

Deception III: Dark Delusion FAQ/Walkthrough

by Shotgunnova

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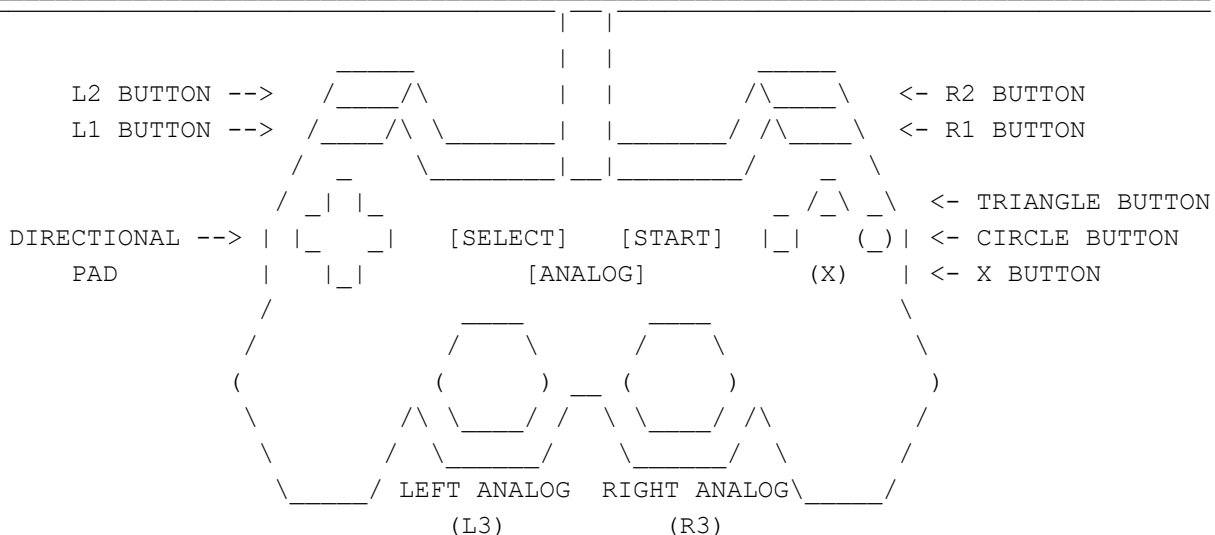
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I. CONTROLS

[CNTR]



Deception III works with a DualShock-type controller, but if the analog mode is turned on, only the vibration function will work -- the analog sticks are not used whatsoever (and the L3/R3 buttons accordingly).

BUTTON	FUNCTION
D-Pad	Controls Reina
Start	Un/pause gameplay / Skip cutscenes and movies
Analog	Turns on vibration function ONLY; analog sticks aren't used
Select	Return to title screen (hold along with Start for 2 seconds)
Circle	Open in-battle menu (for trap setting)
Square	Activate primed wall trap
Triangle	Activate primed ceiling trap
X-Button	Activate primed floor trap
L1 Button	Strafe left (double-tap to roll in direction)
L2 Button	Change local camera angles (in conjunction with d-pad)
R1 Button	Strafe right (double-tap to roll in direction)
R2 Button	Turn to face nearest opponent

Reina can also do an about-face (180-degree turn) by pressing R1/L1 at the same time. This is useful when running away from enemies nearby, as she's always faster while running away than backing up -- as it should be.

II. TH' BASICS

[THBS]

General Information [GNRL]

RATING : M (Mature)
 PLAYERS: 1

Story

[STOY]

"The island of Alendar lies hidden beyond the Great Sea, as if abandoned by the rest of the world. A fantastic ancient tale has been handed down on this island through the generations. But as time passed, people began to forget, until all that remained in memory of the ancient tale was a picture and the words, 'Legendary Stone...'

In the kingdom of Alendar, there was a serious shortage of laborers. After many years of war with Burganfada, most of the population had been wiped out. Criminal organizations on Alendar saw this as a perfect opportunity to kidnap people from Burganfada and bring them to the island to serve as slaves.

Amidst these trying times on Alendar, the heroic King Arcadia, who brought an end to the war, died suddenly. A dark shadow fell over the islanders and the kingdom of Alendar once again, under King Frederick, the successor to the throne...."

Battle Flow

[BTLS]

Battling in Deception III is done purely with traps, and on a per-room basis. There's a definite flow to the action because of this. This is generalized for a reason: the game has a terrific "Trap License" mode to get one's skill level upped, and there's even the ability to enter dungeons without enemy interference and practice trap combos. Definitely do this if you're a first-timer as it'll pay off handsomely.

- 1) Enter room that contains an enemy. There can often be 6+ enemies in a level, but there will never be more than two enemies in a dungeon at the same time. When a current one dies, the next on "the list" spawns.
- 2) Get a visual, see where they are, and what their powers are. Enemies of the same type won't have differing sprites, so if you've seen one, you've seen 'em all.
- 3) Setup floor, wall, and ceiling traps appropriately. There are some caveats about this, however:
 - Floor/Ceiling traps cannot occupy the same tile
 - Traps cannot be set on initial traps. For instance, a ceiling trap can't be set on the same tile as a ceiling fan, but a Rising Floor could be set under it.
 - Only three traps can be set at a type (1 of each type) and only nine can be brought into battle (3 of each type)
- 4) Attack enemy using Reina as bait or just her wits
- 5) Hitting an enemy with traps lowers their HP; Reina's HP lowers when she's hit by attacks as well. Healstones, one-time-use green rocks, can heal her if she's getting walloped.

6) The mission ends when all enemies are defeated; likewise, if Reina is defeated, the same outcome occurs and the option to retry is given.

Status Changes [STTS]

Anger/Fear are enemy-only statuses and can't be inflicted on Reina. All of the statuses can be cured by the passage of time, or touching a healstone, which alleviates the symptoms immediately.

STATUS	FUNCTION
Anger	Enemy is enraged and runs toward Reina's position
Blindness	Screen darkens and movement is slowed, vision impaired
Confused	Normal movement becomes impaired
Fear	Enemy becomes frightened and avoids Reina; they cower also
Oil	Causes continuous damage if set on fire
Paralyzed	Can't move whatsoever
Poison	HP continuously decreases
Slow	Movement becomes about twice as slow

Tips N' Tricks [TPST]

Like in all my guides, this section is for general tips I've found. However, if a reader has a doozy s/he'd like to send in, and it's worth other people knowing about, I'll definitely add it in.

- **KNOW YOUR ENEMY.** There is a motley assortment of enemies who will try to bring Reina down, and they've all got their own sets of immunities and weaknesses. Most will have similar AI when it comes to movement however, and there are catch-alls to avoid having to try too many varied approaches (such as no enemy being immune to the Foot Cutter trap or Stealth Rock).
- **EXPERT MODE IS HARD.** And while you may come in cocky, you'll probably end up penniless. Yes, this mode will probably take quite a bit of cash to get through, unless you're super-smart or super-stingy. It may take a few playthroughs to get enough money to make decent headway if you're just playing lazily, and a lot less time if you devise some good money-making traps. [Money gained in Expert Mode is not actually received.]
- **LEARN HOW TO EXTEND COMBOS.** The basic setup the game show is hitting someone with a Bearclaw, then a wall projectile, and finishing with a pendulum trap. However, there are many variances to this. Pay attention to the trap arkrates, which you'll notice are higher for some types (vases) than they are for others (vacuum floors).
- **PAY ATTENTION TO THE ENVIRONMENT.** When you're setting traps in an unfamiliar room, take a gander at the initial devices and see if any can be used in traps. They often have higher arkrates than normal traps. Water conducts electricity, rocks can fall down stairways, etc. If there are tumbleprops, try to find the "convergence" points for multiple traps in order to easily build combos to make moolah.

- REINA IS FLESH-AND-BLOOD BAIT. Since she has no powers besides traps, she's got to use all her might to lure enemies to their doom. Intruder AI will often follow her trail, although some keep their distance for projectiles. One thing to remember is that Reina can keep an enemy on a target tile by forcing them to make an attack (such as a sword swing) and then quickly moving out of the way. Repeat this a few times and it'll keep a target primed for cremation.

/ III. WALKTHROUGH (CHAPTERS) - WLKT | _

01) Escape to Tragedy

[WK01]

After our heroine's named (default: Reina) and the events surrounding her untimely incarceration are revealed, a helping hand is given in the form of a mysterious stranger outside. The player will take control of Reina and use "traps" on enemies.

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Gordon	Torturer	030	021	---	---	030	030	-----
Jade	Soldier	070	018	---	---	008	030	-----

ORDER: Gordon -> Jade

| _____ | This mission is kind of like a tutorial battle. At first there
 | START | are already traps set up in the jail cell, and they can be used
 | _ _ | by using the X, Triangle, and Square buttons -- these correspond
 _____ | | with floor, ceiling, and wall traps, respectively. When Gordon's
 | _____ | on one of the markers -- which are invisible to normal humans,
 | _ _ _ | by the way -- the trap should hit and damage the torturer. Since
 _ | _ | he doesn't move, just do this order: Bear Trap, Arrow Slit,
 | _ || | Pendulum.

| SPIKE | | _ |
 | _____ | When Gordon's dead, a second jailer will show up and Reina will
 have to practice setting traps herself. Mimic the first setup or
 create your own! A Spring Floor can throw the cruel captor into the iron
 maiden and give him some one-on-one time with a spiky death. A funner way to
 end the level is to enter the hallway -- this area is part of a castle but
 most rooms aren't accessible for now -- and lure Jade to the only other room
 that can be entered. Use a spring floor [etc.] to detain him, then rush out
 and use the floating yellow orb (switch) to drop a spiked ceiling on him!

To borrow Mortal Kombat terms, if Reina pulled off a flawless victory, she will get an extra 1000 Dreak. The option to make traps isn't available right now, however...but it will be soon enough.

02) Alendar

[WK02]

We'll have a new map for this battle, set in an old factory warehouse. Here's a short overview of traps and their functions:

D _	(A) Oil Barrel -- explosive and can be set in motion
A _ B	(B) Tumble-Prop -- falls off wall (switch-activated)
C E _____	(C) Volt Wirenet -- electrifies floor (switch-activated)

- | | | | | (D) Healstone -- fully heals Reina if she's damaged
- | | | | | (E) Hook -- ceiling-fixed object in perpetual motion
- | | | | | (F) Pan -- damages enemies who fall on top of it
- | | | | | (G) Oven -- 2-entrance furnace that damages foes inside it
- | | | HI | | | (H) Ceil Spear -- Spear plummets down (switch-activated)
- | | FG | | | (I) Lumber Saw -- hacks anyone who touches it
- | | J | | | (J) Topples-Prop -- falls over in direction opposite impact
- | | | | | (K) Rotagear -- flings anyone away if they touch

Healstones each have one use, and while there may be a few on larger levels, they're spread out. Tumble-Props can be set off by forces like walls and explosions. Enemies will avoid the oven (fireplace) and other dangerous objects generally, so Reina's traps will have to coax them into a...more opportune position. Use the 'Free Training' option on the intermission menu if y'want a chance to get your bearings in a slightly larger environment.

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Hans	Villageman	070	009	---	---	---	030	-----
Ellena	VillageGal	060	006	---	---	---	???	-----

Reina starts in the warehouse portion while the two angry villagers are inbound via the east passageway. If you check their data, you'll see they have no skills and weak attacks; take advantage of this by setting up some good combos. The example I call the "Classic Stair Combo" -- the most basic in any of the Deception games -- is to trap someone at the foot of an incline with a bear trap, hit them with a projectile wall trap, then finish up by rolling a boulder down the incline for a 3-hit combo. It should be a cinch to get a perfect health bonus on this level. Enjoy the horrifying screams, 'cuz you'll be hearing 'em in droves! Ahaha...

03) Encounter at Old Castle

[WK03]

Wow, another new map -- that's three in a row! Way better than the variety in Deception II. The trap placements can be viewed in the 'Map' option under the Enemy Info tag (intermission screen). I'll just give an overview of the new initial traps 'round these parts.

- | D | | | | | (A): Punisher -- axe statue (switch-activated)
- | ABC | | | | | I J | (B): Bonfire -- on top of the 'Mad Pillar'
- | | | | | | | (C): Mad Pillar -- spiked, spinning pillar
- | | | EFGH | | | (D): Cerberus -- lava statue (switch-activate)
- | | | | | | | (E): Floor Pike -- spears rise from the floor
- | | | | | | | (F): Fallen Angel -- Switch drops statue down
- | | | | | | | (G): Great Falls -- plummets off a waterfall
- | KLM | | | NO | (H): Launcher -- raises Reina up to high level
- | | | | | | | (I): Holy Volt -- Switch electrifies water
- | | | | | | | (J): Stainedglass -- Switch smashes; shards!
- | | | | | | | (K): Death Needle -- Stabs hoisted victim
- | | | | | | | (L): Volt Chair -- electrifies whoever touches
- | | PQRST | | | (M): Thorny Ball -- Akin to a metal sandbag
- | | | | | | | (N): Wall Spear -- spears in a wall, duh!
- | | | | | | | (O): Bridge: Switch disconnects, drops on foes
- Healstone locations: | | | | | (P): Fire Pit: 1-entrance fireplace
- | | | | | | | (Q): Slide Stairs -- Switch makes into slide

- "Agony Chamber" (R): Waterfall -- Drop victim over a waterfall
- "Bridge Courtyard" (S): Pitfall -- hole in ground; inflicts Oil
- (T): Chandelier -- switch drops object

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Gina	Thief	060	009	---	045	002	052	Spring floors
Wolf	Soldier	090	021	---	035	008	038	-----

These two jokers are a step above villager types in terms of stats, but have no special characteristics and little fighting prowess, despite the weapons they're holding. The battle starts with Gina cornering Reina in the castle's foyer; this is a good chance to use the slide stairs, activated by a switch at their peak. This is also a semi-easy battle to get a perfect health bonus in, although remember that it only counts if no damage is incurred in any form, including by Reina herself (healing doesn't alleviate this problem).

OBTAIN: Thunder Emblem, Fire Emblem

Marco explains that by mixing these emblems with basic traps, they can make new traps with different effects. The 'Trap Element' option is available on the intermission menu now, so take the time to spend some of that hard-earned cash. I recommend making a Thunder Claw, which is a quick trap that can zap any foes in water.

04) Disaster

[WK04]

Are you remembering to save after each mission? You can get away with not doing that for some of these easy ones, but it'll be a bad habit later on...

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Christina	Boss	180	012	024	055	015	055	-----
Jeguard	Goliath	200	030	---	---	005	030	-----

We're still in Castle Agony for now. The first two intruders start with the heroine in the Bridge Courtyard. Christina is the first enemy so far who can use both long-range (boomerang) attacks and close-range, both with equal aptitude...but still low power, relatively. Remember that double-tapping L1 and R1 can do a roll instead of sidestepping, which is a good way to evade. When her health is low enough, Christina will bail, leaving Jeguard to fend for himself. His gigantic hammer can shake the ground and temporarily stun Reina, but unless there's a partner to take advantage of that time, it's not much of a problem. His HP is rather high for such an early generic baddie.

OBTAIN: Blast Bomb

This new item is the basic "bomb" type, which can be combined with emblems and whatnot now. This will be the first of many; you may have noticed that there are a few missing types (vacuum floors, etc.) still. All in good time!

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Silvia	Amazoness	080	012	---	040	008	048	-----
Resphena	Whitemagic	100	009	012	045	010	038	Ice
Raditz	Hunter	070	009	006	050	010	045	-----
Ares	Fighter	100	018	---	070	010	048	-----

Silvia and Resphena are with Reina in the bridge courtyard to start off with, and are really cocky about their odds. Luckily there's a very simple trick to turn everything in the player's favor -- run through them and drop the bridge on their noggins! This will usually catch both, killing the amazoness and heavily wounding the white mage. If needed, lure the remaining member toward the foyer and do a stair slide > falling rock combo.

For round two, Reina appears in the castle's Cliff Chamber with Ares and Raditz. This place is pretty crappy for close-range fighting but the Church next-door is a great setup, with nice flat surfaces throughout. Avoid damage by going to the cliff room's bottom and using the Launcher -- ha! The topple props might be the easiest choice, since Reina can put a claw trap at the stair-bottom, then use a pendulum (etc.) to knock the thing over manually.

OBTAIN: Impact Emblem

This adds an 'impact' element to the traps, which basically gears them toward blunt-force trauma instead of fiery and electrical deaths. It's too bad that the Buzzsaw -- probably the most useful wall trap from Deception II -- has been nerfed so that it doesn't carry the target anywhere initially; that'll need four pricy orbs. Try creating a Smash Floor with the new emblem, though; that hasn't lost its usefulness.

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Garcia	Knight	080	021	---	035	015	038	-----
Osborne	Sorcerer	070	018	018	025	008	030	Thunder
Garnet	Thief	080	009	---	045	010	052	Spring floors
Sirado	Soldier	090	024	---	040	015	042	-----

Reina begins in the cliff chamber, with Garcia in the Prison Chamber and Osborne flanking from the east via the Bright Courtyard. There's nothing special about them; I chose the killing field as Osborne's starting place, just 'cause it's fun and close to where Garnet starts, in the foyer. She'll appear alone, even if both comrades are dead. She has the ability to evade spring floors, though! The showdown with Sirado takes place (automatically) in the foyer...although the giant wuss will run away after he's been damaged even a little bit. Anticlimactic!

OBTAIN: Timer Ring

The Timer Ring, once made with a trap and triggered by Reina, will continue to self-trigger at set intervals, sort of like wall or floor pikes. Is this useful? Not really, if you're looking for precision. If you like playing cat-and-mouse games with the hapless foes, then it has entertainment value.

07) Brute

[WK07]

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Raven	Soldier	100	024	---	035	012	042	-----
Liza	Ranger	100	015	012	060	005	055	Spring floors
Judeka	Darkwitch	140	015	030	050	010	035	Flash, Summon Rings
Lorenz	Bruiser	100	018	009	070	008	045	Summon Rings
Igor	Flame User	180	012	018	010	---	030	Fire, Blasts

Almost all the enemies here can attack from long-range! A short overview of the new classes is necessary, s'pose. Rangers are like hunters but throw their boomerangs in a straight line, making evasion more than a pipe dream. Annoying darkwitches can darken Reina's field of vision if they're in the same room, which is similar to oil status but without flame susceptibility. Bruisers are like ramped-up fighters, and also jump through doorways when entering a room (this can be planned for, by putting a pendulum-like trap in their range, haha). Flame Users are fat BDSM-lookin' goofballs who blow streams of flames in a straight line, not unlike Pyromaniacs from Deception II (except without two more streams).

Anyway, the first two enemies start with Reina in the Church, trying to flank her. If you want to preserve the perfect health bonus, retreating toward the bridge courtyard makes sense; just remember that rangers can jump over rails if Reina's below -- easy shortcut! Judeka and Lorenz will both appear in the foyer. Laughably, if you're in the bridge courtyard, Lorenz will jump into the room and fall right over the railing...what a klutz. Finally, Igor will appear from the foyer as well. He's like a normal enemy but is immune to fire damage.

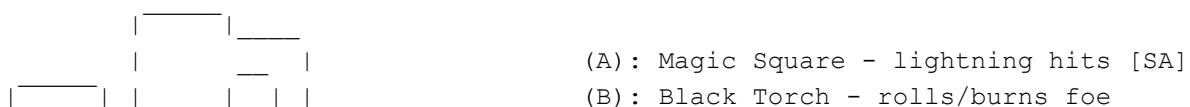
OBTAIN: Vase

This base ceiling weapon drops a vase on enemies' heads, making them run around in a blind daze while doing damage. This isn't that useful of a trap to me since it requires precise timing if a summon ring isn't used. BUT, the Oil Vase later on is great -- if you miss, it covers the floor in an oil slick, which is a great leadoff attack for someone entering a room.

