate the warp point and kill the Red Coerl (key).
  - Back to 3. Warp to 5 >> 6 > 7 > 9.

~~~~~

---[QUEST 6.1]-----

- * Difficulty : 1Y
- * Objective : Get item A x 1
 Get item B x 3
- * Tips:
 - Go to 2. Attack the chest (key) to get item A.
 - Go back. Kill 3 Sirens to get 3 items (B).
 - Back to the camp and complete the quest.

---[QUEST 6.2]-----

- * Difficulty : 1Y
- * Objective : Kill Minotaur x 3
- * Tips:
 - They're available at 2, 3 and 4. Skeletons are available as well.
 - Kill one Mino at 2. Go 3, kill another Mino (key). Go 4 and kill the last.

---[QUEST 6.3]-----

- * Difficulty : 2Y
- * Objective : Kill Bahamut x 1
 Kill Agni Blaze x 1
- * Tips:
 - They're both movable.
 - Go to 2 and kill Bahamut first.
 - Go to 5 >> 6. Enter the battle with 1 Grifon (key).
 - Agni Blaze will appear at 9, and move to 8 later. Go to 7 > 8, activate the warp point and wait!

---[QUEST 6.4]-----

- * Difficulty : 2Y
- * Objective : Kill Spica x 1
- * Tips:
 - Go to 2 > 4 > 6. Activate the warp point, then warp to 3.
 - Kill the Monitaur (key), and Spica will appear.

---[QUEST 6.5]-----

- * Difficulty : 2Y
- * Objective : Kill Trent x 1
- * Tips:
 - Go to 2, activate the warp point and warp to 6.
 - Go to 5, activate the warp point and warp to 7.
 - Kill the Siren (key), then back to 6.

=====
A Master Guardian appears now: Vermillion! Go and get him.
=====

---[QUEST 6.6]-----

- * Difficulty : 2Y
- * Objective : Kill Grendel x 1
- * Tips:
 - You should kill some Sirens to get full mana first.

- Go to 2 >> 6. Grendel is there with some Sirens.

---[QUEST 6.7]-----

* Difficulty : 2Y

* Objective : Kill Xerxes x 1

* Tips:

Go to 3. You should kill some Minotaurs to get full mana first.

---[QUEST 6.8]-----

* Difficulty : 1Y

* Objective : Kill Yormungand x 1

Kill Medusa x 3

* Tips:

- Ignore chests at 1 and 2. Go to 3, attack the chest and kill Medusa.
- Warp to 7. Attack the chest and kill Medusa with some Gremlins.
- Go to 6. Attack the chest and kill Medusa with a Succubus.
- Go to 8. Enter the battle with Yormungand and one Medusa.

---[QUEST 6.9]-----

* Difficulty : 1Y

* Objective : Kill Dragon Zombie x 1

* Tips:

Go to 2 > 3, activate the warp point and warp to 4. Kill Blood Slime (key) and go to 5.

Chapter 7 (C07)\

~~~~~

---[ QUEST 7.1 ]-----

\* Difficulty : 2Y

\* Objective : Get item x 3

\* Tips:

- These items will drop after defeating Troll Hounds (pale trolls). They're available at 2, 6 and 8. One Cockatrice Violent available in this stage.
- Go to 2 > 4 > 5 > 6, kill one T.Hound.
- Go to 8, kill one T.Hound and activate the warp point.
- Back to 2. Kill the last one, get item and back to the camp.

---[ QUEST 7.2 ]-----

\* Difficulty : 3Y

\* Objective : Kill Skull Dragon x 1

\* Tips:

- Kill 2 Skull Killers at 3 and 6. Go to 5 and activate the warp point.
- Back to 1. Kill the Skull Killer (key). Skull Dragon will appear at 2.

---[ QUEST 7.3 ]-----

\* Difficulty : 3Y

\* Objective : Kill Indra x 1

\* Tips:

- Go to 2 >> 4. Kill Kirin (key) with 2 Baby Xuan Wus.
- Go 5, do the same.
- Indra will appear at 9. Go and get him. Activate the warp point first.

---[ QUEST 7.4 ]-----

- \* Difficulty : 3Y
- \* Objective : Kill Finvara x 1
- \* Tips:

In area 1 of Scarlet Tower, there are 4 warp points as follows:

- A B
- C D

- A: warp to area 13.
- B: warp to area 15.
- C: warp to area 7.
- D: warp to area 10.

- Enter the warp point A, go to 13. Kill the Minotaur (key).
- Go to 14, kill 2 Succubuses (key). Two more Minotaurs appear later.
- Back to 1. Enter the warp point B and warp to 15.

=====  
A Master Guardian appears now: Hecatoncheir!  
In the temple, you'll meet Ruth. Recruit him first (Q.8.6)!  
=====

---[ QUEST 7.5 ]-----

- \* Difficulty : 2Y
- \* Objective : Kill Nyx x 2  
Kill Sinister Nyx x 1

- \* Tips:
  - Go to 3, kill the Xuan Wu (key).
  - Go to 4 >> 2 > 1 >> 7 > 8, kill 1 Nyx and 2 Xuan Wus.
  - Go to 6, kill 1 Nyx and 1 Sinister Nyx.

---[ QUEST 7.6 ]-----

- \* Difficulty : 2Y
- \* Objective : Kill Mizuchi x 4
- \* Tips:

- Go to 4, kill the Dragon Zombie (key). All Mizuchies will appear afterward!
- Go to 3, kill 1 Mizuchi and 1 Mandrake.
- Go to 7, kill 2 Mizuchies.
- Go to 6, kill 1 Mizuchi and 1 Indigo Slime.

---[ QUEST 7.7 ]-----

- \* Difficulty : 3Y
- \* Objective : Kill Vermillion x 1
- \* Tips:

- Enter A >> 13 > 14 > 15. Kill the Lich (key).
- Go to 16. Vermillion is there with 2 Troll Hounds.

---[ QUEST 7.8 ]-----

- \* Difficulty : 2Y
- \* Objective : Kill Mandrake x 3
- \* Tips:

They're available at 2, 5 and 7. There are some Troll Hounds as well.

---[ QUEST 7.9 ]-----

- \* Difficulty : 2Y



\* Objective : Kill Skull Killer x 3

\* Tips:

Go to 1, 4 and 7. Attack all chests and they will appear. There are some Minotaurs as well, so be careful.

