

Koudelka Secret Items FAQ

by Asaya

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Koudelka

Secret Items FAQ
Version 1.01
04/08/2005

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-----1. Legal Information-----
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<http://www.gamefaqs.com>

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-----2. Version History-----
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Version 1.01 - 04/08/2005

- fixed description of Roger's Cane

Thanks to Relevation 23 again. (Actually, this update could have been done four months ago, but I waited to see if there was any other information to add.)

Version 1.0 - 12/30/2004

- corrected and fixed Gargoyle battle strategy

- added description of Roger's Cane

- confirmed various things throughout the guide

Thanks to Relevation 23 for helping me out (see Credits section).

Version 0.98 - 10/28/2004

- fixed various item descriptions, especially Odgen's Axe and Gargoyle Killer
- fixed Gargoyle battle strategy
- fixed a few random passages (typos etc.)

Version 0.94 - 10/26/2004

- fixed some item descriptions
- added stats for Odgen's Axe
- extended Gargoyle battle strategy

Version 0.91 - 10/24/2004

- fixed the format and some passages (typos etc.)

Version 0.90 - 10/23/2004

- FAQ created and submitted

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-----3. The Basics-----
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This secret has been confirmed to exist in both the Japanese and the US versions of Koudelka. I assume it is possible in the PAL version as well.

Altogether, there are 8 secret items you can get at the following game times:

- 01:11:11
- 02:22:22
- 03:33:33
- 04:44:44
- 05:55:55
- 10:10:10
- 11:11:11
- 22:22:22

Most of the items are actually very ordinary ones also dropped by monsters, just named differently so they sound special. (Yes, it's disappointing.) If you choose the option "Examine", you will often find the same description as for the original item.

The funny thing about this is - if the secret item is the first of its kind in your inventory, all items of the same kind you later receive from monsters will have the same special name. Similarly, if you already have that particular item with its ordinary original name in your inventory, it is very likely you won't even notice the secret item since it will only be part of the stack.

Please refer to the fourth section of this FAQ for more information about the items themselves. Despite what I have told you, some are actually worth getting.

There are two requirements you must meet to make this secret work:

- You have to save your game at the exact times listed above. More information about how to do this easily can be found in the next section.
- You may only have 10, 21, 32 or 43 items total in your inventory at the time you save.

You are free to skip any item you don't want - you don't have to get earlier items to get the later ones, so it's alright if you miss a certain game time.

The number of items required include weapons, armor, accessories and tools, no

matter if they are equipped or not. Though most tools can be stacked, they only count as one individual item in your inventory. That means even 99 Pistol Rounds count as only 1.

Note that item amounts above 43 are not possible since the maximum number of items you can carry at any time is 50.

Also, it has not yet been confirmed whether every item amount works at every specific time. Still, so far I have encountered no problems.

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-----4. The Art of Saving-----
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Here is the easiest way to get your hands on the secret items, using the example of the time 01:11:11...

- 1) Check your inventory and make sure you have the correct item amount. Remember, you can only have 10, 21, 32 or 43 items total. Discard useless items if needed, or get into battles to get some new items if you want to reach the next item amount. Just make sure you are ready before you hit the game time 01:11:11.
- 2) If you are afraid you will do something wrong, save at the nearest main save point. Do this before you reach 01:11:11 as well so you can reload to try it again if something does go wrong. Don't use a temporary save point (you can only have one at a time) since you'll need it for the actual time of the item.
- 3) About one minute before you hit 01:11:11, go to the nearest temporary save point. Use the Circle button to open the save window - you will see the game time at the bottom of the screen. Don't save yet, just cancel using the Triangle button. Do NOT actually choose the option "Cancel" since that makes your save option on the screen disappear, and you'll have to re-enter the room to do it again. Trust me, you don't want that.
- 4) Keep opening and closing the save window until you see the exact game time of 01:11:11. Now you can save for real.
- 5) Reset and load the temporary savegame. The item should now be in your inventory.

Repeat these steps at any of the other game times listed above and don't forget to keep track of the number of items you have in your inventory. Key items - they are shown with a question mark icon - cannot be discarded, so be careful.

