

# Kagero: Deception II FAQ/Walkthrough

by Syonyx

Updated to v1.0 on May 18, 2005



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Version 1.0 - last updated 18-May-05

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1. INTRODUCTION
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Greetings to all fans of sadism, torture, and abusing helpless victims! I am Syonyx, and this is my guide to Kagero: Deception II on the Sony Playstation, the game where you use horrible traps to destroy your enemies. This is a welcome innovation in action-adventure games, and produces much grim



Intermission screen --> Chapter intro cut-scene --> Battle --> Mission clear screen --> Outro cut-scene.

All of the action takes place during the Battle phase, as this is where you move around, set and use traps to damage your opponents. However, the Intermission screen is just as important to success in the game. Here, you can make new traps, select which traps will go into your inventory (limit of 3 each of floor, wall and ceiling traps) during the stage, read enemy details before you encounter them, and save your game (which you really ought to do at least every couple of chapters).

-----  
MOVING  
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Since you have no direct offensive moves and your enemies will pursue you relentlessly, you have to stay on the move to remain out of danger. Maneuver yourself around the levels using the D-pad. The movement control interface may take a little getting used to if you haven't played games that use it before (such as Silent Hill), so run around a lot in the early stages to familiarize yourself with it. Learn to use the quick-turn feature (R1 + L1), and also R2 to quickly face the nearest enemy and L2 to look around freely. Keep in mind that you move faster than almost every enemy in the game, so you can always just run away if you're in trouble.

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TRAPS  
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Before you can use a trap, you must first set it up, Press O in any room to enter the trap set screen (this is not an option in the hallways connecting the rooms). You can also read enemy data and look at a map of the whole level from the initial screen. Under "Trap Set", choose a floor, wall or ceiling trap, then choose a square to place it on. The following restrictions in trap placement apply:

- You cannot place both a floor and ceiling trap in the same square;
- You cannot place a trap over an existing room feature;
- You cannot place a trap while the same or another trap of the same type (floor, wall or ceiling) is active.

Keep in mind the range of the trap, the height you're placing it at, and any geographical features that might affect its use when setting it up. Also, because it takes time for a trap to charge, it's best to set it up before any enemies come into the room.

To use a trap, wait until an enemy is in the desired position, then press the appropriate key to activate it. Get used to the different trap types and considerations in using them. For example, vases must be triggered with good timing to ensure a hit, while gases cover a large area and continue spewing for a few seconds, so they don't require the same precision.

-----  
DAMAGE & HEALING  
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You will start off each chapter with full health. You can be damaged not only by enemy attacks, but also by environmental hazards if you're not careful, or even by your own traps if you set them off carelessly. Your health is indicated by a bar in the lower left corner of the screen. You can only recover health within a battle stage by touching a magical Loon. At least one of these floating crystals can be found in each environment, always in the same location(s), and they will regenerate between chapters.

-----  
STORY CHOICES  
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Your actions in this game do indeed have consequences! Who you kill and how you respond to questions throughout the game can eventually lead you to one of several different available endings. Within the walkthrough below, the results of different choices will be explained in detail. Also, see the section after the walkthrough for details on achieving each ending.

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4. TRAP INFO  
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Check here for general descriptions of the different types of traps, more details on each specific trap, and the trap-making trees showing each trap's prerequisites.

~~~~~  
TRAP TYPES  
~~~~~

- FLOOR: -Bombs: These explosives cause damage and/or other effects to enemies walking nearby, and can send victims flying through the air, though the direction you send them in is hard to control.
- Spring Floors: Toss unwary victims a set distance in a direction of your choosing. Use to place enemies where you want them for a trap combo.
- Claws: Like bear traps, these painful devices damage their victims and pin them in place for a short time.
- Rods: Electrified poles that zap enemies standing nearby. If used in water, the shock will be conducted throughout the pool.
- Magnets: These will suck in enemies within a certain distance and hold them in the middle of the trap for a short time. Use them to position your foes where you want them.
- WALL: -Arrows: These panels fire projectiles in a straight line across a room, causing damage to any targets in the way.
- Push walls: A section of the wall thrusts out a certain distance, pushing enemies ahead of it, forcing them into a new position and causing some damage.
- Magnets: Wall-mounted attractors that suck in nearby enemies and pin them to the wall for a little while.
- CEILING: -Rocks: Massive boulders that drop down on unsuspecting enemies, causing heavy damage. If dropped on stairs, it will roll down them and continue rolling across the floor.
- Gas: Streams of gas are emitted from ceiling and affect a wide area. Generally don't do any damage, but cause various status effects instead. These traps charge quickly.
- Vases: Dropping these onto enemies' heads requires fairly precise aiming. Most don't do any damage, but cause status effects instead. These traps charge very quickly.

~~~~~  
TRAP LIST  
~~~~~

Trap name	Damage	time	create	Description
=====				
FLOOR TRAPS				
=====	(Damage)	(Time)	(Cost)	
Small Bomb	35	3	Start	Sends foes flying through air when hit.
Flash Bomb	0	4	800	Temporarily blinds foes standing within 1-block radius of bomb.
Land Mine	40	5	1200	When activated, will explode when target walks over it, or after a few moments.
Blast Bomb	50	7	2400	Large explosion covers a 1-block radius.
Quake Bomb	0	5	3400	Activates all traps within 2 blocks.
Catastrophe	0	8	4300	Activates all traps throughout room.
Hell Fire	85	11	4800	Column of flame expands in 1-block radius and tosses enemies away.
Bear Trap	15	4	Start	Pins victims to floor for a few moments.
Heavy Claw	25	5	1000	Causes more damage and pins longer.
Cold Claw	25	5	2000	Pins then freezes enemies in place.
Spring Floor	15	6	2900	Tosses enemies 4 blocks away in chosen direction.
Smash Floor	25	6	4100	Tosses enemies 8 blocks away in chosen direction.
Lift Floor	25	4	1900	Presses victim against ceiling.
Rising Floor	30	6	3600	Tosses victim straight up to hit ceiling then floor. Counts as 2 trap hits.
Evil Upper	25	6	5000	Punches victims up to the ceiling, they then land to the side in a direction of your choosing. Unblockable. Available after getting Ending #1.
Spark Rod	45	6	1900	Zaps spot on floor and creates line of electricity to any electric traps in room. Also electrifies water.
Thunder Volt	65	7	4100	Same as above, but bigger.
Judgement	85	9	5300	Same as above, but bigger.
Magnet Floor	0	9	3400	Sucks in enemies from 1-block radius and pins them in place temporarily.
Vacuum Floor	0	12	4300	Sucks in enemies from 2-block radius.
Magic Sac	0	5	4000	Creates a bubble that traps anyone who walks into it. You can then push the bubble around by walking into it. Available after getting Ending #2.

-----				
WALL TRAPS				
=====	(Damage)	(Time)	(Cost)	
Press Wall	5	4	Start	Pushes foes two blocks away.
Attack Wall	10	6	1200	Pushes out 2 blocks and sends victims flying another 4 blocks straight out.
Spike Wall	35	5	2400	Causes more damage and pushes victims 3 blocks away.
Evil Kick	30	6	5000	Kicks out 3 squares from wall and launches victims clear across room, even up stairs. Unblockable. Only available after getting Ending #4.
Arrow Slit	35	3	Start	Shoots straight across room and causes damage.
Fire Arrow	40	4	1000	Same as above plus fire, can set oil-doused foes ablaze.
Triple Arrow	26	5	2600	Three arrows fire in sequence.
Rolling Bomb	70	6	2200	Slow-rolling bomb moves along ground, rolls down stairs, and explodes on contact with object or enemy.