---[ QUEST 7.10 ]-----

\* Difficulty : 3Y

\* Objective : Get item x 1

\* Tips:

- Enter C >> 7 > 9 > 11. Kill the Blaze Goblin (key).
- Back to 10 > 12. Attack the chest. You'll fight Lich, Red Coerl and Blaze Goblin. Just kick their asses!
- After defeating them, get the item in the chest. Enter the warp point at 10 and back to 1. Back to the camp and complete the quest.

---[ QUEST 7.11 ]-----

\* Difficulty : 3Y

\* Objective : Kill Agni Ablaze x 1

\* Tips:

- Go to 2 >> 4 > 5 >> 10. Kill the Basilisk (key).
- Back to 2 > 8 > 7, keep attacking until you kill the Basilisk and the Blaze Goblin (key all).
- Go to 9 and activate the warp point. Warp to 6, kill the Basilisk (key).
- Agni Ablaze will appear at 9 (Sandstorm Effect available).

---[ QUEST 7.12 ]-----

\* Difficulty : 3Y

\* Objective : Kill Bahamut Quietus x 1

\* Tips:

- Go to 3, 7 and 8 to kill 3 Medusas (key).
- After defeating them, Bahamut Q will appear at 9.

---

Chapter 8 (C08)\

~~~~~

---[QUEST 8.1]-----

* Difficulty : 4Y

* Objective : Kill Medusa x 5
Kill Succubus x 5

* Tips:

- Go to 2 >> 8 > 9. Kill 2 Medusas and 2 Succubuses. Activate the warp point.
- Back to 8. Kill 1 Yormungand Snare and 2 Succubuses.
- Go to 7 and kill the rest.

---[QUEST 8.2]-----

* Difficulty : 4Y

* Objective : Kill Xerxes Oracle x 1

* Tips:

- Go to 2 >> 6 > 7 > 8. Kill the Trent (key) with some Sirens.
- Xerxes Oracle will appear at 9. Go and get it.

---[QUEST 8.3]-----

* Difficulty : 4Y

* Objective : Get item A x 4

Get item B x 2
Get item C x 1

* Tips:

- This quest is a bit irritating...
Most of items will drop from Polluxes, but not all, and their positions are not fixed! Normally, they're available at 6, 7, 8, 9 (A); 7 (B) and 6 (C).
- First, go to 9 and kill the Pollux and get 1 item. Activate the warp point.
- Go to 6, kill all, attack the chest on the upper-left and get item C.
- Go to 6, 7, 8, 9, attack all Polluxes and get the rest.
- Back to the camp to complete the quest.

---[QUEST 8.4]-----

* Difficulty : 5Y

* Objective : Kill Grendel Banjax x 1

* Tips:

- From 1 >> 5 >> 7, kill the Red Minotaur (key).
- Go to 8, kill the Spica (key). Grendel B will appear at 6.

---[QUEST 8.5]-----

* Difficulty : 5Y

* Objective : Kill Serket Tarnish x 1

* Tips:

- Go to 2, activate the warp point, then warp to 4.
- Kill Phantom Haunt (key), then go to 3 and get Serket Tarnish!

=====
A Master Guardian appears now: Nidhogg! Go and get him!
=====

---[QUEST 8.6]-----

* Difficulty : 3Y

* Objective : Kill Vermillion x 1 (Ruth's quest)

* Tips:

- Vermillion is available at 4. Go and fight him. He'll escape afterward.
- Go to 2. Enter the battle with Spica and 1 Red Minotaur.
- Go to 3 >> 6 > 7 and fight Vermillion again. He'll escape to 8.
- Back to 6. Kill the Skull Dragon.
- Go to 9. Activate the warp point first, then get Vermillion!

---[QUEST 8.7]-----

* Difficulty : 4Y

* Objective : Kill Hecatoncheir x 1

* Tips:

Go to 3 > 4, kill the Goblin Hunger (key). Afterward, back to 3.

Chapter 9 (C09)\

~~~~~

---[ QUEST 9.1 ]-----

\* Difficulty : 1R

\* Objective : Kill Succubus Slave x 4

\* Tips:

- Go to 2, kill 1 Succubus Slave and 1 Sinister Nyx.
- Go to 6, 3 and 9 to kill the rest of them.

---[ QUEST 9.2 ]-----

- \* Difficulty : 1R
- \* Objective : Kill Dragon Zombie Venom x 1
- \* Tips:
  - Go to 2, kill all Blood Slimes.
  - Go to 3 >> 4 > 5. Kill the Dragon Zombie (key). Afterward, go to 7.  
(You can go to 8, activate the warp point first, then back to 7)

---[ QUEST 9.3 ]-----

- \* Difficulty : 1R
- \* Objective : Kill Vermillion Gamma x 1
- \* Tips:
  - Go to 2 >> 4 > 5 > 6. Kill the Basilisk Solid (key). Activate the w.point.
  - Back to 1 > 2 >> 4 > 5 > 7, do the same above.
  - Back to 3 > 4 and get Vermillion G.

=====  
A Master Guardian appears now: Siegfried! Go and get him!  
=====

---[ QUEST 9.4 ]-----

- \* Difficulty : 4Y
- \* Objective : Kill Grifon Nemesis x 1
- \* Tips:
  - Go to 6 >> 5, kill the Red Coerl (key).
  - Back to 6 > 7 > 9 > 8 >> 4, kill the Phantom (key).
  - Go to 3 >> 5 > 2.

---[ QUEST 9.5 ]-----

- \* Difficulty : 5Y
- \* Objective : Kill Azdaja Frenzy x 1
- \* Tips:
  - Go to 8, kill 2 Mizuchies (key) and activate the warp point.
  - Warp to 3 > 2, kill the Dragon Zombie and 2 Blood Slimes.
  - Back to 8 and get Azdaja Frenzy.

---[ QUEST 9.6 ]-----

- \* Difficulty : 4Y
- \* Objective : Kill Trent Fear x 1
- \* Tips:
  - Warp to 8, kill the Pollux (key).
  - Go to 7 >> 5 > 3. Kill the Disaster Siren (key).
  - Go to 4, activate the warp point and warp to 9.