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-----5. Item List-----
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The following list should contain complete information about all secret items.

01:11:11 - Bessy's Ring

This item is the same as the ordinary "Ring" accessory dropped by monsters. It gives around +3 INT, +7 PIE and +4 MND. Please note that the stats, as with all ordinary equipment, tend to vary by one or two AP.

While this accessory may be quite useful at the beginning, you'll get better accessories in no time.

02:22:22 - Odgen's Shirt

This item is the same as the ordinary "Rags" armor dropped by monsters. It gives around +6 PIE and +2 LUC. Please note that the stats, as with all ordinary equipment, tend to vary by one or two AP. AFAIK, you don't get any armor during the main storyline, so if you are unlucky, this stinky thing (or so I assume) will remain one of the few you will ever have. Better find Light or Chain Mails for your characters.

03:33:33 - Cat Foodod (this is not a typo)

This item is the same as the "Dried Food" tool dropped by monsters. It heals 350 HP.

At this point, I think you will have progressed far enough in the game to discard it for something better.

04:44:44 - Charlotte's Book

This item is the same as the "Fire Scroll" tool dropped by monsters. Nevertheless, even a single additional Scroll may prove to be important later since you won't get any during the main storyline, and even monsters don't drop them too often. Gargoyle is almost impossible to defeat without Scrolls!

05:55:55 - Tamakos Soup

This item is the same as the "Elixir" tool dropped by monsters. It fully heals your HP and MP.

10:10:10 - Odgen's Axe

Finally, we're starting to get some unique items: This weapon increases your STR by 40 AP, but also decreases VIT, INT, PIE, MND and LUC by 10 AP each. It breaks after some time like any other ordinary Axe, though.

11:11:11 - Gargoyle Killer

This sword, albeit having the ordinary "B Sword" description, is a truly powerful one: It raises your STR by 80 AP, VIT by 81 AP and DEX and AGI by 99 AP, but reduces INT, PIE, MND and LUC by 20 AP each. Depending on your STR stat, it can do up to 9999 damage each hit. The sad thing about it is that it breaks after only three hits.

You get this item regardless of whether you have already defeated Gargoyle or not. If you haven't, you don't need Scrolls. If you have, this weapon doesn't really make sense, but it could prove useful as a stat booster.

Please refer to the next section of this FAQ to get more information about Gargoyle and related battle strategies.

22:22:22 - Roger's Cane

In some playthroughs, you may get "Roger's Staff" instead of the Cane, but it makes no difference regarding weapon stats.

For magic users, this is definitely the best stat booster in the game. Albeit bearing the ordinary "Board" weapon description, Roger's Cane increases INT and MND by 99 AP and appears to be unbreakable.

According to Revelation 23, who provided me with all the information about this item, you'll ALWAYS do 9999 damage. This is true for both melee attacks and spells. Stats do not matter (which makes me wonder why the Cane boosts your

stats in the first place).

But the best of all should be the fact that it can be used against monsters that are usually only vulnerable to magic - like the final boss. It does not work on the invincible Gargoyle on Disc 2 or Valna and Vigna, though.

Personally, I haven't found any real use for the items listed, they are just nice for the perfectionist to have. By the time you get Roger's Cane, you'll be overpowered, anyway.

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-----6. Gargoyle-----

Since I do count Sacnoth as a secret item and since Gargoyle is also related to Gargoyle Killer, I felt it necessary to include this section.

You first meet this optional boss at the end of Disc 2 in "Church, Left Nave". At this point, with Koudelka alone, it is impossible to defeat this monster, everything you do will result in a "miss". You will have to return here at a later point to beat Gargoyle.

The best time to finished off this particularly nasty monster with over 30000 HP is, in my opinion, at the end of Disc 3. Trying out this battle after you hit 11:11:11 might save you time hunting for scrolls, but really, it's your choice.

The following battle strategies will include every possibility (that I know of) to defeat him. Feel free to send me strategies of your own, though.

