

Deception III: Dark Delusion FAQ/Walkthrough

by Mysticcat

Updated to v4.5 on Nov 1, 2001

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GAME : DECEPTION III - DARK DELUSION
GENRE : STRATEGY/ADVENTURE GAME
DEVELOPER AND PUBLISHER : TECMO
RELEASED : 1999-2000

FAQ NAME : DECEPTION III FAQ/WALKTHROUGH
WRITTEN BY : PHAN NGUYEN KHANH DAN "MYSTICCAT"
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T A B L E O F C O N T E N T S

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1. Introduction
2. Legal Information
3. Update/Revision History
4. How to use this FAQ \* COMPLETED \*
5. Controls \* COMPLETED \*

|                       |               |
|-----------------------|---------------|
| 6. Main characters    | * COMPLETED * |
| 7. Basic Guide        | * COMPLETED * |
| 8. Walkthrough 1      |               |
| + Ending 1            | * COMPLETED * |
| + Ending 2            | * COMPLETED * |
| 9. Walkthrough 2      |               |
| + Ending 3            | * COMPLETED * |
| 10. Walkthrough 3     |               |
| + Ending 4            | * COMPLETED * |
| 11. Traps             | * COMPLETED * |
| 12. Room Devices List | * COMPLETED * |
| 13. Emblem List       | * COMPLETED * |
| 14. Ring List         | * COMPLETED * |
| 15. Location Maps     | * COMPLETED * |
| 16. Other Modes       | * COMPLETED * |
| 17. Secrets           | * COMPLETED * |
| 18. General tips      | * COMPLETED * |
| 19. My skills         | * COMPLETED * |
| 20. Special Thanks    | * COMPLETED * |

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## 1/ I N T R O D U C T I O N

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Hi everyone !

Glad to meet you. Today I'm making a guide for a Puzzle Game which is not my favourite category. But I love writing FAQs to death, I can write FAQs for any games without knowing if I like them or not. Deception III is a puzzle game that I don't like much. But I think it's possible to make a guide for. My first reason is that now I have no more real games to make guides for. The next reason is that there are not much FAQs for this game although Puzzle game fans have confirmed this is the best game ever. So I hope I can do something for ones who like it. This is my first FAQ for a category which is not my special so please have ideas if you see anything wrong.

Deception III - Dark Delusion is a name in Deception series of Tecmo. Its category looks like puzzles or a strategy game. I call it "Puzzle Game". Its name can be free for each one's opinion. Deception III was released in Japan as "Soumatou III" and also the greatest one of series. The former Deception I and II didn't seem to attract players and hardly players know it because of many mistakes and disadvantages. These two beginners were dead for the rising of Deception III. Another reason is that Strategy Game is not very popular as much as RPGs or Action/Adventure. And...

(SHUT UP !!! MYSTICCAT ! It's time to begin your main topic !!!)

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## 2/ L E G A L I N F O R M A T I O N

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[Http://www.cheatcc.com](http://www.cheatcc.com)

# IMPORTANT NOTES :

ALL MY UPDATES OF THIS FAQ ARE ALL SENT TO GAMEFAQS SITE. OTHER LINKS PLEASE CHECK THIS SITE FREQUENTLY TO GET THE NEWEST VERSION.

THANK YOU !

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### 3/ U P D A T E / R E V I S I O N H I S T O R Y

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~~~[ Version 0.5 ]~~~

FAQ started. I have thought a lot before starting this, thought about how I write to make you understand and play the game smoothly. So I think I would need a lot of your advices and ideas to make this guide better.

~~~[ Version 1.0 ]~~~

Added specific parts such as Basic Guide and more Walkthroughs for different endings. I make this guide while playing the game. I mightn't know much about this game as real fans. But I'll try all my effort not to let you despair.

~~~[ Version 1.5 ]~~~

I added more parts such as map illustration or Room Device list that you don't need to always test (train) before participating a mission.

~~~[ Version 2.0 ]~~~

I have added the Walkthrough 2 for Ending No.3 only. The reason is that I don't want the story of Walkthrough 1 to be interrupted by a cut of Ending No.3. I think this will make you read full walkthroughs.

~~~[ Version 2.5 ]~~~

I again added a content for each walkthrough. Because I think it will be hard for the readers to find or know the difference between them. I'm making "My Skills" but it's hard when I can't complete it until I finish

the "Location Maps", for I want my experience to be illustrated by images I draw that zoom in from the maps. So I think you should wait more.

I also added trap effects in Trap List, to make the guide more specific and full. Ah...Sorry... The Castle Hue's map isn't completed. So please sympatize and enjoy the Training Chamber and Castle Agony while waiting for more.

~~~[ Version 2.7 ]~~~

More maps and parts have been created, but not much. Sorry, today I must prepare for the Literature test tomorrow and I didn't have time to add much.

~~~[ Version 3.1 ]~~~

Most of the maps are completed, except the huge Castle Hades. But don't worry, it will be completed anyway. I also completed the strategy for King Frederick in "My Skills". About the Queen, I can just finish it when I have finished the map for Castle Hades - which will be my main base to make "My Skills" because this place is my favourite. This week I was very busy with the tests in school, and next week will be the same. Sorry for being late. I'll try all my effort to complete this guide as fast as I can.

~~~[ Version 3.5 ]~~~

Maps are completed. The "Combos" section in in work with more combos added. I also repair some wrong episodes I made because of not understanding the game. How tired to make them ! I couldn't believe that to make a guide for this game would be as much as it is now. Now I'm trying to search for more skills and prove the rumours that common players often mention. It's hard...

~~~[ Version 3.7 ]~~~

More combos are added. Sorry for the 4th combo is wrong. I have cancelled it and replacing by another one which will be coming. Secret menu is added. The information about this section is still unknown correctly.

~~~[ Version 4.0 ]~~~

More skills are added. I'm very busy this week. Really sorry to you readers !

~~~[ Version 4.5 ]~~~

Some weeks for tests has temporarily passed. Now I must continue this damn FAQ as soon as possible. The "Other Modes" are completed. I don't intend to cover "Expert Mode" here because this FAQ is mainly used for main game. I'm not a specialist of Strategy game, and Strategy Game is not my favourite. Deception III is a good game, but not a favourite game of mine. I just intended to make walkthrough when having started this guide. But for player's needs, I have added more parts about skills and equipments. That means now my work is completed finished. I decide to stop updating this guide until any ideas come.