08) Price for Secret Arts

[WK08]

With Castle Agony a blazing mortar pile, Reina has relocated to Castle Hue, an even bigger deathtrap than the previous residence. Like usual, here's the overview of new traps (annotation 'SA' means switch-activated)



A	B		(C): Death Flame - room catches fire [SA]
			(D): Guillotine - falls on foe; autofire
C			(E): Pendulumax - large pendulum swinging
			(F): Waterwheel - spiked waterwheel!
		F G	(G): Slash Fan - cuts any elevated foes
DE			(H): Cart - in motion, runs over foes
			(I): Incinerator -- a.k.a. a fireplace
		H I J	(J): Powder Box -- bomb waiting to happen
			HEALSTONE LOCATIONS:
			- White Chamber, Blue Chamber

Most of these are self-explanatory. The waterwheel is in constant motion, and anyone bumping into it (or falling on top) is dragged under for heavy damage; very useful. The guillotine and pendulumax has one of the hardest-hitting combos here, a bit easier with a summon ring (later). Use a wall to extend someone in front of the guillotine, which drops; trigger a floor trap under it that shoots the enemy two tiles, landing in front of the pendulumax, which damages when they stand up. Ouch! The Foot Cutter we get later is perfect for the floor trap portion.

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Sid	Assassin	080	012	---	055	008	052	Spring floors, Flash
Bomber	Bomber	080	012	024	035	018	038	Bombs, Fire

These interlopers are interested in taking Reina's brooch, and both appear in the southern entrance (foyer); our heroine meanwhile starts all the way in the NW magic circle room. The dynamic duo approaches from the east, so the cart or bridge room is the best place to meet 'em. Bombers are immune to fire and blasts, while assassins shrug off (yet-unobtainable) flash attacks. Since they both have low HP, any one of the traps in the bridge or cart room can probably OHKO 'em...that's the ecstasy of gold for you! [My favorite is using a 9-panel-throw Smash Floor to drop 'em onto the waterwheel...ahaha...] Just watch out for the assassin's "jump" attacks, which makes him appear by Reina, usually right behind her. Spring floors don't work on assassins, though. It's worth noting that electrocuting the water in the room has a very widespread effect, more than any other canal in the game.

OBTAIN: Cold Emblem

This awesome emblem will typically do damage to the enemy and freeze them in a giant icicle, a big enough delay that it'll give leeway for slow-moving traps. It's certainly better than fire-elemental traps now, except for the weak Snow Ball ceiling rock, which is mostly for laughs.

09) AUO Raid

[WK09]

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Miguel	Brute	230	024	030	055	020	050	Summon Rings, S Floor
Balboa	Torturer	140	024	---	020	020	035	-----
Ortega	Swordsman	100	027	---	255	012	038	Anger, Summon Rings
Cupido	Elites	160	045	---	060	022	048	-----

The first two are with Reina in the Red Chamber at the start, a.k.a. the awesome guillotine/pendulumax combo room. It might not be possible now, but that's okay; Miguel will leave after his perfect health has been nicked. Ortega appears in the mine cart chamber, far from the action initially. This should give time to nuke Balboa, the brother of the last torturer we killed. Ortega has a running dash-n'-slash attack, so try to keep your distance. Cupido will leave in the same way Miguel did, with his tail between his legs.

OBTAIN: Magnet Wall, Summon Ring

Magnet Walls will automatically attract anyone not immune to the wall, and then give off a certain effect. The Summon Ring is by far one of the best rings, which may be why it appears so early. By sticking this on a weapon, it adds a small delay to its triggering; during this delay, any foe in the vicinity will be inexplicably drawn toward it, setting up their own doom. The downside to this is some enemies are completely immune to this effect, which renders the traps mostly impotent. Don't add it to everything, I guess I'm saying.

10) Vestiges of Distant Day

[WK10]

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Gemini	Ninja	060	027	003	070	---	062	Spring floors
Dustin	Miner	100	012	030	040	012	038	Bombs, Flash, Fire
Rutger	Soldier	090	024	---	040	015	042	-----
Helsing	Alchemist	080	009	015	040	012	042	-----

Reina starts in the NW chamber, Gemini the guillotine room, and Dustin the mine cart area (what a big surprise, huh?). The obvious rendezvous is the bridge/waterwheel location, and it probably will be! Ninja can jump around and swipe with their wolverine-like claws, and are immune to spring-floor traps. They can throw knives at mid- and long-range, too, so try to keep 'em in view. The goofy miner can throw a semi-homing projectile; lose it around tight corners. Rutger appears third, from the guillotine room; Helsing last from the mine cart vicinity. Alchemists can self-heal and activate traps that have switches, but only the former will really see use.

OBTAIN: Chaos Emblem

This sweet emblem is very good, and usually makes weird traps or those with special characteristics. I suggest creating the 'Stealth Rock' ceiling trap, which will never be evaded due to its invisibility. Also, if it has three orbs or more, it has a piercing effect...basically, it won't explode on the first thing it hits. Very nice! Try out other combinations, too.

11) Blue Legend

[WK11]

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
------	-------	-----	-----	-----	-----	-----	-----	-----------------

Cross	Assassin	090 015 --- 060 008 058	Spring floors
Shubaltz	Shadow	050 024 --- 055 008 062	Spring floors
_____	_____	_____	_____

Just two enemies with weak HP, and they corner our heroine in the much-used bridge/waterwheel room. Since it's fun to use the natural environment's traps and both are immune to spring floors, the Extension -> Waterwheel combo is hilarious and damaging, even more so with a Snow Cradle pointed at the other end -- it kills them but encases them in ice first.

OBTAIN: Vacuum Floor

Vacuum floors are like magnets, except they use suction to draw people in (which does circumvent some immunities). They can have added elemental effects and

12) Tracking

[WK12]

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Galahad	Goliath	230	030	---	010	008	030	Walls
Clayborne	Hunter	090	012	012	050	012	048	-----
Althea	Whitemagic	100	009	015	050	008	008	Ice
Rebecca	Thief	080	012	012	075	012	052	Spring floors
Zeon	Mercenary	140	036	015	040	018	042	Walls
Sirado	Soldier	090	024	---	040	015	042	-----
_____	_____	_____	_____	_____	_____	_____	_____	_____

The only new class here is the Mercenary, a skulking brute with a sword 'bout as big as the Eiffel Tower. Most of the classes have long-range attacks for this too, and since they're dexterous, now's a good time to employ the Stealth Rock in all its misunderstood glory. The first two enemies start in the foyer, Althea/Rebecca/Zeon the guillotine room, and Sirano the foyer. Mercenaries are immune to wall traps, remember. Sirano will leave when his health is low enough.

OBTAIN: Cursed Emblem

This may be one of the more used emblems, since it involves inflicting nasty status effects on the enemy. My favorite is the Foot Cutter floor trap, which will 'Slow' the enemy. This is incredibly MEAN to do, but if you aim the thing at a fireplace, you can get much more damage out of the foes than a normally moving baddie. This will be a great looping trap if equipped with a Summon Ring.

13) Past Days

[WK13]

D		(A) Oil Barrel -- explosive and can be set in motion
A	B	(B) Tumble-Prop -- falls off wall (switch-activated)
C	E	(C) Volt Wirenet -- electrifies floor (switch-activated)
		(D) Healstone -- fully heals Reina if she's damaged
		(E) Hook -- ceiling-fixed object in perpetual motion

| | _____ | | (F) Pan -- damages enemies who fall on top of it
 | _ _ _ | | | (G) Oven -- 2-entrance furnace that damages foes inside it
 | _ | HI | | | (H) Ceil Spear -- Spear plummets down (switch-activated)
 | | FG | _ | | (I) Lumber Saw -- hacks anyone who touches it
 | | J | _ _ | | (J) Topple-Prop -- falls over in direction opposite impact
 | _____ | | (K) Rotagear -- flings anyone away if they touch

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Rutha	Amazoness	080	018	---	040	008	048	-----
Dorgev	Magnetman	100	018	---	035	012	038	Magnets
Zardos	Torturer	160	027	---	025	022	038	-----

Back to the factory for this level! Rutha and Dorgev start in the northern workshop along with Reina. The new class here is a 'Magnetman' which, in addition to being magnet-immune, can spin and act like a magnet, unremitting until Reina is pulled in close enough. The wall-fixed tumble prop here can usually hit at least one pursuer. If y'can lead everyone to the southern room, anyone who hits the lumber saw will be chewed up and spit out 'neath the Ceiling Spear. Zardos appears in the northern room as well.

OBTAIN: Auto Ring

This will make the selected trap completely autonomous, so that, once set, Reina has no control over its triggering. This is generally not that great for precision attacks, unless a manual trap is used to trigger the automatic one.

14) Crossroads of Destiny

[WK14]

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Dyer	Fighter	100	021	---	075	010	050	-----
Iliad	Hunter	100	015	012	055	014	048	-----
Albatross	Soldier	100	024	---	035	018	045	-----
Madula	Darkwitch	140	015	030	050	012	050	Flash, Summon Rings
Barbarossa	Titan	250	045	---	010	018	030	Walls, Arrows
Holvain	Flame User	230	018	021	010	002	035	Fire, Blasts

Back to Castle Hue! Dyer and Iliad, two of the quicker characters, will try to gang up on Reina in the throne room -- relocate to the next-door chamber with the waterwheel for more damage opportunities. My favorite is knocking them onto the thing, then having a Snow Cradle pointed AWAY from it; whoever is hit by it is throw in the opposite direction the trap is set, ending up right back onto the trap. Perpetual pain, I presume? Ahaha... <hiccup> All reinforcements will come from the guillotine room.

Now, after battle, there'll be a scene where Cecilia asks Reina a question. The answer she chooses determines which path branch she'll end up on, which then will determine which ending and special trap are obtained. There's no wrong answer here; experiencing them all is half the fun!

- (1): "I will go along." -----> Next chapter is "
- (2): "No, I won't" -----> Next chapter is "Poison"

OBTAIN: Rising Emblem

This emblem will give base traps a vertical function, or at least ability to "juggle" enemies a li'l bit.

15) Poison -or- Darkness Stomper

[WK15]

If Reina agreed to assist Cecilia in Chapter 14, this mission will be called "Darkness Stomper"; if she didn't, it will be "Poison". The Dark Ruins map'll have new traps, which I'll list here. ['SA' is switch-activated]

- (A): Guardian -- 1-time-only attack [SA]
- (B): Godgate -- clamping floor gate [SA]
- (C): Big Pillar -- falls in crack direction
- (D): Collapsor -- break two props to plummet
- (E): Fire Breath -- ceiling flamethrower [SA]
- (F): Tomb Rock -- inert boulder
- (G): Big Cerby -- fireplace's fiery exhalation
- (H): Ark Ship -- relic fires laserbeams [SA]

Healstone locations:

- God's Gate, Darkness Worship, Hidden Grave

Most of these are obvious when seen up-close, but the two peculiar ones are Big Cerby and Ark Ship.

The former is basically an incinerator statue which, when a nearby switch is pressed, blows a huge flame spout laterally. The Ark Ship, found in the same room, has a cannon fired at the mid-level walkway. Its switch is high above the lowest door, and to hit it, one would generally fire a projectile from the highest level. The laserbeam hits the entire mid level, but its use may go unnoticed if one doesn't pay attention (hint: try it in training first).

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Garius	Sorcerer	080	018	021	035	010	035	Thunder
Bolthead	Giga-Arm	250	054	---	---	005	020	Walls
Goa	Footman	120	021	---	255	005	052	Flash
Christina	Boss	180	012	024	055	015	055	Summon Rings
Gardock	Elites	120	024	---	035	020	048	-----
Krueger	Elites	100	021	---	045	020	048	-----
Dizhak	Flameman	160	024	036	030	030	035	Fire/Blast/Arrow/Cold
Cervantes	Armor	100	024	---	---	025	030	Fire/Blast/Arrow/SRng
Gelfaust	Hellknight	200	090	---	035	032	030	Summon Rings, Walls

MISSION: Poison

This is the easier of the two branches, and even features a dungeon only accessible on this path. There are no new traps besides the "Spear Rack" in the NE room, which needs a foe to fall on it to work...not that useful, even for 70 damage.

Enemy wise, this will be the first appearance of a Footman on this path, one of the rarer classes. It's like a Bruiser

| | | | except with an immunity to the little-used flash status.
 | |__| | This battle also boasts the worst Giga-Arm in the game, with
 |_____| a very substandard attack (54) compared to most (150).

MISSION: Darkness Stomper

In the "Darkness Stomper" chapter, Gardock & Krueger begin in the SE room, which takes awhile to reach. All of the reinforcements will come from that same point, so the eastern dual stairway is a good place to set up shop.

There are three new types here. Flamemen are immune to fire, blasts, cold, and arrows, and have a long-range projectile that's evadable but powerful for this juncture. Their high HP means that blunt-force attacks are the best way to take care of 'em, so always pay attention to the environmental traps! Armors are like knights but actually wear armor, giving fire/blast/arrow immunities. They have a lunging attack with their pikes at close range, so keep a nice distance 'tween them and Reina. Finally, the best enemy in the game: the Hellknight. These enemies will teleport to a (fixed) location when entering a new room, and have a flying-lunge attack when near Reina. Should they hit Reina, they'll hit her again when she's down -- that's over half her health! Suffice to say that these guys may actually pose a challenge, and can easily kill someone horsing off. [A 3-orb Stealth Rock can be great for Hellknight disposal!]

The trick to Hellknights is that they always teleport into a room at the same spot, meaning if you know where they'll be (often center of room) ahead of time, you can plan a nasty surprise for 'em. They don't warp around when damaged however, so as long as y'keep a good distance between 'em, they shouldn't get any cheap attacks out of the deal. 'Course, it's always good to know where the healstone locations are; run away to them if a Hellknight two-hits!

OBTAIN: Charge Ring

The Charge Ring will lower the setup/recharge time for traps, so naturally it is incredibly useful for slow-loaders like falling rocks.

16) Awakening from Nightmare -or- Betrayal

[WK16]

If Reina agreed to accompany Cecilia in Ch. 14, this mission will be titled "Betrayal"; if she didn't, it's "Awakening from Nightmare". The map will be about Castle Hades, where the first mission took place, on a larger scale. ['SA' means switch-activated.]

_					(A): Clock Gear -- spinning device like a saw
	AB	_	C	_____	D (B): Swing Cutter -- a.k.a. pendulumax
	_____		_	_	(C): Hang Bell -- drops large bell [SA]
	_____		_		(D): Casket -- spiked iron maiden in jail cell
	_____	_	_____		(E): Hanging Ceil -- drops a spiked ceiling [SA]
			_	_	(F): Volt Wall -- electrified wall
			FGH		E (G): Mad Ceily -- massive bladed ceiling fan
	_		_____		(H): Furnace -- a.k.a. 4-entrance incinerator
_	_		_____		(I): Iron Fence -- autodrop on whoever's beneath
_	_			_	(J): Mobile Saw -- high on wall, moves in groove
		_____		_	(K): Killer Wall -- massive bladed wall
	_				
	_____				J K Healstone locations:

| _____ I | | | _ _ |
 | _____ | _____ | - Audience Room, Doorway

Of the new traps, there are a few interesting ones. The Mad Ceily takes up the entire ceiling of the furnace room, so that no similar traps can be set; a rising attack will knock them into the blades for a multi-hit combo! The Mobile Saw in the SE stairway has a huge ark bonus rating if anyone manages to hit it (x2.5!), but it's elusive for a reason.

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Moongram	Alchemist	080	009	018	045	012	045	-----
Blade	Assassin	090	018	---	060	008	060	Flash, Spring Floors
Karma	Ninja	070	030	003	075	002	065	Spring Floors
Ophelia	Amazoness	080	018	---	045	015	050	-----
Cecilia	Lady Guard	120	030	015	080	012	065	-----
<hr/>								
Anise	Ranger	120	015	015	070	008	058	Spring floors
Amon	Swordsman	120	030	---	255	015	042	Anger, Summon Rings
Vanessa	Thief	090	015	---	080	012	055	Spring floors
Daidalos	Giga-Arm	300	150	---	---	008	020	Walls
Elisuon	Sage	090	---	090	070	022	038	Magnets, Summon Rings
Siva	Mercenary	160	036	015	045	018	042	Walls
Christina	Boss	180	012	024	055	015	055	Summon Rings

MISSION: Awakening From Nightmare

The easier of the two path branches, "Awakening from the Nightmare" stars no new enemies besides Cecilia, who'll finally get to show her stuff in battle. She's similar to an Amazoness but traded their special characteristic for all-around stats. She can throw knives (1 or 3) at mid-range, however. A cool thing about jumpers like ninja and assassins is, if Reina stands under the waterwheel bridge, they'll land up there instead of alongside her. Suckers! Cecilia only appears after her escorts have been completely destroyed.

MISSION: Betrayal

The fight begins in the belltower, probably my favorite room in the map for trappin'. Reinforcements all spawn from the furnace room in the map's center. There are a few new classes present among the regs. A 'Giga-Arm' has the highest attack power out of any generic enemy, and is a beast up-close -- stay far, far away! Luckily it's rather slow and has no long-range attacks, so snipe it from afar. The 'Sage' is on par with the Hellknight class, if it was a mage. The explosive projectiles it shoots only sets up Reina as bait for the other enemies or sage target practice -- either way it's dangerous to be hit by one.

If you want to know why I love the belltower so much, it's because there's a funny, cheap combo you can do. Put a Foot Cutter in front of a door, then a Mega Yo-Yo pointing toward it from the stairway. A wall trap should go in the corner nearest the door for safety measures. Now, simply wallop whoever comes in, knocking them back into the hallway before and in an effective perma-slow status. It helps to have the Foot Cutter with a Summon Ring, too. Just make sure to pay attention to the Sage, who will teleport behind Reina!!

OBTAIN: Slave Emblem, Damage Ring

This awesome emblem gives "slave" effects to traps, which is best summed up

as gaining a measure of control over some movement, provided the enemies are at 50% health or less. Some, like the Hunter Blade, can be controlled without this prerequisite, however. The Damage Ring will increase the damage of any trap it's attached to, so for those who go after heavy-hitting combos, that's indispensable. If y'want specific trap recommendations, I'd go for the Slave Hammer (pendulum), which has a detachable mace that can really bowl people over if uncoupled midswing. The cool thing is, it doesn't blow up immediately! Use it to hit someone in a direction, and on the next swing, detach and let it hit 'em again!

17) Revolt -or- Friend

[WK17]

If Reina helped Cecilia in Ch. 14, this chapter will be "Friend"; if she did not, it'll be "Revolt."

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Gardock	Elites	120	024	---	035	020	048	-----
Krueger	Elites	100	021	---	045	020	048	-----
Scorpio	Slasher	100	036	036	055	025	045	Thunder, Walls, Blast
Cervantes	Armor	100	024	---	---	025	030	Fire/Blast/Arrow/SRng
Gelfaust	Hellknight	200	090	---	035	032	030	Summon Rings, Walls
Clarevil	Amazoness	090	020	---	050	015	050	-----
Bradley	Knight	120	027	---	040	025	035	-----
Stanford	Knight	100	030	---	035	028	035	-----
Varjes	Miner	100	015	036	050	015	042	Bombs/Fire/Flash
Lancehorn	Armor	120	024	---	---	035	030	Bombs/Fire/Flash/SRng

MISSION: Revolt

This lineup is roughly the same one seen in Chapter 15 if Reina agreed to go with Cecilia, the only difference being Scorpio's appearance instead of a Flameman. In this case, this will be the first appearance of a Hellknight, the most formidable generic enemy in the game. If near Reina on a level surface, they have a hyperquick dash-n'-slash attack for a 2-hit combo that will halve her life. There's only one chance to escape after that, or it's game over time. When damaged, they'll glow white and be damage-immune for a little while, too; and, when entering a new room, they teleport to its center instead of coming in the front door (plan around this with a trap waiting). The best environment for fighting Hellknights is ones with lots of stairways.