1) Possible battle preparation:

Stat-wise, I believe VIT and AGI are the most important. Also raise INT like crazy for at least one character - it's vital for your victory.

There are endless possibilities to level up your characters before you take on this boss, but my favourite place is "Vestry, 1st floor". There is a monster named Mars that drops Fire, Water, Air and Earth Scrolls. It looks like a balloon with something like ropes or tentacles attached to it. You also level up very quickly at this place.

Five Scrolls of any element except Air are all you need to defeat Gargoyle. You just need to make sure you stay alive long enough in battle to actually use them. Alternatively, you can wait for the Gargoyle Killer at 11:11:11, or just go into battle completely unprepared. :) Hey, some people like challenges.

2) Battle with Scrolls:

Gargoyle is rather easy once you have the Scrolls: If you have two spellcasters, let them use the Scrolls while the fighter casts Fortify INT on them. Heal if needed, and don't let the fighter use any Scrolls since they too require high INT to do proper damage.

The strategy does not change much with only one spellcaster in your party - in this case, let one fighter cast Fortify INT while the other can use healing items.

Don't ever let any of the characters attack Gargoyle physically! With the exception of the sword Lifedrinker (and maybe the pistols, guns and bows, I haven't tried), Gargoyle is able to counterattack. Besides, weapons do crap damage in this battle anyway.

If one of your characters dies, use Roman Nuts, but if you have leveled up properly, you should be able to heal before that happens. 5000 HP are usually enough to survive one nasty hit.

3) Battle with Gargoyle Killer:

If you waited until 11:11:11 to get the secret weapon Gargoyle Killer, you can put it into good use during this battle. You will most likely do up to 9999 HP damage each hit if you went mad with raising STR for Edward like I did. For the rest of the battle, if Gargoyle refuses to die, just rely on Scrolls. A few simple spells could also be enough to finish him off in some cases.

If you'd like to save the Gargoyle Killer for a later battle, though, you can just equip it on any fighter as a stat booster. Send your fighter out and watch Gargoyle doing next to no damage to him. Fun.

4) Battle for the impatient:

If you want to try Gargoyle without using Scrolls or the Gargoyle Killer, save up Roman Nuts and Elixiers. Only strong weapons like Lifedrinker or your spellcasters have a chance of doing some proper damage to Gargoyle - "proper" as in between 200 and 500 HP. Remember, this monster has around 30000 HP! Also, Tornado does not work since Gargoyle's affinity is Wind. You may win the battle with some effort, but prepare to lose a lot of time as opposed to the few rounds you would only need using Scrolls.

5) My strategy:

Now to be more specific, I beat Gargoyle at around 9:10:xx with Koudelka as my only spellcaster and Edward and James as supports. All three were above level 40, with at least 60 AGI and high HP.

Koudelka used 3 Fire Scrolls (they were all named "Charlotte's Book" in my game, heh) and 2 Water Scrolls, James cast Fortify INT level 2 on her, and Edward kept the HP of all three above 4000 with healing items.

Like this, the battle was over after the fifth or sixth round.

After the battle, you will get a random "Idol" tool that increases one stat by 3 AP. There aren't many in this game - before you fight the very last bosses, you will only get a well selected few. Monsters do not drop any.

Don't forget to go to "Inner Ground, Main Gate" afterwards to take the sword Sacnoth from the statue. It is by far the most powerful weapon in the game just after Gargoyle Killer, and what's more, it cannot break!

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-----7. Credits-----
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I would like to thank the following people without whom this FAQ wouldn't have been possible:

- Sacnoth/SNK, for obvious reasons
- GameFAQs, for being a great source of information and for hosting this FAQ
- darkannex, for finding out a lot of what I based this FAQ on (saving hints, item names and some stats)
- PenPen (Genso), for apparently finding out most of what darkannex did... heh
- Warming Blasters, for revealing the item Gargoyle Killer
- MMalekzandi, for having written an FAQ with first hints and item names related to this secret
- Mysticcat, for having written an FAQ with hints about Gargoyle
- Revelation 23, for giving me information on Roger's Cane and confirming some of my suspicions, thus making my FAQ - for the most part - complete

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