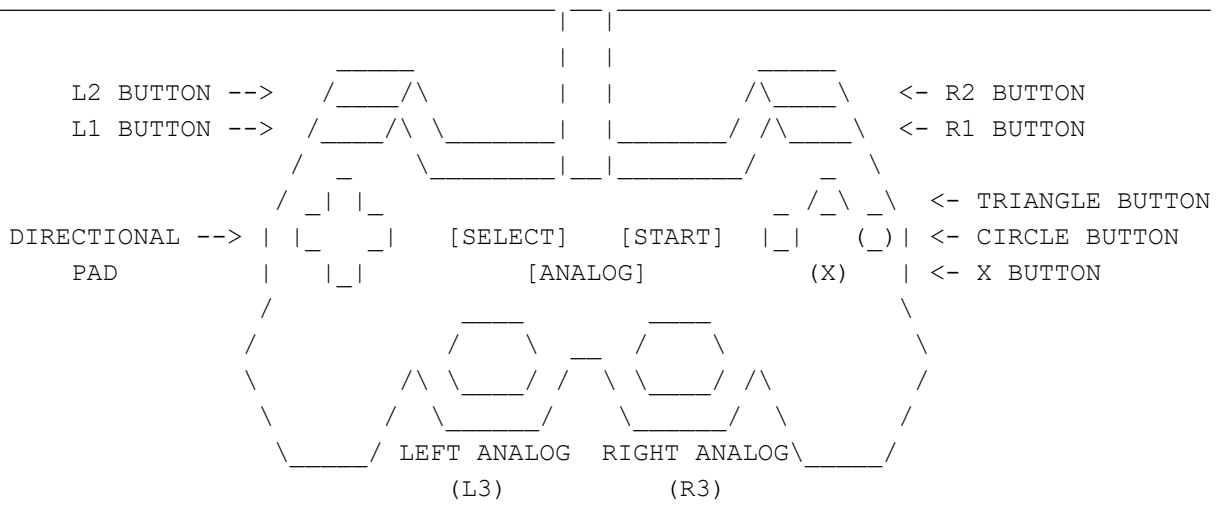


I. CONTROLS

[CNTR]



Kagero: Deception II is DualShock-compatible; however, that applies only to the vibration function, which can be turned on in the 'Button Config' menu. Unused buttons are not listed below.

BUTTON	IN BATTLE	OUT OF BATTLE
D-Pad	Controls Millennium's movements	Move menu cursor
Start	Un/pause game	Skip cutscenes
Circle	Open trap screen mode (Camp Mode)	Delete traps
Square	Activate charged wall trap	Cursor on opposite wall
Triangle	Activate charged ceiling trap	'Cancel' button
X-Button	Activate charged floor trap	'Confirm' button
L1 / R1	Sidestep left or right	Pan around room
L2 Button	Look around (with d-pad)	Zoom in (setting traps)
R2 Button	Faces nearest invader	Zoom out (setting traps)

II. TH' BASICS

[THBS]

GENERAL INFO

[GNRL]

RATING : M (Mature)
 PLAYERS: 1
 RELEASE: 7/23/98 [JP], 10/14/98 [US], 9/10/99 [EU]
 MEMCARD: 1 Block
 DISC # : 1

STORY

[STRY]

"There is a world where humans and Timenoids have existed together for generations. The Timenoids are physically identical to the humans in every way but one: they have blue blood coursing through their veins, which also makes their skin blue. Because Timenoids are immortal they enjoy a ruling status over the humans.

The Timenoid Castle is located deep in a thick forest. A girl, Millennia, dwells in this castle with one purpose alone: she's on a mission to kill the humans. Though she's also a human, she's been brainwashed by her foster mother, Yocal, into fighting as a mercenary for the Timenoids. Yocal has successfully brainwashed Millennia into believing that the very existence of humans is wrong. Millennia can obtain immortality and become a Timenoid herself if she successfully exterminates the human race. Although Yocal has taught Millennia only how to use the traps to kill the humans, Millennia is confident that this skill is enough for her to win her battles."

FLOW OF BATTLE [FLWB]

There's essentially three parts to battle in this game.

#1: PREPARATORY STAGE. This comes after the chapter's intro dialogue. The player can create new traps, view requirements for making new ones, and select traps for usage in the upcoming battle (max: 3 per type). One can also see information about the enemies who'll be fought, and sometimes this can give clues to their immunities or attack types.

#2: BATTLE STAGE. This is the actual battle! There are three maps that are used in the game, and Millennia and the foes all have different places to begin. Only two enemies can show up at once, and traps can only be set in rooms (not hallways). If healing is needed, locate the magic loon in one of the chambers for a full heal (one use per each, per battle).

#3: RESULTS SCREEN. This shows Millennia how well she did in the mission, and gives her currency (ark) to create new traps.

- Trap Hit Bonus: extra ark based off how much damage (combos) were done
- Soul Capture Bonus: based off how many were killed (perfect genocide)
- Life Bonus: will always be 1000 if Millennia was not hit once
- Total Mission Bonus: grand total of Trap Hit/Soul Capture/Life bonuses

TIPS N' TRICKS [TPST]

Want tips? Here they are. If a reader has any doozies to contribute, I'll also put 'em in this spot.

- Enemies typically follow the shortest route to Millennia, which means she can 'lead' them into traps via this knowledge. For instance, if an enemy is at the stairbottom, they can be lead along either bannister depending on where Millennia is hiding herself.
- Pay attention to the Enemy Data screen -- it's always accessible. This can provide useful info about enemy immunities. Some enemies, like the Shogun, have a wealth of these and trial-and-error can have bad consequences...
- Traps take time to setup, especially ones like Vacuum Floor. Because the enemy is constantly gunning for Millennia, it's a smart idea to lead them on a wild goose chase to other rooms, where more traps can be set. This is not always possible, but at the start, traveling to adjacent rooms for trap allocation helps, too. [Quick traps like the Oil Vase are great for pursuing foes, especially when set over an entrance.]
- Familiarize yourself with enemy types. Mages can shoot projectiles that may inflict statuses; ninja can teleport to Millennia's position and also inflict statuses; Shadows can hide in allies shadows and jump out when damaged, as well as appearing behind Millennia; Shogun have powerful lunge attacks and are generally immune to many things; Bombers are masters of

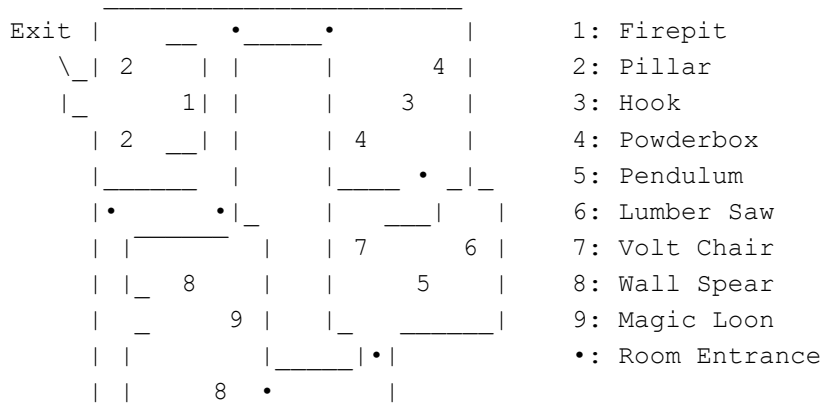
gas and explosions, and immune to them. There are plenty of others as well, so take a gander in the Enemy section an in-depth lowdown.

- The 'Trap Data' option is incredibly useful, with all prerequisites and information given before they're made! Trap growth is in a family tree format, which means creating one will unlock or be used in another's appearance. One can often create better traps by simply spending ark on the more pertinent ones.
- There are certain trap combos that can be used to great effect:
 - The "Classic Stair" combo: immobilize someone at the bottom of a stair, shoot them with a wall projectile, then drop a rock down at 'em. Instant 3-hit combo that can be done early on.
 - "Oil Vase over the Door" trick: it's self-explanatory, really. This is helpful when being chased by quick-footed, non-floating foes. Enter a room, trigger the trap immediately to create an oil slick below, and the foe is blinded when they recover from it. Because of the quick loading, this is insanely useful.
 - "Multi-purpose Buzzsaw" trick: the Buzz Saw wall trap will hit enemies and carry them in the direction shot, until an obstacle is encountered. Obstacles include initial traps, so volt walls, pitfalls, iron maidens, wall spears, floor pikes, and guillotines -- which are normally avoided on sight -- can all be used to finish combos! Spring floors can also do some of these tasks but not as well, in my opinion. [Try the beartrap -> buzzsaw -> falling rock combo!]

/ III. WALKTHROUGH (CHAPTERS) -- WLKT | _

01) An Innocent Girl

[WK01]



ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Daar	Villager	50	09	--	02	25	00	No.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Daar is killed			Chapter 2: "A Fool's Fortune"					
Daar is allowed to escape			Chapter 2: "Castle of Doom"					

After naming the lead character (default: Millennia), she will be tasked with guarding a forest castle and killing any humans who enter. For the next six or

seven battles, this castle will serve as the killing field! Like many games, the first fight is more of a tutorial than anything else. Yocal, Millennia's foster mother, will accompany her to the castle and give a small overview of how to set traps, should the player require it. Millennia only has a few traps learned as default:

WALL : Arrow Slit, Press Wall
 FLOOR : Small Bomb, Bear Trap
 CEILING: Mega Rock, Slow Gas

You can attack Yocal for extra ark (trap currency) for a headstart on making different ones, if you like -- if her HP is depleted, she still won't die. Daar will be waiting in the castle foyer, and Millennia will have to greet him. He'll pose a question when she enters. Answer "Yes" to make him wait for a TMD to come; answer "No" and he'll start to leave. By choosing the former, Daar will start to follow Millennia and make himself an easy target for the traps she can setup; the latter will be more problematic and our trapmaster will have to design a way to impede him from leaving, such as with the Bear Trap.