---[ QUEST 9.7 ]-----

- \* Difficulty : 5Y
- \* Objective : Kill Crazy Lich x 1
- \* Tips:
  - Active 2 warp points at 1. Go to 4 or 6, then warp to 2.
  - Go up to 7 and kill Lich (key).
  - Go to 9 > 10 > 12, kill 1 Lich and 2 Minotaurs.
  - Go to 11 > 13, kill 1 Lich and some Minotaurs.
  - Warp back to 1 and get Crazy Lich.

---[ QUEST 9.8 ]-----

- \* Difficulty : 5Y
- \* Objective : Kill Blast Spica x 1
- \* Tips:
  - Enter D and warp to 10 > 12. Kill Succubus (key).
  - Go to 11 > 13, kill all Succubuses at 14.
  - Go to 15. Blast Spica is there with some Succubuses.

---[ QUEST 9.9 ]-----

- \* Difficulty : 1R
- \* Objective : Kill Nidhogg x 1
- \* Tips:
  - At 9 (movable). Just go there.

---[ QUEST 9.10 ]-----

- \* Difficulty : 5Y
- \* Objective : Kill Hecatoncheir Spat x 1
- \* Tips:
  - Go to 2 >> 4 > 5. Kill Serket (key) with some Basilisks.
  - Back to 2 > 8 > 9 >> 6. Kill 2 Serkets (key).
  - Go to 7.

---[ QUEST 9.11 ]-----

- \* Difficulty : 5Y
- \* Objective : Kill White Chaos x 1
- \* Tips:
  - Bring Fire magic and Cthulhu Card.
  - Go to 2 >> 8 > 9, kill Gremlin (key).
  - Warp to 4, attack the chest (key) and kill all Gremlins.
  - Back to 9 > 8, kill Hell Fire Skull.
  - Warp back to 2 > 3 >> 7 and enter the fight. Remember, no Ultimate Spell!

---[ QUEST 9.12 ]-----

- \* Difficulty : 4Y
- \* Objective : Kill Hell Skull Dragon x 1
- \* Tips:
  - Go to 2 > 3, kill Skull Killer (key).
  - Warp to 6 >> 8, kill Red Minotaur (key).
  - Back to 6 > 4.

---[ QUEST 9.13 ]-----

- \* Difficulty : 4Y
- \* Objective : Get item x 4
- \* Tips:
  - These items will drop from Basilisk Solids.
  - From 1 >> 6, get 1 item.
  - From 6 > 5 > 4 > 3, get 2 items.
  - Back to 1, enter the battle with 1 Serket Tarnish and 1 Basilisk Solid. Get the last item and complete the quest.

---[ QUEST 9.14 ]-----

- \* Difficulty : 5Y
- \* Objective : Kill Dragon Zombie High x 1

\* Tips:

- Go to 2, activate the warp point, then warp to 5.
- At 5, activate the warp point and warp to 8.
- Go to 9, kill Nyx Sinister and some Succubus Slaves.
- Go to 7 > 3.

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Chapter Infinity (CIn)\

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---[QUEST I.1]-----

* Difficulty : 1R

* Objective : Kill Bahamut Apocalypse x 1

* Tips:

- Go to 2 > 5 >> 6. Kill Red Coerl (key).
- Back to 5 >> 3. Kill Grifon Nemesis (key).
- Bahamut A will appear at 8, and move to 9. From 3 > 4 >> 8 > 9.

---[QUEST I.2]-----

* Difficulty : 5Y

* Objective : Kill Grifon x 5
Kill Grifon Nemesis x 2

* Tips:

- Go to 2, kill 2 Grifons.
- From 3 > 4, kill 2 Grifons.
- Warp to 8, kill 1 G.Nemesis and 2 Grifons.
- Back to 3 >> 5, kill 2 Grifons
- Warp to 6, kill 1 Grifon.
- Go to 7, kill 2 Grifons and 1 G.Nemesis.

---[QUEST I.3]-----

* Difficulty : 5Y

* Objective : Kill Yormungand x 1
Kill Yormungand Snare x 1

* Tips:

- Go to 2 >> 8 > 9, kill the Medusa (key).
- From 9 >> 4 > 5 > 8 >> 2, do the same.
- From 2 > 3 >> 7, do the same.
- From 7 >> 3 > 4 > 5 > 8, kill Yormungand and 2 Medusas.
- From 8 > 9, kill Yormungand Snare.

---[QUEST I.4]-----

* Difficulty : 5Y

* Objective : Kill Mandrake Gray x 3

* Tips:

Mandrakes are immune with magics and always try to escape. In this stage, there are lots of Blood Slimes as well. Equip Xerxes Ultimate Card and use heavy weapons, such as BattleAxe or HeavySword.

- At 1: kill 1 Mandrake.
- At 3: attack the chest, kill 1 Mandrake and 1 Dragon Zombie.
- At 8: kill 1 Mandrake (if you let it escaped from 3).
- At 7: kill 1 DZVenom + 1 Mandrake.
- At 3: kill 1 DZ + 1 Mandrake (if you let it escaped from 7).

---[QUEST I.5]-----

* Difficulty : 1R

- * Objective : Kill Grendel Annihilate x 1
- * Tips:
 - Go to 3 > 5 >> 7, kill 1 Trent Fear (key).
 - Go to 6 >> 2, kill Trent Fear and 1 Disaster Siren.
 - Back to 1 >> 8, same above.
 - Go to 9 >> 4, kill Trent Fear and 2 Disaster Sirens.
 - Warp back to 9 and kill Grendel A.

---[QUEST I.6]-----

- * Difficulty : 5Y
- * Objective : Kill Trent x 1
Kill Trent Fear x 1
- * Tips:
 - Warp to 8 > 9, kill Disaster Siren (key).
 - Back 8 >> 1 > 2 >> 6, do the same.
 - Go to 5, kill Trent.
 - Warp to 7, kill Trent Fear.

---[QUEST I.7]-----

- * Difficulty : 5Y
- * Objective : Kill Crazy Lich x 1
Kill Finvara x 1
Kill Blast Spica x 1
- * Tips:
 - Go to 3 > 4 (or 1 > 5 > 6) >> 2, kill Red Minotaur (key). Back to 1.
 - From C >> 7, kill Crazy Lich and some Red Minotaurs.
 - From D >> 11 > 12, kill 2 Finvaras!
 - From A >> 13, kill Spica and 2 Red Minotaurs.
 - Warp point B: nothing except item.