One thing that's different than Ch. 15b is that, rather than the enemies all spawning from the same place in the Dark Ruins, none of them appear initially; Reina has to search for them. In this case, Reina must enter one of the large rooms in the NW, N-Center, or NE to locate the prey, and is locked in upon finding the prey. Gardock is in the NW room, Krueger and Scorpio the middle, and Cervantes/Gelfaust the eastmost. Play it safe with Gelfaust and put lots of space 'tween him and Reina, or you may end up dying a few times (like I did first playthrough!)

MISSION: Friend

In this mission, Reina will see her friend Josephine about to be thrown into


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|_  _|_|_| |   |   | MINE | the spiked waterwheel -- fan favorite! --
|_____ |   |   | CARTS | the possibilities for this mission should
|         | REINA |   |   | be endless... It helps that none have any
|         |_____ |   |   | annoying immunities, although to me, not
                being able to use spring floors is the most vexing...
Reinforcements will arrive from NW magic room if Reina stays away from there.

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19) Time-Controlling Stone -or- Ice Judgment

The mission, like before, changes depends on past decisions:

- Didn't go with Cecilia in Ch. 14 -----> T-C Stone
- Did go with Cecilia in Ch. 14 -----> Ice Judgment

Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Antinora	Whitemagic	120	009	018	045	010	042	Ice
Sieghardt	Armor	120	027	---	---	035	035	Fire, Blasts, Arrows
Ashley	Elites	120	024	---	045	020	048	-----
Violet	Bomber	090	012	027	050	020	042	Fire, Blasts
Phalangist	Master	160	045	021	060	022	045	Walls
Gordius	Titan	280	054	---	020	020	035	Walls, Arrows
Ashley	Elites	120	024	---	045	020	048	-----
Garland	Flameman	180	027	045	030	032	035	Fire/Blast/Arrow/Cold
Lavaan	Slasher	120	045	045	055	025	048	Thunder, Walls, Blast
Rudolphus	Sorcerer	090	018	021	040	012	038	Thunder
Vergilius	Sage	120	---	090	080	022	038	Magnets, Summon Rings

MISSION: Time-Controlling Stone

Made up of some enemies from mission 22b, this is the only mission on this path that features a Master, a special class similar to a Mercenary but with better stats and similar immunities. After eavesdropping, Reina starts in the 'Guardian Stairs' portion with all enemies stemming from the south-central dead-end chamber. Even though Phalangist and Gordius are ranking officers, they're not immune to summon rings like some other bigwigs.

MISSION: Ice Judgment

No one here is a new face, sadly. Reina and her two suitors appear in the furnace room to start, and as we've seen before, relocation is better since no ceiling traps are available. Be careful of Vergilius, who can really beat the crap out of Reina if he teleports behind her and gets even one projectile blast off.

20) Long Parting -or- Dying Moment Guard Stone

[WK20]

The mission, like before, changes depends on past decisions:

- Didn't go with Cecilia in Ch. 14 -----> Long Parting

Gustaf	Villageman	070 009 --- 025 005 035	-----
Deathmask	Giga-Arm	300 009 --- --- 005 020	Walls
Edgar	Slasher	180 045 045 050 028 045	Thunder, Walls, Blast
Lavaan	Slasher	120 045 045 055 025 048	Thunder, Walls, Blast
Dizhak	Flameman	160 024 036 030 030 035	Fire/Blast/Cold/Arrow
Vergilius	Sage	120 --- 090 080 022 038	Magnets, Summon Rings
Mildred	Knight	120 027 --- 040 028 035	Blasts
Baldwin	Magnetman	120 021 --- 040 018 042	Magnets
Chestbarn	Goliath	250 036 --- 020 010 030	Walls
Maclean	Knight	140 030 --- 040 028 038	-----
Browning	Flameman	160 027 036 035 030 038	Fire/Blast/Arrow/Cold
Wilhelm	Slasher	140 045 045 050 028 048	Thunder, Walls
Gulhazard	Hellknight	200 090 --- 040 038 030	Summon Rings, Walls
Frederick	King	200 018 015 --- 015 030	-----

MISSION: Dying Lamp

This mission doesn't have a Hellknight, so naturally it'll be easier. The motley crew assembled here has a few peculiarities: the 2nd-worse Giga-Arm in the game (90 ATK instead of 150) and the best Slasher in the game; this is also the only time Edgar is fought. Dizhak is a leftover from Chapter 15b, and is immune to some of the easier traps. This is the first mission a Sage is fought in (on this path), so it helps to know that they teleport behind Reina when damaged. If they manage to land a clean hit -- which does a lot by itself -- they will abuse that position with their projectiles until our heroine is a sputtering pile of oil. Don't take 'em lightly, since they're the magic-casting equivalent of a Hellknight. Like the previous chapter, Reina starts in the SE dead-end room and the forces arrive from the entrance. [Lavaan and Dizhak only appear after all the previous enemies are kaput.]

MISSION: Fall of the Imperial Family

Reina starts in the SW passage with the first two cronies, summoned by the King for protection. They're nothing special -- none of 'em are, really -- but the Hellknight towards the end can still spell disaster, especially if Reina's been bruised up by the previous morons. Before taking Gulhazard on, locate a healstone if need be! If you lure him to the belltower, when he teleports in, it'll always be underneath the bell trap -- what a loser! Frederick only appears after all his flunkies are toast, and unsurprisingly, he's kind of a pushover, even with long- and short-range capabilities. Reina automatically starts with him in the castle entrance, and he likes to flee like a chicken-wuss...haha. In fact, he's one of the few enemies who actually COWERS, which was a common coward trait in Deception II. Just make sure to find a good looping combo (I chose Smash Floor -> Volt Wall) to do him in, else he can heal himself to full in one go (although doesn't always).

22) Stratagem -or- At the Massacre's End

[WK22]

The mission, like before, changes depends on past decisions:

- Didn't go with Cecilia in Ch. 14 -----> Stratagem
- Did go with Cecilia in Ch. 14 -----> At the M's End

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_ |      | |      | (A): Clock Gear -- spinning device like a saw
|  AB  | _ | C  | _____ | D  | (B): Swing Cutter -- a.k.a. pendulumax
| | _____ |      | _  _ | (C): Hang Bell -- drops large bell [SA]
| | _____ |      | _  _ | (D): Casket -- spiked iron maiden in jail cell
| | _____ |      | _  _ | (E): Hanging Ceil -- drops a spiked ceiling [SA]
|      | | |      | _ _ | | | (F): Volt Wall -- electrified wall
|      | | FGH |      | E  | | | (G): Mad Ceily -- massive bladed ceiling fan
|      | _ |      | | _____ | | (H): Furnace -- a.k.a. 4-entrance incinerator
| _ _ | | _____ | |      | | (I): Iron Fence -- autodrop on whoever's beneath
_ | | _ | | _____ | | _ | _ | (J): Mobile Saw -- high on wall, moves in groove
|      | | _____ | | _  _ | (K): Killer Wall -- massive bladed wall
|      | _ | _____ | | | | |
| _____ |      | | | J K | Healstone locations:
| _____ | I  | | _ | _ |
| _____ | _____ | - Audience Room, Doorway

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Name	Class	HP?	CLS	FAR	ATN	DEF	SPD	IMMUNE / AVOIDS
Bradley	Knight	120	027	---	040	025	035	-----
Stanford	Knight	100	030	---	035	028	035	-----
Gandolph	Hellknight	230	150	---	045	038	035	Summon Rings, Walls
Chestbarn	Goliath	250	036	---	020	010	030	Walls
Baldwin	Magnetman	120	021	---	040	018	042	Magnets
Phalangist	Master	160	045	021	060	022	045	Walls
Gordius	Titan	280	054	---	020	020	035	Walls, Arrows
Antinora	Whitemagic	120	009	018	045	010	042	Ice
Godfried	Sage	100	---	090	075	020	038	Magnets, Summon Rings
Piruzen	Magnetman	140	024	---	050	022	042	Magnets
Gandolph	Hellknight	230	150	---	045	038	035	Summon Rings, Walls
Miguel	Brute	230	024	030	055	020	050	Summon Rings
Margareta	Queen	230	021	090	075	012	050	Anger, Summon Rings

MISSION: "Stratagem"

This is a really run-of-the-mill battle, but it takes place at Castle Hades, which was where the first battle in the game occurred. The enemies'll corner Reina at the start, in the hallway just south of the iron maiden jailcell. It's a good idea to lead everyone back to the belltower and make that the base of operations, since its differing elevation makes a great location for fighting Gandolph. He's the most powerful Hellknight in the game, with ATK comparable to the best Giga-Arms. Remember that these guys gain the advantage if they get near Reina (or on level ground near her), so stay away while trapping this guy. [Gandolph/Chestbarn appear only after the first two foes are defeated, from the furnace room.]

MISSION: "At the Massacre's End"

Gordius and Phalangist try to start the match by tag-teaming Reina in the SE chamber. If you can put a Foot Cutter [etc.] with a summon ring attachment, you can throw both into the wall fan and get a huge combo without much work. Reinforcements all come from the furnace room, so long as Reina ain't there. Note that Gandolph the Hellknight actually has almost double the attack of a normal one (90), which means he's even deadlier than the usual fare. He has no different AI, but is still incredibly vicious if he gets ahold of Reina. You can use the Killer Wall -> Smash Floor combo in the initial room to loop Gandolph if you fear his wrath like me! Haha...

	though, they're easy pickins since their stats are mediocre.
Amazoness	These close-range fighters are like soldiers, except they've a disposition to jump down flights of stairs -- that usually ruins the chances of hitting them with any traps on that end
Armor	These knight's knights are armored, and thus immune to some trap types (blasts, fire, arrows). They carry pikes and have a close-up dash attack, which makes them rather formidable.
Assassin	These fleet-footed ninja types have great leaping ability, and are immune to flash. If they're almost dead, they will suicide as well. Always watch your back 'round these folks, as they tend to appear behind the heroine. Worth noting, the expected immunity to spring floor traps is present.
Bomber	These warriors are masked and armored, from which their bomb and fire immunities stem. They roll explosives across the from mid-range, trying to catch Reina in the blast. These're easy to evade if seen coming, generally. They'll self-blast, so avoid close quarters if possible.
Boss	This class isn't that powerful, and is reserved for one gal in the game. Although she can attack from long- and short-ranges, and is immune to summon rings, she's one of the few classes who can recoup (self-heal). HP, ATN, and SPD = high. Her long-range attack is a poison-inflicting cloud, too.
Bruiser	Like a fighter in regards to diving through doorways when entering a room, but can attack from near or far. Has a very high attention span, and immune to summon rings.
Brute	While this class was reserved to scantily clad women in the second Deception game, it's now 'special' and given to just one guy. It's nothing too special but has both short- and long-range capabilities. Immune to summon ring's siren song. His long-range attack is a BOMB, though...yikes.
Darkwitch	These femmes can damage Reina from anywhere in the room if she's there, and darkens her field of vision (like Oil) to make her stumble around in a fog. They can attack from near or far, and are immune to flash and summon rings.
Elites	Like a soldier, but with better stats. No special abilities!
Fighter	These brawlers excel at close-range fighting, and have a tendency to dive through doorways when entering rooms. This will avoid obvious traps in front of the doors, but they'll all land the same distance inside, so plan around that!
Flameman	These heavily armored enemies are immune to fire, blasts, cold, and arrow attacks. They're quite powerful up-close and even moreso when shooting a fire projectile from the shield. Due to their high health, blunt force is the best option...
Flame User	Like Pyromaniacs in Deception II, these fatties can blow hot streams of flame in Reina's direction (projectile). They've got high HP but no defense and horrible attention/speed. He is immune to fire and explosions, expectedly.

Footman	Similar to a Bruiser but with a thru-doorway jump traded for a (lame) immunity to flash, there's not much worth noting on this class which, actually, is seen very little in the game. Can evade springfloors.
Giga-Arm	This bulky man has the highest attack power (150) out of any enemy in the game, save Gandolph the Hellknight. His punches are close-range only, and he's slow, so as long as Reina is at a distance, he should be no threat. However, he'll glow red upon damage and moves faster than normal, so watch it!
Goliath	These hulking hammer-wielders can shake the ground with the weapon, temporarily stopping Reina's movement while partners move in for the kill. At close-range, they can grab a target and beat 'em up a bit. HP is high, speed is low; immune to walls.
Hellknight	The most powerful generic enemy in the game, these scythe-wielding dervishes have extremely high close-range attack strength (90+) and high HP. When near Reina, they will do a quick dash-n'-slash that will take roughly one-fourth her health off, then attack again when she's down! Additionally, they're invincible after damage (self), immune to summon rings, and teleport to a fixed point when entering a room (rather than entering through doorway). Very formidable. One last thing is that rocks that fall straight down on these guys are hoisted up and shrugged off, although ones that're frontal blows aren't avoided.
Hunter	This class carries a crossbow and can attack from both near and far; but, its strength in both types is often lacking.
King	Reserved for only one enemy in the game, it's possible to miss fighting him completely. His HP is high and he can hit from both long/short-range, but has mediocre stats besides. He can recoup his own physical strength, however.
Knight	These men carry poleaxes generally, and set themselves apart by having a lunging attack at close-range, which is harder to avoid (similar to fighters' flying kick).
Lady Guard	Reserved for one lady in the game, she is basically a better version of an Amazoness, with better stats all-around. Has no immunities, but has a ninja-like jumping ability.
Magnetman	This weird floating man is magnet-immune and leaps down staircases. In addition, he can spin around and attract his prey like a magnet, unrelenting until Reina is close enough. His stats, save HP, are pretty standard/mediocre.
Master	Basically a Mercenary with better stats, same immunities.
Mercenary	These sword-wielding thugs are very powerful, and like most top classes, both long- and short-range attacks. They're immune to wall traps.
Miner	These gasmask-wearing females have bombs with semi-homing abilities, and are immune to flame and blasts. When they're low on health, if Reina is near, they'll commit suicide and try to catch her in the blast. Annoying enemies...

Ninja	These quick-footed femmes have wolverine-claw gauntlets and can jump around to Reina's position if they're in the same room. At long-range, they can throw three knives in a fan formation. Immune to spring floor traps.
Queen	Basically a female healer with Sage-like long-range powers and a Swordsman's immunities (Anger, Summon Rings). She can recoup her health which makes her annoying, and the warping behind Reina is even more annoying. Basically...annoying!
Ranger	Like a hunter, except uses a boomerang instead of crossbow. Can attack from near or far, and will often jump down (over railings, etc.) to Reina's position if it's shorter. Also can evade spring floor traps, or at least recover quicker.
Sage	These mages are on an attack level comparable to Hellknights and show it off with explosive projectiles. They can really do a number on Reina with a clear sight, even w/o backup. In addition, they're immune to magnets & summon rings; and, can teleport behind their prey when damaged. Spooky!
Shadow	These ninja-esque foes have low HP but great speed. Their special abilities are stabbing Reina's shadows to numb her, and evading spring-floor traps.
Slasher	This swordsman has mid-ranged attack powers at both long and far lengths, and can recoup health if left alone. Electrical effects and walls bounce off these guys.
Soldier	Generic, plodding, no special skills...that about sums up this class. They're close-range fighters, so keeping one's distance is the best course of action.
Sorcerer	These wizards are often equally adept at fighting close-up & long-range, which isn't saying much but does set them apart in the early going. Their magic is projectile in nature, and the class may have immunities to electricity.
Swordsman	This katana-swinger excels at close-range fighting, and will run towards its target, doing a dash-n'-slash attack. This class's attention is max (255) and the highest in the game, which is why he's immune to anger and summon rings.
Thief	These weaklings can only fight at close-range, but "make up" for it by having high speed and decent attention spans. They can also evade spring floor traps.
Titan	These behemoths are like Goliaths, except they do more flak and have better HP. They can use their hammers to stop Reina temporarily, so beware their cohorts. Immune to wall types.
Torturer	Slow, but has a combo attack (only redeeming quality)
Villagegal	Female version of worst type in game, having no skills. Aww!
Villageman	Male version of worst enemy in the game; has no skills. Aww!
Whitemagic	These healer women can heal themselves and other allies, as well as having an immunity to "cold" things. They'll quickly

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|           | erase Reina's damage, so prioritize them as the 1st targets! |
|           | Sometimes they flee the room in lieu of having no stronger |
|           | allies to back 'em up. |
|_____ |_____ |

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TRAP GUIDE

[TRPG]

NAME :

EMBLEM: Emblem used to create (along with base type of trap)

DAMAGE: Damage dealt (entire natural range is given, i.e. without rings)

FCM : Forced Move (entire natural range is given, i.e. without rings)

CHG : Charge Time

ARK : Ark Rate (multiplier used in combos)

RFL : Reflect amount (for when piercing targets, bouncing around, etc.)

SWG : No. of swings for ceiling traps (takes place of 'RFL' stat)

RST : Restrain time (takes place of RFL or SWG columns)

PSH : Push Length (wall traps only)

SCK : Suck Length (magnet/vacuum types only)

MGT : Magnetism Length (magnet types only)

SHT : # of shots (for wall projectiles only)

RDI : Blast radii (for exploding types only)

NOTES : Info about trap -- traits listed are not necessarily inherent

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	RFL	PRICE RANGE
Mega Rock	-----	60~80	---	08	1.0	0~1	1500 -13500
Volt Rock	Thundr	60~105	---	08	1.0	---	2250 -15250
Flare Rock	Fire	70~95	0-2	08	1.0	---	2250 -14250
Snow Ball	Cold	20~30	0-?	09	1.2	0~1	3250 -11250
Iron Ball	Impact	65~85	4	09	1.0	1~5	3000 -12000
Bound Rock	Rising	75~120	1-2	09	1.1-1.4	3~5	2000 -11000
Vampire Rock	Cursed	25~40	---	11	1.1	---	2000 -12000
Stealth Rock	Chaos	60~85	---	08	1.0	---	2750 -12750
Evil Stomp	Hell	50~80	---	10	1.3	---	44000-89000
Slave Rock	Slave	60~95	---	09	1.0	0-1	3750 -10750

Rock types are high-damage ceiling traps. If dropped on solid ground they will go nowhere (or bounce repeatedly, as in the Bound Rock's case), but will roll downwards if dropped on an incline. Some rocks have peculiar traits that let them bounce back up inclines if they hit an obstacle at the bottom, such as the Iron and Bound Rocks. Another characteristic of these traps are their rather high load times which, although not of vacuum floor proportions, do lend a bit of unwieldiness to them, at least in novice hands. Other specific, non-obvious traits:

- Flare Rock ---> can explode when in contact with a human
 - Snow Ball ----> sucks target into ball (upon contact) until it rolls to stop
 - Bound Rock ---> has high reflecting capabilities (bounce up stairways)
 - Iron Ball ----> has high reflecting capabilities (bounce up stairways)
 - Vampire Rock -> heroine recoups health according to damage inflicted
 - Stealth Rock -> cannot be evaded (invisible to enemy eyes)
 - Evil Stomp ---> Unaffected by enemy's DEF stat
 - Slave Rock ---> Can be steered manually by holding Triangle and using d-pad
-

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	SWG	PRICE RANGE
Pendulum	-----	45~55	3~4	05	1.0	1~3	1900 ~ 7900
Thor Hammer	Thundr	50~65	3~4	06	1.0	1~2	2660 ~ 8650
Fire Hammer	Fire	45~60	4~6	05	1.0	1~3	2650 ~ 9650
Snow Cradle	Cold	20~30	0~3	05	1.2	1~3	3650 ~ 8650
Smash Hammer	Impact	40~55	5~8	06	1.0	1	3400 ~12400
Mega Yo-Yo	Rising	45~65	4	06	1.1-1.4	---	2400 ~ 9400
Poison Blade	Cursed	30~45	---	06	1.2	---	2400 ~ 8400
Mega Buzzsaw	Chaos	30~45	---	06	1.0	---	3150 ~11150
Evil Kick	Hell	25~43	?	06	1.7	---	49400~79400
Slave Hammer	Slave	45~60	2~4	09	1.2	2	4150 ~ 9150

Pendulum types are made for knocking enemies in a set direction, as they can easily overlap a ground target to avoid the can't-set-on-same-block rule. Once set in motion, they will move over a fixed spot with regard to the # of swings they have (1 swing = 1 back-and-forth motion). But, they can screw up a combo as well if triggered too early; if you tried to make a pendulum hit right as a foe stood upright but accidentally hit him on the back-swing, he would fly in the opposite desired direction! Other peculiarities of this type:

- Fire Hammer --> Can explode upon contact
- Snow Cradle --> Captured foe can be detached in direction opposite trap pts.
- Mega Yo-Yo ----> Hit foes in targeted spaces will be launched airborne
- Poison Blade -> Guillotine drops once and poisons target upon hit [8-20 sec]
- Mega Buzzsaw -> Can pierce targets, but not pin to wall like wall buzzsaw
- Evil Kick ----> Target flies until wall/obstacle's hit; Nullifies foe DEF
- Slave Hammer -> Pressing Triangle can detach mace-head to score a 2nd hit

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	RST	PRICE RANGE
Vase	-----	-----	3~6	02	1.7	---	1000 ~ 8000
Blitz Vase	Thundr	10~40	3~6	03	1.7	---	1750 ~ 8750
Bomb Vase	Fire	20~35	6~12	03	1.3	---	1750 ~ 9750
Freeze Vase	Cold	-----	5~6	03	1.7	3~6	2750 ~11750
Basin	Impact	08~15	---	03	2.0	---	2500 ~ 8500
Crane	Rising	20~35	---	03	1.7~2.0	4~10	1500 ~ 8500
Oil Vase	Cursed	-----	3~6	05	1.8	---	1500 ~11500
Confuse Gas	Chaos	-----	4~7	04	1.6~1.8	---	2250 ~ 7250
Genocide Eye	Hell	25~40	3~9	06	2.3	---	38500~68500
Slave Mask	Slave	-----	5~8	06	1.8	---	3250 ~15250

These low-damage, high-arkrate ceiling traps are known for having low charge times. When used in a combo, they make the target slowly stumble in the direction they were facing, making an easy way to string combos while waiting for others to recharge.