Okay, this is my first guide for a puzzle game. Maybe I'm not very good and my guide can be a bit confusing. So let me explain to you how to use it :

- This is a puzzle game. So its walkthrough is not like other games. You mainly place traps and kill your enemies. Each enemy has different styles and skills. So in walkthrough, I will show you what enemies you would face and their status. And then tell you my experience to beat them in "Strategy".
- When you read a section, don't forget to read the first note I write in each of them. This note can mention about how I write that part or tell you how to use it more specific that you don't need to ask me where you can find what you want.
- If you want to know more about your enemies, you can refer "General Tips". Here I list all the common enemy tips you often face and let you know general strategies for each tip.
- If you want to have some great combos and tricks, you can read "My skills" that shows my experience to play this game. Maybe I'm not good at this. So I'm willing to receive any of your ideas. Please help me to make this guide better and useful.
- With the enemies I tell you to "attack as usual", that means you just attack them as you fought the same tip of them or what I teach you in "General Tips" because it's long to repeat an old thing everytime. Most of these enemies are not strong. If I tell you to use combos, you can refer to "My skills".
- At the first strategies or the first enemy-type you meet, I may write detailed tactics to kill. But with the later ones, I would write shorter or write "Attack as usual" instead of saying the full tactic again.
- If you don't understand some sentences such as "Greet him/her before he/she comes..." etc, you can refer to "My Skills". These sentences can show a combo or a strategy.

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 # CONTENT GUIDE : \~~~~~  
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1. Introduction : Explain to readers why this FAQ was born.
2. Legal Information : Notice important rules for readers to use this guide with right action.
3. Update/Revision History : For readers to see FAQ's process.
4. How to use this FAQ : Explain the readers to use this FAQ.
5. Controls : Show the configuration of the game.
6. Main characters : Introduce the major characters' bios who could have big roles in the game.
7. Basic Guide : Show readers to use the menus in the game.
8. Walkthrough 1 : Show readers to play the game, getting 1st and 2nd endings.
9. Walkthrough 2 : Show readers to play the game, getting 3rd ending.
10. Walkthrough 3 : Show readers to play the game, getting 4th ending.
11. Traps : List the basic traps in the game.
12. Room Device List : List the room devices in the game.
13. Emblem List : List the emblems in the game.
14. Ring List : List the rings in the game.
15. Location Maps : Illustration of the locations in the game.
16. Other Modes : Show the readers some more features beside Story Mode in the game.
17. Secrets : Show the hidden things in the game.
18. General Tips : Repeat shortly the intruders' characteristics.
19. My Skills : Show the readers the experience of the author to beat

up the game along with some good tricks and combos.
20. Special Thanks : The author sends special thanks to the helpers
and readers who have made this guide be better.

5/ C O N T R O L S

~~~~~\  
TYPE A \~~~~~  
~~~~~

Up : Proceed
Down : Move back
Left : Left view
Right : Right view

Triangle : Activate Ceiling Trap
Circle : Camp Mode
Cross : Activate Floor Trap
Square : Activate Wall Trap

L1 + R1 : Rear view
R1 x 2 : Move right
L1 x 2 : Move left
R2 : Face intruder
L2 : View Mode

~~~~~\  
TYPE B \~~~~~  
~~~~~

Up : Proceed
Down : Move back
Left x 2 : Move left
Right x 2 : Move right

Triangle : Activate Ceiling Trap
Circle : Camp Mode
Cross : Activate Floor Trap
Square : Activate Wall Trap

L1 + R1 : Rear view
R1 : Right view
L1 : Left view
R2 : Face intruder
L2 : View Mode

~~~~~\  
TYPE C \~~~~~  
~~~~~

Up : Proceed
Down : Rear view
Left : Left view
Right : Right view

Triangle : Activate Ceiling Trap

Circle : Camp Mode

Cross : Activate Floor Trap

Square : Activate Wall Trap

L1 + R1 : Face intruder

R1 x 2 : Move right

L1 x 2 : Move left

R2 : Move back

L2 : View Mode

6/ M A I N C H A R A C T E R S

R E I N A

Age : 17

She was an Burganfadan orphan left since her country had been in raid with King Frederick. She had a sister who escaped with her. But her sister was caught by a group of men and then no more info about her. Reina was adopted by a Burgafadan named Rosetta. But King Frederick wanted to kill the society of Burganfada and made war, so he caught all Rosetta's family, including Reina in her 17th birthday and killed them miserably. But Reina is saved by Marco - a strange child and then she uses her special power from the mysterious stone her mother gave her as a gift, using magical traps to get revenge to King Frederick.

M A R C O

The child who saved Reina from the death. He gives her a stone that makes her realize her power when it correlates with the gem which was her mother's gift in her birthday. Marco is instructed to show Reina how to use traps and support her in necessary situations.

A L B E R T

Marco's older brother, also one of the persons who is supposed to have a similar power as Reina's. He seems to know the situation very clearly. He helps Reina and his desire is killing the tyrant King Frederick to change the past. But he is sometimes affected by very his power just like Reina.

C E C I L I A

She is Queen Margareta's Lady guard in King Frederick's castle and also the person who loves Albert to death. The queen adopted her when she was young and she doesn't remember anything about her past. But since she saw Reina, she felt something very familiar and poor. She is doubted to be Reina's sister. But it seems her fate doesn't allow her to

confirm that truth. Cecilia is a poor character that she must choose either Reina or Queen Margareta to survive.

M I G U E L

AUO Elite. He is a killer hired by King Frederic and Queen Margareta with great skills and dangerous attacks. Although he is asked with different purposes, his desire is just to have more chances to kill and touch blood, then ruling the world. He is one of the strongest enemy of Reina.

C H R I S T I N A

AUO Boss. She has some relation with Miguel and those who are in the government and she might know something about them but has been brainwashed. At first, she fights against Reina. But later she wants to help her because of those secrets and gets revenge with Miguel for betraying and for Cupido.

C U P I D O

An AUO Elite who loves Christina and does what she wants. What he knows about the king and the queen is just the same as Christina's.

K I N G F R E D E R I C K

He rules his country with power and nonsense policies. He has an ambition to rule all the world by searching for the Legendary Stone. As a cruel king, he wants to kill all the citizens of Burganfada, including Reina and her family.

Q U E E N M A R G A R E T A

Just as the King, she wants the whole world to be in her hands. She uses Cecilia to execute what she wants, then corner her to choose either her or Reina. And the result is that Cecilia has got the most painful fate to her life. Margareta also forces her daughter to be in charge that the girl becomes hate very her mother.