New players should know that there are ark bonuses for higher combos, plus 'full genocide' and 'no damage' bonuses that are easy to obtain. An easy trap to make at this point is the classic stair setup: trap someone at the bottom, attack him from the wall, and roll a rock downwards to kill for a 3-hit combo! This will probably be used a lot in the game, because boulders cause extreme damage even from the get-go.

Should Daar be attacked and still be alive, he'll try to flee. He has little attacks and, as typical of a Villager type, will either cower somewhere or push Millennia away if she gets too close (which damages her). Either way, use the Magic Loon in the starting room to heal if needed.

02) A Fool's Fortune -or- Castle of Doom

[WK02]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Slash	Soldier	90	21	---	15	38	35	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Daar Left Alive in Chapter 1			Chapter 3: "A Friendship's Oath"					
Daar Killed in Chapter 1			Chapter 3: "Pursuit of Friends"					

If Millennia killed Daar previously, she'll fight Slash alone; if she let Daar escape, he'll return with Slash to tag-team her. The soldier gets his moniker from his attack type: he specializes in up-close slashing. Obviously, stay away from him and lure him into some traps, such as the "classic stair" combo you may have done in Chapter 1. This brute will come after Millennia no matter how she answers his initial question. If Daar accompanied Slash, he'll simply hide around the entrance/exit room where both start. He has no long-range capabilities which makes him an easy target. Tsk!

03) A Friendship Oath -or- Pursuit of Friends

[WK03]

How's your development coming? I suggest working toward the awesome Buzz Saw wall trap, which, when it hits the enemy, will send them across the entire room until they hit an obstacle. This is incredibly useful for making combos or harnessing initial traps' power, so getting one sooner rather than later's a good idea! Here's the foundation:

- STEP 1: Create Fire Arrow
- STEP 2: Create Triple Arrow (based off Step 1)
- STEP 3: Create Chain Needle (based off Step 2)
- STEP 4: Create Attack Wall
- STEP 5: Create Spike Rock
- STEP 6: Create Spike Wall (based off Steps 4 & 5)
- STEP 7: Create Buzz Saw (based off steps 3 & 6)

But anyway...

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Hawk	Soldier	80	24	--	15	38	30	Yes.
Gastone	Crusher	140	45	--	08	25	20	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
-----			Chapter 4: "Tangled Thoughts"					

This chapter will have a different name depending on whether or not Daar was killed in the first mission, but no matter the outcome then, the same two enemies will be encountered here. Hawk is a soldier just like Slash, and will be good at up-close fighting...so stay away. Gastone is a Crusher, carrying a gigantic hammer. This is damaging if he gets close, but he also can slam on the ground to make Millennia unable to move temporarily. Obviously that'll be good in a tag-team situation (for them!) but is generally useless if he's by himself.

Millennia starts in the water room, Gastone in that stame room, and Hawk in the torture chamber. The "classic stair" combo won't work here because Gastone can shrug off boulders, even if he's been stuck in a bear trap weapon. Hawk and his friend will converge on the water room, so it's a good idea to get out of that situation, perhaps setting up a trap combo in the entrance/exit foyer or a push-wall-to-volt-chair twofer in the torture room.

04) Tangled Thoughts

[WK04]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
McLord	Soldier	100	24	--	18	42	35	Yes.
Gerald	Knight	100	30	--	22	30	--	No.
Rain	Archer	60	09	09	08	48	50	No.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Gerald and Rain are killed			Chapter 5: "Vengeance"					
Gerald and Rain both escape			Chapter 5: "Ordeal of the Young"					

ORDER OF APPEARANCE: McLord -> Gerald + Rain

This is the first mission with three people! Unfortunately, because don't appear at once, it undercuts the potential difficulty. McLord appears first and corners Millennia in the hook room. As a regular soldier, there's nothing interesting about his behavior...although he does have one of the few unique sprites in the game (a little girl metal vest that exposes his tummy? Dumb...). It's easiest to kill him in the torture room next door, perhaps w/ the Beartrap -> Spike Rock -> Attack Wall -> Volt Chair combo.

Killing him triggers Rain and Gerald's appearance in the foyer. Approach them to get a scene, where the 1st answer baits them into attacking and #2 will make them leave. As an archer, Rain can attack both at close-range and long-range for lame damage -- that's all it takes to lose the health bonus! On the other hand, Gerald's armored physique will prevent him from being stuck in beartraps, in case the player wanted to get a high combo using the volt chair.

NOTE: If you attack the two as they try to abort the mission, they'll ask if Millennia is challenging them and quit trying to leave. As such, that's why they either all leave or none do.

05) Ordeal of the Young -or- Vengeance

[WK05]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Ash	Soldier	110	27	--	20	38	40	Yes.
Statz	Thief	60	21	--	15	52	65	Yes.
Hunna	Fighter	80	18	--	12	50	55	No.
-----	-----	-----	-----	-----	-----	-----	-----	-----
Julia	Hunter	90	24	12	15	52	60	Yes.
Raddlefuss	Buddhist	90	15	15	20	38	45	Yes.
Grand'Or	Soldier	100	24	--	20	38	40	Yes.
Jackal	Soldier	90	24	--	18	42	30	Yes.
Saki	Fighter	70	15	--	10	45	55	Yes.
-----	-----	-----	-----	-----	-----	-----	-----	-----
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
-----			Chapter 6: "Castle of Illusion"					

ORDER OF APPEARANCE (1): Hunna + Ash -> Statz

ORDER OF APPEARANCE (2): Grand'Or + Saki -> Jackal -> Raddlefuss -> Julia

The three-man crew who appears if Gerald and Rain were spared previously is rather easy. This will be the first time a thief -- which is basically a soldier with worse attack and better reflexes -- appears, and the same for the female Fighter (read overview below). Hunna appears in the foyer coming to the hook room while Ash is inbound to the torture room from the fountain area. Hunna should get there first and can be setup with a volt chair trap; since she has little health and it won't break, this can be used on Ash as well barring any mishaps. The cowardly Statz appears last in a random area, usually approaching the foyer from fountainroom or the hook chamber. As his synopsis says, he runs away in the face of danger like a yellow-belly coward,

so trapping him can be a little more difficult than the others who attack head-on. He can disappear off the minimap, but when found, will just cower like a Villager type -- what a loser!

Note that if Hunna is put in critical condition, she'll announce she's going to leave...but this usually won't occur since injured people lose their quick movement!

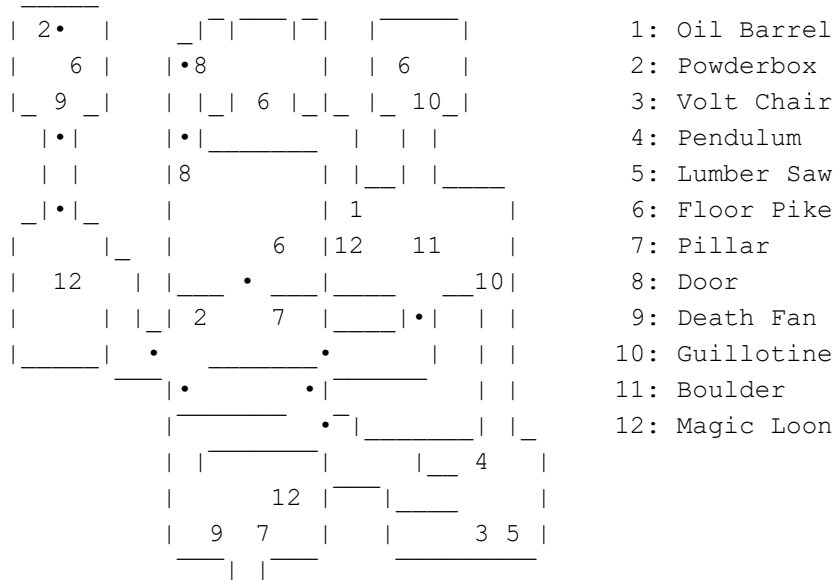
Group two consists of five people, three of which are new types. Hunters are just the first in a long line of quick female attackers, having both decent speed and agility in this case. Her primary weapon is a boomerang that can be dodged by sidestepping, although she'll smack Millennia round up-close if it comes to that. Saki the Fighter is another quick female type, who has the ability to do fast roundhouse kicks up-close and can flip over her target to attack the exposed backside as well. Annoying! Finally, Raddlefuss is the Buddhist class and can do projectile attacks as well as self-heal!

To start, Grand'Or will be approaching the torture room from the fountain area, while Saki comes from the foyer towards the hook chamber. Since she's fast, set some traps in the hook room (she'll probably avoid) as well as the torture room, then lure her into the latter for the kill. Stay afar to avoid any annoying kicks/flips! Grand'Or will enter in the meantime, so keep from his clutches while the traps there reset. Jackal appears in the hallway nearing the fountain area, Raddlefuss and Julia both in the torture chamber. Raddlefuss' magic projectiles can inflict 'Stop' on Millennia and he's a dead-eye at close-range, so keep away if you want the health bonus.