Chain Needle	23	7	3800	Five arrows fire in rapid sequence.
Fire Ball	65	5	4000	Fire shoots across room, will flow up stairs, or slowly curve down when sent over a drop. Ignites floor for a few seconds when it strikes something.
Cold Arrow	32	4	4000	Targets will be frozen in place if hit.
Buzz Saw	45	7	4600	Shoots across room, targets will be pushed all the way to the wall or obstacle. Goes down stairs or drops and continues flying ahead.
Laser Arrow	85	8	4800	Typical arrow charged with electricity.
Magnet	0	8	900	Draws in enemies from 2 squares away and pins them to wall temporarily.
Power Magnet	0	10	2400	Draws in enemies from 5 squares away.
Volt Magnet	50	10	3800	Draws in enemies from 4 squares away, and zaps them when they reach the wall for damage.

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CEILING TRAPS  
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Mega Rock	70	9	Start	Rolls down stairs and slopes then across floors. Can be pushed around by push wall- and spring floor-type traps. Used mainly to cause heavy damage.
Spike Rock	75	9	1800	Same as above, just a little stronger.
Iron Ball	80	10	3600	Affected by magnets, and sends targets flying through the air when hit. Bounces off walls and objects.
Flare Rock	90	10	6300	Rock charged with fire element.
Volt Rock	100	11	7000	Rock charged with lightning power.
Suezo	150	10	6500	Round monster rolls down stairs, and keeps bouncing off walls for a long time or until it hits someone. Sends targets flying. Available after clearing all possible endings.
Vase	0	2	400	Requires precise targeting. When hit, victim walks forward blindly, even if already at a wall.
Oil Vase	0	2	1400	Same as above and douses target in oil, which can be ignited by flame. Makes oil patch if falls on ground.
Basin	10	2	600	Causes damage and makes target berserk for short time.
Vat	20	2	1200	More damage and berserk lasts longer.
Lava Vase	55	3	2400	Damage, temporary blindness, and explodes after a few moments.
Ardebaran	70	2	3500	Vase-type trap damages targets hit. Fast charge time, and long-lasting. Available after getting Ending #3.
Slow Gas	0	5	Start	Target's move rate will be reduced.
Confuse Gas	0	6	600	Victim stumbles around, turning randomly when reaches walls or objects.
Evil Breath	0	4	1200	Reduces victim's defense power.
Berserk Gas	0	4	1700	Causes berserk status in victims.
Heat Breath	1	5	4000	Slowly drains health of targets.
Evil Stomp	50	4	5000	Giant foot crushes foes against floor. Unblockable. Only available after getting Ending #1.

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Chapter Three (A): Friendship Oath

\*\*Note: You get this version of the chapter if you let Daar leave alive in the first mission.

ENEMIES			
Hawk (Soldier)	HP 80 ATK-S 24 ATK-L 0	DEF 15 SPD 38 AGL 30	Mentored by Slash & Gastone. Precise, loyal and dedicated. Similar to Slash in all abilities.
Gastone (Crusher)	HP 140 ATK-S 45 ATK-L 0	DEF 8 SPD 25 AGL 20	Brawny childhood friend of Slash. A bit anti-social. His hammer attack is very painful. Don't let him get near you.

For the first time, you face 2 aggressive opponents at once, and they start in different positions. As soon as you start, check your map to see where they are in relation to you. Gastone will talk to you once he reaches the top of the stairs in the Altar room where you begin. Whichever answer you choose, he comes after you and won't let up until he's dead. Since Hawk is also coming from behind, it's best to get around Gastone, go up the stairs and move to the entrance hall. Since Gastone moves slow, you can get around him without difficulty. If you want to be sure, though, set up some Slow Gas or Confuse Gas on the stairs and hit him as he comes down, then go around him while he's recovering. In the entrance hall, you'll probably only have time to hit Gastone with one set of traps before Hawk shows up. Run to the next room after that and deal with Hawk, since he's the faster of the pair. Keep up the pain until they're both dead. At this point, you should be getting used to setting up traps as soon as you walk into a room, then waiting to lure your enemies into them.

If you want some trap suggestions, try to combine your own with the set room traps and features. For example, in the rear torture room, get an enemy to come down the stairs after you, catch him in a Bear Trap at the bottom, then use a Press Wall to push him into the Electric Chair that's just sitting there waiting for a victim. Or, in the room with the large Powder Boxes, break open a box with a Press Wall as an enemy walks by it, and it'll explode and send him flying. Experiment and find your own favorite trap types and combinations.

Skip down to Chapter 4.

Chapter Three (B): Pursuit of Friends

\*\*Note: You get this version of the chapter if you had killed Daar in the first mission.

ENEMIES			
Hawk (Soldier)	HP 80 ATK-S 24 ATK-L 0	DEF 15 SPD 38 AGL 30	Mentored by Slash & Gastone. Precise, loyal and dedicated. Similar to Slash in all abilities.
Gastone (Crusher)	HP 140 ATK-S 45	DEF 8 SPD 25	Brawny childhood friend of Slash. A bit anti-social. His hammer attack is very





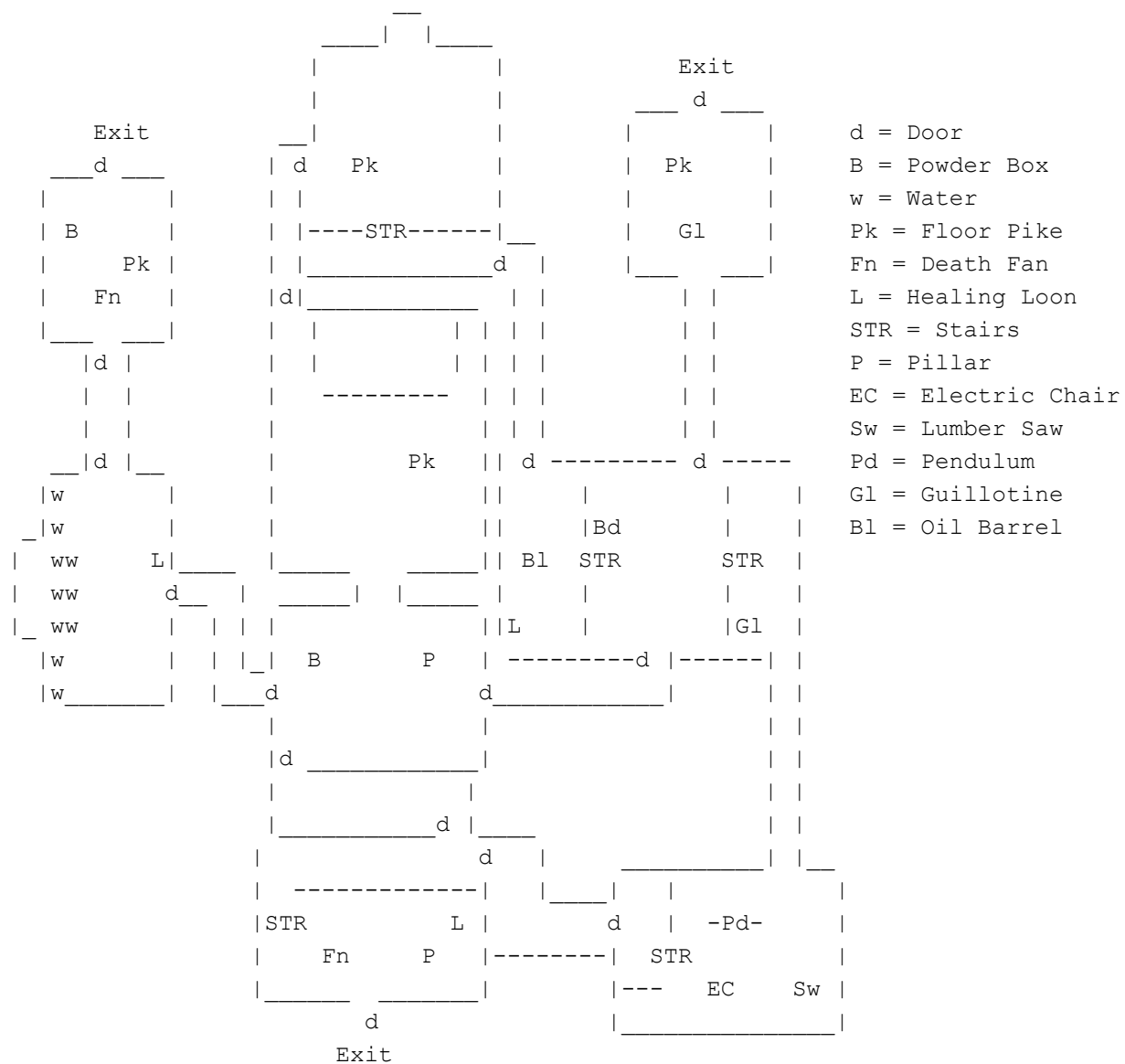
have enough distance between you to set up and charge some traps.