---[QUEST I.8]-----

- * Difficulty : 2R
- * Objective : Kill Hecatoncheir Belch x 1
- * Tips:
 - Hecatoncheir B is available at 7, then move to 2 later.
 - Kill some enemy to get full mana, then 1 >> 6 > 5 > 4 >> 2.

---[QUEST I.9]-----

- * Difficulty : 1R
- * Objective : Kill Serket Tarnish x 2
- * Tips:
 - 1 >> 6 > 5 > 7, attack the chest (key), kill some Basilisk Solids and Phantom Haunts.
 - Warp to 3 > 1 >> 6, kill Serket Tarnish.
 - Go to 5 > 4 >> 2, get the last one.

---[QUEST I.10]-----

- * Difficulty : 2R
- * Objective : Kill Nidhogg Disturb x 1
- * Tips:
 - Go to 2 >> 5, kill Succubus Slave (key). Warp to 8 and do the same.
 - Go to 7 > 10, activate the warp point, warp to 6 and do the same.
 - Warp to 10, kill Dragon Zombie High.
 - Go to 11 and activate the warp point. Warp to 9 and get Nidhogg Disturb.

---[QUEST I.11]-----

- * Difficulty : 2R
- * Objective : Kill Siegfried x 1
- * Tips:
 - Keep going to 15, activate the w.point, warp to 4 and kill Finvara Night.
 - Back to 15, enter the battle with Siegfried and 1 Finvara Night. Blizzard Effect available here.

---[QUEST I.12]-----

- * Difficulty : 5Y
- * Objective : Kill Finvara Night x 3
- * Tips:
 - Keep going to 5, kill 1 Finvara Night and 1 Pollux Z.
 - Go to 6, activate the warp point and warp to 10 > 9. Attack the last chest to fight 1 Finvara Night and 1 Pollux Z.
 - Back to 5. Keep going to 15 >> 4 and kill the last one.

Go somewhere to train your characters, and prepare for the next series!!!

---[QUEST I.13]-----

- * Difficulty : 3R
- * Objective : Kill Bahamut x 1
Kill Bahamut Apocalypse x 1

<< Condition: You must use Mace as your weapon in this quest! >>

- * Tips:
 - Equip Mace (remember, no magic available!) and Cthulhu Ultimate Card.
 - Go to 6 >> 5 >> 3, kill Grifon Nemesis (key).
 - Back to 6 > 7 > 9, same above.
 - Back to 6 >> 5 > 2, kill Bahamut.
 - Go to 3 > 4 > 8, kill Bahamut Apo. Get full mana first.

---[QUEST I.14]-----

- * Difficulty : 3R
- * Objective : Kill White Chaos x 1

<< Condition: You must use Tomahawk as your weapon in this quest! >>

- * Tips:
 - Equip Tomahawk and Cthulhu Ultimate Card.
 - Go to 2 >> 8, kill Succubus (key).
 - Go to 9 >> 4, same above.
 - Go to 3 >> 7 > 6, same above.
 - Go to 5 > 8 > 9, kill Hell Fire Skull (key)
 - Warp to 4 > 3, same above.
 - Warp to 7. Remember, no Ultimate Spell available! No magic as well (because you're using Tomahawk)!

---[QUEST I.15]-----

- * Difficulty : 3R
- * Objective : Kill Azdaja x 1
Kill Azdaja Frenzy x 1

<< Condition: You must use TwinBlade as your weapon in this quest! >>

* Tips:

- Equip TwinBlade, Fire/Thunder magic and Agni Ultimate Card.
- Go to 2 > 3 >> 4 > 5 > 7, kill all Green Slimes (key).
- Go to 8 >> 3 >> 4 > 5 > 6, kill all Blood Slimes (key).
- Warp back to 1 > 2 > 3 >> 4, kill Azdaja.
- Warp to 3 >> 8, kill Azdaja Frenzy.

---[QUEST I.16]-----

* Difficulty : 3R

* Objective : Kill Grendel x 1
Kill Grendel Annihilate x 1

<< Condition: You must use SpearRifle as your weapon in this quest! >>

* Tips:

- Equip SpearRifle, Thunder magic and Agni/Takemi/Xerxes Card.
- Go to 2 >> 6 > 5 >> 7, kill Pollux (key).
- Warp to 5 > 3 > 4, kill Disaster Siren (key).
- Warp to 9 > 8 >> 1 > 2 >> 6, kill Grendel.
- Go to 5 > 3 > 4 >> 9, kill Grendel A.

---[QUEST I.17]-----

* Difficulty : 3R

* Objective : Kill Vermillion Beta x 1

<< Condition: You must use LightSword as your weapon in this quest! >>

* Tips:

- Equip LightSword, Thunder/Ice magic and Agni/Takemi/Xerxes Card.
- From C >> 7 > 8 > 9, kill Red Minotaur (key).
- From D >> 10 > 11, same above.
- From B >> 15 > 16, same above.
- Back to 1 > 2 and get Vermillion B.

---[QUEST I.18]-----

* Difficulty : 3R

* Objective : Kill Hecatoncheir x 1
Kill Hecatoncheir Belch x 1

<< Condition: You must use BattleAxe as your weapon in this quest! >>

* Tips:

- Equip BattleAxe, Ice magic and Cthulhu Ultimate Card.
- Both of them will move!
- Warp to 6 > 5 > 4. Kill some to get mana and wait for Hecatoncheir.
- After defeating Hecatoncheir, warp to 2 and get Hecatoncheir B.

---[QUEST I.19]-----

* Difficulty : 3R

* Objective : Kill Siegfried x 1

<< Condition: You must use HeavySword as your weapon in this quest! >>

* Tips:

- Equip HeavySword, Fire magic and Agni/Xerxes/Grendel Card.

- Go to 2, kill 2 Finvara Nights (key).
- Go to 3 > 9, kill Pollux Z (key).
- Go to 4 >> 15 > 13 > 7 > 5, kill Coerl (key).
- Back to 4 >> 15 > 13 (or 5 > 7 > 13), kill all Pollux Zs until the one with the key appear. Kill it.
- Go to 14, activate the warp point, warp to 10 >> 6 and fight Siegfried with some Pollux Zs. Blizzard Effect available here.

---[QUEST I.20 (final)]-----

* Difficulty : 5R

* Objective : Kill Siegfried Gold x 1

* Tips:

The final quest, also the hardest!