If low on health, Julia will attempt to flee...but like Hunna on the flipside of the battle, this is usually a pipe dream if she's moving snail-paced.

06) Castle of Illusion

[WK06]



Have you started on the route to making the Buzz Saw? I can't pile enough laurels on this magnificent wall trap!!!

STEP 1: Create Fire Arrow

STEP 2: Create Triple Arrow (based off Step 1)

Aria	Fighter	80	18	--	10	45	50	Yes.	
Ricard	Thief	60	18	--	12	52	65	Yes.	
Legral	Bomber	80	15	18	18	38	20	Yes.	
PATH-BRANCH EFFECT				NEXT CHAPTER PLAYED...					
Hornstein Killed in Ch. 6				Chapter 8: "Loyal Soldiers"					
Hornstein Escaped in Ch. 6				Chapter 8: "Test of Loyalty"					

ORDER OF APPEARANCE: Aria + Ricard -> Legral

No matter how Chapter 6 played out, the same enemies will apply here, just with a different setup scene.

Right at the start, Ricard will corner Millennia in the fountain room and bid her to catch him. This is actually a trap so Aria can get some potshots in! You can still follow him but boobytrap the fountain room first. It's not too hard to conserve the health bonus by not following Ricard at all, though. When someone dies, Legral will appear in the chamber north of the throneroom. This event will be of great importance for the rest of the palace chapters. Speaking of which, this is the first time a Bomber has shown up in gameplay. Their attacks involve rolling explosive cannisters towards Millennia, trying to catch her in the blast (which may or may not inflict side effects). They're one-trick ponies generally and avoiding their attacks ain't difficult.

One cool thing is that Legral, if in critical health, will blow himself up in an attempt to destroy Millennia. Make sure to turn tail and run after he's announced it!

08) Loyal Soldiers -or- Test of Loyalty

[WK08]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?	
Lordred	Knight	110	30	--	25	30	--	Yes.	
Diva	Psycho	110	21	--	08	55	50	Yes.	
Delfina	Voodoo	80	18	12	08	38	60	Yes.	
Hornstein	Nobleman	110	09	--	10	20	10	Yes.	
PATH-BRANCH EFFECT				NEXT CHAPTER PLAYED...					
-----				Chapter 9: "Ignorant Greed"					

ORDER OF APPEARANCE (1): Delfina + Lordred -> Diva

ORDER OF APPEARANCE (2): Delfina + Lordred -> Diva + Hornstein

"Loyal Soldiers" involves Hornstein's three subordinates and plays if their master was killed in Chapter 6; "Test of Loyalty" involves all four enemies, obviously meaning that Hornstein lived in Chapter 6.

For "Loyal Soldiers," Delfina and Lordred will corner Millennia in the long staircase in the NE portion of the level. Lordred's armor plating has been covered before, but Delfina's Voodoo class is new...well, in name only. Like a warlock, she can attack and shoot magic projectiles that can inflict some statuses if they connect. Diva is like a soldier but has better HP/dexterity,

as well as a different attack: his knuckles have three blades sticking out! He can be an annoyance at close-range so stop him in his tracks, literally. "Test of Loyalty" plays out the same as normal, except both Delfina and her knight companion must be killed to trigger Diva and Hornstein's arrival, both of which appear in the long staircase hall. For that chapter, killing the gang in the torture room is great due to its proximity.

09) Ignorant Greed

[WK09]

By now, the Buzz Saw should be available, even if the path of least killing has been taken. Forget the combo? Here it is for the last time, I swear!

- STEP 1: Create Fire Arrow
- STEP 2: Create Triple Arrow (based off Step 1)
- STEP 3: Create Chain Needle (based off Step 2)
- STEP 4: Create Attack Wall
- STEP 5: Create Spike Rock
- STEP 6: Create Spike Wall (based off Steps 4 & 5)
- STEP 7: Create Buzz Saw (based off steps 3 & 6)

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Volcano	Pyromaniac	100	45	21	12	35	50	Yes.
Mucro	Ninja	60	18	06	05	62	60	Yes.
Dorcas	Crusher	170	54	--	10	30	20	Yes.
Claire	Archer	70	09	09	10	48	50	Yes.
Goatbone	Phantom	80	15	12	08	30	20	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Rain & Gerald lived in Ch. 4			Chapter 10: "Darkness Falls"					
Rain & Gerald died in Ch. 4			Chapter 10: "Invitation to Evil"					

ORDER OF APPEARANCE: Mucro + Goatbone -> Claire -> Dorcas -> Volcano

Remember how Legral put a bomb under the altar in the north-central room behind the throne hall? This is going to be an integral part of all remaining battles on this map. If anyone approaches the virgin icon, the entire palace will blow up -- automatic game over! Millennia's task, then, is to kill any enemy who tries to get there. Luckily, enemies will prioritize their prey over the icon.

As for the enemies, Mucro starts in the NW room and will eventually teleport to wherever Millennia is. Goatbone is a gigantic wuss and flees when seeing his target; as a Phantom, he can throw projectiles (books? cards?) that will do fly in a straight line. Everyone else has been seen before except the Pyromanic "Volcano," which is basically a wizard type who blows streams of fire in Millennia's direction. He only has one but later the types will have two more. Claire will start in the castle foyer, Dorcas the stairway hall in the east or one of the southern rooms, and Volcano the eastern stairway.

Always be checking the minimap to see if anyone is approaching the bomb room! Sometimes enemies can be baited into following Millennia but will then turn back for the prize -- don't be caught off-guard! Other than that, watch out for Claire's poison arrows.

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Matia	Assassin	50	18	--	08	60	50	Yes.
Helmut	Chemist	80	09	15	15	45	60	Yes.
Layla	Fighter	80	15	--	10	48	60	Yes.
Deadmoon	Warlock	120	15	36	15	30	60	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
If Rain/Gerald died in Ch. 4			Chapter 11: "Corruption"					
If Rain/Gerald lived in Ch.4			Chapter 11: "Prison of Time"					

ORDER OF APPEARANCE: Matia + Helmut -> Deadmoon + Layla -> Matia (if escaped)

Although the chapter depends on if Millennia killed/spared Rain and Gerald in an early mission, the enemy lineup will still remain the same. Matia and her companion Helmut appear in the NE room, which connects to the eastern stairway chamber. Because there's only one path there, it's easy to setup a nice trap with a Buzz Saw pointing straight at the door. Matia can teleport locally and is very quick, not unlike a ninja or fighter, so keep her at a distance. Helmut can self-heal if left alone, though, so don't dawdle. Both will head toward the virgin icon room (north-central) and it's quite a walk there from the starting place in the foyer. However, neither will set off the trap and will in fact wait there! Note that if Matia isn't killed quickly, she will "leave" battle and reappear towards the end.

Deadmoon and Layla start their portion in the foyer and head north towards the throneroom. The warlock has the highest long-range attack power of any enemy yet, so stay at a distance or use obstacles as shields -- these ones have a decent homing function!

Now, supposing Matia does escape with her life, she'll reappear in the throneroom (once Saki has died) and head for the virgin icon. If Millennia kills Deadmoon before Matia, who has full health again, she'll blow up the palace to be with her master.

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Hebel	Villager	50	03	--	--	15	20	No.
Jackal	Soldier	90	24	--	18	42	30	Yes.
Statz	Thief	60	21	--	15	52	65	Yes.
Blackword	Phantom	100	18	15	08	30	20	Yes.
Seetha	Guard	90	27	18	10	45	65	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
-----			Chaper 12: "Fading Souls"					

Emillia	Villager	50	03	--	--	20	25	Yes.		
Mebius	Voodoo	80	18	15	08	38	65	Yes.		
Saki	Fighter	70	15	--	10	45	55	No.		
Gustave	Nobleman	120	09	--	12	25	20	Yes.		
Grand'Or	Soldier	100	24	--	20	38	40	Yes.		
Otto	Villager	70	09	--	05	25	25	Yes.		
Hunna	Fighter	60	21	--	15	52	65	Yes.		
Ash	Soldier	110	27	--	20	38	40	Yes.		
	PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...						
	-----			Chapter 14: "Small Sacrifice"						

ORDER OF APPEARANCE (1): Mebius/Saki -> Grand'Or -> Gustave -> Otto/Emillia
ORDER OF APPEARANCE (2): Mebius/Hunna -> Ash -> Gustave -> Otto/Emillia

This will be the biggest brawl yet, with six enemies to kill. If Rain and Gerald were left alive in Chapter 4, Saki and Grand'Or will be part of the team; if the opposite was true, then Hunna and Ash will be the substitutes.

Mebius and Saki start in the foyer and make for the throneroom, so the best place to meet them is halfway: the crossroads antechamber just south of there. When in critical health, Saki will attempt to flee the map. Grand'Or appears thirdly, in the eastern stairway chamber, and usually runs to where Saki is. Gustave appears in the upper-right cul-de-sac anteroom, and although he's a gigantic coward like Hornstein, he can still set off the virgin icon's bomb for some reason (!?). Finally, Otto and Emillia appear in the upper-left dead-end room; Otto moves around and will flee if seen, Emillia stays put. They'll both cower in fear when cornered, so make sure to watch the scene that involves Emillia's demise...