Raddlefuss will appear next. Being a healer, he often tries to be non-confrontational and will avoid you whenever possible, so you have to go after him to kill him. As for Julia, she appears last, as once she spots you, she asks you if you are indeed Millenia (or whatever else you may have named yourself).

CHOICE: -Answer "Yes": Julia will then leave the mansion, unless you can kill her along the way.  
 -Answer "No": She will simply attack you.

BRANCHING PATH: If you let Julia leave the mansion alive, some of the cutscenes later will be different (since she'll be in them), and you get chapter 10a instead of 10b when you reach that point.

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 Map M2: King's Palace  
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Notes on Traps: -Death Fans will chop enemies if you shoot them up into it with a Rising Floor or Lift Floor. Set those traps beside the center of the fan (which is a device spot where you can't place any traps);  
 -Powder Boxes can be made to explode by impact with a Push Wall type trap or another large blast.  
 -The Oil Barrel will explode if you hit it with fire, such as from a Fire Arrow.

- Guillotines drop when someone touches the square underneath the thick portion of the blade. You yourself can run over that spot and be clear before the blade drops.
- Pillars topple into the room when pushed over by a wall or a blast. They only fall in one direction.
- The giant Boulder at the top of the stairs will only fall if triggered by a Quake Bomb or Catastrophe. It will roll down the stairs and cause massive damage.
- The Electric Chair zaps anyone who touches it. You can also use electric rods to create a line of electricity across the room.

Chapter Six: Castle of Illusion

ENEMIES			
Deadmoon (Warlock)	HP 90 ATK-S 9 ATK-L 15	DEF 10 SPD 25 AGL 35	Fights as a Red Blood but secretly schemes to rule country. Has self-healing powers. Uses magic to attack from a distance.
Hornstein (Nobleman)	HP 110 ATK-S 9 ATK-L 0	DEF 10 SPD 20 AGL 10	Rich businessman who regularly contributes to the King. Adopted and raised many orphans. Weak and cowardly.
Hagane (Ninja)	HP 50 ATK-S 15 ATK-L 5	DEF 5 SPD 65 AGL 65	Hides in Deadmoon's shadow to ambush foes. Unaffected by blinding bombs like flash. Can teleport and hide from your map view. Can also leap over spring floor-type traps.

You face your enemies one at a time here, giving you a chance to become a little familiar with this new environment. Deadmoon starts in the room straight ahead at the start, so either set up some traps just inside the entrance, or turn around and run to another room. Note that the door behind the throne is somewhat hidden, as it just looks like part of the wall. Consult your map to verify its location.

Once Deadmoon spots you, he asks you what you're doing there. With either answer, Deadmoon summons his companion Hagane and comes after you. Bet you thought this was going to be an easier fight!

Don't let up on Deadmoon for long, because he heals himself over time. Hagane can be tricky, because he can teleport into your room and be hidden from your map view (no red dot). Look around for him, and once you spot him he'll come after you. He runs pretty fast and throws knives at you, so keep your distance and use some heavy-damage traps to kill him quickly.

With that nuisance out of the way, it's time to see where Hornstein is hiding. Once he spots you, he'll run away. If he makes it to the Throne Room, he'll stay and cower by the throne, so set him up for some hits. After you damage him, he'll try to leave the castle. He moves incredibly slowly, so you should have no trouble finishing him off if you want to kill him. If you don't, just wait until he escapes.

BRANCHING PATH: If you let Hornstein escape, go to Chapter 7a, below, then 8a after that. If you killed him, but you let Rain and Gerald leave the mansion alive in Chapter 4, go to Chapter 7b instead, then do Chapter 8b afterwards. If you killed Hornstein here, and also killed Rain and Gerald in Chapter 4,



then go to Chapter 7c, and then 8b.

Chapter Seven (A): Deception

\*\*This version of chapter 7 occurs if you let Hornstein escape the castle alive in the previous chapter.

Table with 4 columns: Name, HP, DEF, and Description. Rows include Aria (Fighter), Ricard (Thief), and Legral (Bomber).

Right from the start, Ricard runs from you. Don't fall for it. If you chase him, you'll just run into Aria. Rather, stay in the starting fountain room and set up traps for both of them when they arrive.

Next comes Legral, who can be quite a pain if you give him half a chance, with his explosives and gas bombs. Let him follow you without letting him get too close while you draw him into your traps.

Skip to chapter 8a after completing this one.

Chapter Seven (B): Castle of Illusion

\*\*This version of chapter 7 plays out if you killed Hornstein in the previous chapter, but let Rain and Gerald live in Chapter 4.

Actually, except for the name, this chapter plays exactly the same as the other version just above, so read that one for instructions on getting through it.

Chapter Seven (C): Countdown to Ruin

\*\*This version of chapter 7 plays out if you killed Hornstein in the previous chapter and also killed Rain and Gerald in Chapter 4.

Again, it's identical in terms of enemies and gameplay as 7a, so check above for details. Go to Chapter 8b, below, when finished.

Chapter Eight (A): Test of Loyalty

\*\*Note: You get this version of the chapter if you let Hornstein leave the castle alive back in chapter 6.