Equip your favourite weapon and Battle Art. Bring Fire magic, Agni/Xerxes/Grendel Card. Buy all healing items, as much as you can.

- At 1, activate the warp point, warp to 12 > 11 > 9.
- At 9, activate the warp point, then attack the chest (key). You'll fight Mandrake (blue) and some Pollux Zs.
- Back to 11 >> 7 > 13, kill Pollux Z (key).
- Back to 7 > 5 > 3 > 2, kill Finvara Night with some Pollux Zs.
- All doors will now open! Go and get full mana.
- Finally, go to 4 >> 15, enter the battle with Siegfried Gold! This is the hardest battle, so try your best. Blizzard Effect available here.

CONGRATULATIONS! YOU'VE FINISHED ALL QUESTS!

Anything else? Find something to eat/drink, and replay the game if you want.

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<<< General Notes >>>

- Try to break all their green points!
- Most of them can activate Magic Reflect! After activating, they're immune with magics, and magic attacks will be counter-attacked! DO NOT USE magic!
- They will become faster, stronger and more dangerous in Raging Mode (red eyes, dark body). Try to avoid and don't pick a head-on fight until they're out of raging.

Name(s) - Agni / Agni Blaze / Agni Ablaze

Green Point(s) - 2 gauntlets

Yellow Point(s) - N/A

Red Point(s) - 2 broken gauntlets

Attacks

- + Roaring: He will roar, then shot 3 fireballs from the belly. Just avoid.
- + Double Punch: 1 down, 1 uppercut. Just guard.
- + Burning Blade: He will make a stance, then perform a swing attack with his right-handed blade. Just guard.
- + Rolling Attack: Roll and roll, in a straight line or a circle. Just guard or avoid.

How to beat?

He's become bigger than before, but quite easy. Just break his gauntlets

first, then keep attacking to his Red Points. To do this, you'll have two ways:

- Attack his legs to take him down, then break his gauntlets.
- Thunder is very effective against him! Paralyze him, then attack!

When you fight Agni Ablaze, all physical attacks usually cause 1 damage or about 40 ~ 60 (with S rank weapons)! Just use Thunder magic to attack his gauntlets first, then break them by using physical attacks later.

One more thing... Be careful with Rolling Attacks of Agni Ablaze. After finishing, he will perform a Jump & Slam, create a field of magma rocks around, and cause damage. Just avoid, then attack once all magma rocks are vanished.

Name(s) - Takemikazuchi / Indra
Green Point(s) - Drum, belt (below his belly)
Yellow Point(s) - N/A
Red Point(s) - Broken belt

Attacks

- + Swing Drum: A wide swing attack. Can cause paralyze. Just guard.
- + Minimize: Stand, charge, create a magic circle and cast a thunderbolt. You can't avoid, or guard!
- + Charge Attack: He will make stance then dash toward you. Just avoid.
- + Double Strike: He will jump toward then attack. Sometimes he can perform this move immediately after Charge Attack.
- + Thunderstorm: He will jump high and cast this spell. Just move around to avoid.

How to beat?

Attack from behind to destroy the drum first. The next target is his belt. When you're minimized, quickly attack the thunderball to recover.

Name(s) - Bahamut / Bahamut Quietus / Bahamut Apocalypse
Green Point(s) - Tail, wings
Yellow Point(s) - N/A
Red Point(s) - Head

Attacks

- + Tail Whip: He'll perform a whip from left to right. Stay near his right leg to avoid.
- + Dash Attack: He'll jump, and perform a low-flying dash. Guard or avoid.
- + Quick Flare: He'll jump, then shoot a small thunderball downward. Guard. Sometimes, this move will be performed immediately after Dash Attack.
- + Wipe: He'll perform a quick slap. Just avoid.
- + Fireball: He'll make a stance, then shoot fireballs, like the Fire magic. Avoid it.
- + Magma Ball: Like Fireball, but this move is more dangerous. Avoid it.
- + Mega Flare: A lethal attack for all! He'll fly high, then shoot a big thunderball downward to the center of the field. Quickly run to the edge of the field to avoid, this is the only way! DO NOT GUARD!

How to beat?

Destroys his tail first, then aim to his wings. After destroying all breakable parts, focus to the head. Thunder and Ice magics are helpful.

Pay attention to Bahamut Apocalypse. One of the most dangerous bosses! Very fast, very strong, very deadly! In order to fight him easily, you should bring Ice magic and Cthulhu Ultimate Card. Freeze him, and he'll be yours. Don't forget to use Light Traps.

Name(s) - Cthulhu / White Chaos
Green Point(s) - 2 octopus's eyes, 2 tentacle guardians
Yellow Point(s) - N/A
Red Point(s) - 2 broken eyes, chest

Attacks

- + Smash/Double Smash: Attack with sword and fist.
- + Swing Slash: A wide swing attack. Just guard or avoid.
- + Ice Pillar(s): He'll cast an ice spell. A big magic circle (or four small ones) will appear on the ground. Just avoid.
- + Dark Ball: He'll shoot a dark ball and cause Temp Blind.
- + Tentacle Smash: He'll move away, and attack with his tentacles. Avoid them first, then attack them to stun him.
- + Summon: He'll summon 2 guardians. Kill them first, then go back.

How to beat?

The first thing to remember: You can't use Ultimate Spell in this battle! Equip Fire magic. Keep attacking his chest. When his octopus eyes are near and attackable, all-out-attack to break them! When he moves away and perform Tentacle Smash or Summon, attack them first. Be patient, and you will win.

Name(s) - Azdaja / Azdaja Frenzy
Green Point(s) - 2 snake heads
Yellow Point(s) - N/A
Red Point(s) - The human body

Attacks

- + Snake Attack: She will burrow, then attack with 2 snake heads. They will peck, stick on the ground, rise, then leave 2 poisonous holes on the ground. Attack them while they're stuck.
- + Regen: She'll recover 2 snake heads after they're destroyed, then perform Snake Attack again. Just destroy them again.
- + Snake Swing: She'll perform a swing with 2 snake heads. Just guard.
- + Burrow & Rise: Like the name. She'll become exhausted after rising. Attack her, of course.
- + Poison Breath: 2 snakes will shoot poison and leave them on the ground. Just avoid them.

How to beat?

Another easy boss... First, destroy her snake heads. Afterward, keep attacking the human body. Thunder/Ice/Fire magics and Agni Ultimate Card are effective against her.