14) Small Sacrifice

[WK14]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?		
Gostero	Thief	70	24	--	15	52	70	Yes.		
Ursula	Hunter	100	21	15	18	52	60	Yes.		
Void	Warlock	120	15	30	12	30	50	Yes.		
Zartus	Enscaver	150	18	--	12	38	30	Yes.		
Barbalos	Sentinel	185	54	--	22	20	--	Yes.		
	PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...						
	-----			Chapter 15: "Brave Promise"						

ORDER OF APPEARANCE: Ursula -> Gostero -> Void -> Zartus + Barbalos

If you paid attention to the opening scene, it's be obvious Ursula's taunts are just bait to lure Millennia southward while Gostero -- who appears in the NE room -- appears and heads for the icon altar. Luckily, his showing up will depend on how far into the foyer Millennia goes; she can kill Ursula before then if needed. Gostero's speed/agility are excellent so don't waste time running to the icon room to head him off (he'll run away if spotted). Void appears third in the fountain room, and has the same powers as Deadmoon,

right down to self-healing; what sets him apart is that he's solely in the map for the "immortality" and will ignore Millennia even if she attacks him (get super close to bait him). The final two characters appear in the foyer, and are generally easy to kill since Barbalos will rush to his master's side whenever Zartus is damaged (but not vice versa).

15) Brave Promise

[WK15]

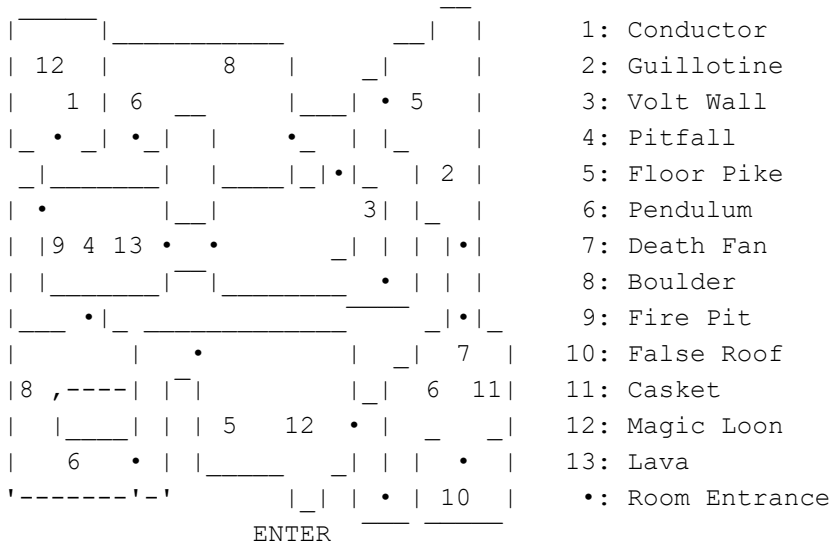
ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Sylvia	Assassin	50	18	--	08	60	50	Yes.
Bleuge	Brute	110	27	12	08	62	60	Yes.
Lazaford	Buddhist	100	18	18	20	38	50	Yes.
Belkdahl	Chemist	90	12	18	15	48	60	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
-----			Chapter 16: "The Ruins Defiled"					

ORDER OF APPEARANCE: Bleuge + Lazaford -> Sylvia + Belkdahl

Emillia has sent more fighters to find her mother (teehee!), and this time Belkdahl's small brigade has answered the call. This will be the last fight ever in the King's Palace, if you've been itchin' for new digs. Bleuge & Lazaford will start with Millennia in the eastern stairway. Brutes are a type of enemy that throw their double tomahawks in a straight line, meaning they can be sidestepped. Careful not to lose the health bonus right away! Lazaford is immune to gas traps, due to his mask...I guess. The final two appear where the other two started also. Sylvia can teleport locally remember, and as per her description, her claws are tainted with Belkdahl's poison -- be careful to stay away! Belkdahl can self-heal and "has seen the traps before," which means he can identify where they are ahead of time and usually avoids them.

16) The Ruins Defiled

[WK16]



ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Gilbaless	Knight	100	36	--	28	30	--	Yes.
Oroch	Ninja	60	12	06	08	65	65	No.
Ballantine	Buddhist	80	15	30	20	38	45	No.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Entire search party killed			Chapter 17: "Red Blood Oath"					
Ballantine and/or Oroch fled			Chapter 17: "Call of Blood"					

ORDER OF APPEARANCE: Gilbaless + Ballantine -> Oroch

This will be the first mission that takes place in the Ruins, also known as the TMD's Sacred Place. There's a host of new traps here, some of which are extremely cool. The pitfall in the "fireplace room" has a great setup for the buzzsaw, and will inflict Oil on whoever falls in it as an added bonus. The Casket, a.k.a. iron maiden, swings shut to impale whoever falls in; also can be combo'd with a buzzsaw. The final one is the false roof, which triggers whenever someone walks on the 3x3 room's center tile. Obviously don't be in there when the hammer falls!

Gilbaless and Ballantine will both appear in the ruins' entrance, although Ballantine has his orders to stay put; Millennia starts in the NWmost room near the magic loon. Gilbaless is a mandatory kill and follows the same immunities other armored characters have: good against beartraps, arrows, and sometimes bombs (but not the buzzsaw!). After awhile, whether Gilbaless has been killed or not, Ballantine will start wandering around. Oroch appears only after someone has died, and in a random room (usually SW or NE room).

17) Call of Blood -or- Red Blood Oath

[WK17]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Balborn	Bomber	70	15	21	18	38	10	No.
Geist	Psycho	120	24	--	08	58	55	No.
Bortos	Crusher	170	54	--	15	30	25	Yes.
Carmine	Hunter	100	24	15	20	52	60	Yes.
Keith	Slasher	150	54	45	28	55	85	-----
Leopold	Soldier	140	30	--	22	45	35	-----
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
-----			Chapter 18: "Timenoid Shadows"					

ORDER OF APPEARANCE: Bortos + Balborn -> Geist -> Carmine -> Keith + Leopold

The mission name will change depending on if the Chapter 16 search party was killed in full or part, but the enemy lineup will remain the same. Read the "ending info" section below for some forewarning info. Balborn and Bortos'll appear in the south-central and NE rooms, respectively, and both are gunning for the grail in the NWmost room. If any of them takes it, they'll try to escape with it. Should they do so, the mission ends automatically.

Geist appears third and Carmine last, both starting in the SW room. They too will try to nab the grail and escape, which means that the central room on the map will probably be the main battleground for the ruins. I prefer to use the ol' Buzzsaw -> Volt Wall combo for hilarity, myself. Should everyone have been killed, Keith and Leopold appear by the ruins entrance; when our trapmaster enters their room, they leave after a scene.

ENDING INFO

Killing everyone in this chapter will put Millennia on the path to getting the 1st and 2nd endings, which themselves depend on how she acts in a future chapter (#21). Letting someone escape with the grail will put Millennia on the path to getting the 3rd and 4th endings, which depend on the pivotal 24th chapter. Note that there is no "bad" ending per se, and each unlocks a unique trap on a clear game save, so a player will want to go through all four.

18) Timenoid Shadows

[WK18]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Sigma	Zealot	80	45	24	12	42	70	Yes.
Ramda	Guard	90	30	18	12	48	65	Yes.
Mist	Shadow	70	27	--	08	60	60	No.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Ch. 17: everyone killed			Chapter 19: "The Indelible Mark"					
Ch. 17: the grail was found			Chapter 19: "Final Gamble"					

ORDER OF APPEARANCE: Ramda -> Sigma + Mist

Although we've encountered one of these types before, that doesn't mean they are anything to fool around with. In fact, when I first played, this was one of the few missions I actually ended up losing! The main reason is that the guards projectile attacks has this weird anti-gravity effect that launches Millennia far away and has slow recover time; that just lets them beat on her without remorse. Remember that these floating TMD replicas are immune to magnetic attacks, so things like the Vacuum Floor will have no effect! Sigma appears with a surprise character -- Mist the Assassin -- as his aide, which can make their appearance from the west a nuisance. Having extra chambers boobytrapped will make things easier. Just remember that these foes can also teleport after being attacked, so they may show up being Millennia and try to wail on her! Argh!

Mist can actually be an optional kill here. This occurs if Sigma is murdered before she is, and Millennia runs away. The mission will just end with Mist ruing to kill the "evil witch" at some point. This

19) The Indelible Mark -or- Final Gamble

[WK19]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
-------	------	-----	------	------	-----	-----	-----	----------

Shya	Fighter	110	24	--	12	48	60	Yes.
Geizer	Shogun	140	90	--	38	25	30	Yes.
Inferno	Pyromaniac	130	45	24	12	35	50	Yes.
Keith	Slasher	150	54	45	28	55	85	Yes.

Bossgun	Bomber	80	15	24	18	38	20	No.
Gina	Archer	100	09	12	10	48	50	No.
Gordeau	Enscaver	150	21	--	15	42	35	Yes.
Spartus	Sentinel	200	54	--	22	20	--	Yes.
PATH-BRANCH EFFECT		NEXT CHAPTER PLAYED...						
Ch. 17: everyone killed		Chapter 20: "Replicas Destroyed"						
Ch. 17: the grail was found?		Chapter 20: "Master's Strings"						

ORDER OF APPEARANCE (1): Shya + Inferno -> Geizer -> Keith

ORDER OF APPEARANCE (2): Gordeau + Spartus -> Gina -> Bossgun

If Millennia killed all the Red Bloods in Chapter 17, she'll fight the 4-man party with Keith in it; if she let someone discover the grail and escape, she'll fight the other party.