ENEMIES			
Lordred (Knight)	HP 110 ATK-S 30 ATK-L 0	DEF 25 SPD 30 AGL 0	Loves Delfina. Joined Hornstein to be near her. Fearless of arrows & small bombs, since they won't damage him. A worthy adversary.
Delfina (Voodoo)	HP 80 ATK-S 18 ATK-L 12	DEF 8 SPD 38 AGL 60	Hornstein adopted and raised her for her magic skills. Has self-healing powers. Her magic can strike from afar.
Diva (Psycho)	HP 110 ATK-S 21 ATK-L 0	DEF 8 SPD 55 AGL 50	Adopted by Hornstein, raised as a soldier. Fearlessly leads the way into any battle. Can leap great distances to slash you.
Hornstein (Nobleman)	HP 110 ATK-S 9 ATK-L 0	DEF 10 SPD 20 AGL 10	Rich businessman who regularly contributes to the King. Adopted and raised many orphans. A pitiful foe.

Turn around as soon as you start and run to the next room, so that you have time to set up some traps. Take out Delfina first as she enters the torture room, then destroy Lordred, possibly as he climbs the stairs to reach you by the far door.

Once both of the first opponents are dead, the next pair emerges in the same place as the first. If you're still in the torture room, you could just wait for them there. Diva will be the first to arrive due to his high speed, but since you've had all this time to set up for him, he should pose little threat. After that, Hornstein should be making an appearance. Despite his weakness, his anger drives him to attack you. Silly little man. Have some fun with him as you finish him off.

Skip to chapter 9, below.

Chapter Eight (B): Loyal Soldiers

\*\*Note: You get this version of the chapter if you killed Hornstein back in chapter 6.

ENEMIES			
Lordred (Knight)	HP 110 ATK-S 30 ATK-L 0	DEF 25 SPD 30 AGL 0	Loves Delfina. Joined Hornstein to be near her. Fearless of arrows & small bombs, since they won't damage him. A worthy adversary.
Diva (Psycho)	HP 110 ATK-S 21 ATK-L 0	DEF 8 SPD 55 AGL 50	Adopted by Hornstein, raised as a soldier. Fearlessly leads the way into any battle. Can leap great distances to slash you.
Delfina (Voodoo)	HP 80 ATK-S 18	DEF 8 SPD 38	Hornstein adopted and raised her for her magic skills. Has self-healing powers.

Turn around as soon as the stage starts and run through the door to get away from Lordred and Delfina. In the next room, the torture room, set up some delicious way to take at least one of them out. After that, watch out for Diva, because he moves and attacks very quickly. Use this chance to try out a couple of rooms that you haven't fought in yet.

Chapter Nine: Ignorant Greed

ENEMIES

Volcano (Pyro)	HP 100 ATK-S 45 ATK-L 21	DEF 12 SPD 35 AGL 50	He and his men joined Deadmoon after their master died. Immune against fire, which he also wields to his own advantage.
Mucro (Ninja)	HP 60 ATK-S 18 ATK-L 6	DEF 5 SPD 62 AGL 60	Hornstein thinks he's too gabby for a ninja. Can block flash and become invisible. Able to hide from your map view and teleport. He can also jump over spring floors, and his blades can cause blindness in you.
Dorcas (Crusher)	HP 170 ATK-S 54 ATK-L 0	DEF 10 SPD 30 AGL 20	Simple-minded, and always attacks head on. So massive even walls don't deter him. Can also deflect rolling boulders with warning.
Claire (Archer)	HP 70 ATK-S 9 ATK-L 9	DEF 10 SPD 48 AGL 50	Trusts only herself and tends to be arrogant. Weapon of choice: Poison Arrow, which can slowly drain away your health while it lasts.
Goatbone (Phantom)	HP 80 ATK-S 15 ATK-L 12	DEF 8 SPD 30 AGL 20	So confident, he never makes the first move. Hides or warps himself away when in danger. You'll have to hunt him down.

The danger is two-fold in this and a couple more stages: you must not only defeat the enemies, but you must prevent them from reaching the Virgin Statue in the altar room (at the center top of the map). If anyone touches it, it's game over.

First of all, turn around and pass through the altar room to take on Goatbone. He'll emerge into the room with several flights of stairs, but he'll duck back into the hall if you're there, then peak his head out repeatedly. Set up a trap on the first square inside his door that will pull him out (like a Spring Floor) so that you can hit him. Keep an eye on your map, though, and if the other dot, which represents Mucro, reaches the Throne Room, leave Goatbone alone (if you haven't killed him yet) and head for the altar room to lay some traps for the ninja. Keep checking you map frequently, because he might teleport directly to the Stairs room behind you, or to the altar room right beside the stairs there. Anyway, once you get him or anyone else in the altar room, stick around and keep fighting them there, even if you have to take damage, to make sure that no one triggers the bomb behind the statue.

You should be getting used to the different types of enemies by now and taking them by surprise in a series of trap hits.

## Chapter Ten (A): Darkness Falls

\*\*Note: You get this version of the chapter if you either let Rain and Gerald leave alive in Chapter 4, or let Julia leave alive in Chapter 5.

ENEMIES			
Matia (Assassin)	HP 50 ATK-S 18 ATK-L 0	DEF 8 SPD 60 AGL 50	A Deadmoon loyal since being saved by him from slavery. A master at ambush. She runs very fast and can leap at you quickly.
Helmut (Chemist)	HP 80 ATK-S 9 ATK-L 15	DEF 15 SPD 45 AGL 60	Loves and protects Matia though she rejects him. Has self-healing powers.
Layla (Fighter)	HP 80 ATK-S 15 ATK-L 0	DEF 10 SPD 48 AGL 60	Icy-hearted bodyguard of Deadmoon. Trained as a professional assassin.
Deadmoon (Warlock)	HP 120 ATK-S 15 ATK-L 36	DEF 15 SPD 30 AGL 60	Powerful human leader of Timenoid hunt. Seeks immortality and total rule. A self-healer, with powerful magic attacks.

Matia and Helmut will immediately head for the Altar room, but they won't detonate the bomb there, so don't worry. They'll wait for you there, so you have to go and let them spot you to start them chasing you. Watch out for Matia, she'll stay close behind you and will jump and attack you if you stop too soon. Lead them a couple of rooms away before stopping to set up some traps. After you hurt Matia (assuming you don't just kill her outright in one go), she will disappear until you kill either Deadmoon or Layla, then reappear so you can finish the job. When Deadmoon appears, it doesn't matter how you respond to his question. He just comes to kill you either way.

Skip down to Chapter 11a if you let Rain and Gerald live back in Chapter 4, or down to Chapter 11b if you killed them.

## Chapter Ten (B): Invitation to Evil

\*\*Note: You get this version of the chapter if you killed Rain and Gerald in Chapter 4 and also killed Julia in Chapter 5.

ENEMIES			
Matia (Assassin)	HP 50 ATK-S 18 ATK-L 0	DEF 8 SPD 60 AGL 50	A Deadmoon loyal since being saved by him from slavery. A master at ambush. She runs very fast and can leap at you quickly.
Helmut (Chemist)	HP 80 ATK-S 9 ATK-L 15	DEF 15 SPD 45 AGL 60	Loves and protects Matia though she rejects him. Has self-healing powers.
Layla (Fighter)	HP 80 ATK-S 15 ATK-L 0	DEF 10 SPD 48 AGL 60	Icy-hearted bodyguard of Deadmoon. Trained as a professional assassin.
Deadmoon	HP 120	DEF 15	Powerful human leader of Timenoid hunt.