- Blitz Vase --> Can inflict paralysis for a short time
- Bomb Vase ----> Can blow up and throw target 2 panels in set direction
- Freeze Vase -> Can restrain target in ice for short time
- Basin -----> Inflicts 'anger' on target if susceptible [8-20s]
- Oil Vase ----> Inflicts 'Oil' on foe (6-9s); floor becomes oily if non-hit
- Genocide Eye > Ignores enemy DEF
- Slave Mask --> Enemies with under 50% HP can be controlled (hold Triangle)

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	PSH	PRICE RANGE
------	--------	--------	-----	-----	---------	-----	-------------

Push Wall	-----	05~15	0~5	3	1.3	2~3	1500 ~ 6500
Thunder Wall	Thundr	25~40	2~5	3	1.3	2~3	2250 ~ 9250
Heat Breath	Fire	10~25	0~1	3	1.3	2~3	2250 ~ 8250
Cold Breath	Cold	05	4	5	1.3	2~3	3250 ~11750
Smash Wall	Impact	05~20	5~8	4	1.3	2	3000 ~11000
Upper Wall	Rising	20~30	2	4	1.3~1.6	2~3	2000 ~ 8500
Vampire Wall	Cursed	20~30	---	4	1.5	2~3	2000 ~ 8000
Expander	Chaos	05~15	2~3	4	1.2	???	2750 ~ 7750
Evil Kick	Hell	15~30	???	5	1.7	3	54000~99000
Hunter Blade	Slave	25~45	---	5	1.1	---	3750 ~11750

Wall types are typically low-cost and -charge, and don't do much damage -- but they're essential in building larger combos. All walls have a set number of tiles they extend, and some will throw enemies further upon contact. Some specifics in this field:

- Thunder Wall -> Electrifies target
- Heat Breath --> Ignores enemy DEF
- Cold Breath --> After throwing enemy back, s/he freezes upon landing
- Upper Wall ---> Upon hit, enemy flies diagonally and hits ceiling, floor
- Vampire Wall -> Ignores enemy DEF, Reina recoups HP as wall inflicts damage
- Expander -----> Infinite push; extends until it hits enemy or solid obstacle
- Evil Kick ----> When enemy is hit, they go in direction until obstacle's hit
- Hunter Blade -> Can be steered when Square, and can pierce enemies

NAME	EMBLEM	DAMAGE	MGT	CHG	ARKRATE	SCK	PRICE RANGE
Magnet Wall	-----	-----	3~6	5	1.0	2~5	1200 ~ 7200
Spark Magnet	Thundr	15~30	3~6	5	1.0	2~3	1950 ~ 7950
Blast Magnet	Fire	10~25	3~6	5	1.0	2~5	1950 ~ 9950
Cold Magnet	Cold	-----	3~6	6	1.0	2~3	2950 ~11950
Anti Magnet	Impact	-----	4~7	5	1.3	3~5	2700 ~ 7700
Float Magnet	Rising	-----	3~6	6	1.3	2~5	1700 ~ 7700
Berserker	Cursed	-----	3~6	7	1.2	2~5	1700 ~11700
Warp Hole	Chaos	-----	---	6	1.0~1.4	3~5	2450 ~10450
Call of Hell	Hell	05~15	3	6	1.0	5	33700~48700
Slave Magnet	Slave	-----	3~6	6	1.0	2~5	3450 ~ 9450

Magnet walls, typically, are for just extending combos, although since they have little damage and mediocre load times, they're one of the categories that are rather expendible (I didn't use one when writing the guide or even Expert Mode, for reference). They're not completely useless, however, as they can trap enemies who have certain resistances to springfloors, etc. One thing to remember for magnets is that if you try to trigger them with an enemy right in front, the trap still has to drop down and activate; be sure to preempt an enemy's arrival a bit and take advantage of the suction length. Other things of note:

- Spark Magnet -> Electrifies target
- Blast Magnet -> Explosion sends victim forward [2 tiles] in a 2-hitter
- Cold Magnet --> Sucks enemies in and freezes them [Restrained: 3~4s]
- Anti Magnet --> Repels enemies from wall instead of sucking them in
- Float Magnet -> Enemies float in midair for set amount of time
- Berserker ----> Inflicts 'anger' on enemies
- Warp Hole ----> Enemies within range are instantly warped against wall
- Call of Hell -> Multi-hit, ignores enemy DEF

- Slave Magnet -> Damages upon contact; pressing Square electricutes enemies

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	SHT	PRICE RANGE
Arrow Slit	-----	35~30	---	3	1.0~0.5	1~3	1300 ~10300
Volt Javelin	Thundr	35~65	---	4	1.0	1	2050 ~12050
Fireball	Fire	35~55	---	4	1.0	1	2050 ~11050
Cold Arrow	Cold	20	---	4	1.2	1	3050 ~15050
Buzzsaw	Impact	30~45	2~?	3~7	1.0	1	2800 ~14800
Rising Ball	Rising	20~30	---	8	1.1~1.4	1	1800 ~10800
Flash Arrow	Cursed	-----	---	4	1.4~1.6	1	1800 ~ 7800
Chain Needle	Chaos	20~21	---	5	0.5	3~7	2550 ~14550
Hell Laser	Hell	35~50	---	5	1.5	1	53800~68800
Rolling Bomb	Slave	55~70	2~4	5	1.0	1	3550 ~13550

Wall projectiles have many uses, and are known for having many peculiar properties and multi-hit functions (although accordingly, arkrates decline). One thing about these traps is they often miss if the enemy is not dead-set in the tile's middle, or if they're lying on their stomach/back. However, some will drop in altitude or roll on the ground, which gives a lot of versatility to these things. However, some enemies end up immune to just about all projectiles on this end... Trap-specific junk:

- Volt Javelin -> Pierces & electricutes enemy
- Fireball -----> Can contour to drops in altitude, explodes on contact
- Cold Arrow ---> Freezes enemy where they stand [3~8 seconds]
- Buzzsaw -----> Hit enemies fly until hitting a wall/obstacle
- Rising Ball --> Upon hit, enemy rockets into ceiling (can be a 2-hitter)
- Flash Arrow --> Pierces, blinds victims [4-10 seconds]
- Chain Needle -> Multi-hit (farther away enemy is, the more # of hits miss)
- Hell Laser ---> Ignores enemy DEF
- Rolling Bomb -> L/R-controllable with Square; explosion has 1-block radius

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	RST	PRICE RANGE
Spring Floor	-----	06~15	2~5	3~5	1.3	---	??? ~ 7000
Spark Floor	Thundr	20~44	2~5	5	1.3	---	750 ~10250
Blast Floor	Fire	11~20	4~7	5	1.3	---	750 ~ 8750
Ice Blizzard	Cold	06~15	3~4	6	1.3	4~8	1750 ~13750
Smash Floor	Impact	15~30	6~9	6	1.3	---	1500 ~12500
Rising Floor	Rising	25~40	---	6	1.3	---	500 ~10000
Foot Cutter	Cursed	05~19	2~3	6	1.5	---	500 ~ 6500
Catapult	Chaos	20~35	5~?	7	1.3	---	1250 ~14250
Evil Upper	Hell	16~25	---	6	1.4~1.5	---	62500~92500
Slide Floor	Slave	06~15	4~7	6	1.3	---	2250 ~13250

Springfloor types are designed to jockey enemies around the field, such as at initial traps or just to setup a good combo. Many agile enemies, such as fighters and ninja, are immune to all types of these...except the ingenious Foot Cutter, which no one in the entire game can avoid. This is helpful in Expert Mode where the player is running down a clock. Besides that, some of the traps have special properties, like so:

- Ice Blizzard -> After being thrown, enemy freezes where s/he lands
- Smash Floor --> Throws enemy at ceiling, then falls down on same tile
- Foot Cutter --> Inflicts slow [8~20sec]; no enemy can evade this trap!!!!!!
- Catapult -----> Can throw enemy until it hits wall/obstacle (at best)

- Evil Upper ---> Flings enemy upwards, diagonally; ignores enemy DEF
- Slide Floor --> If HP<50%, enemy can be steered when X-button is depressed

NAME	EMBLEM	DAMAGE	MGT	CHG	ARKRATE	SCK	PRICE RANGE
Vacuum Floor	-----	-----	4~7	9	1.0	1~2	1500 ~ 9500
Spark Vacuum	Thundr	15~30	4~7	10	1.0	1~2	2250 ~11250
Blast Vacuum	Fire	10~25	3~6	10	1.0	1~2	2250 ~12250
Cold Vacuum	Cold	-----	3~6	11	1.0	1~2	2250 ~13250
Anti Vacuum	Impact	-----	3~6	8	1.3	1~2	3000 ~10000
Float Vacuum	Rising	-----	5~7	9	1.1	0~2	2000 ~12000
Panic Vacuum	Cursed	-----	3~6	11	1.2	1~2	2000 ~11000
Graviton	Chaos	-----	4~5	5	1.3	0~2	2750 ~10750
Hell Vacuum	Hell	05~15	3	11	1.0	1~2	39000~54000
Slave Vacuum	Slave	-----	4~7	11	1.0	1~2	3750 ~11750

Vacuum floors are meant to detain the enemy, and are only good for starting combos, not ending them -- they just have horrible charge times, some of the highest in the game. Enemies who are immune to springfloors are usually not to vacuums however, although Sages are the exception. Other things of note:

- Blast Vacuum -> Sucked-in enemies are blown away in a 2-hitter [FORCE: 2]
- Cold Vacuum --> Blown-away enemy freezes upon landing [RESTRAIN: 3-4 sec]
- Anti Vacuum --> Keeps enemies at a set distance from center block
- Float Vacuum -> Enemies within radius float in midair for duration
- Panic Vacuum -> Enemies panic and flee set distance [CHANGE: 8-20 seconds]
- Graviton -----> Enemies in radius are pressed down on tile by gravity
- Hell Vacuum --> Ignores enemy DEF, multi-hit
- Slave Vacuum -> Pressing x-button will electricute enemies caught in vacuum

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	RDI	PRICE RANGE
Blast Bomb	-----	30~55	2~4	3	1.0	0~1	1800 ~11800
Spark Rod	Thundr	37~76	---	6	1.0	0~1	2550 ~13550
Hellfire	Fire	45~90	3	7	1.0	1~2	2550 ~15550
Cold Blast	Cold	15~30	3	7	1.0	1	3550 ~12550
Shockwave	Impact	30~50	4~5	6	1.0	1~2	3300 ~13300
Rising Mine	Rising	30~45	2~5	6	1.1~1.4	---	2300 ~ 9300
Flash Bomb	Cursed	-----	---	4	1.4	1	2300 ~ 8800
Quake Bomb	Chaos	-----	---	8~11	1.8~2.1	1~20	3050 ~13050
Hell Judge	Hell	20~35	5~8	7	1.3	1~2	49300~69300
Slave Bomb	Slave	30~45	2~6	5	1.0	0~1	4050 ~13050

Bomb types have mediocre charge times but aren't too shabby in the damage department, and can be used for combos in lieu of other traps. However, the thing that goes horribly wrong is that enemies can run diagonally at blast radii and things easily go awry, since they don't always fly in set directions like springfloors. Other things of interest:

- Spark Rod --> Other electric traps will shoot energy to this one
- Hellfire ---> Shoots enemies towards ceiling within radius
- Cold Blast -> Freeze enemies on top, blasts those in radius [RSTRN: 4-7]
- Flash Bomb -> Blinds enemies within radius
- Quake Bomb -> Strands enemies within range with quake [EFFECT: 4-5 seconds]
- Hell Judge -> 2-hitter, ignores enemy defense

- Slave Bomb -> Press X-button 2nd time to detonate bomb manually

NAME	EMBLEM	DAMAGE	FCM	CHG	ARKRATE	RST	PRICE RANGE
Bear Trap	-----	20~35	---	4	1.3	4~7	1400 ~ 8400
Thunder Claw	Thundr	25~40	---	4	1.3	3~6	2150 ~ 9150
Blast Claw	Fire	15~24	2	4	1.1	3~6	2150 ~11650
Cold Claw	Cold	15~24	---	6	1.3	6~12	3150 ~16150
Heavy Claw	Impact	35~55	---	5	1.3	4~7	2900 ~ 9900
Lift Claw	Rising	14~20	---	5	1.5	4~7	1900 ~ 8900
Oil Claw	Cursed	15~24	---	4	1.4	4	1900 ~14900
Magic Sac	Chaos	-----	---	8	1.6~2.0	12~15	6650 ~18650
Evil Claw	Hell	33	---	6	1.4	08~14	48900~63900
Slave Claw	Slave	14~20	---	6	1.5	7~15	4650 ~18650

Beartrap types are meant to restrain the player and deal a little damage while doin' it, although not many excel at that latter point. Traps of this nature are generally cheap and the top-shelf types have better arkrates than most other traps. One bad thing about these traps is that hitting an enemy while he's encased inside does not automatically reset the trap, unlike, say, a vase which immediately starts recharging when broken. Other things to note:

- Blast Claw --> 2-hitter
- Cold Claw ---> Clapsed enemy is frozen to be detained longer
- Lift Claw ---> Enemy is hung in midair from ceiling.
- Oil Claw ----> Inflicts oil on enemy [CHANGE: 6-9 seconds]
- Magic Sac ---> Envelops enemy entirely; Reina can push them around area
- Evil Claw ---> Ignores enemy DEF

ENDINGS

[NDNG]

BEGINNING	
(Don't Go w/ Cecilia)	(Go with Cecilia)
,--<-----<-----<-- Mission #14 ----->----->----.	
(Back in time)	
,- Mission #23a----->-. Mission #23b	
Mission #24 (Save Albert)	[ENDING #4]
,----<----'----->--.	[ENDING #3]
(Reina lives) (Reina dies)	
[ENDING #1] [ENDING #2]	

Like its predecessors, the choices made in the game will affect the ending obtained, which in turn affects which special traps are earned. Mission 14 and 23a/b are the main missions to pay attention to. Beating any ending earns a bonus 50000 Dreak, so I won't include that below; just remember it!

ENDING #1: Beat Mission #14 and don't go with Cecilia, then at Mission #23a, choose to go back in time for the final battle. Defeat all enemies to finish the game. [OBTAIN: Hell Emblem]

ENDING #2: Beat Mission #14 and don't go with Cecilia, then at Mission #23a, choose to go back in time for the final battle. Die in battle. [OBTAIN: Killer Top]

ENDING #3: Beat Mission #14 and don't go with Cecilia, then at Mission #23a, choose to use the stones toward Albert's longevity. [OBTAIN: Barracuda or Banana Peel]

ENDING #4: Beat Mission #14 and accompany Cecilia, then finish the game like normal. [OBTAIN: Teleporter or Delta Horse or Banana Peel]

You'll notice that some endings have multiple traps that may be obtained on the final battle screen. There seems to be a general order for these, with ones like the Barracuda and Teleporter getting first dibs, and subsequent playthroughs getting the rest. Only one trap is obtained per playthrough.

EXPERT MODE

[XPMD]

Expert Mode is a 100-stage high-level mission course that's available right from the beginning. There are various parameters that will test the player's abilities, such as time limits and certain restrictions, so it's a good way to blow some steam after going through the campaign a few times.

After picking a stage, Reina can pick which traps she wants to use. Because traps aren't available for creation until a few missions into campaign, and because made traps `_do_` carry over from cleared campaigns, it's best to go through with a nice repertoire culled from campaign victories. THE PLAYER CANNOT MAKE TRAPS WHILE IN THIS MODE, SO ONE MUST GO TO CAMPAIGN TO DO SO. Saving is possible before each mission, and after each successfully cleared mission.

Missions come in packs of 10, and the player can play them in any order s/he likes. However, to gain the next set of ten, all of the previous must first be completed satisfactorily.

REWARDS

Completing all (100) missions in this mode earns the following:

- 200,000 Ark
- Zero Ring, which gives traps an charge rate of 0 (cost: 100,000/per)
-

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#01: Crush the Enemy!

INTRUDER - Soldier (Cloud)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:30

In this simplistic design of a room, there's only one enemy (Cloud) who is a regular soldier. Any combination imaginable should be able to whoop up on him, so pay attention to the running ticker in the upper-right corner. He's got about 100 HP overall, so it's useful to use falling rocks and such in a heavy convergence.

#02: Make 4+ Combo Hits!

INTRUDER - Soldier (Cloud)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:40

Since the training chamber has no initial devices, the player will have to rough it. Multi-hit traps like the Chain Needle work well on this end, as do segmenting/controlling traps like the Slave Hammer. My method was this:

Slave Claw -> Slave Hammer (swing) -> Wall Trap -> Slave Hammer (detach)

In this combo, the Slave Claw picks up the victim and swings the hammer, ejecting them at the set distance; the wall trap moves to meet them, pushing them back towards the slave hammer, whose mace-ball detaches and scores the fourth hit. That's the long way around, of course -- remember that you can put a wall trap on the chamber door, unlike in campaign!

#03: Make 3 Core Hits on Enemy!

INTRUDER - Hunter (Bion)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:30

How do you get a 'core hit'? Hit the target's body square on. This is very easy to do with quick projectiles, like the aforementioned 'Chain Needle'. In fact, its base form shoots three almost simultaneous bolts which can fulfill this objective quickly. Using lunky rocks and whatever is just too slow here.

#04: Earn More than 500 Ark!

INTRUDER - Hunter (Bion)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:40

Ark is earned by having large combos that deal large damage, not to mention bonuses for multi-hit, core hits, midair hits, etc. So, I suggest doing something like: Slave Claw -> Slave Hammer -> Wall -> Slave Hammer (Detach), as seen in Mission #02. Bion is invincible for this portion, but since he's a long-range fighter, it can be hard to lure him into trap position without a Summon Ring.