Either way, Inferno and Shya will start in the south-central and NE rooms, respectively, while Millennia starts in the center. Both will take the east route to get to the center, which means little walking! Geizer appears in the SE room, and takes the west route to the center. The Shogun class is a remarkable one, being immune to explosions, rocks, walls, beartraps, and arrows! Notice that there aren't any buzzsaws in that equation, hint hint. His ATK is 90, so obviously stay away from him -- his lunging attack is like a knight's but quicker and more hard-hitting. Seriously, he'll hurt you. The hunt is easier once Inferno and Geizer meet, since the makings of a pincer trap are setup easily. Keith will appear lastly and there's no getting around killing him. He'll appear by the entrance to start, and is akin to a knight in attack, plus has better stats than knights and soldiers. Watch out for his long-range sword slash!

For the other group, it's much simpler. Gordeau and Spartus appear first and as we've seen, Enscavers are slow and easy pickins, while damaging them will make their slaves rush to their aid, which is good for area-attack finales. Gina and Bossgun will appear lastly, and aren't much of a problem if there're already traps setup around the map. Gina will run to the NE room exit if she doesn't encounter Millennia on the way, and Bossgun will as well. Both can leave the map if left alone.

20) Replicas Destroyed -or- Master's Strings

[WK19]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Vogues	Leader	90	18	15	05	30	25	Yes.
Gadoha	Drone	110	24	54	35	25	10	Yes.
Gordis	Puppet	120	24	54	35	30	20	Yes.
PATH-BRANCH EFFECT		NEXT CHAPTER PLAYED...						

Ch. 17: grail was found	Chapter 21: "Road to Ruin"
Ch. 17: everyone killed	Chapter 21: "2 Wrongs = 1 Right"

ORDER OF APPEARANCE: Vogues + Gadoha -> Gordis

The chapter name will differ depending on if the Chapter 17 search party was killed in full or part, but the goal here is exactly the same: defeat Vogues' creations and prove that Millennia is not expendable. Vogues and the creepy Gadoha -- who is immune to beartraps, arrows, gas, & buzzsaws -- will appear with their prey in the ruins' entrance hall. Vogues, like a big ninny he is, will run away from Millennia every chance possible; he is a Phantom type after all. When Gadoha dies, Gordis will be summoned. He's alike in basically every way but has a few extra SPD/AGL points; the dude's spawned in the SE torture chamber. [The Laser Arrow will pierce their immunity, just for reference.]

Unfortunately, although it looks like Gordis is summoned on Vogues' command, even if Vogues is killed while Gadoha is alive, the other drone appears as well -- lame!

21) Road to Ruin -or- 2 Wrongs = 1 Right

[WK21]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Gilardes	Shogun	150	90	--	38	30	25	Yes.
Zodiac	Magician	100	15	90	18	38	80	Yes.
Galdrake	Pyro	130	45	24	12	35	50	Yes.
Bloodhorn	Knight	110	45	--	30	35	--	Yes.
Vermillion	Knight	120	36	--	30	38	--	Yes.
Loongear	Buddhist	110	15	18	22	42	55	Yes.
Priest Dusk	Priest	120	09	36	20	30	40	Yes.
King Eclipse	King	140	150	150	38	42	75	Yes.
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Bossgun	Bomber	80	15	24	18	38	20	No.
Gina	Archer	100	09	12	10	48	50	No.
Gordeau	Enscaver	150	21	--	15	42	35	Yes.
Spartus	Sentinel	200	54	--	22	20	--	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Ch. 17: everyone killed			Chapter 22: "Ancestors Shadows"					
Ch. 17: the grail was found			Chapter 22: "Bloody Hands"					

ORDER OF APPEARANCE (1): Galdrake + Bloodhorn -> Loongear -> Vermillion -> Gilardes -> Priest Dusk -> King Eclipse

ORDER OF APPEARANCE (2): Gordeau + Spartus -> Gina -> Bossgun

In the largest group, it starts off with the Galdrake/Bloodhorn duo in the foyer and Millennia in the fountain room. Third is Loongear, the TMD family healer. He can heal himself and allies, so neutralize him quick. Zodiac is the fourth invitee, and like those before him, he's great at controlling and using annoying thunder attacks; he starts in the fountainroom. Gilardes is next and begins in the hook room. Make sure Loongear is dead by this time for

an easier...uh, time. Vermillion will come from the fountainroom to assist if Gilardes is still around. Priest Dusk is the penultimate entry, and isn't a big threat: although he can self-heal and use magic projectiles, he's kind of a wuss. Luckily, King Eclipse only appears when everyone else is dead. Check his stats -- they're through the roof! 150 ATK at both ranges. Obviously the magic loon should be used on him, with big-name combos being used to ciphon his health. For reference, he'll start in the fountainroom.

The smaller group is actually a group that could have been fought back in Chapter 19, supposing Millennia let any Red Blood member leave after finding the grail. Gordeau and Spartus appear together in the entrance, and as we've seen, Sentinels will rush to their masters when damaged -- this has numerous area-effect damage opportunities. They'll both stay put until Millennia comes into their sights, however, so have something ready from the torture room's starting point. [Use the Iron Maiden for massive cool points!] Gina appears third in the NW corner. Gina will hide by the NE exit if she doesn't come in contact with Millennia, and once Bossgun appears, he'll make a beeline for that position too. Both can leave the map if left completely alone.

22) Ancestors' Shadows -or- Bloody Hands

[WK22]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Lombard	Knight	150	45	--	30	38	--	Yes.
Angela	Shadow	70	30	--	08	62	60	Yes.
Oboro	Ninja	60	18	06	08	65	65	Yes.
Izayoi	Ninja	60	15	06	08	65	70	Yes.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Ch. 17: everyone killed			Chapter 23: "Unquenched Thirst"					
Ch. 17: the grail was found			Chapter 23: "Scarred Memories"					

ORDER OF APPEARANCE (1): Oboro + Izayoi -> Angela + Lombard

ORDER OF APPEARANCE (2): Lombard + Angela -> Oboro

If everyone was killed in Chapter17, then this will be a 4-man battle; if the grail secret was discovered then, it'll be a 3-man battle minus Izayoi. Oboro and Izayoi's annoying teleportation antics should now be very familiar, and they'll appear near Millennia's starting position (fireplace room), at the SW boulder chamber. There won't be enough time to set traps to get them, so one might have to escape to the central room and plot their deaths there. When the brothers are dead, the other two appear in the same place the ninja did, Angela of course hiding in Lombard's shadow when they appear. Damage him to draw her out.

23) Scarred Memories -or- Unquenched Thirst

[WK23]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Shya	Fighter	110	24	--	12	48	60	Yes.

Geizer	Shogun	140	90	--	38	25	30	Yes.			
Inferno	Pyromaniac	130	45	24	12	35	50	Yes.			
Leopold	Soldier	140	30	--	22	45	35	Yes.			
Izayoi	Ninja	60	15	06	08	65	70	Yes.			
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Valvolt	Magician	90	15	90	18	35	75	Yes.			
Maage	Brute	120	30	15	08	62	60	Yes.			
Bashburn	Crusher	200	54	--	12	30	20	Yes.			
Berdick	Knight	120	36	--	30	30	--	Yes.			
Velvet	Voodoo	90	18	18	08	38	65	Yes.			
Roshwald	Buddhist	90	15	30	22	38	50	Yes.			
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PATH-BRANCH EFFECT				NEXT CHAPTER PLAYED...							
Ch. 17: everyone killed				Chapter 24: "Broken Bonds"							
Ch. 17: the grail was found				Chapter 24: "Shared Wounds"							
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APPEARANCE ORDER (1): Leopold/Shya > Inferno > Izayoi > Geizer

APPEARANCE ORDER (2): Valvolt/Maage > Bashburn > Berkick > Velvet > Roshwald

The 5-man group is fought if the grail was discovered in Chapter 17, a 6-man if everyone then was slaughtered. This may be the first time a Magician has been fought, and they're incredibly powerful at long-range magic. Valvolt's able to control thunder and can send a powerful zap from above no matter where Millennia is in the room. His HP isn't too bad but he should always be a priority. Since he floats, gimme traps like an oil slick won't work on 'im. Valvolt appears with Maage in the NE room, a little ways from Millennia's position in the central chamber. Bashburn appears 3rd and Berdick 4th, both beginning in the NE room as well. Velvet and Roshwald will both show up in the SW or NE corridor. These final two characters will head straight for the "grail room" in the NW corner if Millennia is too far away. Remember that Bossgun set a bomb there, so they'll destroy everything if they touch the icon! [Roshwald, if low on health, will futilely try to flee and get to the altar. Tee-hee!]

As for the 5-man group, it's relatively simple -- a mishmash of enemies who might have been seen before. Leopold and Shya are generic fighters with no tricks up their sleeves, but Inferno is immune to fire attacks and can do a bit o' damage if Millennia can't evade his flames. Izayoi is the ninja who could've fought in the previous chapter (given other circumstances), and can teleport to where his target is. Make sure to have a trap waiting for him! The final geezer, Geizer, is a shogun with a heapin' helping of immunities to normal traps and a gigantic leaping slash that'll knock Millennia's block off. Luckily, there's a way around Geizer's immunities -- if he's in distress, such as during a status change, he can't concentrate. [This doesn't work for all traps, however.] I use the Smash Floor -> Volt Wall trick, myself.

24) Broken Bonds -or- Shared Wounds

[WK24]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?	
Omega	Zealot	90	45	30	15	42	75	Yes.	
Zevergine	Chemist	100	12	18	18	48	65	Yes.	
Warken	Psycho	130	27	--	10	58	50	Yes.	
Claudia	Archer	120	12	18	12	48	50	Yes.	