	ATK-L 0	AGL 40	
Saki	HP 70	DEF 10	Lost confidence after being defeated by
(Fighter)	ATK-S 15	SPD 45	Grand 'Or. Now pursues new purpose in life.
	ATK-L 0	AGL 55	Uses martial arts as her weapon.
Gustave	HP 120	DEF 12	Doesn't respect Hornstein's scheming. Wants
(Nobleman)	ATK-S 9	SPD 25	control after Hornstein's death.
	ATK-L 0	AGL 20	
Ash	HP 110	DEF 20	Like a brother to Hunna. Concerned about her
(Soldier)	ATK-S 27	SPD 38	recent macho attitude. It emasculates him.
	ATK-L 0	AGL 40	
Otto	HP 70	DEF 5	Of working age, but unemployed. Spends his
(Villager)	ATK-S 9	SPD 25	days wasting time and causing trouble. The
	ATK-L 0	AGL 25	world won't miss him when you kill him.
Emillia	HP 50	DEF 0	Thoma's sister. Worried about her parents,
(Villager)	ATK-S 3	SPD 20	she goes to the castle to find them. Not a
	ATK-L 0	AGL 25	smart move, kid.

Mebius and Saki are the first to appear, in the entrance hall. Once you kill one, Grand 'Or shows up. So far, all of these enemies will head for you rather than the altar room, so no worries there. However, after your second kill, Gustave appears and may head for the altar room. If he reaches it while you're not there, he will detonate the bomb. So get there before him! He will, of course, run away from you and cower in fear.

Once all the rest are dead, Otto and Emillia will appear in one of the back rooms. Chase Otto back into the room if he leaves before you get there, and take both fools out at your leisure.

Skip down to Chapter 14.

Chapter Thirteen (B): Lingering Thoughts

\*\*Note: You only get this version if you killed Rain and Gerald way back in chapter 4.

ENEMIES			
Mebius	HP 80	DEF 8	Treats Emillia like her own little sister who
(Voodoo)	ATK-S 18	SPD 38	vanished long ago. A self-healer and magic
	ATK-L 15	AGL 65	caster.
Hunna	HP 60	DEF 15	An expert fighter with no equal in a
(Fighter)	ATK-S 21	SPD 52	legitimate battle. Standard martial arts
	ATK-L 0	AGL 65	user.
Gustave	HP 120	DEF 12	Doesn't respect Hornstein's scheming. Wants
(Nobleman)	ATK-S 9	SPD 25	control after Hornstein's death.
	ATK-L 0	AGL 20	
Ash	HP 110	DEF 20	Like a brother to Hunna. Concerned about her
(Soldier)	ATK-S 27	SPD 38	recent macho attitude. It emasculates him.
	ATK-L 0	AGL 40	



Otto (Villager)	HP 70 ATK-S 9 ATK-L 0	DEF 5 SPD 25 AGL 25	Of working age, but unemployed. Spends his days wasting time and causing trouble. The world won't miss him when you kill him.
Emillia (Villager)	HP 50 ATK-S 3 ATK-L 0	DEF 0 SPD 20 AGL 25	Thoma's sister. Worried about her parents, she goes to the castle to find them. Not a smart move, kid.

Hunna and Mebius are your first opponents, and they both start by the south exit. Once you kill one, Ash shows up. He'll head for you rather than the altar room, so no worries there. However, after your second kill, Gustave appears and may head for the altar room. If he reaches it while you're not there, he will detonate the bomb. So get there before him! He will, of course, run away from you and cower in fear.

Once the first four are eliminated, the real cream of the crop come out to fight: the Villagers! They'll appear in one of the rear rooms, so go seek them out. Once Otto spots you, he'll talk to you and then run away. Chase him back into the room with Emillia. These idiots don't even try to leave the castle, they just stop when they're far enough away from you and wait for you to hit them. So put them out of their misery.

Chapter Fourteen: Small Sacrifice

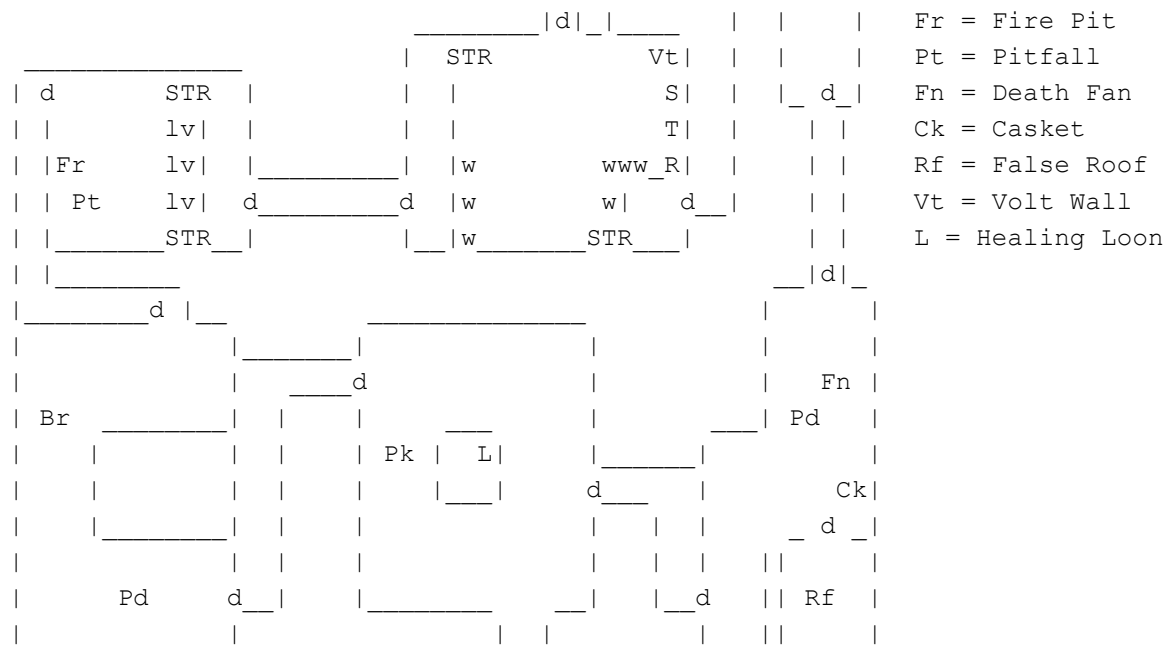
ENEMIES

Gostero (Thief)	HP 70 ATK-S 24 ATK-L 0	DEF 15 SPD 52 AGL 70	Marriage to Ursula has changed him from a so-so fighter to an ace. Seeks the Timenoid secret.
Ursula (Hunter)	HP 100 ATK-S 21 ATK-L 15	DEF 18 SPD 52 AGL 60	Once known as the phantom chief, got amnesia and was rescued by Gotero.
Void (Warlock)	HP 120 ATK-S 15 ATK-L 30	DEF 12 SPD 30 AGL 50	Used black magic to lengthen his life span and now lusts for the secret of immortality. A rapid self-healer.
Zartus (Enslaver)	HP 150 ATK-S 18 ATK-L 0	DEF 12 SPD 38 AGL 30	Came to this country with his slave Barbalos to find the secret of immortality.
Barbalos (Sentinel)	HP 185 ATK-S 54 ATK-L 0	DEF 22 SPD 20 AGL 0	Will be given freedom if mission succeeds. Powerful; can't be hurt by walls.