Another combo I did was simply: (Summon Ring) Foot Cutter -> Chain Needle -> Flies into moving Slave Hammer -> Slave Hammer Detach on next motion toward. Remember that the ark gained has to be cumulative, not all at once.

#05: Drive the Enemy to the Doorway!

INTRUDER - Soldier (Cloud)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:40

This seems like it would be a cinch, but Cloud won't leave the top of the stairs unless by force. Use your preferred method (pendulum, explosion, etc.)

to knock him over the balcony, then get him to the doorway by force. I suggest using any spring floor with a summon ring. If you can't combo the fall of the railing, Cloud will just try to go back upstairs!

#06: Avoid All Damages & Crush the Enemy!

INTRUDER - Hunter (Bion)
CASTLE - Hades Jail
CHAMBER - Dungeon, Etc.
TIME LMT - 0:30

This battle takes place in the NE region of Castle Hades, and isn't that hard of a battle in theory. Just remember to double-tap L1/R1 to dive out of the hunter's crossbow bolts' way, and use summon rings to lead the sap around. In fact, you may notice that Bion runs into the execution room and Reina can simply press the hallway trigger and drop the spiked ceiling on him...what a maroon!

#07: Hit with Room Devices More Than 3 Times!

INTRUDER - Soldier
CASTLE - Factory
CHAMBER - Work Chamber
TIME LMT - 0:50

This isn't that hard, actually. A floor trap (summon ringed) right near the incinerator can make Cloud be thrown in, as well as hitting the pan on top of the thing in a fun, surprise twofer! After that, just make him hit any other thing, such as the nearby gears. Really simple when you know about the pan/furnace trick.

#08: Finish with Ceil Spear!

INTRUDER - Hunter (Bion)
CASTLE - Factory
CHAMBER - Work Chamber
TIME LMT - 0:50

Have something ready to trigger the ceiling spear's switch (vase, projectile) and lure the doofus right underneath after scoring one GOOD hit. The ceiling spear won't kill him outright, so take about one-third his health off before dropping the ball...err, spikes on him. The ceiling spear can only be used once before it breaks, so obviously it can't be the leadoff attack. Naturally it helps to have a floor trap aimed at the bloody grate 'neath the spikes, using a summon function to draw the runaround in.

#09: Make Combo Hit Including 2+ Room Devices!

INTRUDER - Soldier (Cloud)
CASTLE - Factory
CHAMBER - Warehouse
TIME LMT - 1:00

The easiest way to do this is comboing with the tumble-prop and oil barrel aligned with the stairs. Trigger the tumbleprop switch (ceiling objects like rocks will do this w/o affecting trap) to make it hit the guy, then use a wall to push the barrel in motion, down the stairs to hit him. It may take a few times to get it right, but if needed, it can be done vice versa as well. Simply align Cloud with the barrel's path, put his back to the stairs, and stay near the switch to trigger it manually afterward (or with object if

using Reina as real bait).

#10: Make Combo Hit with Damage 100+

INTRUDER - Hunter (Bion)
CASTLE - Factory
CHAMBER - Warehouse
TIME LMT - 0:50

The "oil barrel down the stairs and comboing with the tumble-prop" strategy from Mission #9 works here as well, but since the tumbleprop does 70 damage to the hunter alone, prefacing it with, say, a high-powered pendulum trap on the stairs will work as well. Don't really have to work hard for this one, really.

#11: Crush the Enemy!

INTRUDER - Knight (Garnier)
CASTLE - Castle Agony
CHAMBER - Bright Courtyard
TIME LMT - 0:30

It's just beating up the poor lad, so harnessing the environmental traps (wall spear, dropping a bridge on his noggin, etc.) are the best ways to go. I think the easiest is forcing Garnier into a wall spear, then using a rolling bomb to put him outta his misery.

#12: Make 5+ Combo Hits!

INTRUDER - Ranger (Marie)
CASTLE - Castle Agony
CHAMBER - Church
TIME LMT - 0:40

A Chain Needle with two orbs will have five hits automatically, so I suggest just using that to avoid the hassle. Create one by merging an Arrow Slit with a Chaos Emblem (6550 Dreak). Just remember that the Chain Needle only combos if it's at a certain close range; using it to snipe someone on the other side of the map ain't gonna cut it here.

#13: Make Midair Hit!

INTRUDER - Knight (Garnier)
CASTLE - Castle Agony
CHAMBER - Church
TIME LMT - 0:40

The easiest way to make a midair hit that I can think of is knocking throwing someone (via pendulum or spring floor) at a ready wall trap -- easy peasy.

#14: Earn More Than Ark 3000!

INTRUDER - Knight (Garnier)
CASTLE - Castle Agony
CHAMBER - Doorway
TIME LMT - 0:50

This is the foyer to Castle Agony. All of the environmental traps here give 1.5-1.8x ark bonuses, so they must be used to get this. A 3000+ Ark combo is basically a 5-hit combo with two of the room's traps, but the total is

cumulative, so it can be two 1500-Ark traps if y'want. Here's my choice:

- 1) Stall enemy on MIDDLE of stairs, then trigger slide stairs
- 2) Have spring floor at stair-bottom (2-tile throw) -> underneath chandelier
- 3) Reina must run all the way down slide stairs and trigger chandelier
- 4) Have a bomb/pendulum ready to topple a pillar on the fallen enemy
- 5) Have a bomb/pendulum ready to topple the other pillar on the fallen enemy

Note, a summon ring for the spring floor doesn't matter too much. In fact, you can use a quick-loading vase [etc.] to trigger the chandelier trap, and then still have time to create a new pendulum to topple the final pillar. A COMBO IS NOT OVER UNTIL THE ENEMY STANDS UP, and luckily, pillars make the enemy have a long wait time. For reference, the above combo gave me 3158 ark.

#15: Drive the Enemy to the Top of the Stairs!

INTRUDER - Knight (Garnier)
CASTLE - Castle Agony
CHAMBER - Cliff Chamber
TIME LMT - 1:20

Like a previous mission, the enemy here is hellbent on getting to the bottom and, if knocked higher, immediately starts trying to get lower. There are a few trap types that help during this: spring floors, pendulums, and any push walls (like the Upper) that violently throw in a direction. Traps like a 4-orb Spring Floor have a 9-tile throw, which are incredibly good for this mission. Garnier will quit trying to descend if he can hit Reina, so really use her as bait until the summon-ring traps load. The mission ends if Garnier is thrown to the platform in front of the upper door.

#16: Avoid All Damages & Crush the Enemy!

INTRUDER - Ranger (Marie)
CASTLE - Castle Agony
CHAMBER - Cliff Chamber
TIME LMT - 0:40

Rangers can attack close-up and throw boomerangs in a straight line, so this isn't that vexing. The Cliff Chamber is composed of one huge staircase along the wall, so set some traps as the level starts and use the Launcher to get out of the foe's way. She has about 100 HP.

#17: Make Combo Hit Including 2 Cerberuses!

INTRUDER - Knight (Garnier)
CASTLE - Castle Agony
CHAMBER - Agony Chamber
TIME LMT - 1:00

The Cerberuses are switch-operated statues that dump lava on the enemy, but only one square in one direction; also, they aren't lined up either. So, to do this easiest, I suggest making:

- Spring Floor (summon ring) that throws six tiles (like 1-orb Smash Floor)
- Wall Trap that pushes exactly three tiles

Put the spring floor in front of the cerberus nearest the door, aiming at the opposite wall. The Wall Trap should go against the wall, its aim set on the 2nd cerberus' switch. This makes the hardest part simply triggering the first switch (manually is better) and making sure the statue lands a hit

before Garnier is tossed. Everything is smooth from then on.

#18: Finish with Punisher!

INTRUDER - Ranger (Marie)
CASTLE - Castle Agony
CHAMBER - Agony Chamber
TIME LMT - 0:50

'The Punisher' is that delayed sword drop against one wall, and will do 70 damage to Marie, which is over 2/3rd her health. I simply suggest luring her to the target area and using a Foot Cutter (summon ring), then dropping the Punisher on her first. Since Foot Cutters inflict Slow, her recovery/fleeing is worse and Reina can simply drop the Punisher on her again -- ha!

#19: Make Combo Hit Including 2+ Room Devices!

INTRUDER - Ranger (Marie)
CASTLE - Castle Agony
CHAMBER - Prison Chamber
TIME LMT - 0:50

The easiest two devices to use are probably the lumber saw and thorny ball. Point a summon ring spring floor at the lumber saw side closest to the stair, then have a push wall (3-tile move) ready to shove Marie underneath the Thorny Ball. Can you envision it? The hard part is that the lumber saw will throw Marie back two tiles, so the push wall has to land a midair hit to work correctly.

#20: Make Combo Hit with Damage 200+!

INTRUDER - Ranger (Marie)
CASTLE - Castle Agony
CHAMBER - Prison Chamber
TIME LMT - 1:00

Here's my setup for this.

- 1) Put summon-ring spring floor underneath thorny ball, pointing at wall by lumber saw.
- 2) Put damaging push wall right by lumber saw, pointing in direction step #1 will throw Marie (head-on). Make sure it has a 3-tile extension, which'll push the victim back underneath the thorny ball.
- 3) Put a damaging falling rock right where Marie will land.

Now, the combo will start with Marie being led under the thorny ball and being hit -- this is required. After being hit, she'll be thrown to the wall and underneath the falling rock, which will do its huge damage (95 is good). When it hits, trigger the push wall and shove it back underneath the thorny ball, which falls to end the combo. I got 236 damage out of this with a few 4-orb types, so try to match it. It's important that the rock and wall don't have summon rings -- the delays only make it harder here.

#21: Crush the Enemy!

INTRUDER - Thief (Saki)
CASTLE - Castle Hue
CHAMBER - White Chamber

TIME LMT - 0:40

Saki was actually a generic enemy from Deception II, also! Thieves tend to run around a lot, so abuse the summon rings and drop a pillar on her -- not too hard. She has about 150 HP.

#22: Make 6+ Combo Hits!

INTRUDER - Thief (Saki)
CASTLE - Castle Hue
CHAMBER - White Chamber
TIME LMT - 0:50

Use a Chain Needle trap with 3-4 orbs in it. Chain Needles won't combo unless the enemy is within 1-2 panels, however...use a summon ring, etc.

#23: Hit with Room Devices More than 3 Times!

INTRUDER - Thief (Saki)
CASTLE - Castle Hue
CHAMBER - Yellow Chamber
TIME LMT - 0:40

This is the area with minecarts, and you'll notice that one can push a foe into a wall spear trap -- there's the twofer. I suggest doing that one first, then using a spring floor to throw Saki into the incinerator. Saki appears to be immune to summon rings, but this isn't so -- she just needs to be really close for them to work!

#24: Earn More than Ark 5000!

INTRUDER - Sorcerer (Walser)
CASTLE - Castle Hue
CHAMBER - Yellow Chamber
TIME LMT - 1:30

This one can be harder, so here's how I did it.

- STEP 1) Set Foot Cutter (3-panel throw) in front of wall spear
- STEP 2) Put Slave Hammer pointing AWAY from wall spear, one panel away
- STEP 3) Put Wall type against mine cart pointed at wall spear

I've managed to do a single string of combos for 6000 Ark here.

- 1) Lure enemy to foot cutter. It doesn't matter if wall spear hits, really.
- 2) Trigger slave hammer & mine cart around same time. SH must hit though!
- 3) Mine cart hits and pushes enemy toward walls pear
- 4) DETACH Slave Hammer's ball so it swings toward wall spear, hits sorcerer

This should create a 7-link trap that beats the crap outta this challenge. Note that the next-lowest chain type will give a little over 4000 Ark, so that's possible too if you can make a quickie 3- to 4-hit combo.

#25: Drive the Enemy to the Top of Bridge!

INTRUDER - Thief (Saki)
CASTLE - Castle Hue
CHAMBER - Blue Chamber
TIME LMT - 1:00

Like its forebears, Saki will not move around besides a set location at the bottom; and, if knocked out of that zone, will try to go back. Baiting the enemy into attacking will stop them from proceeding toward the starting point, however. Saki is immune to spring floors and summon rings (which only work if she's forced over them), but if she's knocked down, they can be used, so...

- 1) Set a wall (Smash Wall?) that has a huge throw radius
- 2) Put a spring floor trap where Saki is to land, on either side
- 3) Where Saki lands from spring floor trap, have a ceiling trap ready to knock closer to bridge
- 4) Reuse wall trap to knock onto bridge

The trick is to keep her in motion at all times if possible, and to use Reina as attack bait to stall for time. The Evil Shoot trap works very well here. You'll notice that Saki follows a set path back down to the starting point, such as always going on one side of the middle stairway, etc. If you know this, it's easier to plan ahead, so try playing a few times with various combinations. [The trick is to reuse the oldest type of trap.]

#26: Avoid all Damages & Crush the Enemy!

INTRUDER - Sorcerer (Walser)
CASTLE - Castle Hue
CHAMBER - Blue Chamber
TIME LMT - 0:40

There are a million and one ways to do this, but my favorite involves the waterwheel combos. Toss anyone onto the waterwheel, and whatever side they come out of, have a push wall or pendulum waiting to knock them back in. Walser will actually pause in the water near his starting point, which just happens to be aligned with the waterwheel -- use a floor trap to set the "wheel" in motion, tee-hee!

#27: Make Combo Including 2+ Midair Hits!

INTRUDER - Thief (Saki)
CASTLE - Castle Hue
CHAMBER - Red Chamber
TIME LMT - 1:00

This is more commonly referred to as the "guillotine chamber" next-door to the waterwheel area. I suppose the easiest way to make a midair hit is to:

- 1) Put a pendulum type pointing down a stairway
- 2) At the wall corner, put a push wall pointing towards stairway
- 3) Put a spring floor pointing at push wall

Now, when Saki is hit by the pendulum, hit her with the spring floor to land the 1st midair hit; as she falls back down, use the push wall to land the 2nd. Naturally summon rings on any portions will complicate this. Heck, if you use a Smash Wall and miss the first midair hit, it's possible to shoot the target back up to the swinging pendulum!

#28: Finish with Death Flame!

INTRUDER - Sorcerer (Walser)
CASTLE - Castle Hue
CHAMBER - Red Chamber
TIME LMT - 0:40

The Death Flame is the small antechamber just north of the guillotine (Red) chamber. To trigger it, lure someone inside and flip the switch outside. I suggest doing all the damage inside the chamber, since Reina and Walser start right by there. A summon ring will probably be necessary to knock him inside, though, so you might as well use a Foot Cutter to inflict slow as well. Once he's thrown, drop a Slave Rock [etc.] on him and make a beeline for the switch, which should hopefully beat him up enough. [If not, just add a wall trap to the equation before triggering switch, or re-enter and reuse the trap setup.]

#29: Make Combo Hit Including 3+ Room Devices!

INTRUDER - Sorcerer (Walser)
CASTLE - Castle Hue
CHAMBER - Black Chamber
TIME LMT - 1:20

There are only two black torches, a slide stairs, and pitfall in this room, so it's obvious which ones have to be comboed! Here's my solution:

- 1) Lure Walser onto slide stairs, and trigger them
- 2) Open pitfall so he falls in
- 3) Use push wall to roll black torch into pitfall for 3rd hit

It's rather simple to do. You may want to use a summon ring spring floor to make sure Walser is perfectly center on the stairs, though.

#30: Crush the enemy within Ark 200!

INTRUDER - Sorcerer (Walser)
CASTLE - Castle Hue
CHAMBER - Black Chamber
TIME LMT - 1:00

This means that Reina must kill Walser without breaking 200 Ark, which means no combos and very little environmental trap involvement. I suggest using a Chain Needle with a damage ring and 4-orbs (25/dmg, 7-hit) and the quickest vacuum type you have. Use the vacuum, hit the baddie with the chain needle, and repeat about three times. If you're wondering why the Chain Needle is important, it's because the multi-hit status gives a .5x multiplier, which is way useful in this case. I finished with 195 Ark, and one of the bolts may have missed, so it's cuttin' it pretty close, hombre.

#31: Crush the Enemy!

INTRUDER - Slasher (Rymer)
CASTLE - Dark Ruin
CHAMBER - Darkness Worship
TIME LMT - 0:50

This chamber is the one with the two spiked, spinning poles ('Mad Pillars') and some bonfires. But, I suggest just using a Bound Rock -- remember that it skips every other space, unlike normal rocks -- and chaining it with whatever your heart desires. Just make it quick, as these morons can recoup health and are immune to blasts.

Pay attention to what way the Mad Pillars are spinning, because if you want to use them in combos, they will shoot the target out at a ninety-degree angle from whichever side he was shot from. If you can get this concept

down, chaining a mad pillar with a heavy-hitting Bound Rock should be easy as pie. Or cake, for that matter. He has about 150-170 HP.

#32: Make 7+ Combo Hits!

INTRUDER - Slasher (Rymer)
CASTLE - Dark Ruin
CHAMBER - Darkness Worship
TIME LMT - 0:40

The Chain Needle won't work here, so we'll have to get creative with the looping combos. Here's the easiest one I can think of. It won't get any points for originality, but it'll work well 'nough. [Don't use summon rings, although Charge Rins are great.]

- 1) Put a (1-orb) Crane somewhere against a wall
- 2) Use a wall trap that pushes over the lift claw at least two spaces
- 3) Use a crappy floor trap to flip target back on lift claw
- 4) Repeat, ESPECIALLY WHEN FOE IS ON GROUND to save time

Leadoff with the Crane, which lifts the target up, still in range of the wall, which pushes the target onto the spring floor. Trigger the springfloor when the wall retracts, throwing it back onto the Crane which repeats the process. It's simple on paper, but has to be executed well enough. Don't put too many orbs on the Crane or it'll delay the chain too long and screw it up; most of these make-a-combo challenges have short time spans.

If you use the Crane while the enemy lies incumbent, it only lifts him up so much, so that you can hit him with the push wall and speed up the process. Remember that this chain is specifically for going the combo, not inflicting a bunch of damage in the process! If you want that, try switching out the spring floor for a pendulum and the crane for a lift claw.

[There are many variances of this type of 3-combo, which is basically a (bait -> movement -> return to initial position) setup]

#33: Hit with Room Devices More than 4 Times!

INTRUDER - Alchemist (Romney)
CASTLE - Dark Ruin
CHAMBER - Dead Metropolis
TIME LMT - 1:00

Here's how I did this:

- 1) Set up an Extender to shoot from wall to nearest pillar
- 2) Pond-side, set up a pendulum type to hit a pillar
- 3) Between the pillars, setup a floor trap where you think Romney will land after the pillars hit, shooting him underneath the Collapsor ceiling.

The idea is to hit both pillars at once -- both hit Romney -- and then to shoot Romney underneath the Collapsor for three easy hits. The first two should be assured, but the collapsor will miss unless Romney is shot underneath. The spring floor must be where Romney falls, which depends on which pillar hits first; this depends on the trap speed and if both traps connect simultaneously. The Collapsor WILL hit if Romney is perfectly between the pillars, though.

Finish off by throwing Romney into the pitfall, with a summon-ring spring floor, mayhap.

#34: Earn More than Ark 7000!

INTRUDER - Slasher (Rymer)
CASTLE - Dark Ruin
CHAMBER - Dead Metropolis
TIME LMT - 1:20

We're going to parlay #33's high-damage combo into a 7000-Ark string, albeit with a little tweaking first. I suggest putting a bunch Charge Rings on all traps you can here. Here is my "tool kit":

- Pendulum (3-panel throw)
- Foot Cutter (3-panel throw (3 orbs))
- Expander (any orb)
- Bear Claw (any type but Slave)

This can be done in reverse, but the collapsor part is hardest so it should be last. Remember that when you hit someone in a pitfall, they climb out in the OPPOSITE direction. Also, DO NOT stand on any traps yourself or Rymer'll _trigger_ them automatically! Totally lame.