Keith	Slasher	150	54	45	28	55	85	No.
PATH-BRANCH EFFECT			NEXT CHAPTER PLAYED...					
Since Ch. 16, everyone dead			Chapter 25: "Torn Thoughts"					
Ch. 17: the grail was found, and Keith killed in Ch. 24			Chapter 25: "Anguish"					

ORDER OF APPEARANCE: Warken + Claudia -> Zevergine -> Omega -> Keith

If Millennia killed everyone in the ruins during Chapter 17, Keith will not be present here (for obvious reasons); if she let the secret escape, he'll appear as a...err, fifth wheel. But, before that, Warken and Claudia will be the first up-and-comers to get a beatdown -- they start in the entrance hall while their target, the SW corridor. Zevergine makes his debut in the NE room and is only interested in finding the grail, which plays off his cowardly personality. Fourth and sometimes last, Omega starts in the grail room and'll work his way toward Millennia's position. Since he's a TMD clone and floats, as usual, he's immune to some floor (quake bomb, oil slick, etc.) & magnetic traps.

NOTE: If one slew Julia earlier, Keith will not ask Millennia to go with him. Thanks to Rohvessori for this info.

ENDING INFO

If you let the grail be discovered in Chapter 17, Keith shows up as the last combatant. Millennia can kill him like normal, but by letting him wail on her endlessly, when she's in low health, he will offer a chance for her to leave with him. Agreeing to will change what mission is played in the 26th chapter, as well as giving a different ending than if Keith had perished.

25) Anguish -or- Torn Thoughts

[WK25]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Desfard	Shogun	140	90	--	38	30	30	Yes.
Killrain	Knight	130	36	--	30	38	--	Yes.
Valmer	Knight	100	45	--	30	30	--	Yes.
Killlord	Knight	120	36	--	28	30	--	Yes.
Yocal	Shinto	100	24	54	08	48	85	Yes.
PATH-BRANCH EFFECT			FINAL CHAPTER PLAYED...					
All intruders killed so far			Chapter 26: "Deliverance"					
Anyone has escaped, ever			Chapter 26: "Eve of Destruction"					
Ch. 17: grail was found; and in Ch. 24, agreed to leave with Keith			Chapter 26: "Outcasts"					

ORDER OF APPEARANCE: Killrain + Valmer -> Killlord -> Desfard -> Yocal

No matter previous decisions, the enemy lineup here will be the same -- and it's a doozie, with an entire army platoon gunning for the "devil in a human

body". All of the armored enemies have lunging attacks, remember, so adjust trap calculations accordingly. Killrain and Valmer start the match by having cornered Millennia in the central room, and they'll both come down either staircase. To further add pressure on the health bonus, Killlord spawns in the west hallway inbound to the central room; Desfard, the fireplace room. When everyone is dead, Yocal appears in the entrance. Like a Magician, she can summon bolts of lightning to hit Millennia wherever she is in the room (and sometimes the adjoining passageways). Her bolt summons can come fast, but her defense is shabby. Unfortunately, there's not even a bittersweet scene if Millennia dies here -- no compunction, yo.

26) Deliverance -or- Eve of Destruction -or- Outcasts

[WK26]

ENEMY	TYPE	HP?	ATKS	ATKL	DEF	SPD	AGL	MNDTORY?
Gilardes	Shogun	150	90	--	38	30	25	Yes.
Zodiac	Magician	100	15	90	18	38	80	Yes.
Galdrake	Pyro	130	45	24	12	35	50	Yes.
Bloodhorn	Knight	110	45	--	30	35	--	Yes.
Vermillion	Knight	120	36	--	30	38	--	Yes.
Loongear	Buddhist	110	15	18	22	42	55	Yes.
Priest Dusk	Priest	120	09	36	20	30	40	Yes.
King Eclypse	King	140	150	150	38	42	75	Yes.

Valvolt	Magician	90	15	90	18	35	75	Yes.
Maage	Brute	120	30	15	08	62	60	Yes.
Bashburn	Crusher	200	54	--	12	30	20	Yes.
Berdick	Knight	120	36	--	30	30	--	Yes.
Velvet	Voodoo	90	18	18	08	38	65	Yes.
Roshwald	Buddhist	90	15	30	22	38	50	Yes.

APPEARANCE ORDER (1): Galdrake + Bloodhorn > Loongear > Zodiac > Gilardes > Vermillion > Priest Dusk > King Eclypse

APPEARANCE ORDER (2): Valvolt/Maage > Bashburn > Berdick > Velvet > Roshwald

Home sweet home! This mission will take place at "Castle in the Forest," the very first map we used to kill nasty humans. If Millennia did not agree to escape with Keith in Chapter 24, she'll fight the 8-man crew; if she did, she'll fight the six-man crew in the "Outcasts" chapter. It's worth saying ahead of time that there's only one magic loon here, so try to keep health as high as possible until the final enemy appears!!

In the largest group, it starts off with the Galdrake/Bloodhorn duo in the foyer and Millennia in the fountain room. Third is Loongear, the TMD family healer. He can heal himself and allies, so neutralize him quick. Zodiac is the fourth invitee, and like those before him, he's great at controlling and using annoying thunder attacks; he starts in the fountainroom. Gilardes is next and begins in the hook room. Make sure Loongear is dead by this time for an easier...uh, time. Vermillion will come from the fountainroom to assist if Gilardes is still around. Priest Dusk is the penultimate entry, and isn't a big threat: although he can self-heal and use magic projectiles, he's kind of a wuss. Luckily, King Eclypse only appears when everyone else is dead. Check his stats -- they're through the roof! 150 ATK at both ranges. Obviously the magic loon should be used on him, with big-name combos being used to ciphon

his health...he can self-heal also, as Timenoids are wont to do. He's immune to bombs, remember!

Valvolt appears with Maage in the NE room, a little ways from Millennia's position in the central chamber. Bashburn appears 3rd and Berdick 4th, both beginning in the NE room as well. Velvet and Roshwald will both show up in the SW or NE corridor. These final two characters will head straight for the "grail room" in the NW corner if Millennia is too far away. Remember that Bossgun set a bomb there, so they'll destroy everything if they touch the icon! [Roshwald, if low on health, will futilely try to flee and get to the altar. Tee-hee!]

ENDING INFO

- If Millennia killed everyone in the game, this unlocks its own ending and two unique (unblockable) traps: the Evil Upper and Evil Stomp.
- If the grail was found in Chapter 17 and Millennia agreed to accompany Keith during Chapter 24, that unlocks its own ending and special trap: the Ardebaran Mask (a vase)
- If the grail was found in Chapter 17 and Millennia killed Keith in Chapter 24, that unlocks its own ending and trap: the awesome Magic Sac.
- If Millennia killed everyone in Chapter 17 and spared someone else in the game (such as a Villager, etc.), this is the ending that will be received. The unlocked trap is the Evil Kick which is unblockable!

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After the credits, Millennia can overwrite her current save to make a "Clear Data" file. By loading this at the main menu, she can replay the entire game anew but start with whatever trap(s) she had acquired so far. Should all of the endings have been viewed, this will unlock the "Suezo" falling hazard, which is really one of the characters/mascots from the Monster Rancher series.

ENEMY TYPES

[ENMY]

There are tons of enemies in the game, but they can be categorized based off of what type they are. By viewing the 'Enemy Data' tab, Millennia can get a few hints on their personality or, maybe, what their immunities are. A note about immunities, though: some of them are always in effect, such as armored characters breaking beartraps, while others, such as Crushers catching rocks from the ceiling, apply only when they're in a healthy state! I separate the two into categories, calling the latter "general immunities" to specify the health factor.

FOE TYPE	BEHAVIOR, CHARACTERISTICS, ETC.
Archer	These females are quicker than soldiers and have weak close- & long-range attacks, but no other special characteristics. They

	have low HP and DEF.
Assassin	Deadly and sexy, these chicks are equipped with claw knuckles and can sometimes inflict statuses with their attacks. Like a ninja, they have the power of local teleporting, although it's more akin to Phantoms' power than ninja. HP is ridiculously low but they make up for it with their extreme dexterity.
Bomber	These guys look like members of a hazmat squad and will attack by rolling explosive cannisters at Millennia, trying to catch her in the blast. The explosions may or may not be tinged with some agent that inflicts side effects. Immune to gas attacks, and generally immune to bombs.
Brute	These Amazon queens typically excel at HP and (brute) strength and can throw dual hatchets at the target (straight line, and sidestep-evadible). Their agility ain't bad either.
Buddhist	These masked mages are good at recovering stamina, both ally & self. They're also curiously immune to some gas attacks. HP is typically their best stat, although they can attack from long- and close-range.
Chemist	Chemists have a cool hat, but they're really not that great at battling -- that must be why they have a self-healing ability. But, true to their name, they can attack both near/far, and their projectiles sometimes have status effects. HP/AGL's OK.
Crusher	This muscleman carries a hammer that's dangerous close-up and can also shake the ground, which stuns Millennia for a second. In addition, his general immunity is rocks and wall types.
Drone	This TMD clone has no floating powers like a guard but has a better stat balance, except its horrible AGL and non-floating movement. It's immune to gas traps and beartraps, and mostly immune to arrows.
Enscaver	These goofballs don't have any redeeming qualities to speak of (besides HP), but will appear with their powerhouse Sentinel slaves who're much more capable. If damaged, the slaves will rush to the Enscaver's aid, which sets up area-effect chances.
Fighter	These quick femmes have high AGL and SPD, as well as the power to fight well up-close with roundhouse kicks; also, they can flip over Millennia to attack her exposed backside. Due to the high dexterity, they can also dodge boulder traps if they see 'em in time.
Guard	These TMD clones float above the air and can warp magnetic fields, which makes them immune to magnets and things like the Vacuum Floor (but not beartrap types). They generally have ATK HP, and AGL above par and can shoot projectiles that inflict status effects. Also notable, they can warp themselves when in danger (like Phantoms) so always watch your back...literally!
King	The King is the best enemy in the game, having 150 ATK in all ranges, high HP, and decent stats everywhere else. To top it off, he can constantly self-heal like most Timenoids. Use big combos to rip him to shreds! Has an immunity to bombs/buzzsaws