Again, they're all going for the virgin statue, so don't let anyone get close to it. The stage starts off with just Ursula, who waits for you in the south entrance hall. Go to her, and hit her with a trap combo while she just stands there. After she starts to come after you (or after she dies, if you kill her with your initial combo), Gostero will appear in one of the back rooms. Go after him next. Once you head him off, he'll run from you until he's trapped, at which point you can take him down.

After Gostero dies, Void appears. Keep an eye on his location on your map. He





- Notes on Traps:
- Boulders will fall only if triggered by a Quake Bomb or Catastrophe.
  - The Volt Wall zaps anyone who walks directly by it.
  - The Conductor will form a line of electricity with any electric rods set off in the room.
  - The Pitfall is just that: a hole that damages whoever falls (or is pushed) into it.
  - The Casket, or iron maiden, will swing shut on a person who is forced into it.
  - The False Roof is extremely painful, and is triggered by walking over the center square. Make sure you're not in the room when it drops.
  - Anyone standing in lava will gradually lose health.

Chapter Sixteen: The Ruins Defiled

ENEMIES			
Gilbaless (Knight)	HP 100 ATK-S 36 ATK-L 0	DEF 28 SPD 30 AGL 0	Wrested control of search mission from Oroch to prove himself to the Red Blood.
Ballantine (Chemist)	HP 80 ATK-S 15 ATK-L 30	DEF 20 SPD 38 AGL 45	Old comrade of Keith. Joins search to oversee Gilbaless. Heals comrades' stamina as well as his own.
Oroch (Ninja)	HP 60 ATK-S 12 ATK-L 6	DEF 8 SPD 65 AGL 65	Detail-oriented. Loyal obeys Keith's orders to share command of search. Can jump over spring floor-type traps.

Gilbaless and Ballantine are the first to show up. Gilbaless goes searching while Ballantine stays by the door. Start running through the castle, checking out the new environments, and meet up with Gilbaless. He'll come after you, so take him out. You don't have a choice about killing Gilbaless like you do with the next two. Next, Oroch shows up at the other end of the ruins, so head to meet him as well. After a moment, Ballantine will also start walking into the ruins to find out what's happening. Oroch seems to move oddly in fits and starts after he spots you and starts to head back to the entrance, as long as



Chapter Seventeen (B): Red Blood Oath

\*\*Note: You get this version of the chapter if you killed Gerald and Rain in Chapter 4 and all of the enemies in the previous chapter.

This version of the chapter plays out identically to the other version above, so check there for details.

Chapter Eighteen: Timenoid Shadows

ENEMIES			
Sigma (Zealot)	HP 80 ATK-S 45 ATK-L 24	DEF 12 SPD 42 AGL 70	Timenoid replica made to protect the Timenoid. More aggressive but same skills as a Timenoid guard.
Ramda (Guard)	HP 90 ATK-S 30 ATK-L 18	DEF 12 SPD 48 AGL 65	Timenoid replica made to protect the Timenoid. More skilled at defense than attack.
Mist (Shadow)	HP 70 ATK-S 27 ATK-L 0	DEF 8 SPD 60 AGL 60	Doesn't know Angela's her sister. Parted in youth, she's with the Timenoid. Angela serves Keith. Sticks with Sigma as much as possible, breaking off to attack when Sigma gets hit.

Those Timenoid replicas can be a bit of a handfull. They're immune to magnets, can teleport to a new position while rising after being hit, and their distance attacks send you spinning through the air. On occasion, you could get stuck where they just keep shooting you and you don't have time to recover. Oh well, at least you only face them one at a time.

Once Ramda's done for, Sigma shows up, but she isn't alone. Mist, her shadow, is basically carried along with her invisibly, until she enters the same room as you, at which point Mist breaks off and teleports to your location to strike you. Once you kill Sigma, don't leave the room if you want to kill Mist too, because if you do, Mist will simply leave and the stage will end.

Chapter Nineteen (A): Final Gamble

\*\*Note: You get this version of the chapter if you let the grail be discovered (and let the discoverer leave the ruins alive) in Chapter 17.

ENEMIES			
Bossgun (Bomber)	HP 80 ATK-S 15 ATK-L 24	DEF 18 SPD 38 AGL 20	Jailed for failed Timenoid raid when his bombs didn't explode. Fends off gas and bombs.
Gina (Archer)	HP 100 ATK-S 9 ATK-L 12	DEF 10 SPD 48 AGL 50	Away hunting animals when Timenoid were killed by Red Blood, but accused and jailed anyway.



Skip to Chapter 20b.

Chapter Twenty (A): Master's Strings

\*\*Note: You get this version of the chapter if you let the grail be discovered (and let the discoverer leave the ruins alive) back in Chapter 17.

Table with 4 columns: Name, HP, DEF, and Description. Rows include Vogues (Leader), Gadoha (Drone), and Gordis (Puppet).

This is a pretty straightforward battle. Watch out for the replicas' distance attacks; they hurt a lot! You can tell when they're preparing to use it, because they adopt a charging-up stance and there's an associated sound effect. For Gadoha, it's a fast-moving fiery crystal. For Gordis, it's an eye laser that instantly shoots across long distances. Stay out of their line of sight to avoid these shots. Though physically strong, the replicas are slow and you ought to have some pretty heavy-duty damaging traps by now. Try to use the pre-set boulders in the U-shaped rooms (you'll need a Quake Bomb or Catastrophe to activate them) if you can, they'll do the most damage at one time. Once you kill Gadoha, Vogues summons his other replica to fill the gap. Finish him off (with some care to your own defense), then go after Vogues. He may be running away, but his speed is low enough that you can set up and charge traps in his path.

And as to the response choices you are given at the start of the mission, they don't matter to the outcome; Vogues and his replicas will still come and attack you.

Skip to Chapter 21a next.

Chapter Twenty (B): Replicas Destroyed

\*\*Note: You get this version of the chapter if you killed all grail-seekers back in Chapter 17.

This version plays out identically to the one just above, so check there for enemy details and strategy.

Once you complete this version, go to Chapter 21b, down below.

Chapter Twenty-One (A): Road of Ruin

**Note:** You get this version of the chapter if you let the grail be discovered by the humans back in Chapter 17 (and let the discoverer leave the ruins alive).

ENEMIES			
Gilardes (Shogun)	HP 150 ATK-S 90 ATK-L 0	DEF 38 SPD 30 AGL 35	Served Deadmoon until learning of his evil ways. Unaffected by arrows, bombs, rocks and walls. Capable of leaping great distances to slash you.
Zodiac (Magician)	HP 100 ATK-S 15 ATK-L 90	DEF 18 SPD 38 AGL 80	Afraid to die before finding the supreme magic to become an immortal guard. A self-healer. Uses lightning magic.
Galdrake (Pyro)	HP 130 ATK-S 45 ATK-L 24	DEF 12 SPD 35 AGL 50	Masters fire. Once controlled thunder, water and wind, but left them for fire. Shoots three fireballs at once.
Bloodhorn (Knight)	HP 110 ATK-S 45 ATK-L 0	DEF 30 SPD 35 AGL 0	It's said that he wants to become a Timenoid not to live forever, but to kill forever.
Vermilion (Knight)	HP 120 ATK-S 36 ATK-L 0	DEF 30 SPD 38 AGL 0	Loves Laria. Has been seeking the knights' highest honor, and became a guard.
Loongear (Buddhist)	HP 110 ATK-S 15 ATK-L 18	DEF 22 SPD 42 AGL 55	Loongears have been the Timenoid doctors for ages. Treats the Timenoid and human allies for battle wounds.
Priest Dusk (Priest)	HP 120 ATK-S 9 ATK-L 36	DEF 20 SPD 30 AGL 40	Doesn't realize the King only uses him as a yes-man and to boost his confidence. Uses lightning that he shoots from his hands. A self-healer.
King Eclipse (King)	HP 140 ATK-S 150 ATK-L 150	DEF 38 SPD 42 AGL 75	Calm exterior, but ready to face his assassins. Stronger than his general. Can resist walls.