- 1) Put Expander behind large pillar
- 2) Put spring floor in large pillar's path, pointing at pitfall 2 tiles away
- 3) Put Pendulum on other side of pitfall, pointing toward collapsor group

Lure the enemy onto the spring floor and trigger the big pillar, which should hit him and knock him flat right on that floor. Use the spring floor to knock him in the pitfall

- 4) Put Expander on one side of the pillars (not pond) to knock both over

Trigger the pendulum a little before Rymer crawls out, hitting him between the pillars. Use the Expander to topple the pillars and hit him with one and the collapsor. There is time enough after hitting the pillars and from when the collapsor hits that the wall trap can be moved to hit him back toward or in the pitfall, continuing the chain. However, just hitting him with the wall should give 10,000+ Ark and complete the stuff, so I won't bother with any additional rigamarole...this level's annoying enough!

#35: Hit with Tomb Rock!

INTRUDER - Alchemist (Romney)
CASTLE - Dark Ruin
CHAMBER - Hidden Grave
TIME LMT - 0:30

This is simply knocking the inert boulder within the room loose, hitting Romney with it. Both Reina and the alchemist start right by it, but he'll move away and start walking a certain portion near the corner. Put a push wall in position to hit it, then use a Smash Floor to knock him six panels into its trajectory.

Or, if you're completely awesome like me (*wink*) and don't like having to custom-fit every trap, you can use your current 6+ Smash Floor type and time it perfectly for a midair collision. Hilarious!

#36: Avoid All Damages & Crush the Enemy!

INTRUDER - Alchemist (Romney)

CASTLE - Dark Ruin
CHAMBER - Hidden Grave
TIME LMT - 0:30

There's a ton of ways to do this, but I prefer to harness the 4-orb Bound Rock's immense killing power, and do a little combo off it, such as:

Spring Floor -> Bound Rock -> Smash Wall -> Fire Breath (Pendulum @ Switch)

Remember that Romney can heal himself if low on power, so make sure to keep the strings going! He has about 150 HP, like most enemies of late.

#37: Make Combo Including 3+ Core Hits!

INTRUDER - Alchemist (Romney)
CASTLE - Dark Ruin
CHAMBER - God's Gate
TIME LMT - 0:40

Like the last time we had to do this, just do a frontal Chain Needle attack from close range. Yawn!

#38: Finish with Godgate!

INTRUDER - Slasher (Rymer)
CASTLE - Dark Ruin
CHAMBER - God's Gate
TIME LMT - 0:50

Do any high-damage combo and kill Rymer with the switch-operated Godgate. I did it with a simple combo: Thunder Claw -> Bound Rock -> Godgate

#39: Make Combo Hit Including 3 Room Devices!

INTRUDER - Slasher (Rymer)
CASTLE - Dark Ruin
CHAMBER - Guardian Stairs
TIME LMT - 1:00

Probably the most fun room in the ruins, there's plenty of traps to use here. However, Big Cerby (the fireplace) doesn't work on slashers, so we'll have to get creative with the arkship/guillotine/oil barrels. Here's my quickest version, although it has to be followed to the letter trap-wise

- 1) In front of the barrel that is normally moved to hit the arkship's switch, put an expander -- this will make it roll downstairs.
- 2) Put a Foot Cutter (or any other spring floor that throws three spaces) in the barrel's trajectory, aiming it at the arkship's laser path.
- 3) Where the Foot Cutter will throw the target, put a pendulum (normal type, 3-panel throw) aiming at the guillotine on the lower level.

Now, here's how it plays out.

Lure the enemy into the pendulum's path and score a hit with the barrel. Use the foot cutter immediately, as the expander will keep going to hit the switch. If all goes right, the victim should land by the pendulum and be hit by the laser. Now -- and here's the semi-tricky part -- guess a little before he gets up and trigger the pendulum, hitting him to the lower level

and splicin' him with the guillotine. There's only one try with the pendulum so make it count!

An alternate version would be using the two upper barrels (they count individually), then throwing Rymer down into the arkship's laser path and hitting him that way. I prefer mine, frankly, as if you miss there's another chance to do it!

[NOTE: Rymer must fall directly in the guillotine's middle or it won't fall, just in case you wanted to try other variances.]

#40: Crush the Enemy Within Ark 300!

INTRUDER - Alchemist (Romney)
CASTLE - Dark Ruin
CHAMBER - Guardian Stairs
TIME LMT - 0:40

Since we can't do combos, and this guy will heal himself if his health gets down far enough, here's what I suggest. Make a small cluster combo, maybe one at the foot of a stair, that goes like this:

- 1) Spring floor shoots at wall one panel away
- 2) Bound Rock in front of wall
- 3) Chain Needle pushes enemy back onto spring floor

I actually managed to do this in 299; if a reader can't for some reason, I would suggest downing the dosage and substituting the powerful Bound Rock for better, like a Stealth Rock [etc.]

#41: Make 8+ Combo Hits & Crush the Enemy!

INTRUDER - Soldier (Cloud)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:30

Use a vacuum/claw to bring an enemy near a wall and hold them, then send 7+ projectiles into their face with a 4-orb Chain Needle -- which, given how often it can be used for quick combos, you should definitely have sitting around. Finish off with a ceiling trap, such as a pendulum type. I suggest using the Slave Hammer, since it can detach for another hit if the Chain Needle doesn't score enough hits (which it won't if it's too far away from target).

#42: Avoid Damages & Combo Including 2 Devices!

INTRUDER - Hunter (Bion)
CASTLE - Castle Agony
CHAMBER - Bright Courtyard
TIME LMT - 1:00

Avoiding all damage is up to the player, so I can't help with that. But, for the 2-device combo that's required, it has to use the wall spear and the detachable bridge since they're the only devices there. I suggest using a pendulum to hit the wall spear, then -- because when they're hit by the wall spear, they are automatically upright -- using a spring floor underneath to toss them below the bridge. Trigger the bridge switch manually or with a push wall. [Dropping the bridge with the enemy on it does NOT count toward anything.] My way of doing this, since I'm lazy, was:

- 1) Foot Cutter -> Wall Spear
- 2) Upper Wall -> toward bridge
- 3) 2nd Foot Cutter -> under bridge
- 4) Pendulum -> trigger bridge switch

#43: Hit With 3+ Devices & Crush the Enemy!

INTRUDER - Knight (Garnier)
 CASTLE - Castle Agony
 CHAMBER - Prison Chamber
 TIME LMT - 0:30

This is a pretty easy combo setup if you look at it correctly -- bring a push wall, a pendulum type, and a springfloor with a range of 2.

- 1) Lure Garnier between saw and wall, then shove him in with a push wall.
- 2) Use the 2-panel springfloor to throw him underneath the thorny ball
- 3) As he recovers, use a pendulum type to throw him next to the volt chair
- 4) Use the springfloor to throw Garnier into the mercy seat

This has to be very precise, as Garnier doesn't have a lot of health and if you try to do one and then a twofer, it may not work out that well (not to mention the thorny ball ain't exactly a speed demon in dropping). And, it doesn't help that the saw is very unpredictable in its throw, and that the volt chair may not register a hit at the end...ARGH!

#44: Crush within Ark 200 Avoiding All Damages!

INTRUDER - Ranger (Marie)
 CASTLE - Dark Ruin
 CHAMBER - God's Gate
 TIME LMT - 1:20

The easiest way to do this is to use the Chain Needle on the statue side, while leading her around at close-range. At mid- to long-range she throws two annoying boomerangs which, if dodged, can usually ricochet and slap our heroine in the back. She only has 100 HP, so killing her isn't hard with the Chain Needle.

#45: Ark 2000+ & Finish with Wall Spear!

INTRUDER - Thief (Saki)
 CASTLE - Castle Hue
 CHAMBER - Yellow Chamber
 TIME LMT - 1:10

Back at the mine cart area again, huh? Since we have to finish with the wall spear, let's try to use some of the explosive boxes first. One thing to note: explosions of these sort throw enemies three panels, and we're aiming to do it in a set direction, so it's kinda hard -- precision's required. For the springfloors, they'll probably need Charge Rings.

- | | | | |
|--|------------|--|---|
| | BOX- | | 1) Put 2-panel springfloor on minetrack, facing |
| | | | explosive box. Push wall is behind minecart. |
| | _____ 1 | | |
| | CART 3 2 4 | | 2) Put pendulum trap rigged to explode box |
| | _____ SPR. | | 3) Use springfloor when Saki comes near, and |
| | | | wait until floor trap can be relocated. |

This time, aim 2-panel springfloor up the slope.

4) Explode the box, sending Saki onto the minetrack. When ready, spring the springfloor. Wait a little while and trigger minecart. During this, put a BEAR TRAP type in front of wall spear.

5) Mine cart will bring Saki to bear trap location. As she gets up, trigger it and let the wall spear impale her. Ark earned should be about 5400.

There are two hard parts about this mission: (1) sometimes Saki isn't thrown onto the minetrack straight, so if you're doing a pendulum variance to knock her upslope, it'll simply miss unless it's a larger type (2) if a minecart hits Saki while she's down or not up "enough," she'll simply fly through it and everything's screwed up.

#46: Make 5+ Combo Hits & Finish with Guillotine!

INTRUDER - Sorcerer (Walser)
CASTLE - Castle Hue
CHAMBER - Red Chamber
TIME LMT - 1:00

Incredibly simplistic compared to the last mission. Put a three-panel spring floor facing the guillotine (on its platform), and a chain needle on that same wall it's by. Lure the sorcerer up there, hit him 3-4 times, then toss him under the guillotine. His soul's laid to rest! If there's any problems with this setup, it's that the chain needle gradually pushes Walser off the springfloor trap, so you may have to plan for a 2-panel throw instead.

I suggest using a 2-panel Foot Cutter, as the slow status will ensure that the guillotine lands a second hit...tee-hee! Note that the 5-hit combo and required finish don't have to be in the same combo.

#47: Avoid All Damages & Hit with 4 Devices!

INTRUDER - Slasher (Rymer)
CASTLE - Factory
CHAMBER - Warehouse
TIME LMT - 1:00

This is merely using all the devices at least once. Like a previous mission, each rollable oil drum counts as one device. The order I suggest doing them in is all three oil barrels and finishing with the tumble prop. Not too hard as long as you do it in a timely fashion and use the barrels as cover.

#48: Earn Ark 3000+ and Crush the Enemy!

INTRUDER - Alchemist (Romney)
CASTLE - Factory
CHAMBER - Work Chamber
TIME LMT - 1:00

There are two good clusters of traps: the lumber saw and falling ceiling, and the incinerator and pan on top of it. So how to chain both?

- 1) Put a (single) projectile trap on the wall 3 spaces from the lumber saw
- 2) Put a bear claw type trap under ceiling spear, aligned with the pillar
- 3) Put a pendulum ready to knock over the pillar

Romney will usually meander and walk right by the saw if Reina runs around, but if she stands right at the bottom of the stair and faces him, he'll run

to and stop right under the ceiling spear. At this point, hit him with the projectile and bear claw, then drop the pillar on him as well. While doing so, go upstairs and toss the ceiling spear on him as well. During all this:

- 4) Set pendulum alongside Romney (who is equidistant from spear and the wall)
- 5) Change bear claw to springfloor, pointing at pendulum

Romney should have enough health left at this point, and stands up on the springfloor. Have the pendulum already triggered, and throw him into it, which should propel him into the incinerator and into the pan (and maybe toss him out the top!) Now that's finishing with style...this one was actually tricky...

If you think it's hard, well...it took me about fifty tries to get it, too! Protip: the less fancy the trap, the better. A simple bear trap suffices where a cold claw would simply ruin the combo, for instance. I got 16,000+ Ark this way, so it's definitely worth it! ^_____^

#49: Crush the Enemy!

INTRUDER - Darkwitch (Slami)
CASTLE - Dark Ruin
CHAMBER - Darkness Worship
TIME LMT - 0:40

Salami...err, Slami has the ability to make Reina see darkness. She has apx. 200 HP and will darken Reina's field of vision, which also makes herself vanish from the radar. However, sometimes Reina can avoid this by bumrushing the target, who then (usually) flees down the middle. So, given that much more fortunate strategy...

(throw: 3)

- 1) Place springfloor equidistant from pillars (i.e. the middle); point at one
- 2) At 90-degree angle witch will fall at, place a Bound Rock (haha!)
- 3) Place Smash Wall [etc.] so it's in line with Bound Rock

Now, bumrush the target at the very start (you may want to do this before laying traps to see if she's casting darkness) and get behind her, which'll drive her down the middle. A three-panel throw will be reciprocated, and she should land closer to the wall. Drop the Bound Rock here and try to get in a shot with the smash wall. Either way, wherever the darkwitch lands, set up a Slave Hammer and stand near to the target, so she uses her physical attack and wastes time. Trigger the slave hammer to knock her away, then make sure to detach and finish this mission.

Slami is immune to blasts, by the way, which is why we can't bomb ourselves out of this one!

#50: Crush All Enemies!

INTRUDER - x5 Hunter (Bion > Saki > Rymer > Walser > Marie > Seneca)
CASTLE - Castle Agony
CHAMBER - All Chambers
TIME LMT - 5:00

When it says all chambers, it means one is a mandatory fight in each, and Reina can't leave until each is defeated. All of the rooms are ones we've had to toil and do combos [etc.] in, so building those combos is the key to doing this. Or, you can use a Bound Rock and often kill the poor saps without much effort. I'll break it down, though...

ROOM #1: The Chandelier Room. Make slide stairs while charging a Bound Rock at the bottom, which will squish the hunter without much effort.

ROOM #2: The Bridge Courtyard. Put a bear trap at the bottom of some stairs (the flat part, that is) and shoot a few Rolling Bombs, which should knock her up the stairs a bit. Have a Slave Hammer ready, then do a stylish finish with the detach. Heal up if needed

ROOM #3: Put a springboard 'tween the saw and wall, shooting it to a point where a Bound Rock can be dropped on the target. Quickly put a Slave Hammer where Rymer falls, then detach and put him to bed.

ROOM #4: Walser is a little harder than normal because he moves around so dang much. Put a vacuum in-between the two mad pillars and have a slave hammer lording over it, hitting it to the wall. I usually have a rolling bomb active up the middle, as the vacuum will suck that in as well next time it's used.

ROOM #5: I suggest putting a pendulum type (I go with the lovable Slave Hammer like usual) over part of the stairway, having a rolling bomb behind it, and a Foot Cutter pointing upslope. Use the Foot Cutter first, then trigger the Slave Hammer; on the second swing-to, when it's time to detach, fire the rolling bomb as well and if the first weapon doesn't kill her, the blast certainly will.

ROOM #6: This is the debut of Seneca the Ninja! Remember that these types evade spring traps, so try to clamp her feet in front of a pillar and knock it over, chaining it with a pendulum type. Seneca has the ability to teleport (what the heck?) when damaged, just like Sages. She has about 250 HP to take off, so don't waste too much time here!

Well, hope y'had fun with that course. Might've been more fun if it was all six in one room or something, but what can we do?

#51: Crush the Enemy!

INTRUDER - Titan (Aias)
CASTLE - Castle Hades
CHAMBER - Machine Room
TIME LMT - 1:00

There's probably a million ways to do this, but the best way is to build a combo where the Titan gets stuck on the pendulumax. Since he won't willingly go in front of it, he'll always go around its periphery. Just shoot a rolling bomb at him repeatedly and he'll always stay within range, or use a floor vacuum to suck him into the pendulumax's path.

#52: Make 5+ Combo Hits w/o using Trap Startup Button!

INTRUDER - Titan (Aias)
CASTLE - Castle Hades
CHAMBER - Dungeon
TIME LMT - 1:00

A 'trap startup button' is manually activating a trap, and that won't work here (figuratively and literally). Here's how I suggest doing it:

- 1) Automated spring floor (2-panel) in middle of room, aiming at iron maiden
- 2) Automated pendulum between casket and springfloor, aiming at a wall

3) Automated Rising Ball, aiming at pendulum

However, timing is the key here. Set the push wall and Rising Ball first, but don't lay the pendulum until Aias has been hit by the Rising Ball and is in the air. This should let it hit him just as he gets up, getting a fifth hit!

#53: Hit with 4 Devices & Crush the Enemy!

INTRUDER - Bomber (Elektra)
CASTLE - Castle Hades
CHAMBER - Doorway
TIME LMT - 1:20

There are four devices: two Rotagears, a Chandelier, and an Iron Gate. The easiest ones to do are the rotagears, which are in the corners of the room. The hub of this mission will be the red carpet in front of the iron gate, from which all traps can be sprung. First things first, put a Smash Floor in front of the gate and point it toward the Rotagear, so that it just barely hits the tile where it's spinning. Lure Elektra onto this twice to get them out of the way quickly and quietly.

For the Chandelier and Iron Gate, it's also easy. On the middle of the carpet put a Rising Floor, then an Extender pointing towards it so that Elektra will be pushed underneath the gate when she becomes groundborne again. The first time I did this mission, I tried to use the stairs and push wall combinations but what's listed above is truly the simplest way to go about it. Believe!

#54: Earn More than Ark 2000!

INTRUDER - Titan (Aias)
CASTLE - Castle Hades
CHAMBER - Execution Jail
TIME LMT - 1:00

No ceiling traps can be used in this mission due to the spiked ceiling, and remember that if you try to get a chain with the same traps, they won't contribute to the combo ark! Here's my order if you want it, although it's pretty obvious that it'll be a wall-floor-wall pattern throughout.

- 1) Smash Floor ->
- 2) Upper Wall -> Aias lands back on Foot Cutter's spot ->
- 3) Rising Floor ->
- 4) Rising Ball ->
- 5) Foot Cutter ->
- 6) Vampire Wall ->

Remember that the order you do the combo in MATTERS in gaining points, since each combo and bonus gives multipliers. For instance, I did the above combo with the smash floor and foot cutter positions inverted, giving 1700; with the listed order, it gave 2100+. Leading off with the most damage dealing techs is the hallmark of a good comboist; you could even use a Quake Bomb or something if needed.

#55: Finish With Hang Bell!

INTRUDER - Bomber (Elektra)
CASTLE - Castle Hades
CHAMBER - Bell Tower
TIME LMT - 1:00

Elektra will avoid an offensive and instead go up the stairs behind her, then just walk around the uppermost platform by the bell switch. If you play around you can really figure out her weird pattern of actions, such as always walking up the inner part of the stairs on the way up, but the rail-less side on the lower 'case.

Since she doesn't fight back generally, I suggest using a Slave Hammer plut on the upper staircase (inner portion) and a springfloor aimed to throw her off the stairs and underneath the bell. Beat her up a bit with the pendulum and then toss her before she's in an injured state. Pretty simple strategy compared to what's come before (and what's to come). No wall trap required, unless you want to detonate the bell remotely.

#56: Avoid All Damages & Crush the Enemy!

INTRUDER - Bomber (Elektra)
CASTLE - Castle Hades
CHAMBER - Jail Passageway
TIME LMT - 0:50

Not much to crow about here. The bomber will typically keep her distance and roll the explosive canisters, so as long as you give clearance to dodge (and avoid subsequent explosion behind) it's a pretty simple dig. The "Crush the Enemy" missions should be pretty easy by now, I hope -- just use a springfloor and 4-orb Bound Rock combo to whittle her HP down heavily.

#57: Make 10+ Combo Hits & Earn Ark 5000+!

INTRUDER - Bomber (Elektra)
CASTLE - Castle Hades
CHAMBER - Waiting Room
TIME LMT - 1:20

There's only two topple-props (pillars) here, so we'll have to chain both to really make a buck. Here's what I'm using for this:

- Foot Cutter 2 (2-panel throw)
- Extender
- Pendulum
- Rising Floor
- Bound Rock 4 (Damage Ring)
- Upper Wall 2

- 1) Put Rising Floor between the two pillars
- 2) Put an Extender and Pendulum so they are poised to knock over pillars
- 3) Trigger Rising Floor, and change it to springfloor when possible
- 4) Knock over first pillar w/ Extender and change it to an Upper Wall
- 5) Knock over 2nd pillar w/ Pendulum and change it to a Bound Rock; put it where the upper wall will throw Elektra post-springfloor
- 6) Trigger the springfloor, throwing Elektra toward Upper Wall
- 7) Trigger it, so she flies toward the spring floor

At this point, it should be possible to throw Elektra from the Bound Rock to the Upper Wall, back and forth for awhile.