7/ B A S I C G U I D E

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MODE SELECTION \~~~~~  
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STORY : Starts the story (the main game)
TRAP LICENSE : This is a practice mode for anything from basics to trap combos.
FREE TRAINING : This is a training mode for testing traps with all modes.
EXPERT : This puzzle mode has a 100-stage high-level mission.
OPTION : Conducts the game setting and key configuration.
EXIT : Return to title screen.

~~~~~\n  
INTERMISSION SCREEN \n~~~~~  
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TRAP ELEMENT : Can combine elements and make new traps.
+ Trap making : Combining elements and making new traps
+ Recommended trap : This mode is only for making traps whose elements are already combined.

EQUIPMENT : Equip traps used with mission.
INFO DATA : Can see intruder data, status, and map.
+ Intruder Data : Can see intruder data.
+ Player status : Shows player's status.
+ Map : Can see map used for mission.

OPTION : Has settings for the game.
+ Save/Load : Can save and load data.
+ Game setting : Can change the game setting.
+ Key Config : Can perform Key Configuration.
+ Trap Guide : Can see all traps made so far.
+ Game Over : Ends Story Mode and return to Mode Selection Screen.

FREE TRAINING : Freely test traps in map.
MISSION START : Starts mission.

8/ W A L K T H R O U G H 1

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CONTENTS OF THIS STORY
:::::::::::::

Chapter I	: Escape to Tragedy
Chapter II	: Alendar
Chapter III	: Encounter the Old Castle
Chapter IV	: Disaster
Chapter V	: Scratched Jewel
Chapter VI	: Marco
Chapter VII	: Brute
Chapter VIII	: Prices for Secret Arts
Chapter IX	: AUO Raid
Chapter X	: Vestiges of Distant Day
Chapter XI	: Blue Legend
Chapter XII	: Tracking
Chapter XIII	: Past Days
Chapter XIV	: Crossroads of Destiny
Chapter XV	: Poison

Chapter XVI : Awakening from the Nightmare
Chapter XVII : Revolt
Chapter XVIII : For a Loved one
Chapter XIX : Time-controlling Stone
Chapter XX : Long Parting
Chapter XXI : Dying Lamp
Chapter XXII : Stratagem
Chapter XXIII : Queen Margareta
Chapter XXIV : Back to the Beginning

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CHAPTER I : ESCAPE TO TRAGEDY

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Prologue : The heroine is locked up in a dungeon till a boy saves her.
He tells her to defeat the enemy with the trap.

Location : Hades Jail

Advice : Lure your enemies into trap limitation. This is very easy.
For Gordon, he doesn't move. Just activate any traps of yours.

Enemy List :

1. NAME : GORDON
Job : Torturer
HP : 30
Far attack : 0
Close attack : 21
Defense : 0
Attention : 0
Speed : 30
Special Ability : None
Strategy : Activate any traps.
2. NAME : JADE
Job : Soldier
HP : 70
Far attack : 0
Close attack : 18
Defense : 8
Attention : 0
Speed : 30
Special Ability : None
Strategy : Lure him into your trap limitation.

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CHAPTER II : ALENDAR

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Prologue : After Marco and his brother Albert save the heroine. They
are attacked by the King's men.

Location : Factory

Advice : Lure enemies into Room Devices.

Enemy List :

1. NAME : HANS
Job : Villageman
Group : Alendarian
HP : 70
Far attack : 0
Close attack : 9

Defense : 0
Attention : 0
Speed : 30
Special Ability : None
Strategy : Lure him into any traps or devices.

2. NAME : ELLENA
Job : Villagegal
Group : Alendarian
HP : 60
Far attack : 0
Close attack : 6
Defense : 0
Attention : 0
Speed : 35
Special Ability : None
Strategy : Lure her into any traps or devices.

=====
CHAPTER III : ENCOUNTER THE OLD CASTLE
=====

Prologue : Taure dies mysteriously. Albert sends the heroine to the Castle Agony, where kidnappers wait to abduct her.

Location : Castle Agony

Advice : Lure enemies into Room Devices.

Enemy List :

1. NAME : GINA
Job : Thief
Group : AUO
HP : 60
Far attack : 0
Close attack : 9
Defense : 2
Attention : 45
Speed : 52
Special Ability : None
Strategy : Lure her into the room device (the light).

2. NAME : WOLF
Job : Soldier
Group : AUO
HP : 90
Far attack : 0
Close attack : 21
Defense : 8
Attention : 35
Speed : 38
Special Ability : None
Strategy : Lure him into room device.

=====
CHAPTER IV : DISASTER
=====

Prologue : The heroine reminds Marco of his dead mother. He is happy to see her but is attacked by Christina and mob.

Location : Castle Agony

Advice : Lure enemies into the water trap and your traps.

Enemy List :

1. NAME : CHRISTINA

Job : Boss

Group : AUO

HP : 180

Far attack : 24

Close attack : 12

Defense : 15

Attention : 55

Speed : 55

Special Ability : Recoups.

Unaffected by summon ring.

Strategy : Just try to hit her once by your traps. Then she will get out of battle, leaving the rest for Jeguard.

2. NAME : JEGUARD

Job : Giga-arm

Group : AUO

HP : 200

Far attack : 0

Close attack : 30

Defense : 5

Attention : 0

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : At first, he just wanders on the upper bridge. When he enters the trap, push the switch to lower the bridge making a damage on him. Then place Arrow Slit straight the stream and lure him into your field. You can use more traps.

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CHAPTER V : SCRATCHED JEWEL

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Prologue : Pain consumed the heroine as she realized the change. She could face the intruders, but they had different plans.

Location : Castle Agony

Advice : Abuse Room Devices to support your traps. Attack the whitemagic first.

Enemy List :

1. NAME : SILVIA

Job : Amazoness

Group : QSF

HP : 80

Far attack : 0

Close attack : 12

Defense : 8

Attention : 40

Speed : 48

Special Ability : Approaches be leaping down stairs.

Strategy : Just one correct bridge lowering in the water room can kill her. Lure her to there to execute your plan.

2. NAME : RESPHENA

Job : Whitemagic

Group : QSF
HP : 100
Far attack : 12
Close attack : 9
Defense : 10
Attention : 45
Speed : 38
Special Ability : Recoups.
Energizes ally.
Cold-immune.

Strategy : She rarely moves. You can freely put your traps on her. But don't let her realize your traps by avoiding moving as much as you can.

3. NAME : RADITZ
Job : Hunter
Group : QSF
HP : 70
Far attack : 6
Close attack : 9
Defense : 10
Attention : 50
Speed : 45
Special Ability : None
Strategy : Attack as usual.

4. NAME : ARES
Job : Fighter
Group : QSF
HP : 100
Far attack : 0
Close attack : 18
Defense : 10
Attention : 70
Speed : 48
Special Ability : Dives through doorways.