Knight	With an armored physique, knights are better than soldiers in all categories except speed. Beartraps have little effect on them, and they have the power to break some traps if they're hit with one, such as the volt chair (they break for the rest of the mission). Also, some types are immune/resistant to li'l bombs and arrows. They preface slashes by lunging forward!
Hunter	Another quick female attacker with SPD/AGL, this chick throws a boomerang at mid-range and can attack at close-range. She's capable of dodging boulder traps if given the chance and can destroy some others, such as the volt chair, if attacked by it
Leader	Basically the same as a Phantom, but a bigger coward. Loser!
Magician	These mages are heavily skilled in the long-range department, and in fact don't shoot projectiles -- they can summon bolts of lightning to strike Millennia (above) anywhere in the room. Naturally they have a lightning immunity, and because they're floating, some traps (like oil) are naturally evaded. Also, the lightning strikes can hit Millennia if she's 1 room away!
Ninja	Probably the most annoying enemy type in the game, ninja don't follow the normal conventions the others do. They can vanish from radar and suddenly appear in Millennia's room, attack and temporarily blind with their kunai, and evade spring-floor and "flash" traps (as well as boulders if they can). Truly one of the more worthy opponents as they fight doggedly.
Nobleman	These bourgeois boys carry swords but have little fighting skill and no evasion abilities. Like thieves, they'll usually run if they see Millennia, cower in fear like lame ducks, or make a beeline to the map exit. They only excel in HP growth.
Phantom	These creepy, pale-faced enemies specialize in throwing tarot cards (straight line) that may give off a certain effect, and will often have cowardly tendencies (fleeing, cowering, etc.) They don't really excel at anything; often used as bait. They can warp themselves locally, however, if they get in a bind, usually a room or two away.
Priest	Reserved for one character in the game, the Priest can use magic projectiles and self-heal as well. Their HP is higher than normal mages, but he's kind of a coward at heart.
Psycho	These bizarre-looking half-wits are equipped with "Wolverine" claws and no armor, which should tell about their priorities in battle. Like fighters and knights, they have an attack that involves jumping/lunging at Millennia.
Puppet	Same as a Drone except has more SPD/AGL. See: Drone for info
Pyromaniac	These robed men are skilled against fire and with it, blowing fiery streams (1-3) at Millennia when she's near. Their ATK, HP, an AGL are decent but have weak offense and lower speed. A bomb immunity goes along with the fire immunity, too.
Sentinel	These creatures always appear as servants to Enslavers, and'll boast really high HP and ATK. Due to their brawny nature, they are immune to walls/beartraps. One unique trait they have is they will rush to their master's side and wait there if he's

	been attacked. They have a flying kick that's really amazing. If their master dies first, their AI kind of gets indecisive.
Shadow	Same as Assassin but with better stats, and can hide "in" ally shadows, leaping out to attack at will. See: Assassin for more info.
Shinto	This is Yocal's class. It's well-rounded except for DEF. Like Magicians, she can summon bolts of lightning to hit Millennia wherever she is in the room, and sometimes adjoining passages as well. Her bolts are fast, and she can self-heal -- sexy!
Shogun	A heavily-armored sword-wielding class, the shogun is really more agile than he looks, and has a huge leaping attack that's liable to take Millennia by surprise. In addition to that, the shogun boasts a host of immunities (some general): explosions, falling rocks, walls, beartraps, and arrows. I've had buzzsaws bounce off its back before, too. HP is great, ATK is INSANE!
Slasher	Reserved for only one swordsman in the game, this class has a great balance to it, not to mention they have a long-range attack (air wave from sword). They can also teleport locally but not in the same league as a ninja.
Soldier	A sword-wielder who specializes in up-close slashing. Unlike a Knight type, he doesn't preface his attack with a lunge; this makes running away easier. His HP is decent and ATK is 20+.
Thief	Like a soldier but with less ATK and higher dexterity, and a cowardly personality (usually) that means they run away from a direct battle and must be lured into rooms with traps already in 'em. Like ninja, thieves can also vanish off the minimap... but this is due to them hiding in one spot like wusses. They have a general immunity to floor traps (Rising Floor, etc.)
Villager	A weakling 'enemy' who usually doesn't want to put up a fight, which isn't surprising since they have no weapon. Stats're low and unit will typically flee or cower in a corner. Only attack is pushing Millennia away if she's too close.
Voodoo	These female mages are usually weak HP- and DEF-wise, but can use projectile magic (sometimes causing status changes) or may self-heal. They're typically not a threat...
Warlock	These sorcerors can attack and use projectile magic, but the latter is seen more (can inflict Slow). Their wounds heal over time, which is either bad or good for someone who wants ark. Also worth noting is their magic has a great homing function!
Zealot	Better stats than a Guard. For synopsis, see: Guard

- Millennia is not immune to any traps whatsoever! Watch your step!
- Only 1 trap type (wall, ceiling, floor) can be set per room at a time
- Wall traps cannot start on doors
- Floor and ceiling traps cannot be set on the same (exact) tile
- Floor and ceiling traps cannot be set on a default trap's exact tile(s)

TABLE LEGEND

- TRAP NAME -----> Name of the trap
- DMG -----> Typical damage for trap
- R -----> Range of trap (see note below)
- K -----> Knockback effect (! = until an obstacle is hit)
- CH -----> Charge (re/load) time
- COST -----> Currency (ark) needed to buy trap
- CREATION METHOD -> Combination/purchase needed to become available

About ranges. A number (#) stands for push or the blast radius, "R" for rolling (drops into place unless on a decline); "A" for arrows, which'll go straight ahead and over dropoffs; "B" for bombs/buzzsaws, which fly in their targeted path and drop altitude when encountering stairways and such. Keep in mind that gas type attacks' range is actually squared, so "3" translates to a 3x3 square.

NOTE: The player can check this info in-game at the 'Trap Data' tab

TRAP NAME	DMG	R	K	CH	COST	CREATION METHOD
Mega Rock	70	R	-	09	----	Default
Slow Gas	---	3	-	05	----	Default
Spike Rock	75	R	-	09	1800	Mega Rock
Confuse Gas	---	3	-	06	600	Slow Gas
Vase	---	1	-	02	400	Slow Gas
Iron Ball	80	R	2	10	3600	Spike Rock + Basin
Flare Rock	90	R	-	10	6300	Iron Ball + Heat Breath
Evil Breath	---	3	-	04	1200	Confuse Gas
Berserk Gas	---	3	-	04	1700	Evil Breath
Heat Breath	01	3	-	05	4000	Berserk Gas + Lava Vase
Volt Rock	100	R	-	11	7000	Judgement + Iron Ball
Oil Vase	---	1	-	02	1400	Vase
Lava Vase	55	1	-	03	2400	Oil Vase
Basin	10	1	-	02	600	Vase
Vat	20	1	-	02	600	Basin
Aldebaran	70	1	-	02	3500	Save after Ending #3
Evil Stomp	50	1	-	04	5000	Save after Ending #1

Press Wall	05	2	2	04	----	Default
Arrow Slit	35	A	-	03	----	Default
Attack Wall	10	4	4	06	1200	Press Wall
Fire Arrow	40	A	-	04	1000	Arrow Slit
Magnet	---	2	-	08	900	Press Wall
Evil Kick	30	?	!	06	5000	Save after Ending #4
Rolling Bomb	70	B	3	06	2200	Fire Arrow
Chain Needle	23	A	-	07	3800	Triple Arrow
Fire Ball	65	B	!	05	4000	Rolling Bomb + Blast Bomb
Cold Arrow	32	A	-	04	4000	Triple Arrow + Cold Claw
Buzz Saw	45	B	!	07	4600	Spike Wall + Chain Needle
Laser Arrow	85	A	-	08	4800	Buzz Saw + Cold Arrow
Spike Wall	35	3	3	05	2400	Attack Wall + Spike Rock
Power Magnet	---	5	-	10	2400	Magnet
Volt Magnet	50	4	-	10	3800	Power Magnet + Thunder Volt

Triple Arrow	26	A	-	05	2600	Fire Arrow

Small Bomb	35	2	2	03	----	Default
Bear Trap	15	1	-	04	----	Default
Land Mine	40	2	2	05	1200	Small Bomb
Flash Bomb	---	1	-	04	800	Small Bomb
Heavy Claw	25	1	-	05	1000	Bear Trap
Catastrophe	---	-	-	08	4300	Quake Bomb + Smash Floor
Hell Fire	85	1	5	11	4800	Fire Ball + Catastrophe
Blast Bomb	50	1	3	07	2400	Flash Bomb + Land Mine
Quake Bomb	---	3	-	05	3400	Blast Bomb + Spring Floor
Cold Claw	25	1	-	05	2000	Heavy Claw + Confuse Gas
Lift Floor	25	1	-	04	1900	Magnet + Attack Wall
Rising Floor	30	1	-	06	3600	Lift Floor
Spring Floor	15	1	4	06	2900	Land Mine
Smash Floor	25	1	8	06	4100	Spring Floor
Spark Rod	45	3	-	06	1900	Flash Bomb
Thunder Volt	65	3	-	07	4100	Spark Rod
Judgement	85	3	-	09	5300	Volt Magnet + Rising Floor
Magnet Floor	---	1	-	09	3400	Power Magnet + Lift Floor
Vacuum Floor	---	5	-	12	4300	Magnet Floor
Evil Upper	25	1	1	06	5000	Save after Ending #1
Magic Sac	---	1	-	05	4000	Save after Ending #2

INITIAL TRAPS

Initial traps are those that are the map default, and can neither be removed, moved, or count toward the 1-type-per total Millennia does.