#58: With Ark 3000+ & Finish With Mobile Saw!

INTRUDER - Titan (Aias)
CASTLE - Castle Hades

CHAMBER - Coliseum

TIME LMT - 1:20

The Mobile Saw is probably the most elusive trap in the game, found in the Coliseum and, as its name suggests, in constant movement. It's fixed to a groove and moves side-to-side, so hitting it will require key precision. The easiest way I can think of is to lure Aias onto a Rising Floor right beneath and triggering it. Hitting it will throw the enemy two spaces away from the Rising Floor, three from the wall. [A Rising Ball doesn't seem to work for this purpose.] Here's my toolkit:

- CHG Mega Yo-Yo (4)
- CHG Foot Cutter (2)
- CHG Rising Ball
- DMG Bound Rock

Beat up the guy a little bit with the Bound Rock until he's got about half his health or so left. Then do the following setup:

- 1) Pick the spikepit furthest from lava, and put the foot cutter in line to throw Aias onto it.
- 2) Put the Mega Yo-Yo so it'll go over the spikepit and whap Aias to the wall.
- 3) Have the Rising Ball two spaces from the corner door, so that it shoots from the lower wall parallel to the mobile saw wall (not over the ledge).

So, put it in action. The first hit will be from the foot cutter, and the 2nd will be the spike pit. The mega yo-yo gets the third, throwing him at the mobile saw wall (HOPEFULLY NOT HITTING IT YET) and in range of the Rising Ball.

- 4) Put a Rising Floor where Aias fell, and before he gets up, use the Rising Ball to score a 4th hit, dropping him back down on the Rising Wall. You can also relocate the Mega Yo-Yo so it will whap Aias to the wall even as he lies on his stomach, as a safety measure.
- 5) When mobile saw is overhead, shoot Aias into it, provided he's beaten up enough; if he isn't, use the mega yo-yo to damage him more and shoot him into the wall, which should maintain the balance and give the player access to hit the saw next time around. The bare minimum on this end should give 5400+ Ark, so...

Don't use pendulums for this mission; the yo-yo whoops 'em pretty bad since it can hit facedown targets as well.

#59: Make Combo Including 3 Devices!

INTRUDER - Titan (Aias)

CASTLE - Castle Hades

CHAMBER - Power Center

TIME LMT - 0:50

- 1) Use springfloor to knock enemy into furnace; he flies to wall on other side
- 2) Have a Rising Ball ready and aimed at him, knocking him into the Mad Ceily
- 3) Put a springfloor underneath Aias' position; knock towards Volt Wall
- 4) Hit him with Rising Ball again
- 5) Put springfloor underneath him, aiming at volt wall 1 space away

For the Rising Ball's position, I chose the lower corner near the volt wall, so it would actually be shooting up the stairs. But, it works -- that's all that counts!

#60: Crush the Enemy Within 5 Trap Startups!

INTRUDER - Bomber (Elektra)
CASTLE - Castle Hades
CHAMBER - Audience Room
TIME LMT - 0:50

Smash Floor -> Bound Rock -> Upper Wall -> Smash Floor -> Bound Rock

As long as you know where Elektra will land, it's a cinch. It can be done without the upper wall, too.

#61: Crush the Enemy!

INTRUDER - Shadow (Hawks)
CASTLE - Secret Base
CHAMBER - Entrance
TIME LMT - 0:20

Shouldn't be too difficult. Since springfloors are easily evaded while the Shadow is upright, we can't leadoff with those. I suggest a wall trap -> bound rock -> Smash Floor (or similar heavy-hitting trap type). The archetype is pretty easy to follow, even without specifics...I hope. My way, for reference:

- 1) Vampire Wall extends three spaces over stairway middle
- 2) Bound Rock falls, throws target two spaces downwards
- 3) Smash Floor tosses corpse (hehe?)

#62: Make 10+ Combo Hits!

INTRUDER - Miner (Zog)
CASTLE - Secret Base
CHAMBER - Entrance
TIME LMT - 0:40

Miners are immune to arrows so the chain needle is useless here. Here's my simple suggestion.

- 1) 3-panel springfloor, bottom of stairs (middle), pointing at a wall
- 2) At wall being pointed at, Smash Wall points at other wall
- 3) On "other wall," Mega Yo-Yo points at Smash Wall
- 4) After initial springfloor to start chain, relocate it one tile closer to Smash Wall.

All of the traps above have four orbs, except for the springfloor (I used a Foot Cutter, like usual). Remember that if you keep the chain going, it doesn't matter if the timer's at zero or not.

#63: Make Combo Including 3+ Midair Hits!

INTRUDER - Shadow (Hawks)
CASTLE - Secret Base
CHAMBER - Punitive Room
TIME LMT - 0:50

- 1) Put pendulum at bottom of stairs, pointing parallel to wall
- 2) Put Slave Claw right behind it (on first step)
- 3) Put push wall two spaces away from volt chair

As soon as Hawks is trapped, immediately shoot the pendulum toward the volt chair. Catch Hawks in midair to score the 2nd midair hit, then slam him into the volt chair to get the third. After trying different combinations at least 60+ times, this one was the easiest to get to work right. I don't suggest trying to use the pendulumax unless you have the devil's luck.

#64: Earn Ark 2000+ Without Using Trap Startup Button!

INTRUDER - Shadow (Hawks)
CASTLE - Secret Base
CHAMBER - Punitive Room
TIME LMT - 1:00

This is anotehr good one to use the ever-swinging pendulumax for. My toolkit for this one is (all automatic type, of course):

- Bound Rock 4
- Vase 4
- Push Wall
- Foot Cutter 2

- 1) In canal, put a push wall long enough to reach pendulumax's path (this can only be done from the side farthest from volt chair).
- 2) At place where push wall meets pendulumax, put a springfloor aiming at either side, so long as pendulumax is still in line with it.
- 3) Put a Bound Rock where pendulumax will knock Hawks, which should be back two spaces in this case.
- 4) As soon as the steps 1-3 are done, immediately put a quick-load vase where the victim is, dazing him as he stands up, and being hit by the pendulumax to score 3000+ Ark.

#65: Avoid Damages & Make Combo Including 3+ Devices

INTRUDER - Shadow (Hawks)
CASTLE - Secret Base
CHAMBER - Strategy Room
TIME LMT - 1:10

Hawks won't aggressively attack here, so it's a matter of using his cowardice (he walks in a line along one of the walls with a door) to Reina's advantage. Remember that Hawks will dodge springfloors if he's walking around, but won't dodge them if he's face-down (he never dodges Foot Cutters, either). We'll use the following:

- 3-panel-throw Foot Cutter
- Smash Floor
- Pendulum
- Extender (or any other 2-panel-push wall besides Smash Wall)

Here's the breakdown.

- 1) Position Foot Cutter in Hawks' path, to throw him 3 panels alongside box
- 2) Put pendulum between box and wall, pointing at wall

3) Put Extender on wall nearest barrel, behind it

Throw Hawks alongside the box and delay the pendulum a bit, until the foot cutter can be relocated. Put it two spaces in front of the nearest spear rack (point: spear rack). The explosion set off by the pendulum will always throw Hawks alongside the barrel. Use the Extender to push the barrel onto the newly-placed Foot Cutter -- Hawks will be upright, so it has to be primed -- and throw him onto a spear rack, completing the mission requirement.

#66: Avoid All Damages & Crush the Enemy!

INTRUDER - Miner (Zog)
CASTLE - Secret Base
CHAMBER - Strategy Room
TIME LMT - 0:40

They're semi-homing explosives can be rather annoying, but they won't blow up any of the cover in the room, luckily. My strategy:

- 1) Place Bound Rock alongside box, on face opposite the wall
- 2) Three spaces from Bound Rock location, set three-panel-throw Foot Cutter
- 3) Put a push wall behind box
- 4) Lure Miner onto the Foot Cutter
- 5) Drop Bound Rock
- 6) Blow up box via push wall
- 7) Relocate pendulum to hit as she gets up

#67: Earn Ark 3000+ and Crush the Enemy!

INTRUDER - Miner (Zog)
CASTLE - Home
CHAMBER - Sitting Room
TIME LMT - 1:20

The antler gives a x2.8 ark bonus, so we'll definitely want to include that in the combo. Here's my take:

- 1) Aim Buzzsaw (with 'whap to wall' capacity) at door near fireplace
- 2) In front of said door, put Smash Floor aiming at antler
- 3) Underneath antler put a Bound Rock
- 4) Hit Zog with Buzzsaw, which carries her to the Smash Floor
- 5) Put a push wall underneath antler ASAP
- 6) Wait as long as possible and use Smash Floor to hit Antler
- 7) Zog falls on the Bound Rock space; use it and push wall at same time

This should give about 4000 Ark, put Zog in the morgue, and complete the objective.

#68: Finish with Antler!

INTRUDER - Miner (Zog)
CASTLE - Home
CHAMBER - Sitting Room
TIME LMT - 1:10

Beat the crap out of Zog until she's got a sliver of health left, then bait her onto a Smash Floor aimed at the the antler (from front or flank). This wall mount doesn't come loose, and inflicts little damage when it hits Zog, so this may take awhile. Use a Bound Rock if you can, and don't get too close to Zog or her bomb gas may inflict blindness. Another thing to consider is

that miners will self-bomb themselves in a suicide blast if things start looking grim, which is automatic failure, also.

#69: Make Combo Including 2 Oil Barrels!

INTRUDER - Shadow (Hawks)
CASTLE - Home
CHAMBER - Shed
TIME LMT - 0:50

This one isn't too difficult to figure out on a cursory glance...hopefully. Note that the upper barrel is aligned with the thresher, and the lower one is aligned with the door. See the tile intersecting them? Here's the lowdown.

- 1) At barrel path intersection, set a 3-tile-throw Foot Cutter
- 2) Behind lowermost barrel, put a push wall (not Extender)
- 3) Two spaces from thresher, put a pendulum pointing back at thresher
- 4) Lure Hawks onto intersection point and flatten him with a barrel
- 5) Use springfloor to launch him into thresher; put push wall behind barrel #2
- 6) Use pendulum to knock Hawks back into thresher when he starts to recover
- 7) Launch uppermost barrel when coast is clear

If your wall is a fast charger (stat: 3) and you switch the push wall as fast as humanly possible, you can end up skipping steps 6 & 7, actually. Cool.

#70: Crush the Enemy Within 3 Trap Startups!

INTRUDER - Miner (Zog)
CASTLE - Home
CHAMBER - Shed
TIME LMT - 1:20

Simple. Just use a springfloor + bound rock trap, then hit her with another bound rock. This would be harder in a flat room with no cover, but it's easy to lure her upstairs into the trap, like a fly in a spider's web. I managed to do it with just putting a bound rock atop the single stair, then dropping it twice. Really easy if you know how powerful that cheap Bound Rock is.

#71: Crush the Enemy!

INTRUDER - Fighter (Nash)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 0:40

Drop a target in front of a Bound Rock with a damage ring and 4 orbs. Nash has about 200 HP, so it'll probably take two heavy-hitting combos (unless you wanna be hardcore, man).

#72: Make Combo Hit Including 3 Devices!

INTRUDER - Swordsman (Gildas)
CASTLE - Factory
CHAMBER - Work Chamber
TIME LMT - 1:00

- 1) Use 2-panel springfloor to throw Gildas below ceiling spear
- 2) Once done, drop the tumbleprop on him
- 3) Once that's done, drop ceiling spear on him
- 4) Redirect springfloor to throw swordsman into the lumber saw

Since Gildas' AI will have him keep at mid-range until he lunges forward with a swordslice, it's best to make him indisposed to begin with instead of luring him onto a trap or any other hooey. The incinerator/pan twofer is still on the table if the above doesn't work; just chain it with the tumbleprop.

73: Make Combo Hit Including 4 Devices!

INTRUDER - Fighter (Nash)
CASTLE - Factory
CHAMBER - Warehouse
TIME LMT - 1:10

Each barrel will count as one device, remember! Here's how I suggest doing this:

- 1) One barrel can be rolled down the stairs. Imagine the pathway as a line and pick an intersection with one of the other barrels; put a Rising Floor here. [Preferably, intersection point nearest stairway.]
- 2) Lure Fighter onto Rising Floor and hit him with stairway barrel
- 3) As he gets up, use Rising Floor and relocate pushwall to other barrel
- 4) As he gets up again, hit him with the 2nd barrel and change Rising Floor to a springfloor.
- 5) Use springfloor when ready to throw Nash onto stairway
- 6) Use pendulum to knock Nash onto the tile that's both within range of the tumbleprop and straightaway from the hook
- 6) Trigger tumbleprop to buy time to throw Nash toward Hook (relocate a new springfloor)
- 7) Where Nash will land, put a vace so that he will definitely be hit by hook

Kinda convoluted, but it should work. Use Charge Rings!

#74: Make Combo Hit Including 5 Devices!

INTRUDER - Fighter (Nash)
CASTLE - Castle Agony
CHAMBER - Doorway
TIME LMT - 1:20

- 1) Slidestair Nash
- 2) Springfloor underneath chandelier
- 3) Knock over both tumbleprops and chandelier when possible (4 devices used)

Now, the only two remaining devices left at this point would be the fireplace and waterfall, with the former being easiest to use. During the tumbleprop tumbling, put a pendulum so it will hit Nash into a path aligned with the fireplace. Then, use a buzzsaw with the "whap to wall" traits (or springfloor, I guess) to aim him right into the logs roaring on an open fire. This is a pretty easy trap setup in theory, but there's two things that are required basically:

- 1) Nash is immune to normal springfloors, so use the Foot Cutter
- 2) Use tumbleprop nearest fireplace ASAP to make setup easier to do

I suppose there are other ways to do this, such as using vases to direct the hapless fighter into the fireplace's path, but the above is my fave way. It nets about 16000+ Ark, to boot...not that you'll see a cent. =/

#75: Finish with Great Falls!

INTRUDER - Swordsman (Gildas)
CASTLE - Castle Agony
CHAMBER - Cliff Chamber
TIME LMT - 1:20

The Great Falls trap is atop the staircase, and triggers when an enemy in the small stream is extended over the edge. Gildas will be in "dummy" mode like a few enemies before, meaning that his first priority is to descend the staircases and only attacks when Reina is adjacent to him. This "adjacent attack" strategy can actually be very useful, since it's possible to keep Gildas on one tile by encroaching and then backing away from his attack. Needless to say, Smash Floors/Walls help out a lot here. I prefer to use the buzzsaw to knock him over the falls, which is a good alternative to push walls (he'll only avoid walls when he's got his bearings, like most enemies). Might I suggest hitting him with a Bound Rock to lure his HP? The Great Falls only does 30 damage initially, but a Smash Floor -> Bound Rock -> Smash Floor -> Buzzsaw -> [whatever] combo should do nicely.

#76: Avoid All Damages & Crush the Enemy!

INTRUDER - Swordsman (Gildas)
CASTLE - Castle Agony
CHAMBER - Church
TIME LMT - 0:40

Another relatively simple mission. His dash-n'-slash attack can be avoided at times, but it's still best to keep one's distance. Chain a springfloor and Bound Rock, then your favorite wall trap (I wuv the 4-orb buzzsaw). Naturally this works best when chained with the tumbleprop at the foot of one of the stairs. He may be left with a little health leftover if Reina doesn't trigger the tumbleprop manually, mind you.

#77: Make All Devices Hit!

INTRUDER - Swordsman (Gildas)
CASTLE - Castle Chamber
CHAMBER - Prison Chamber
TIME LMT - 1:10

This is roughly the same strategy as #43, except the swordsman is immune to push walls and all the traps don't have to be done in one string. However, it is still best to mimic the #43 strategy and chain the lumber saw, thorny ball, and volt chair (in that order). As for hitting the swordsman with the death needle, this can't be done from below. Lure him to the stairtop where a mid-range (3-tile throw) can shoot him parallel to the wall and impale in midair. It's possible to under- and overshoot the death needle, so come prepared.

Since the fighter's immune to push walls, my fave 3-hit combo goes like:

- 1) Make Gildas' dash attack bring him into the lumber saw at the beginning
- 2) Use a Foot Cutter to throw him underneath the thorny ball
- 3) Pendulum him adjacent to the volty chair when possible

4) Use a buzzsaw (set on stairway) to knock him into the volty chair

#78: Make Combo Hit Including 2 Carts!

INTRUDER - Fighter (Nash)
CASTLE - Castle Hue
CHAMBER - Yellow Chamber
TIME LMT - 0:50

This is annoying in theory, but here's how I do it:

- 1) Nash starts near the highest cart. Bait him into standing on the track, then spring it so he lands against the spearwall.
- 2) Springfloor Nash four spaces parallel to wall (away from corner), maybe with an Ice Blizzard floor trap (freezes where he falls)
- 3) Have an Upper Wall aimed at where Nash lands, then knock him in direction of 2nd mine cart
- 4) Where Nash lands from Upper Wall, have a vase-type trap ready. He should start walking toward minecart route.
- 5) Time the minecart's release so it hits him as he stumbles blindly.

This was the easiest way I could think of, and it takes about..oh, 0:40, so no room for mistakes (not that there should be any!).

#79: Finish With Pitfall!

INTRUDER - Darkwitch (Slami)
CASTLE - Castle Hue
CHAMBER - Black Chamber
TIME LMT - 0:50

As we've seen before, the Darkwitch will only use the darkness spell if Reina is far enough away; at close-range, she will run away a short distance and fire the red homing projectiles. This is repeated until the spell portion can be setup. So, with her AI in mind, here's how I did it:

- 1) Forced her into corner by door, into a 3-tile setup pushwall
- 2) Dropped a Bound Rock where she fell, which was adjacent to pitfall tile
- 3) Baited her into moving away, onto a springfloor aimed at pitfall
- 4) Triggered switch, dropping her into the pitfall.

Remember that pitfall victims climb out on the side opposite the one they fell in, so if the initial combo doesn't help enough, it's easy to setup another combo that can keep knocking the victim back onto a springfloor until they're tenderized enough for the pitfall.

#80: Crush All Enemies!

INTRUDER - Titan +4 (Aias > Elektra > Seneca > Zog > Godwin)
CASTLE - Dark Ruin
CHAMBER - All Chambers
TIME LMT - 5:00

Divided evenly, that's about 1:15 per Titan, which shouldn't be that hard as long as the mighty power of the Bound Rock is used.

TITAN #1: (Entrance) He starts straight across from Reina, and can be smashed with the Godgate, flipped with a springfloor, and finished with a Bound Rock. Simply get to the other side of the Godgate afterwards and repeat the springfloor -> Bound Rock combo

TITAN #2: (Big Pillar Room) Elektra starts a little ways away, so I recommend a Foot Cutter -> Pitfall -> Bound Rock -> Buzzsaw combo. The way I've set it up, as soon as she climbs out of the pitfall and is hit by the Bound Rock, she flies over the pitfall and can be knocked in again by the buzzsaw -- pretty ingenious!

TITAN #3: (Tomb Rock Room) Seneca makes her second appearance in the game. As a ninja, she has 3 healthbars and can avoid pesky springfloors... but not the Foot Cutter, as we've seen previously! Chain one to a Bound Rock and repeat, bypassing this fool. She can really do a number on Reina at close range so avoid her like the plague. Oh, and since she can teleport like a Sage upon damage, make sure to do quick chains, or she may avoid subsequent hits during self-removal.