Strategy : Lure him into your trap limitation, especially Arrow Slit. Combos are better.

=====
CHAPTER VI : MARCO
=====

Prologue : Struck down by a sword, Marco repeats calling the heroine under weak breath. But the King's men won't wait. No safety...

Location : Castle Agony

Advice : Lure enemies into your field with Room Devices.

Enemy List :

1. NAME : GARCIA
Job : Knight
Group : Alendarian
HP : 80
Far attack : 0
Close attack : 21
Defense : 15
Attention : 35
Speed : 38
Special Ability : None

Strategy : Not very strong enemy. Lure him into your field.

2. NAME : OSBORNE

Job : Sorcerer

Group : Alendarian

HP : 70

Far attack : 18

Close attack : 18

Defense : 8

Attention : 25

Speed : 30

Special Ability : Immune to electric shock.

Strategy : Bride lowering can kill him at once. But you can also use traps to kill him easily if you don't want to. Stay away from him to avoid electric shock.

3. NAME : GARNET

Job : Thief

Group : Alendarian

HP : 80

Far attack : 0

Close attack : 9

Defense : 10

Attention : 45

Speed : 52

Special Ability : None

Strategy : Attack as usual. Move fast.

4. NAME : SIRADO

Job : Soldier

Group : Lord

HP : 90

Far attack : 0

Close attack : 24

Defense : 15

Attention : 40

Speed : 42

Special Ability : None

Strategy : Just beat him any hit. He will get out of battle.

=====

CHAPTER VII : BRUTE

=====

Prologue : Albert and Sirado couldn't see eye to eye. Meanwhile, Marco, who had protected the heroine as though she were family, was slowly beginning to fade...

Location : Castle Agony

Advice : Attack as usual. Use Room Devices if it's possible.

Enemy List :

1. NAME : RAVEN

Job : Soldier

Group : AUO

HP : 100

Far attack : 0

Close attack : 24

Defense : 12

Attention : 35

Speed : 42
Special Ability : None
Strategy : Lure him into your trap limitation.

2. NAME : LIZA

Job : Ranger

Group : AUO

HP : 100

Far attack : 12

Close attack : 15

Defense : 5

Attention : 60

Speed : 55

Special Ability : None

Strategy : Running fast and luring the enemy at the same time to avoid her boomerangs.

3. NAME : JUDEKA

Job : Darkwitch

Group : AUO

HP : 140

Far attack : 30

Close attack : 15

Defense : 10

Attention : 50

Speed : 35

Special Ability : Darkens.

Immune to flash, summon ring.

Strategy : Prepare the combo before she comes to your position. Then use the combos to kill her as soon as possible so she can't darken to blind you.

4. NAME : LORENZ

Job : Bruiser

Group : AUO

HP : 100

Far attack : 9

Close attack : 18

Defense : 8

Attention : 70

Speed : 45

Special Ability : Dives through doorways.

Strategy : Attack as usual and move fast because sometimes he can avoid your floor traps.

5. NAME : IGOR

Job : Flame user

Group : AUO

HP : 180

Far attack : 18

Close attack : 12

Defense : 0

Attention : 10

Speed : 30

Special Ability : Immune to fire, blast.

Strategy : Just use your favourite traps and combos except what he immunes to.

=====
Prologue : Miguel, the abductor and killer, is now after the heroine.
Castle Agony is in ruins. Who can save her ?

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : SID

Job : Assassin

Group : QSF

HP : 80

Far attack : 0

Close attack : 12

Defense : 8

Attention : 55

Speed : 52

Special Ability : Suicides if dying.

Leaps.

Immune to flash.

Strategy : He can leap and chase you very tremendously. But that's the reason why he can be easily lured into your Arrow Slit. You can see "My Skills" to know how to lure.

2. NAME : VALLETTA

Job : Bomber

Group : QSF

HP : 80

Far attack : 24

Close attack : 12

Defense : 18

Attention : 35

Speed : 38

Special Ability : Immune to fire, blast,

Self-blasts.

Strategy : She rarely moves, but self-blasts to confuse you. Just stay away from her and if you can, prepare the combo before she comes to meet you.

=====
CHAPTER IX : AUO RAID
=====

Prologue : A trap was used, casting a powerful curse, draining the heroine's strength. Can she be saved...?

Location : Castle Hue

Advice : Use Room Devices to support your attacks.

Enemy List :

1. NAME : MIGUEL

Job : Brute

Group : AUO Elite

HP : 230

Far attack : 30

Close attack : 24

Defense : 20

Attention : 55

Speed : 50

Special Ability : Unaffected by summon ring.

Strategy : Just try to beat him one shot with traps or Room Devices. Then he will get out of battle.

2. NAME : BALBOA

Job : Torturer

Group : AUO

HP : 140

Far attack : 0

Close attack : 24

Defense : 20

Attention : 20

Speed : 35

Special Ability : None

Strategy : This guy is rather stupid. It's very easy to lure him. Just attack as usual.

3. NAME : ORTEGA

Job : Swordsman

Group : AUO

HP : 100

Far attack : 0

Close attack : 27

Defense : 12

Attention : 255

Speed : 38

Special Ability : Immune to anger and summon ring.

Strategy : If you have the combo before he comes, you can kill him without losing any HP. Just stay away from him if you want to attack directly.

4. NAME : CUPIDO

Job : Elites

Group : AUO Elites

HP : 160

Far attack : 0

Close attack : 45

Defense : 22

Attention : 60

Speed : 48

Special Ability : None

Strategy : The same as Miguel.

=====

CHAPTER X : VESTIGES OF DISTANT DAY

=====

Prologue : The heroine fended off the AUO gang. But another enemy approached. This one saw her as her sister.

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : GEMINI

Job : Ninja

Group : QSF

HP : 60

Far attack : 3

Close attack : 27

Defense : 0

Attention : 70

Speed : 62

Special Ability : Approaches by leaping down stairs.

Strategy : She is very fast but easily lured into Arrow Slit. Her

HP is very low and you can kill her with ease.

2. NAME : DUSTIN

Job : Miner

Group : QSF

HP : 100

Far attack : 30

Close attack : 12

Defense : 12

Attention : 40

Speed : 38

Special Ability : Immune to blast, flash, and fire.
Self-blasts.

Strategy : Greet him before he comes.

3. NAME : RUTGER

Job : Soldier

Group : QSF

HP : 90

Far attack : 0

Close attack : 24

Defense : 15

Attention : 40

Speed : 42

Special Ability : None

Strategy : Attack as usual and stay away from him.

4. NAME : HELSING

Job : Alchemist

Group : QSF

HP : 80

Far attack : 15

Close attack : 9

Defense : 12

Attention : 40

Speed : 42

Special Ability : Recoups.
Activate traps.

Strategy : He can recoup. So it's better to use continuous combo.

He himself is not a strong enemy.

=====

CHAPTER XI : BLUE LEGEND

=====

Prologue : Cecilia sees her own sister in the heroine. She is jolted when she sees Albert, and leaves. What is their story ? What is the real motive of the Queen Margareta, whom Cecilia serves...