FIRE PIT

Found: Castle in the Forest, Sacred Place

Firepits are basically fireplaces that will deal damage to the enemy as long as he's in there, and even moreso if s/he is covered in oil. There are many methods for knocking someone in there, but the best is generally to use Spring Floor types, which will shoot the target into them no matter which way they're facing. Explosions are usually too unreliable and wall types'll never have enough reach.

PILLAR

Found: Castle in the Forest

Pillars can be knocked over with explosions, extendable walls, and falling rocks. They usually require good timing to hit someone unless a floor trap has already immobilized 'em.

HOOK

PENDULUM

Found: Castle in the Forest, King's Palace

These two initial traps are basically identical: they're attached to the ceiling and are in perpetual motion, swinging across a set number of tiles.

Anyone who is hit by them will be sent flying.

POWDER BOX

Found: Castle in the Forest, King's Palace

Powderboxes look like gigantic brown crates that take up one tile of a room. Like pillars, they can be triggered with explosions or extendable walls; the only difference is powderboxes explode when they connect. The explosion will generally hit any unit within two tiles (1 diagonal) of the blast.

LUMBER SAW

Found: Castle in the Forest, King's Palace

This mean-looking sawblade is fixed to the floor and found in only one room in each map. Millennia will have to think of clever tricks to get enemies into touching its blades (luckily all four sides inflict damage!) which usually involve extendible walls, spring floors, or -- my personal fave -- the buzzsaw.

VOLT CHAIR

Found: Castle in the Forest, King's Palace

An electric chair with a dangerous charge, enemies who come in contact with it are heavily damaged via electrocution. All chairs are found near the foot of stairs, making the trap combinations for hitting enemies into it endless. This trap breaks if used on an enemy and doesn't deal the coup de grâce!

WALL SPEAR

Found: Castle in the Forest

Wall spears are akin to retractable spikes, coming out of the wall to damage any unit who's within the tile. Leading enemies into them isn't hard, and my personal favorite way for "Castle in the Forest" is dropping an oil vase in front of the door nearest the trap, and the foe will simply stumble into the thing in a daze!

OIL BARREL

Found: King's Castle

There's only one barrel in the game, and it's found in the eastern stairway of the second map. As with the oil status effect, fire exacerbates the issue: in this case, it explodes the barrel. Naturally, this applies to explosions as well. When it detonates, it will catch anyone in a small radius in the blast. Be careful around pyromaniacs

FLOOR PIKE

Found: King's Castle, Ruins

a.k.a retractable spikes. It's essentially the same as the Wall Spear but'll shoot vertically when an enemy is near, or even if they aren't. Enemies will typically avoid this, although some occasionally walk onto them even if our gal Millennia is out of the room. It should be obvious that knocking someone on them will damage, but I've actually flung someone (with Spring Floor) over the thing and managed to catch them in the automatic extending, which counts

as a rare Aerial Hit.

DEATH FAN

Found: King's Palace, Ruins

Think a living room fan, except made out of deadly, deadly blades. This trap is normally off-limits to everyone, but by using a Lift Floor [etc.] trap to bring someone towards the ceiling, it can attack (x4) and deal damage before throwing them down to the ground.

GUILLOTINE

Found: King's Palace, Ruins

A gigantic blade hangs in a remote part of a passage -- the guillotine! This archaic killing device is set to go off whenever someone walks underneath; enemies typically avoid so it won't see much play.

BOULDER

Found: King's Palace, Ruins

No, not the normal kind -- these are super-large and fixed to the ceiling. Dislodging them can only be done by using a Quake Bomb or Catastrophe trap, which sets off all traps in the proximity or room, respectively. When they fall, they actually don't roll...they're meant to squish whomever was under their sights. This disappears from the map after one use.

CONDUCTOR

Found: Ruins

Conductors are static traps and do nothing on their own. However, if a trap that uses electricity is set off -- such as the Spark Rod -- it automatically forms a bond with it so there's a big line of electricity extending between the two. It usually won't see much use...

VOLT WALL

Found: Ruins

One of the best traps, the volt wall is an electrified wall trap (duh?) that will shock anyone who moves in too close. By using spring floors or the buzzsaw, this can see insane amounts of use.

PITFALL

Found: Ruins

Located only in the fireplace room of the ruins, this is essentially a giant hole that water flows into. Only after someone has fallen in do they realize it's not actually water but oil. They climb out in that condition after the damage has been sustained, making them sitting ducks.

FALSE ROOF

Found: Ruins

In a lonely dead-end room of the ruins is a spiked ceiling that can deal a

bunch of damage on whoever is unfortunate enough to be underneath. Trigger the trap by stepping on the center tile!

CASKET

Found: Ruins

More commonly known as an iron maiden, this spike-laden sarcophagus is just waiting for someone to approach it, where the lid slams shut and impales the enemy before spitting 'em out again. Although it starts out open, only one spiked portion will trigger the trap. This is easiest to do with a buzzsaw.

LAVA

Found: Ruins

It's lava, it continuously burns like a Heat Breath trap, and it's hot. I don't think much more has to be said about this, besides that enemies will avoid it and the only way to get them in is a spring floor or bomb blast.

SPECIFIC TRAP INFO

It's easy to understand what a "land mine" does, so there's no point in going over the basics for each bomb type. However, there are some traps that are more than meets the eye, standing out amongst the rest of the types.

- OIL VASE: This cheap, simple, quick-recharging weapon may see some of the most use in the game, if you're smart. Not only can it be dropped on foes' heads to blind them temporarily, but if it misses and hits the floor, it'll create an oil slick that does that exact same function! This is most useful when put in front of entrances, ensuring that whoever walks in gets slicked up. In fact, some traps can be based off this -- like Castle in the Woods' fountainroom, where a person can stagger right into a wall spear.
 - ROCK TYPES: It's obvious rock types can be set in motion by being dropped down an incline, but did you know that they can be dropped on flat ground and be sent rolling by moving wall traps? This can be done even if they're in motion and heading to a wall trap (although that requires good timing). What's more, it's possible to get a 2-combo by hitting an enemy head-on with the rock and wall; just make sure its range is long enough, like a Spike/Attack Wall! [Also, the Volt Rock can electrify water if someone's in there, and the Iron Ball will bounce off objects before slowly coming to a stop.]
 - BUZZ SAW: This wall weapon shoots at the target, and upon hitting it, will carry him or her in the direction it was shot, until an obstacle is hit. This is insanely useful when trying to harness the initial traps' abilities. In addition, the buzzsaw's range doesn't fly straight like an arrow; it'll drop in altitude if a stairway or ledge is in its path (not vice versa).
 - LASER ARROW: Normal arrows will hit one target and go no further, but this one has two special properties: it pierces defense (electrified!) and can travel through targets, hitting anyone who's behind the initial target. Unfortunately, it doesn't deal extra damage to anyone standing in water.
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Kagero: Deception II has four endings in all, most of which are dependant on choices made in pivotal chapters. Each one will unlock a unique trap that can be used on a "Clear Data" (post-credits) save, and can

- #1: Kill every enemy in the game, whether they be harmless villagers or a heavily armored knight. This does not apply to Yocal in the first chapter or Keith/Lombard in Chapter 17, since they are not registered enemies or cannot be fought, respectively. This will unlock the Evil Stomp and Evil Upper traps when loading a "Clear Data" save.
- #2: Let someone find the TMD grail in Chapter 17 and escape, and kill Keith in Chapter 24 instead of agreeing to meet up later. This will unlock the Magic Sac floor trap when loading a "Clear Data" save.
- #3: Let someone find the TMD grail in Chapter 17 and escape, then agree to go with Keith during Chapter 24 (this is done by letting him beat on Millennia until her health is near critical, and without her fighting back, but only if Julia was spared earlier). Continue through the game like normal and eventually encounter the ending. This unlocks the Ardebaran vase trap when loading a "Clear Data" save.
- #4: Kill everyone in Chapter 17 to prevent the Red Blood from finding the TMD grail, but have let someone escape at some point previously (which will avoid the 100-kill ending). This will unlock the Evil Kick trap when loading a "Clear Data" save.

If the player manages to witness all four endings, when loading the "Clear Data" save afterwards, there will be final unique trap: the Suezoo! Yes, it's the cute monster from the Monster Rancher series that is a falling hazard!

V. UPDATES & CONTRIBUTIONS

[UPDT]

11-17-08 -----+ Started walkthrough
11-23-08 -----+ Finished walkthrough

THANKS TO...

- The game manual, for the story intro
- Rohvessori, for Ch. 24 ending note
- Syonyx for giving this game some attention. When it comes to writing for old Playstation games, I feel a close kinship with this great dude.

NOTES TO SELF

- Does "Countdown to Ruin" really depend on Rain/Gerald's demise?

VI. LEGALITY

[LGLT]

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