Name(s) - Grendel / Grendel Banjax / Grendel Annihilate
Green Point(s) - Sword, wings
Yellow Point(s) - N/A
Red Point(s) - Broken sword

Attacks

- + Ground:
 - Dash & Slash: Like the name. Just guard.
(In Raging Mode, this move will become charge-rise-throw sword-spiral)
 - Spiral Attack: He'll perform a vertical move. Just guard.
 - Quick Holy Ray: He'll make a stance, then cast this spell.
- + Air:
 - Holy Ray: He'll cast a sword rain.
 - Flying Sword: Like Spica's move. Just guard, or hit the sword to send it back (require good timing)!
 - Air Raid: He will charge down, then spiral up.

How to beat?

Thunder magic and Agni Ultimate Card are very effective against him! Stun or paralyze him first, then break his sword. Afterward, destroy his wings. When he switches to Air Mode (always fly and activate Magic Reflect), just move around and wait for the time to beat him. When he casts the Holy Ray spell (quick or full), just move around to avoid, then attack the sword when it appear on the ground. Don't forget to lure him with Light Traps.

Name(s) - Xerxes / Xerxes Oracle
Green Point(s) - 3 blades, 2 hands, the mask
Yellow Point(s) - N/A
Red Point(s) - The glow jewel below the belly

Attacks

- + Spinning Blades: Move around and attack.
- + Swing Slash: A single slash.
- + Spinning Slash: A turnaroud slash with 2 hands.
- + Gatling Shoot: Like the name. Just avoid.
- + Missile Raid: Like the name again. Just avoid.
- + Blast Ball: Like Spica's move. Just guard.

How to beat?

All-out-attack to break 3 spinning blades first to reduce the attack range and show the red point. Afterward, destroy his hands and the mask. Thunder and Ice are helpful.

Name(s) - Vermillion / Vermillion Beta / Vermillion Gamma
Green Point(s) - Tail, 2 hands
Yellow Point(s) - N/A
Red Point(s) - Broken tail

Attacks

- + Dark Beam: He'll warp then shoot. Just guard.
- + Quadruple Attack: Series of "pincer-slash-spiral-uppercut". Just guard, or avoid this move (run around to lure him).
- + Cloning: He will create 4 clones, move around and shoot fireballs. The real one is holding the sword lower than the others. Attack it to stun him. If you don't attack and let this move finish, he'll perform a slam attack with 2 giant hands. With Vermillion Gamma, the moving range of Cloning is narrower, sometimes just one clone available. The real Vermillion is in the air. He'll perform a blast attack instead of slam. Just guard.
- + Warp & Slash: Like Lich's move. Vermillion uses this move in Raging Mode. See Lich's moves again.

How to beat?

Not so hard, but this is the most irritating enemy, because he always plays the Hit & Run style! Therefore, bring Thunder/Ice magics and Agni Ultimate Card to take him down easily. Try to destroy all breakable parts first, then finish him.

One more thing, he rarely use the Magic Reflect (nearly never).

Name(s) - Hecatoncheir / Hecatoncheir Spat / Hecatoncheir Belch
Green Point(s) - Sword, shield
Yellow Point(s) - Ass
Red Point(s) - Face

Attacks

- + Triple Smash: Smash, smash, smash! Just avoid.

- + Jumping Chop: He'll jump, then perform a heavy chop downward. Avoid it is the best way, because this move will become "One-Hit-KO" in Raging Mode!
- + Rush Attack: He'll make a stance, then rush around the field. Avoid it.
- + Fireball: Those fireballs will be shot from his shoulders in Raging Mode.
- + Pulse Wave: He'll stick the sword to the ground, pull it back and create a wave (up to 3 in Raging Mode). Just guard.

How to beat?

Strong and fast! One of the most powerful bosses!

Try to break his sword first to reduce the attack range. Most of frontal attacks will be blocked by his shield; therefore, destroy it is the next task. To beat him easily, you should use back-attacks, smash the ass to stun him, then beat him. After destroying the sword and the shield, just slap in his face. Thunder/Ice magics are helpful.

Be careful with Hecatoncheir Belch. To fight him, you should bring Ice magic, Cthulhu Ultimate Card and Light Traps.

Name(s) - Nidhogg / Nidhogg Disturb

Green Point(s) - Tail, wings

Yellow Point(s) - Head

Red Point(s) - Belly

Attacks

- + Tail Whip: Like the name. Just guard.
- + Fire/Poison Shoot: He'll stand, then shoot. Just avoid.
- + Rush Attack: He'll scratch the ground, then rush toward you. Just avoid.
- + Snap: A close range attack. This move is rarely performed. Just guard.
- + Flame/Poison Breath: A sweep breath. Just guard.
- + Scratch Attack: He'll approach you and harm you with his claws! This move seems unharmed at first, but can kill you instantly afterward! GUARD!
- + Summon: His body will glow, and he will summon 2 Gremlins Greedy.
- + Air Raid: After summoning, he'll fly around and perform 2 types of attack:
 - Fire/Poison Breath: in a straight line. Just avoid.
 - Dive Attack: Like the name. Just guard.

How to beat?

Another easy boss to deal. First, cut his tail; second, snap his wings!

Afterward, keep attacking to his head/belly. When he prepares to cast the Summon spell, all-out-attack him, and he won't be able to fly! Thunder or Ice magics are effective against him.

Name(s) - Siegfried / Siegfried Gold

Green Point(s) - shield, right shoulder

Yellow Point(s) - N/A

Red Point(s) - broken shield

Attacks

- + Counter: When his shield is glowing, all frontal physical attacks will be blocked, and counter-attacked! Cuts half of your HP!
- + Single Slash: A downward slash.
- + Double Slash: A downward, then swing slash.
- + Turning Slash: A turnaround downward slash.
- + Ground Dashing Slash: A jumping-downward slash, create a shockwave toward.
- + Shove: He will chase, shove and stun you. Usually available in Raging Mode. Just RUN, RUN and RUN!

How to beat?

He looks dumb and slow at first; however, he's very strong and dangerous!

Attack from behind is the best way to deal with him. One more thing, only Fire magic is effective against him.

(Darkness can slow him down, but not quite useful)

First, all-out-attack to destroy the shield. Afterward, keep attacking!
When Siegfried activates the Raging Mode, watch him carefully, and try to avoid until he's out of raging. When he chases you, just RUN, RUN and RUN!
If you're hit and stunned, he'll finish you right away! Be patient until you win. Don't forget to use Light Traps.