TITAN #4: (Arkship Stairway) Zog starts on the stairway nearest Reina, so lead him away and do another springfloor/Bound Rock combo. He's immune to fire so the more satisfying Big Cerby combo isn't applicable.

There are only four "titans" to defeat, or so says the overview. In actuality Reina has to fight a 4-healthbar Hellknight (Godwin) in the castle's final chamber. His 2-hit combo can do over half of Reina's health, so staying near him at mid-range is out of the question. However, he can be easily baited and avoided at close-range, just like most other simple fighters. His portion'll need about 100-120 seconds, so make sure to end Zog's turn with that much at least.

So, the gameplan for him is to setup one good trap combo -- a springfloor, boundrock, and pushwall -- and just reuse it over and over. Trying to harness the mad pillars and whatnot wastes time; keep Godwin on the local combo and he can be directed easier. He won't use his dash attack at close range, remember! A few other tips:

- 1) If you put a springfloor between Reina and Godwin, it can be triggered and catch the hellknight during the dashattack! Miss, however, and Reina will be killed; he's probably got around 300 ATK or so.
- 2) There's a health refill in the room for a reason. Use it!
- 3) Reina runs away faster than she backs up, so if you're baiting someone on a tile, use the quick about-face move to avoid unnecessary damage
- 4) A Bound Rock is powerful but hazardous; however, placing the trap setup above in a corner can make it more viable.

I actually did this with the following:

- D Bound Rock 4
- C Vampire Wall 3
- C Smash Floor 4

The Smash Floor throws Godwin three spaces into the corner, where a Bound Rock strikes; Godwin isn't throw anywhere since it's the corner, though. The Vampire Wall pushes Godwin back onto the Smash Floor, and it's repeatin'

time! The only variable is the invincibility status Godwin gets sometimes, and it can be annoying; try to work around it, though, and keep the chains going. If you started with about 120 seconds, you can take 2-3 invincible cycles. Don't let the chain interrupt, though!

#81: Crush the Enemy!

INTRUDER - Armor (Orlando)
CASTLE - Castle Hades
CHAMBER - Waiting Room
TIME LMT - 0:50

Not that different from a previous mission, where we chained the tumbleprops to hit the enemy...only this time we can do it and have more fun! Should be very easy by now -- just chain a Bound Rock, yadda yadda yadda, etc.

#82: Earn Ark 5000+ and Crush the Enemy!

INTRUDER - Whitemagic (Dana)
CASTLE - Castle Hades
CHAMBER - Machine Room
TIME LMT - 0:40

First things first: we need to get Dana to a reliable spot. Not moving at all at the start, the Whitemagic eventually goes near the barrel corner to setup her attack. The pendulumax' participation, plus some vaces, can really make this an easy way to make cash. Here's my setup, from said corner:

- 1) Smash Wall -> to corner by door
- 2) Smash Floor -> to corner by gears
- 3) Slave Mask -> starts walking into wall
- 4) Vampire Wall -> pushes onto tile row aligned with pendulumax
- 5) Foot Cutter -> throws Dana under pendulumax
- 6) New vase/crane hits Dana
- 7) Pendulumax kills her

The Clockgear has a better arkrate but is hard to use in a combo except as a finisher, so I don't recommend it, really.

#83: Hit with 4+ Devices & Crush the Enemy!

INTRUDER - Whitemagic (Dana)
CASTLE - Castle Hades
CHAMBER - Coliseum
TIME LMT - 1:20

The Whitemage has to be hit by all the damaging devices in the room (the launchers don't count) to finish the level. Since she has to heal herself to survive, we can't combo her too much. Here's my suggestion:

- 1) Throw her into the killer wall first thing, which takes off almost one healthbar
- 2) Find the nearest floor pike and toss her onto it. She'll be hit and heal, then be hit again and heal a little more until she can survive another floor pike. Also, she appears at the edge of the trap so she can't be hit once again.
- 3) Repeat step #2 on the other pike

4) Lure her onto a smash floor and wait for the killer saw to be semi-aligned, then throw her at it. There's some leeway for hitting it, so just make sure to fire a little before it's properly synched up. To keep her on the panel just let her wail on Reina.

I did it with 22 seconds to spare, hombre -- so can you! Wahaha...

#84: Make Combo Hit Including 4+ Core Hits!

INTRUDER - Armor (Orlando)
CASTLE - Castle Hades
CHAMBER - Bell Tower
TIME LMT - 0:30

Heavy Claw -> Vampire Wall -> Mega Yo-Yo -> Vampire Wall

If you time it right, and give the wall enough time to recharge, it should work like a charm. And as a note, dropping the bell doesn't count as a core hit.

#85: Earn More Than Ark 2000!

INTRUDER - Armor (Orlando)
CASTLE - Castle Hades
CHAMBER - Doorway
TIME LMT - 1:00

This should be a cakewalk by now. Just hit the enemy with a wall and floor trap, then use a high-multiplier vace to string 'em along. Orlando will walk around the upper part of the stairway and ignore Reina unless she occupies the same square as him, so that's the only setback, really. My setup was:

Heavy Claw -> Vampire Wall -> Mega Yo-Yo -> Smash Floor -> Gear -> Upper Wall

#86: Avoid All Damages & Crush the Enemy!

INTRUDER - Whitemagic (Dana)
CASTLE - Home
CHAMBER - Sitting Room
TIME LMT - 0:10

Yeah, you read that right -- ten seconds flat. If you stay at midrange and just dodge her projectiles, she won't move at all. Luckily the solution is incredibly simple: use a Heavy Claw to detain her, then hit her with a 4-orb Chain Needle to score 7 hits! It should eviscerate her easily, and without much of a hassle.

#87: Avoid Damage & Crush Within 5 Trap Startups!

INTRUDER - Armor (Orlando)
CASTLE - Home
CHAMBER - Shed
TIME LMT - 1:30

This seems easy...until you learn that the Armor takes 1 damage from most initial traps, pendulums, and such. He can catch falling rocks and toss 'em aside harmlessly, but if they bounce (released prematurely), they can connect with his chin and send him flying for 50-ish damage. I suggest using some Stealth Rocks, which are invisible and can't be avoided by the guy. There's a fun trick you may have noticed with falling rocks: the piercing types can be

kept in play as long as they're in motion. So, lure the guy to a stairway, hit him with a Stealth Rock, and when it rolls down, have a pushwall shove it back towards the stairway, scoring a 2nd or maybe even a 3rd hit. Very useful to know, considering the dude's immunities...

#88: Make Combo Hit with Damage 300+!

INTRUDER - Whitemagic (Dana)
CASTLE - Secret Base
CHAMBER - Strategy Room
TIME LMT - 1:20

Like before, this is a good one to use the 4-orb Chain Needle (7-hit) wall trap on, as each scores 25 damage at its best. Basically, hit her with a Heavy Claw, shoot her full of needles, then finish with a Slave Hammer (with Damage Ring). It's rather simple; just remember that this setup works best where she starts initially, and you won't even have to use the SH's detach ability (or can't really, since it hits the wall).

#89: Crush the Enemy Within Ark 200!

INTRUDER - Whitemagic (Dana)
CASTLE - Secret Base
CHAMBER - Punitive Room
TIME LMT - 0:50

This can be rather annoying, although it's simple in theory. Two things are needed: a 3-hit Chain Needle and a 7-hit Chain Needle. Since Dana will cure herself at a given point (about 50-75% HP), there needs to be a low-ark blitzkreig. So, as she comes down the stairs, point the 3-hitter at her and score 2 hits (that's what I got). Now, she needs to be in the middle of a square 1-2 spaces away from the wall for the 7-hit combo to hit her. Since the arkrate for the Chain Needle is always x0.5, this is about the only way to go (although a low-damage springfloor can help, but is unnecessary).

#90: Avoid Damages & Make Combo w/200+ Damage!

INTRUDER - Armor (Orlando)
CASTLE - Secret Base
CHAMBER - Entrance
TIME LMT - 1:30

Disgustingly easy. We'll need a Bound Rock, Smash Floor, Smash Wall, and a springfloor

- 1) Put up springfloor at bottom of stairs, pointing at bound rock
- 2) Bound rock should throw Orlando against the wall after it's done hitting
- 3) Change springfloor to smashfloor at tile Smash Wall throws victim

From there, just use the smashfloor to juggle the enemy onto the bound rock (which is relocated as well right by the smash wall), then use the smash wall to throw him onto the smash floor. Simplicity.

#91: Earn More than Ark 10000!

INTRUDER - Titan (Aias)
CASTLE - Training
CHAMBER - Training Chamber
TIME LMT - 1:40

Since there are no initial devices here, we'll have to rely on our own cool combos. The easiest one is to do a "classic" setup of springfloor -> falling rock or vase -> push wall -> repeat, switching out the oldest-used trap for a new one to keep the arkrate rising. Like for Godwin in mission #80, this is best done in a corner which can let the player work sloppily in terms of new trap creation. My setup, for reference:

- 1) Smash Floor
- 2) Vase Type #1 (Vase)
- 3) Vampire Wall -> back onto springfloor tile
- 4) Spring Floor
- 5) Vase Type #2 (Crane)
- 6) Upper Wall -> onto relocated springfloor tile, if need be
- 7) Foot Cutter
- 8) Smash Wall
- 9) Vase Type #3 (Slave Mask)

Then repeat as necessary. The above combo got 10663 and took about 50s to do, so there's ample time to repeat it to clear the quota.

#92: Crush Enemy w/o Using Trap Button & Having Damage!

INTRUDER - Bomber (Elektra)
CASTLE - Dark Ruin
CHAMBER - God's Gate
TIME LMT - 1:00

Insanely easy, as long as you don't try to bother with the Godgate, which does weaksauce damage. Only two automated traps are needed: a good spring floor or bearclaw, and a push wall. There are two warrior statues here; put the bearclaw between them in the wall, and the pushwall aiming at the statue. Lure Elektra onto the cool trap blend and it'll quickly take her health down. Repeat once more and this one's in the books.

#93: Finish with Slash Fan!

INTRUDER - Assassin (Hawks)
CASTLE - Castle Hue
CHAMBER - Blue Chamber
TIME LMT - 0:30

I'm sure there are plenty of ways to do this, although I took my fave trap -- the illustrious Buzzsaw -- and put it to good use. Here's my setup:

- 1) Destroy bridge immediately; Hawks usually falls on same panel
- 2) Hit with Mega Yo-Yo -> throw towards fan
- 3) Hit with Buzzsaw -> flies back to Mega Yo-Yo
- 4) Mega Yo-Yo hits again -> throws near Rising Floor
- 5) As he crosses Rising Floor, hit with Buzzsaw and throw him upwards

It cuts it pretty close, but it works easily as long as step #1 goes right.

#94: Make Combo Hit Including 4 Room Devices!

INTRUDER - Miner (Zog)
CASTLE - Dark Ruin
CHAMBER - Guardian Stairs
TIME LMT - 1:20

This is basically an extension of a previous objective in this same location,

which called for usage of 3 devices. Basically, we're trying for a barrel -> barrel -> arkship -> guillotine like before, except an extra barrel is tacked on. Zog's immune to Big Cerby, as before, so it has to use these traps. First, the upper barrel part

- 1) One space behind barrel aligned with stairs, put a heavy claw
- 2) Have a 3-panel pushwall primed to throw other barrel at heavy claw space
- 3) In front of barrel, put a vase

So, lure Zog onto the heavy claw space and hit him with a barrel, pinning him there. Relocate that 3-panel pushwall to hit both Zog and the aligned barrel while he's in the heavy claw. Once he hits the 2nd barrel, he should be on the vase. Trigger it to make him start walking downstairs.

- 4) When possible, use 3-panel springfloor to flip Zog into arkship's path
- 5) Relocate a wall trap so that it shoots from upper level to arkship switch; this must be done prior to #4

So, like a previous mission, as soon as he's flipped onto the "sweet spot" aligned with the guillotine, the wall projectile hits the switch and pins him down for a moment.

- 6) Relocate 3-panel-throw springfloor under Zog to flip him on guillotine

Depending on how much time is bought with the arkship laser, this should be in the bag. The combo overall gives 'bout 23000 Ark, which is a testament to its greatness!

#95: Finish with Fire Breath!

INTRUDER - Fighter (Nash)
CASTLE - Dark Ruin
CHAMBER - Hidden Grave
TIME LMT - 1:20

Nash will avoid Reina and instead walk along the door near the stream, so we'll have to find some good ways to get him up there. Take note of his path first, though -- he walks to a corner, past the door one space, and then starts back. He also avoids normal springfloors and stops walls -- eesh.

My favorite way goes like this, based off that one wall tile past the door:

- 1) Buzzsaw in Nash's walking route, so it fires up stairs to corner
- 2) Bound Rock
- 3) On way back, set Smash Floor so it aligns with Fire Breath tile
- 4) Hit with Buzzsaw and as he flies back, trigger Smash Floor
- 5) When Nash tries to walk back down, trigger Fire Breath

Unlike other enemies who have a sixth sense, Nash's stupidity will make him walk right over the Fire Breath tile, so even if you overshoot it, as long as it's in the shortest route downwards, no bait's needed!

#96: Make Combo Hit Including 2 Bonfires!

INTRUDER - Swordsman (Gildas)
CASTLE - Dark Ruin
CHAMBER - Darkness Worship
TIME LMT - 1:20

Hitting the enemy with the bonfire is simple -- when they're adjacent to the

mad pillar, use an Upper Wall2 and they hit it 100% of the time -- but it's chaining with a repeat that's hard. The reason there's so much time is so the player can do little chains of springfloor -> vase -> wall trap -> etc. to nudge them in the right direction. There's limitless ways to go about it in that way, so as long as you're using vases (a charge ring gives it a count of 1!) this won't be that hard.

#97: Make Combo Hit Including 2 Devices!

INTRUDER - Armor
CASTLE - Castle Hades
CHAMBER - Dungeon
TIME LMT - 1:40

This is annoying, considering there are only two devices -- the iron maiden casket and spiked ceiling in the execution jail -- are in two different rooms. However, there is a simple solution: chain short-charge vases and spring floors! Since different rooms are involved, vases and springfloors can be set ahead of time for an easier time. Naturally Charge Rings are good for this sort of thing. Just remember to have the enemy walk through the doors himself or it may pose a problem when trying to get the traps off.

#98: Make 4 Topple-Props Hit & Crush the Enemy!

INTRUDER - Whitemagic (Dana)
CASTLE - Castle Hue
CHAMBER - White Chamber
TIME LMT - 1:20

This is actually really easy, as long as you know that the topple-props don't hit one another if they fold over the central staircase. It's really not that different from a previous one, although Dana has hardly any life so she'll be at 0 HP about halfway through this. Here's my take:

- from Dana's initial position, use a springfloor to throw her betwixt the two pillars atop the staircase. Knock both over, and Dana should survive, albeit barely. Let her heal herself while the pendulum/wall are setup at the other two pillars as well.

Now, to use the other two pillars, which are harder since they don't both work as the other two did. There's a whole rigamarole for this, but I have a better way:

- Have the pendulum/wall trap setup to knock over the two pillars. In-between them have a Smash Floor pointed at the pillar you'll trigger lastly. Lure Dana onto that springfloor, and let her wail on Reina to keep her there. Hit her with the 3rd pillar and kill her, and trigger the 4th pillar a li'l after. Use the Smash Floor to eject her towards it, and score the 4th hit in midair.

Dana always comes down the stairs along the same side, so it's easy to lure her onto the spot, most of the time.

#99: Crush the Enemy Within 5 Trap Startups!

INTRUDER - Darkwitch (Slami)
CASTLE - Castle Hades
CHAMBER - Audience Room
TIME LMT - 0:20

If Reina doesn't move at the start, Slami will start casting the darkness spell five tiles in front of her, on the red carpet. This is kind of a stupid objective since there won't be time for 5 startups anyway. So, as it goes...

- 1) Put a Heavy Claw five spaces from Reina
- 2) Put a Slave Hammer on red carpet, aiming at thrones
- 3) On wall between thrones, aiming at heavy claw, put a buzzsaw

Here's the lowdown, and it'll probably take all 20 seconds. Hit her with the Heavy Claw first, then the Buzzsaw when she's confined; it just does damage and doesn't knock her anywhere. Now for the slightly hard part: hit her with the slave hammer and detach it immediately after, so its ball is rolling toward the throne stair and starts rolling back down. At this point, hit Slami with the buzzsaw and she'll fly toward the rolling ball, dying in the process. Whew!

#100: Crush All Enemies!

INTRUDER - Darkwitch+4 (Slami -> Nash/Orlando -> Seneca -> Godwin -> Aragon)
CASTLE - Castle Hue
CHAMBER - All Chambers
TIME LMT - 5:00

The final mission appears only when #91-99 have been completed, and is in the same vein as others that pit Reina against the clock as she slays a squad of intruders.

ROOM #1: (Tumbleprop Stairway) Slami is fought first in the stairway with pillars around it. Setup a good combo on the mini-stair near Reina and lure her there, which also avoids being hit with a darkness spell.

ROOM #2: (Minecart Room) There's limitless ways to attack Nash here, and the easiest ones involve hitting him with the minecart near the slope he starts by. Remember that he avoids springtraps and can block walls, so hit him with a Foot Cutter first.

Sometimes instead of getting access to this room, Reina is sent to the Guillotine Room to fight Orlando (Armor). He can be subject to a Foot Cutter -> Bound Rock -> Vampire Wall -> Repeat technique as well. He blocks blasts, arrows, and the usual things his class can do.

I think in regards to which battle is fought secondly, whichever door Reina is closest to is the one that doesn't open. Orlando's is easier but he takes less damage, so try to aim for Nash's one to save about 10 seconds.

ROOM #3: (Waterwheel Room) Seneca appears here with her three healthbars, so it helps to chain with the waterwheel a few times. Like before, she can teleport like a sage, ricochet-hit with her knives, blocks walls, can jump over ledges, and avoids springfloors (not foot cutter though). Clearly a genteel lady, haha. Make sure to heal up after this battle.

ROOM #4: (Throneroom) This area is to Godwin's advantage, since it's flat and little place to hide. He's got four healthbars like before, and can still kill Reina if his dash-attack combo hits. The best way to go is using a looping combo in the corner nearest the door, such as the one used in Mission #80.

In the final room is the only sage in Expert Mode, Aragon. There are two tumbleprops that can be used, although given his teleportation skills, it's much better to use them as obstacles to block his annoying homing bomblets. Try to get him into a looping combo like Godwin, because his defense isn't as good even if he also has 4 healthbars. Just remember he's immune to some traps inherently, like magnets and push walls and springfloors, so leadoff with a good Foot Cutter [etc.] to start the juggling. Did I mention that he can recoup health (about a bar) when he's almost dead? He's quite formidable overall.

One good tip is that when he teleports, he always appears behind Reina...so if Reina stands on a tile she wants Aragon to go on, he'll appear there after a few ticks.

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - How do I get the Banana Peel/Delta Horse/Teleporter/Barracuda?

[A] - Play each ending. For instance, doing the first one will always give a Hell Emblem, but doing the 2nd will give a Killer Top and Banana Peel. Sampling each will round out the trap book.

[Q] - Do I get the Ark I earn in Expert Mode?

[A] - No, it's just for mission-finish prerequisites.

VI. UPDATES & LEGALITY

[UPDT]

12-12-08 -----+ Started Walkthrough

01-02-08 -----+ Added to GameFAQs

01-15-08 -----+ Error corrections

THANKS TO...

- Sailor/Ceej, for putting up with my crap (and putting up my crap, ha!)
- The reader -- hopefully will be plural at some point!
- The manual, from which I completely riffed the story portion
- The cool cats at the Contributor boards, 'cause I wuv you. Yes, wuv.
- chevreetiquette on Youtube, for insight into Expert Mode trials

NOTES TO SELF

- Ellena's speed
- Rutger's immunities
- Holvain's information
- Zero Ring stat info
- Spring Floor base price

VII. LEGALITY

[LGLT]

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