This is a major battle, with a lot of heavy hitters. Bloodhorn and Galdrake are the first enemies you encounter. They start off in the entrance hall and will head up the right side to meet you. Loongear, Zodiac, Vermillion, and then Gilardes will all come in turn as you kill off your foes. Remember Gilardes' resistance to many trap types. Priest Dusk himself will also join in near the end.

Once you've killed everyone else, King Eclipse himself shows up to do the job right. Only you're not going to let him get you, are you? It can be tough to take him down, because he has high HP and heals himself quickly. You need to hit him with a couple of heavy-damage trap combos within a short period of time to wear his health down to nothing. Remember that there are 2 healing Loons at your disposal in the ruins, one in the entrance hall and one in the room with the grail; don't be afraid to use them.

After winning the battle, skip down to Chapter 22a.



ENEMIES			
Bossgun (Bomber)	HP 80 ATK-S 15 ATK-L 24	DEF 18 SPD 38 AGL 20	Jailed for failed Timenoid raid when his bombs didn't explode. Fends off gas and bombs.
Gina (Archer)	HP 100 ATK-S 9 ATK-L 12	DEF 10 SPD 48 AGL 50	Away hunting animals when Timenoid were killed by Red Blood, but accused and jailed anyway.
Gordeau (Enslaver)	HP 150 ATK-S 21 ATK-L 0	DEF 15 SPD 42 AGL 35	Jailed for trying to loot Timenoid castle with Bossgun. Will be freed if he succeeds.
Spartus (Sentinel)	HP 200 ATK-S 54 ATK-L 0	DEF 22 SPD 20 AGL 0	Though other slaves have escaped, he has stayed behind to wait for Gordeau's return. A physical powerhouse.

Gordeau and Spartus are your first two opponents, and they take a lot of damage to put down. They wait in the entrance hall for you to go to them before they start chasing you. Set up some traps in the torture chamber, where you start, then lure them into them. If you haven't managed it yet, try to get one of them into the small square room off the torture chamber with the false roof. Try hitting one with a vase as he walks into the room, and he'll wander right over the trigger in the middle of the room (just make sure you're running out behind him before the ceiling crushes him). If you kill Gordeau first, Spartus will be kind of lost and may just run around aimlessly, not coming after you without his owner to direct him.

After your first kill, Gina will appear somewhere and start heading towards your position. After your second kill, Bossgun shows up, having set bombs in the upper left room, with the fountains and the raised pedestal. He'll then start heading out of the castle. Head him off in the large room with the Volt Wall and take him down. If you let him get to the upper right room, he'll leave via the exit at the top of that room.

Skip to Chapter 22b after completing this one.

## Chapter Twenty-Two (A): Bloody Hands

\*\*Note: You get this version of the chapter if you let the grail be discovered by the Red Blood in Chapter 17.

ENEMIES			
Lombard (Knight)	HP 150 ATK-S 45 ATK-L 0	DEF 30 SPD 38 AGL 0	Leopold's brother. Risks his life killing Timenoid to avenge his friends' deaths. Immune to bear traps and arrows.
Angela (Shadow)	HP 70 ATK-S 30 ATK-L 0	DEF 8 SPD 62 AGL 60	Delicate but deadly. Prepared to die protecting her cause and her people. Hides in others' shadows and leaps out to attack.
Oboro (Ninja)	HP 60 ATK-S 18	DEF 8 SPD 65	Killed many Timenoid with brother Izayoi. Ready to die fighting, and hopes for peace.

Lombard comes first with his shadow Angela. She hides within him, emerging and warping to your location when you hit him with a trap. Once you kill Lombard, Oboro shows up as well, and if Angela is still alive she can hide within him as well. Since these guys decided to force a fight, you're just going to have to kill them.

Skip down to Chapter 23a after completing this one.

Chapter Twenty-Two (B): Ancestors Shadows

\*\*Note: You get this version of the chapter if you had killed all grail-seekers back in Chapter 17.

ENEMIES

Lombard (Knight)	HP 150 ATK-S 45 ATK-L 0	DEF 30 SPD 38 AGL 0	Leopold's brother. Risks his life killing Timenoid to avenge his friends' deaths. Immune to bear traps and arrows.
Angela (Shadow)	HP 70 ATK-S 30 ATK-L 0	DEF 8 SPD 62 AGL 60	Delicate but deadly. Prepared to die protecting her cause and her people. Hides in others' shadows and leaps out to attack.
Oboro (Ninja)	HP 60 ATK-S 18 ATK-L 6	DEF 8 SPD 65 AGL 65	Killed many Timenoid with brother Izayoi. Ready to die fighting, and hopes for peace. Can warp into a room and hide from map view.
Izayoi (Ninja)	HP 60 ATK-S 15 ATK-L 6	DEF 8 SPD 65 AGL 70	Killed many Timenoid using Ninja knives. More skilled with knives than brother Oboro.

The ninja brothers are your first targets, or rather you might be theirs. They're sneaky buggers. Try setting some traps using magnets or claws to secure them in place somewhere on or around the narrow stairs in the room with the lava, then use damaging traps to take them out. You can run in a circle up and down the stairs there to lead them around.

After both ninjas are dead, Lombard shows up, and Angela is hiding within him as a shadow. This pair is tough to take out, but be persistent, watch your health and run for a Loon if necessary. It's easier to take out Lombard first while continuously running to avoid Angela, since he moves more predictably. Once she doesn't have another enemy to hide within, Angela will become much more vulnerable to traps. If she's all alone, though, be careful not to leave the room that you're both in, or else she might leave the fight altogether instantly, denying you a kill.

Skip to Chapter 23b after completing this mission.

Chapter Twenty-Three (A): Scarred Memories

\*\*Note: You play this version of the chapter if you let the grail be discovered by the Red Blood back in Chapter 17.



Velvet (Voodoo)	HP 90 ATK-S 18 ATK-L 18	DEF 8 SPD 38 AGL 65	Sister of the King's sorceress. Studies the art, but too timid to use it. A self-healer.
Roshwald (Buddhist)	HP 90 ATK-S 15 ATK-L 30	DEF 22 SPD 38 AGL 50	Ex-monk. Caught deceiving villagers and expelled. Can heal others. Corrupt.

When battling this lot, remember that if anyone reaches the upper left fountain room without you there, they'll set off the bombs and it's game over. To prevent this, make the large room with the Volt Wall your main battleground, or at least don't stray too far away from it.

Valvolt and Maage will show up first, just one room away. Set up some traps for them, but note that they are highly capable of dodging them. Maage will be the first to reach you, so lead her away and deal with her. Valvolt packs a massive distance attack that has a long wind-up (i.e. you can see him preparing for it). You can't dodge it by running away, so hit him with a trap instead to break his attack. It's a lightning strike and the most damaging attack in the game.