To break his shoulder easily, use heavy weapons such as BattleAxe, Mace or HeavySword.

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Name(s) - Troll / Troll Hound

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Axe Swing: Just guard or avoid.
- + Turnaround Swing: Same above.
- + Double Punch: Same above.

How to beat?

Attack from behind! Troll Hound is a bit dangerous, so be careful.

Name(s) - Cockatrice / Cockatrice Violent

Green Point(s) - Wings

Yellow Point(s) - Legs

Red Point(s) - Head

Attacks

- + Peck: Its head will stuck on the ground afterward. Just avoid then counter.
- + Jump and Kick: Just avoid.
- + Wing Flap: Jump, then flap wings to attack (usually in Raging mode). Guard or avoid.

How to beat?

Destroy 2 wings first to get items. Attack the legs to stun it, or focus to the head.

Name(s) - Goblin Fighter / Blaze Goblin / Goblin Hunger

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Rod Swing: Just guard.
- + Fireball Throw (BG): Just guard or avoid.
- + Heavy Blow (GH): Like the name. Guard or avoid.

How to beat?

Just attack. Goblin Hunger is a bit dangerous, so be careful.

Name(s) - Basilisk / Basilisk Solid

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Burrow & Rise: An underground attack. Just guard.
- + Firework: Creates an aureola around the body. Can reduce Def. Just avoid.

How to beat?

Just attack.

Name(s) - Serket / Serket Tarnish

Green Point(s) - 2 claws

Yellow Point(s) - N/A

Red Point(s) - 2 broken claws, belly

Attacks

- + Tail Whip: A swing from left to right. Just guard.
- + Triple Sting: It will perform a triple attack with the tail (left-right-center). The last sting will leave a poisonous hole on the ground (with Serket Tarnish, the last sometimes is a tail whip). Just guard or avoid.
- + Pincer: Run toward and pincer with claws. Just guard.
- + Burrow & Rise: After rising, it will show belly or the whole body.

How to beat?

Destroy 2 claws first to show its weakpoints. Afterward, keep attacking to the Red Points, or its belly. Thunder and Ice magics are helpful.

Name(s) - Kirin

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Thunderbolts: It will cast thunderbolts. Just guard.
- + Charge Attack: Like the name. Just guard or avoid.
- + Minimize: It will stand on 2 rear legs, then attack. Just avoid!

How to beat?

Kirin is fast, and a bit irritating. Keep attacking as much as possible. When you're minimized, quickly attack the thunderball to recover, also stun Kirin. Fire and Ice magics are helpful.

Name(s) - Grifon / Grifon Nemesis

Green Point(s) - Wings

Yellow Point(s) - N/A

Red Point(s) - Tail

Attacks

- + Charge Attack: Like the name. Just guard.
- + Tornado Flap: It will stand on the ground, flap its wings and create a tornado. Just guard or avoid.
- + Wing Flap: It will shoot impulse waves from the air. Just guard.

How to beat?

Grifon is quick, and always fly! First, destroy its wings, then focus to the tail. Use Thunder magic frequently to paralyze it, and prevent it to fly. It will be yours.

Name(s) - Red Coerl / Coerl

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Charge Attack: Just guard.
- + Thunderbolts: It'll create a magic circle and cast the spell. Just guard.

How to beat?

Coerl is fast and always run! Try to catch and attack it.

Name(s) - Phantom / Phantom Haunt

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

+ Fireball: It shoots fireballs.

How to beat?

Nothing special. Just attack.

Name(s) - Baby Xuan Wu

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

+ Spiral Attack: It will roll and roll. Just guard, then attack.

+ Recover: It'll heal itself. This is not an attack. Keep attacking.

How to beat?

Already described above. Quite simple.

Name(s) - Succubus / Succubus Slave

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

+ Bewitch: She'll shoot you, and cause Bewitch state.

How to beat?

Just attack her. When you're Bewitched, watch the change of the buttons, then keep attacking her.

Name(s) - Gremlin / Gremlin Greedy

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

+ Rolling: Just guard.

+ Ice Lance: It will cast an ice spell. Just guard.

How to beat?

Keep attacking, that's all.

Name(s) - Yormungand / Yormungand Snare

Green Point(s) - Jaw, tail

Yellow Point(s) - Broken jaw

Red Point(s) - Back

Attacks

+ Tail Whip: Just guard.

+ Burrow & Rise: Just guard or avoid.

+ Elemental Breath: It will breath fire (Yor) or ice (Yor Snare). Avoid.

+ Shove Attack: It will attack with the back. Just guard.

+ Lurking Attack: It will burrow, then show the back and attack. Attack the back (red point)!

+ Hazardous Breath: Cause Temp Blind!

How to beat?

Destroy the tail first, then the jaw. Use Thunder to paralyze, or Ice to freeze (Yor) or Fire to burn (Yor Snare).

Name(s) - Nyx / Sinister Nyx

Green Point(s) - 4 tentacles

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Spinning Attack: Like the name. Just guard first, then chase her.
- + Fireball: She'll shoot fireballs. Just move around until she stops.

How to beat?

First, destroy all her tentacles. Then attack to Red Points.

Name(s) - Green Slime / Indigo Slime / Blood Slime

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Punch.
- + Swing Punch.
- + Poison Spit: Causes Temp Blind. Just avoid.

How to beat?

They're immune with both physical and magical attacks. Especially Blood Slime, it has the Magic Reflect! In order to damage them, you should stun them first (keep attacking, use heavy blows from BattleAxe, HeavySword...). When they're stunned, they're now vulnerable. Get them. Wind magic is very effective to stun them quickly! Thunder magic (high level) can paralyze them. Try it.

Name(s) - Mizuchi

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Flap: Nothing. Just guard.
- + Double Flap: The last one can knock back. Guard, of course.
- + Spiral Attack: Like the name. Just guard, then chase her.
- + Burrow & Rise: Like the name. Same above.
- + Poison Attack: She'll fly high and shoot, create 3 poisonous holes on the ground. Wait until she lands and get her.
- + Thunder: She will cast a single bolt. Just guard.

How to beat?

She's fast. Just use normal attack. Fire and Thunder and are helpful.