Location : Castle Hue

Advice : Attack as usual.

Enemy List :

1. NAME : CROSS

Job : Assassin

Group : QSF

HP : 90
Far attack : 0
Close attack : 15
Defense : 8
Attention : 60
Speed : 58
Special Ability : Suicides if dying.
Leaps.
Immune to flash.
Strategy : Attack as usual just like fighting common Assassins.

2. NAME : SHUBALTZ

Job : Shadow
Group : QSF
HP : 50
Far attack : 0
Close attack : 24
Defense : 8
Attention : 55
Speed : 62
Special Ability : Numbs enemy by attacking his shadow.
Strategy : He is rather dangerous if you don't kill him fast. His low HP will help you defeat him more easily. Just lure him into long-ranged traps with high speed.

=====

CHAPTER XII : TRACKING

=====

Prologue : The Legendary Stone enables you to go back and forth in time. If it exists, it can change the past...

Location : Castle Hue

Advice : Attack as usual. Use Room Devices to support your traps.

Enemy List :

1. NAME : GALAHAD

Job : Goliath
Group : Alendarian
HP : 230
Far attack : 0
Close attack : 30
Defense : 8
Attention : 10
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Attack as usual and stay away from him. Run fast and quick thinking when he makes earthquake.

2. NAME : CLAYBORNE

Job : Hunter
Group : Alendarian
HP : 90
Far attack : 12
Close attack : 12
Defense : 12
Attention : 50
Speed : 48
Special Ability : None
Strategy : Run and place traps on him at the same time.

3. NAME : ALTHEA
Job : Whitemagic
Group : Alendarian
HP : 100
Far attack : 15
Close attack : 9
Defense : 8
Attention : 50
Speed : 38
Special Ability : Recoups.
 Energizes ally.
 Cold-immune.
Strategy : Run and place traps on her when she casts ice on you.

4. NAME : REBECCA
Job : Thief
Group : Alendarian
HP : 80
Far attack : 0
Close attack : 12
Defense : 12
Attention : 75
Speed : 52
Special Ability : None
Strategy : Run fast and lure her into your traps.

5. NAME : ZEON
Job : Mercenary
Group : Alendarian
HP : 140
Far attack : 15
Close attack : 36
Defense : 18
Attention : 40
Speed : 42
Special Ability : None
Strategy : Attack as usual and stay away from him.

6. NAME : SIRADO
Job : Soldier
Group : Lord
HP : 90
Far attack : 0
Close attack : 24
Defense : 18
Attention : 40
Speed : 42
Special Ability : None
Strategy : Attack as usual.

=====
CHAPTER XIII : PAST DAYS
=====

Prologue : The heroine and Albert returned to the factory to find the Guard Stone. But Cecilia's gang was there and for reasons unknown to her and Albert, they came after her brooch...

Location : Factory

Advice : Use combos and Room Devices. Attack as usual.

Enemy List :

1. NAME : RUTHA
Job : Amazoness
Group : QSF
HP : 80
Far attack : 0
Close attack : 18
Defense : 8
Attention : 40
Speed : 48
Special Ability : None
Strategy : Attack as usual. Greet her before she comes.

2. NAME : DORGEY
Job : Magnetman
Group : QSF
HP : 100
Far attack : 0
Close attack : 18
Defense : 12
Attention : 35
Speed : 38
Special Ability : Approaches by leaping down stairs.
Magnet-immune.
Strategy : Attack as usual with simple traps.

3. NAME : ZARDOS
Job : Torturer
Group : QSF
HP : 160
Far attack : 0
Close attack : 27
Defense : 22
Attention : 25
Speed : 38
Special Ability : None
Strategy : Attack as usual.

=====

CHAPTER XIV : CROSSROADS OF DESTINY

=====

Prologue : The heroine is embarrassed with the past secrets between Albert and Cecilia. Cecilia now comes to the heroine with an idea in mind...

Location : Castle Hue

Advice : Use Room Devices to support your traps. Attack as usual.

Enemy List :

1. NAME : DYER
Job : Fighter
Group : QSF
HP : 100
Far attack : 0
Close attack : 21
Defense : 10
Attention : 75

Speed : 50
Special Ability : Dives through doorways.
Strategy : Run fast and lure him into your field.

2. NAME : ILLIAD

Job : Hunter
Group : QSF
HP : 100
Far attack : 12
Close attack : 15
Defense : 15
Attention : 55
Speed : 48
Special Ability : None
Strategy : Just like you fight usual Hunters.

3. NAME : ALBALTROSS

Job : Soldier
Group : QSF
HP : 100
Far attack : 0
Close attack : 24
Defense : 18
Attention : 35
Speed : 45
Special Ability : None
Strategy : Attack as usual.

4. NAME : MADULA

Job : Darkwitch
Group : QSF
HP : 140
Far attack : 30
Close attack : 15
Defense : 12
Attention : 50
Speed : 35
Special Ability : Darkens.
Immune to flash and summon ring.
Strategy : Greet her before she comes.

5. NAME : BARBAROSSA

Job : Titan
Group : QSF
HP : 250
Far attack : 0
Close attack : 45
Defense : 18
Attention : 10
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Attack as usual and always run fast when he is angry.

You can be killed any time.

6. NAME : HOLVAIN

Job : Flame user
Group : 230
HP : 21
Far attack : 0
Close attack : 18

Defense : 2
Attention : 10
Speed : 55
Special Ability : None
Strategy : Lure him into your trap limitation and combos.

YES, I'LL GO -> CHAPTER 22 -> 4TH ENDING (See Walkthrough 2)
NO, I WON'T -> CHAPTER 24 -> 1ST, 2ND OR 3RD ENDING (Will be mentioned in the end of this walkthrough).

DECISION : NO, I WON'T.

=====
CHAPTER XV : POISON
=====

Prologue : The heroine receives a mysterious message. She and Albert go to the Secret Base, knowing that they would meet an ambush. Christina appears before them there...

Location : Secret Base

Advice : Use suitable traps to beat your enemies. Be careful with Christina who has a very high speed and she can poison you anytime.

Enemy list :

1. NAME : GARIUS

Job : Sorcerer

Group : AUO

HP : 80

Far attack : 21

Close attack : 18

Defense : 10

Attention : 35

Speed : 35

Special Ability : Immune to electric shock.

Strategy : This guy is slow and easy to beat. Just lure him into your field.

2. NAME : BOLTHEAD

Job : Giga-arm

Group : AUO

HP : 250

Far attack : 0

Close attack : 54

Defense : 5

Attention : 0

Speed : 20

Special Ability : Runs fast when angry.

Strategy : Run like hell when he is angry. After he is relieved, continue to ruin him.

3. NAME : GOA

Job : Footman

Group : AUO

HP : 120

Far attack : 0

Close attack : 21

Defense : 5

Attention : 255

Speed : 52

Special Ability : Immune to flash.
Strategy : Attack as usual.

4. NAME : CHRISTINA

Job : Boss
Group : AUO
HP : 180
Far attack : 24
Close attack : 12
Defense : 15
Attention : 55
Speed : 55
Special Ability : Recoups.

Unaffected by summon ring.

Strategy : She is one of your strong enemies, but also easily lured into field. You must run fast if you don't want her attack before you. She can poison you.

=====

CHAPTER XVI : AWAKENING FROM THE NIGHTMARE

=====

Location : Castle Hue

Advice : Use room devices to support your attack.

Enemy list :

1. NAME : MOONGRAM

Job : Alchemist
Group : QSF
HP : 80