The rest of the enemies come one by one in the following order as you kill others off: Bashburn, Berdick, Velvet, and finally Roshwald. There aren't any surprises here, you've faced these types plenty of times before. You do have to watch out for Roshwald as he decides to head straight for the grail, with the bombs that will blow you all up if he reaches them. He'll only fight you if you get too close to him, so you need to have traps in his path to take him out before he gets to the upper left room.

Next scroll down to Chapter 24b.

#### Chapter Twenty-Four (A): Shared Wounds

\*\*Note: You play this version of the chapter if you let the grail be discovered by the Red Blood back in Chapter 17.

ENEMIES			
Warken (Psycho)	HP 130 ATK-S 27 ATK-L 0	DEF 10 SPD 58 AGL 50	Desires to marry Claudia but her parents refuse due to his lifestyle (read: S&M).
Claudia (Archer)	HP 120 ATK-S 12 ATK-L 18	DEF 12 SPD 48 AGL 50	Parents may approve marriage to Warken if he can prove he can provide for her.
Zevegrine (Chemist)	HP 100 ATK-S 12 ATK-L 18	DEF 18 SPD 48 AGL 65	A healer who stumbled upon Timenoid ruins while searching for elixir. He can set off your own traps to hit you with them.
Omega (Zealot)	HP 90 ATK-S 45 ATK-L 30	DEF 15 SPD 42 AGL 75	Hesitated to fight in sacred place and now waits for chance to avenge Sigma's death. Immune to magnetism. Can hypnotize you and draw you to her.
Keith	HP 150	DEF 28	Red Blood leader, completely trusted by his





BRANCHING PATH: If you had let Keith beat you in the previous chapter and you agreed to go with him, go next to Chapter 26c.

Chapter Twenty-Five (B): Torn Thoughts

\*\*Note: You play this version of the chapter if you had killed all Red Blood grail seekers back in Chapter 17.

ENEMIES			
Desfard (Shogun)	HP 140 ATK-S 90 ATK-L 0	DEF 38 SPD 30 AGL 30	Would have been named to a higher rank had his skill not threatened the priest. Defends against rocks, walls, bear traps, and arrows.
Killrain (Knight)	HP 130 ATK-S 36 ATK-L 0	DEF 30 SPD 38 AGL 0	Criticized by Desfard for over-confidence and tendency to underestimate foes.
Valmer (Knight)	HP 100 ATK-S 45 ATK-L 0	DEF 30 SPD 30 AGL 0	Has high skill levels but not aggressive enough to use them fully in battles.
Killlord (Knight)	HP 120 ATK-S 36 ATK-L 0	DEF 28 SPD 30 AGL 0	Least impressive man in Desfard's party, but Desfard trusts in his future.
Yocal (Shinto)	HP 100 ATK-S 24 ATK-L 54	DEF 8 SPD 48 AGL 85	Though her beauty is rumored to be from lacking emotions, she once loved Eclipse. A self-healer who uses lightning magic.

Well, the good news is that none of the platoon has distance attacks. Watch out for Desfard's leaping slash, however, once he shows up. At the start, you've got a knight coming at you from either side. It's not very threatening, though, because they move slowly enough for you to set up some good trap combos, and you could just run around one of them or head through the door in the wall ahead to lead them to another room.

Once the knights are all dead, Yocal herself comes to fulfill her duty. You have no choice but to fight her, or be killed yourself.

BRANCHING PATH: If you've killed absolutely everyone up to this point, go to Chapter 26b, below. If you've let anyone live, go just below to Chapter 26a.

Chapter Twenty-Six (A): Eve of Destruction

ENEMIES			
Gilardes (Shogun)	HP 150 ATK-S 90 ATK-L 0	DEF 38 SPD 30 AGL 35	Served Deadmoon until learning of his evil ways. Unaffected by arrows, bombs and walls. Capable of leaping great distances to slash.
Zodiac (Magician)	HP 100 ATK-S 15 ATK-L 90	DEF 18 SPD 38 AGL 80	Afraid to die before finding the supreme magic to become an immortal guard. A self-healer. Uses lightning magic.







Different actions within the game will produce different outcomes in the end. Listed here are all possible endings, and how to reach them. After each ending, be sure to save your clear data. Loading this data from the title menu will start a new game, and you'll have one or more special new traps that you can make, depending on which ending(s) you've achieved.

=====

ENDING #1        To obtain this ending, you must kill absolutely every person who  
=====        comes into the various castles in the game. If they have a life  
                 bar and an icon at the top of the screen, you must kill them  
(with only one exception: Keith and Lombard in Chapter 17, because you never  
have the chance to fight them). With 100 kills to your name after killing King  
Eclipse, your horrible acts summon a demon who turns you into a Timenoid. With  
eternal life, you are now condemned to serving him and killing at his whim.  
Note that this ending also includes a "To be continued..." tag at the end.  
Could this be the storyline that is continued in the upcoming Kagero II?  
REWARD: You can now create the Evil Upper, a floor trap that punches enemies  
                 up to the ceiling, and the Evil Stomp, a ceiling trap that crushes  
                 enemies against the floor. Each costs 5000 Ark to create.

=====

ENDING #2        To reach this ending, you must let the grail be discovered by a  
=====        Red Blood member in Chapter 17 and let the discoverer leave the  
                 ruins alive. Then, you must kill Keith when he comes to face you  
later on. Finally, kill Yocal to finish the job (you won't have a choice about  
killing her or not). Yocal reveals to you the truth of your past and her  
feeling for you, then advises you to flee from your mission of killing.  
Astarte leaves and searches for the purpose of why people fight.  
REWARD: On starting a new game with your clear data, you can now create the  
                 Magic Sac, a floor trap that traps enemies inside a bubble,  
                 immobilizing them, for 4000 Ark.

=====

ENDING #3        To achieve this ending, you must let the grail be discovered by  
=====        at least one of the search party in Chapter 17, and let the  
                 discoverer leave the ruins alive to tell the Red Blood what they  
learned. Then, when Keith faces you, let him attack you until your health is  
reduced to 1/4, then agree to go with him. Play through the rest of the  
chapters, in which you must kill the remaining enemies, and you will see this  
ending, where you and Keith go off to try and find some peace together.  
REWARD: On starting a new game with the clear data from this ending, you can  
                 now create the Ardebaran, a vase-type trap with extremely fast charge  
                 time and high damage, for 2500 Ark.

=====

ENDING #4        This is essentially the default ending, the one you get simply  
=====        for failing to meet the conditions for any of the other endings.  
                 Go through the game, letting at least one person escape, but NOT  
letting anyone find the Timenoid grail and leaving the ruins in Chapter 17.  
Play through the remaining chapters and finally defeat King Eclipse at the end.  
Afterwards, because you destroyed the Timenoid reign, the humans descend into  
chaos, struggling among themselves for power. Way to go.  
REWARD: You can now create the Evil Kick, a wall trap that fires enemies clear  
                 across the room, for 5000 Ark.

FINAL REWARD: Once you have obtained all 4 endings, all of which were saved in  
the same file, load the last clear data to start a new game. You can now  
create the Suez for 6500 Ark. This rock-type weapon does the highest damage  
out of any player trap. It is the round yellow one-eyed monster from Monster