Name(s) - Medusa

Green Point(s) - N/A

Yellow Point(s) - N/A

Red Point(s) - N/A

Attacks

- + Rush Attack: This move can raise Pulse! Just guard!
- + Charge Blast: She will stand and release an energy attack. Just avoid.
- + Darkness: She will cast a dark spell, can slow down opponent.
- + Twin Snaked Shoot: Like the name. Just guard.

How to beat?

Keep attacking her. Be careful with the Rush Attack and the Darkness.

Name(s) - Siren / Disaster Siren
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Jumping Kick: Like the name. Just avoid.
- + Horizontal Spiral Attack: like Mizuchi, but shorter. Just guard.
- + Vertical Spiral Attack: She will perform a vertical spiral attack, then shoot an impulse wave afterward. Just guard.
- + Turnaround Flap: like the name. Just guard.

How to beat?

Keep attacking, and be careful. Use Ice to freeze her, then get her!

Name(s) - Minotaur / Red Minotaur
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Axe Swing (1-2 hits): Just guard or avoid.
- + Rush Attack: It will rush toward you. Guard or avoid.
- + Raging: Its eyes will turn red. It'll become more aggressive and powerful.

How to beat?

Attack from behind.

Name(s) - Spica / Blast Spica
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Ground:
 - Wide Swing: A wide-ranged swing with her sword. Just guard.
 - Rush Attack: Can rise Pulse, like Medusa! Just guard.
- + Air:
 - Flying Sword: She will throw her sword to you. Just guard, or hit the sword to send it back (require good timing)!
 - Blast Balls: She will shoot some blast balls. Just guard!
 - Diving Attack: She'll perform a diving attack at her stand. Just avoid.

How to beat?

Close combat as much as you can! Use Thunder to paralyze, or Ice to freeze her.

Name(s) - Trent / Trent Fear
Green Point(s) - 2 hands
Yellow Point(s) - N/A
Red Point(s) - 2 broken hands, face

Attacks

- + Spinning Punch: Like the name. It'll be dizzied after finishing this move. Just avoid, then counter-attack.
- + Swing Punch: Rush and punch. Just guard.
- + Jump & Slam: Like the name. Just avoid.
- + Firework: It will create an aureola around the body. Can reduce your Def. Just avoid.

How to beat?

Destroys its hands first. Block or avoid all other attacks, then counter. Fire, Thunder and Ice are helpful.

Name(s) - Dragon Zombie / DZ High / DZ Venom
Green Point(s) - Tail, jaw
Yellow Point(s) - Broken jaw
Red Point(s) - The rider on its back

Attacks

- + Tail Whip: Just guard.
- + Jump & Slam: Just avoid.
- + Rush Attack: It will scratch the ground first, then rush toward you. Just avoid.
- + Crawl Attack: It will perform a low attack. Very dangerous if you are not careful. Just avoid!

How to beat?

Destroy the tail first, and break the jaw next! Keep attacking the broken jaw to stun it, then attack the rider. Thunder and Ice magics are very effectively against them.

Name(s) - Skeleton / Skull Killer
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Charge Slash: The blade will glow, and it will perform a powerful slash afterward. Just avoid.
- + Quick Slash: It will perform a rapid attack! Just guard or avoid.

How to beat?

Most of frontal attacks will be blocked by its shield! Therefore, attack from behind is the best way. Magics are not useful with this creature.

Name(s) - Skull Dragon / Hell Skull Dragon / Hell Fire Skull
Green Point(s) - Tail, belly
Yellow Point(s) - Head
Red Point(s) - Broken belly

Attacks

- + Tail Whip: A long-ranged and powerful attack! Just guard!
- + Toxic/Fire Breath: Just avoid.
- + Peck: After pecking, its head will be stuck on the ground.
- + Jump & Slam: Like the name. Just guard.
- + Rush Attack: Same above.

How to beat?

Destroy the tail first AT ALL COSTS! Afterward, attack the head. It will be stunned, and the elemental effect from its belly (poison/burn) will vanish. Now, focus on destroy the belly until you win.

Name(s) - Finvara / Finvara Night
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Sword Skills: Normal attacks, or a turnaround slash. Just guard!
- + Sonic Wave: He will raise the sword, and shoot a wave. Just guard.
- + Sonic Thrust: He will make a stance, then perform a sliding attack. Guard!
- + Attack Reflect: He'll create a magic shield. All physical attacks will be blocked and counter-attacked!

How to beat?

One of the most irritating enemy! Another version of Siegfried; however,

he is smaller and faster. Back-attack or side-attack when his shield is glowing. Attack him as much as you can, and be careful. Only Fire magic is effective against him.

Name(s) - Mandrake / M blue / M gray
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Firework: It will create an aureola around the body. Can reduce your Def. Just avoid.

How to beat?

Quite easy. Mandrake nearly never attack, and always try to escape. Kill it as quick as possible.

Name(s) - Pollux / Pollux Z
Green Point(s) - N/A
Yellow Point(s) - N/A
Red Point(s) - N/A

Attacks

- + Blade Swing: It will switch a blade, then perform a swing. Guard or avoid.
- + Beam Shoot: It will shoot a direct beam (far) or swing beam (near). Avoid is the best way in this case.

How to beat?

A robotic unit. It's a bit irritating to deal. Keep attacking as much as you can. Use Thunder to paralyze it, then attack. Fire and Ice are helpful as well.

Name(s) - Lich / Crazy Lich
Green Point(s) - Scythe
Yellow Point(s) - N/A
Red Point(s) - Head

Attacks

- + Swing Slash: Attack with its scythe. Just guard
- + Charge Attack: A spiral dash. Avoid or guard.
- + Pulse Wave: Lich will jump then shoot. Sometimes this move can change to Warp & Pulse Wave. Just guard.
- + Warp & Slash: Lich will vanish, then re-appear and perform a slash. If the first slash hit the target, Lich will perform a second > third > fourth slash. One of the most dangerous attacks, and can kill you instantly!

How to beat?

First, break its scythe first. Use Thunder magic or Agni Ultimate Spell to paralyze/stun it, then attack the head. When Lich performs the Warp & Slash, wait one second then avoid, DO NOT GUARD! If the first hit missed, Lich will stop for a while, and this is your chance to counter-attack. If you bring your partners, Lich won't focus on you. It will divide the Warp & Slash equally for all, one slash per character. A kindhearted opponent, isn't it? ^_^

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