Far attack : 18
Close attack : 9
Defense : 12
Attention : 45
Speed : 45
Special ability : Recoups.

Activate traps.

Strategy : This guy is slow and easy to beat. Just deceive him into your arrow's limitation. You don't need to use much of your strength with him.

2. NAME : BLADE

Job : Assasin
Group : QSF
HP : 90
Far attack : 0
Close attack : 18
Defense : 8
Attention : 60
Speed : 60
Special Ability : Suicides if dying

Leaps

Immune to flash

Strategy : This guy has strong attention and terrific action. You must be very fast to deceive him to your traps. Use Bear Trap or Heavy Claw to catch him, then use Arrow trap to make combos.

3. NAME : KARMA

Job : Ninja

Group : QSF

HP : 70

Far attack : 3

Close attack : 30

Defense : 2

Attention : 75

Speed : 65

Special Ability : Approaches by leaping down stairs

Strategy : This guy is faster than Blade. She attacks by throwing boomerang so you can be hit from a very far distance. Although her attention is high, her HP is very low. Just one hit of arrow or rock can make her weak and then it's time for your chance to kill her.

4. NAME : OPHELIA

Job : Amazoness

Group : QSF

HP : 80

Far attack : 0

Close attack : 18

Defense : 15

Attention : 45

Speed : 50

Special Ability : Approaches by leaping down stairs.

Strategy : Not very special enemy. Just attack as you usually do. Cooperate Wall Traps and Ceiling Traps.

5. NAME : CECILIA

Job : Lady Guard

Group : QSF

HP : 120

Far attack : 15

Close attack : 30

Defense : 12

Attention : 80

Speed : 65

Special Ability : None

Strategy : Okay, you fight your sister. Although Cecilia has no special ability, she can jump from here to there and then she is in front of you. But I think she is not a very strong enemy. Just because she is always on your way, so it's your chance to activate your arrows or any trap if you stand in right position.

=====

CHAPTER XVII : REVOLT

=====

Prologue : Albert tells the heroine about the secret past between him and Cecilia. At the mean time, Christina fades brainwashing, but Cupido interrogated...

Location : Dark Ruin

Advice : You can't go to other rooms like previous chapters because your enemies will lock all your ways and you must defeat them to continue. Try to use Room Devices to support your attack. Have suitable combos.

Enemy list :

1. NAME : GARDOCK

Job : Elites
Group : QEG
HP : 120
Far attack : 0
Close attack : 24
Defense : 20
Attention : 35
Speed : 48
Special Ability : None

Strategy : He is not a dangerous enemy, but very fast at moving and sword sequence. Lure him into your arrow way, then stay aside and activate the arrow to shoot him.

2. NAME : KRUEGER

Job : Elites
Group : QEG
HP : 100
Far attack : 0
Close attack : 21
Defense : 20
Attention : 45
Speed : 48
Special Ability : None

Strategy : The same as Gardock. Either Gardock or Krueger will appear with Scorpio in a room, depend on how you choose your way to go.

3. NAME : SCORPIO

Job : Slasher
Group : QEG
HP : 100
Far attack : 36
Close attack : 36
Defense : 25
Attention : 55
Speed : 45
Special Ability : Immune to electric shock.

Recoups.

Activate traps.

Strategy : He can heal his health gradually. So if you don't defeat him as fast as you can, his health will be recovered and all what you have done becomes nothing and Scorpio can also prevent Arrow Slit. Refer to "My Skills".

4. NAME : CERVANTES

Job : Armor
Group : QEG
HP : 100
Far attack : 0
Close attack : 24
Defense : 25
Attention : 0
Speed : 30
Special Ability : Immune to fire, blast and arrow.

Strategy : He is strong against most traps, but his hits are not very strong. You can use the same strategy as Scorpion, but using Magnet Wall instead of Arrow Slit with suitable distance because Magnet Wall can't reach a far distance like Arrows. Remember not to use fire elemental traps.

5. NAME : GELFAUST

Job : Hellknight
Group : QEG
HP : 200
Far attack : 0
Close attack : 90
Defense : 32
Attention : 35
Speed : 30
Special Ability : Invincible after damage.
Warps.
Summon ring-immune.

Strategy : Hellknights are your nightmares. Always remember to STAY AWAY FROM HIM. Never let yourself stand in the opposite or he will finish you just in a moment of agility. One of his hits can take 1/4 of your HP. So just four hits can kill you. You'll be shocked after a hit and he can give you two slashes each time. That's the reason why you must be very alert. Try to find a room with stairs to avoid with ease. Hellknights are very strong against damage so you must keep your carefulness and patience until the end of the fight. The trap tactic is just like Scorpio's.

=====
CHAPTER XIII : FOR A LOVED ONE
=====

Prologue : Christina and Cupido join the search shadowed by Miguel.
What is the fate of Alendar...?

Location : Castle Hue

Advice : Use Room Devices to support your attacks.

Enemy list :

1. NAME : AMON

Job : Swordsman

Group : AUO

HP : 120

Far attack : 0

Close attack : 30

Defense : 15

Attention : 255

Speed : 42

Special Ability : Immune to anger and summon ring.

Strategy : His attention is very high. You can sacrifice some of your HP to lure him into the trap limitation and then activate it. But if you stay away from him, you can put a floor trap on his way to you because he often doesn't pay attention to this.

2. NAME : BALBOA

Job : Sorcerer

Group : AUO

HP : 80

Far attack : 24

Close attack : 18

Defense : 12

Attention : 40

Speed : 38

Special Ability : Immune to electric shock.

Strategy : Sorcerers are always weak enemies. Just teach him with your favourite traps.

3. NAME : ANISE

Job : Ranger

Group : AUO

HP : 120

Far attack : 15

Close attack : 15

Defense : 8

Attention : 70

Speed : 58

Special Ability : None

Strategy : This lady is fast and wise just as Amon. But if you act quickly with quick thinking, you can also lure her into large-limited traps such as Arrow Slit and then finish her easily. She is not very dangerous.

4. NAME : BASURAL

Job : Goliath

Group : AUO

HP : 250

Far attack : 0

Close attack : 30

Defense : 8

Attention : 20

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Although his HP is very high, the small defense and agility make help be a very easy enemy to beat. He is easily lured into traps that you can kill him very leisurely. Just be careful with his earthquake.

=====
CHAPTER XIX : TIME-CONTROLLING STONE
=====

Prologue : Cupido stabbed by Miguel's dagger, dies for Christina and his unrequited love for her...

Location : Dark Ruin

Advice : Use Room Devices to support your attacks. Stay away from enemies.

Enemy List :

1. NAME : AN TINORA

Job : Whitemagic

Group : QEG

HP : 120

Far attack : 18

Close attack : 9

Defense : 10

Attention : 45

Speed : 42

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : She goes with Sieghardt. You must kill her first before defeating the others because she will heal them once they lose their HP. Because being a sorceress, Antinora rarely moves. She often stands in a defenite position and freezes you except you are running further. Her frozen jet can petrify you for a while and it's a chance for Sieghardt to finish you. Stay away from her and put arrow slit to where she is standing. You can combine with Pendulum based traps such as

Slave Hammer at the same position.

2. NAME : SIEGHARDT

Job : Armor

Group : QEG

HP : 120

Far attack : 0

Close attack : 27

Defense : 35

Attention : 0

Speed : 35

Special Ability : Immune to fire, blast and arrow.

Strategy : Like you beating Cervantes. He is not a strong enemy, but he can be dangerous when fighting with Antinora. So remember to kill Antinora first before defeating him.

3. NAME : ASHLEY

Job : Elites

Group : QEG

HP : 120

Far attack : 0

Close attack : 24

Defense : 20

Attention : 45

Speed : 48

Special Ability : None

Strategy : Ashley will come to you just after either Antinora or Sieghardt is defeated. Like Gardock and Krueger, he is just a numskull for you and you can abuse old strategy to kill him.

4. NAME : VIOLET

Job : Bomber

Group : QEG

HP : 90

Far attack : 27

Close attack : 12

Defense : 20

Attention : 50

Speed : 42

Special Ability : Immune to fire, blast, self-blasts.

Strategy : This guy is very fast and wise. While she is self-blasting, activate the arrow slit or Pendulum trap if they are in charge, because it's not easily to lure her into your field. But don't worry, just a few hits can kill her.

5. NAME : PHALANGIST

Job : Master

Group : QEG SGT

HP : 160

Far attack : 21

Close attack : 45

Defense : 22

Attention : 60

Speed : 45

Special Ability : None

Strategy : Although he is big and looks strong, don't worry. I have completely kept the old order from fighting previous enemies and it can be completely used with him.

6. NAME : GORDIUS

Job : Titan
Group : QEG SGT
HP : 280
Far attack : 0
Close attack : 54
Defense : 20
Attention : 20
Speed : 35
Special Ability : Causes earthquake with weapon.
Strategy : The same as Gordius. Remember to stay away from him.

=====
CHAPTER XX : LONG PARTING
=====

Prologue : The heroine learns about the life-prolonging effects of the Guard Stone. The Queen gives Cecilia an ultimatum, nearing their final match.

Location : Dark Ruin
Advice : Use Room Devices to support your usual traps.
Enemy List :

1. NAME : GEJEN

Job : Bruiser
Group : QSF
HP : 140
Far attack : 12
Close attack : 21
Defense : 8
Attention : 70
Speed : 48
Special Ability : Dives through doorways
Strategy : Use usual traps to attack.

2. NAME : WEISS

Job : Shadow
Group : QSF
HP : 50
Far attack : 0
Close attack : 24
Defense : 5
Attention : 60
Speed : 65
Special Ability : Numbs enemy by attacking his shadow.
Strategy : Some hits can kill this guy at once. Just try to pass over his hits.

3. NAME : RUIN

Job : Miner
Group : QSF
HP : 100
Far attack : 30
Close attack : 15
Defense : 15
Attention : 45
Speed : 38
Special Ability : Immune to blast, flash and fire.
Self-blasts.
Strategy : Use usual traps to attack.

4. NAME : DELVOL
Job : Alchemist
Group : QSF
HP : 90
Far attack : 18
Close attack : 12
Defense : 15
Attention : 50
Speed : 45
Special Ability : Recoups
 Activate traps.
Strategy : Try to lure him in order, use usual traps to kill.

5. NAME : SPIRAL
Job : Ninja
Group : QSF
HP : 60
Far attack : 6
Close attack : 30
Defense : 2
Attention : 75
Speed : 65
Special Ability : Approaches be leaping down stairs
Strategy : Try to lure her in order, use usual traps to kill.

6. NAME : CECILIA
Job : Lady Guard
Group : QSF
HP : 120
Far attack : 15
Close attack : 30
Defense : 12
Attention : 80
Speed : 65
Special Ability : None
Strategy : This is not a very hard battle. But you always move,
move and move to avoid Cecilia's arrows. While throwing, she often
stands in a position. That's the best chance to give up the trap on her.
It's hard for you if you yourself face her. To evade is the most
important in this fight.

=====

CHAPTER XXI : DYING LAMP

=====

Prologue : After defeating Cecilia, only a sense of bitterness was
left in the heroine and Albert. Distrust between royals forces the Prime
Minister Edgar into battle.

Location : Dark Ruin
Enemy List :

1. NAME : SHROUD
Job : Footman
Group : Alendarian
HP : 140
Far attack : 0
Close attack : 24
Defense : 8
Attention : 255
Speed : 55

Special Ability : Immune to flash.

Strategy : He is fairly fast. But you can easily lure him into your trap limitation, then kill him with ease.

2. NAME : GUSTAF

Job : Villageman

Group : Alendarian

HP : 70

Far attack : 0

Close attack : 9

Defense : 5

Attention : 25

Speed : 35

Special Ability : None

Strategy : He is very easily to beat. Attack as usual.

3. NAME : DEATHMASK

Job : Giga-arm

Group : Alendarian

HP : 300

Far attack : 0

Close attack : 90

Defense : 5

Attention : 0

Speed : 20

Special Ability : Runs fast when angry.

Strategy : Another giant guy, don't worry. He is not as wise as you think at the first glance. But it's harder when he participates with Edgar. Try to beat him before Edgar because he can't heal himself. Try to run like hell when you make him angry because he will be faster and stronger very much.

4. NAME : EDGAR

Job : Slasher

Group : Premier

HP : 180

Far attack : 45

Close attack : 45

Defense : 28

Attention : 50

Speed : 45

Special Ability : Immune to electric shock.

Recoups.

Activate traps.

Strategy : One of your most dangerous enemy in this chapter. Remember NOT TO STEP ON YOUR TRAPS. Edgar is wise enough to make them catch you, especially when some of them are strong bear traps such as Slave Claw (because it could keep you for 12 seconds).

5. NAME : LAVAAN

Job : Slasher

Group : QEG

HP : 120

Far attack : 45

Close attack : 45

Defense : 25

Attention : 55

Speed : 48

Special Ability : Immune to electric shock.

Recoups.

Activate traps.

Strategy : The same as Edgar's.

6. NAME : DIZHAK

Job : Flameman

Group : QEG

HP : 160

Far attack : 36

Close attack : 24

Defense : 30

Attention : 30

Speed : 35

Special Ability : Immune to fire, blast, cold, and arrow.

Strategy : This guy is a bit hard to put trap. He always keeps a distance from you and casts fire, then he moves from here to there. You are in the Dark Ruin, so go to the guilotine hall, you see some larva here. Sometimes Dizhak will step on the larva that he is killing himself slowly. Then make sure of your Pendulum to finish this.

7. NAME : VERGILIUS

Job : Sage

Group : QEG AIDE

HP : 120

Far attack : 90

Close attack : 0

Defense : 22

Attention : 80

Speed : 38

Special Ability : Immune to magnet and summon ring.

Warps.

Strategy : You can beat this guy before Dizhak. He is not a strong enemy, but his spell is very powerful and hard to avoid. Usual traps can kill him easily. But don't let yourself in raid.

=====

CHAPTER XXII : STRATAGEM

=====

Prologue : To prolong Albert's life or to revisit the past ? The Legendary Stones can be used only in either way. The heroine and Christina want the stone, as very little time is left for Albert.

Location : Castle Hades

Advice :

Enemy List :

1. NAME : BRADLEY

Job : Knight

Group : Watchguard

HP : 120

Far attack : 0

Close attack : 27

Defense : 25

Attention : 40

Speed : 35

Special Ability : None

Strategy : Use combo with him. Must block him before using other traps. Always stay away from

2. NAME : STANFORD

Job : Knight
Group : Watchguard
HP : 100
Far attack : 0
Close attack : 30
Defense : 28
Attention : 35
Speed : 35
Special Ability : None
Strategy : Attack him as you did with Bradley.

3. NAME : GANDOLPH

Job : Hellknight
Group : QEG CAPT
HP : 230
Far attack : 0
Close attack : 150
Defense : 38
Attention : 45
Speed : 35
Special Ability : Invincible after damage.

Warps.

Summon ring-immune.

Strategy : See "My Skills" to know the great combos. Do as you did with Gelfaust.

4. NAME : CHESTBARN

Job : Goliath
Group : I-Guard
HP : 250
Far attack : 0
Close attack : 36
Defense : 10
Attention : 20
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Attack as usual.

5. NAME : BALDWIN

Job : Magnetman
Group : I-Guard
HP : 120
Far attack : 0
Close attack : 21
Defense : 18
Attention : 40
Speed : 42
Special Ability : Approaches by leaping down stairs.
Magnet-immune
Strategy : Attack as usual.

=====

CHAPTER XXIII : QUEEN MARGARETA

=====

Prologue : The Queen's attempt on the King's life fails. The heroine and Christina are jailed. But, they cannot given up their life as they are so close to complete the Legendary Stones.

Location : Castle Hades

Advice : Abuse Room Devices to support your attacks. Move fast and have quick thinking or the enemies will defeat you first. Remember that there is a Hellknight and a Queen in this stage - who are considered to be very strong.

Enemy List :

1. NAME : MILDRED

Job : Knight

Group : I-Guard

HP : 120

Far attack : 0

Close attack : 27

Defense : 28

Attention : 40

Speed : 35

Special Ability : None

Strategy : He can prevent Arrow Slit. Use Combos to defeat him.

If you want to take him with Arrow Slit or Pendulum based traps, block him first by any Bear Traps you like. Then you can make a great combo to kill him immediately.

2. NAME : DUGAL

Job : Titan

Group : I-Guard

HP : 250

Far attack : 0

Close attack : 45

Defense : 20

Attention : 10

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Just attack as fighting the usual Giga-arms.

3. NAME : GARLAND

Job : Flameman

Group : QEG

HP : 180

Far attack : 45

Close attack : 27

Defense : 32

Attention : 30

Speed : 35

Special Ability : Immune to fire, blasts, cold and arrow.

Strategy : Attack him as you fight the previous flameman. Use the combo as you did with Mildred, always block him first before doing others. Just use a very simple Bear Trap with a definite time.

4. NAME : RAFALGA

Job : Elites

Group : QEG

HP : 140

Far attack : 0

Close attack : 27

Defense : 20

Attention : 55

Speed : 48

Special Ability : None

Strategy : Just as you fight usual Slashers.

5. NAME : BELSTEIN

Job : Hellknight
Group : QEG
HP : 230
Far attack : 0
Close attack : 90
Defense : 38
Attention : 45
Speed : 30
Special Ability : Invincible after damage.

Warps.

Summon ring - immune

Strategy : He can be defeated as Mildred and Rafalga if you always stay away from him. Run to a any large room you want, then prepare the combo and charge it before he comes. If he warps to another position, get out of that room as soon as possible and find another field. You have to be patient if you want to kill him without losing any HP. Refer to me "General Tips".

6. NAME : NIRVANA

Job : Darkwitch
Group : QEG
HP : 160
Far attack : 36
Close attack : 21
Defense : 15
Attention : 55
Speed : 35
Special Ability : Darkens.

Immune to flash, summon ring.

Strategy : Just as fighting Belstein, you greet her before she comes. Then block her by a simple Bear Trap, then shoot an arrow and the next will be a powerful Slave Hammer. She will be thrown away. While she tries to come, you have already finished charging the Bear Trap, so trap her again and push her away by the Slave Hammer until she dies.

7. NAME : LORDBARAN

Job : Armor
Group : QEG SGT
HP : 140
Far attack : 0
Close attack : 30
Defense : 38
Attention : 0
Speed : 35
Special Ability : Immune to fire, blast and arrows.
Strategy : Attack as usual.

8. NAME : MARGARETA

Job : Queen
Group : Royalist
HP : 230
Far attack : 90
Close attack : 21
Defense : 12
Attention : 75
Speed : 50
Special Ability : Recoups.

Immune to anger, summon ring.

Strategy : She is very dangerous. Her beam can scratch you until you die. You can just avoid them by luck. Most players often use great

combos. You can refer to my "General tips". There I will tell a very simple trick to fight Margereta. This trick just need some of your carefulness. That's all.

RETURN TO THE PAST -> ALIVE IN CHAPTER XXIV -> #1 ENDING
-> DIE IN CHAPTER XXIV -> #2 ENDING
USE LIFE LONGEVITY EFFECT -> ALIVE IN CHAPTER XXIV -> #3 ENDING

THIS DECISION : RETURN TO THE PAST

=====

CHAPTER XXIV : BACK TO THE BEGINNING

=====

Prologue : The King and Queen preside no longer in this world. The heroine reunites with her family. But there, she finds another herself and...

Location : Home

Advice :

Enemy List :

1. NAME : GRAYHAWK
Job : Mercenary
Group : AUO
HP : 140
Far attack : 15
Close attack : 36
Defense : 20
Attention : 40
Speed : 42
Special Ability : None
Strategy : Attack as usual. Try to stay away from him.

2. NAME : ELISUON
Job : Sage
Group : AUO
HP : 90
Far attack : 90
Close attack : 0
Defense : 22
Attention : 70
Speed : 38
Special Ability : Immune to magnet and summon ring.
Warps.

Strategy : This guy is tough. His magic can easily wipe your HP when you must fight in a small place which is your house. Move fast and never be the opposite of him.

3. NAME : DAIDALOS
Job : Giga-arm
Group : AUO
HP : 300
Far attack : 0
Close attack : 150
Defense : 8
Attention : 0
Speed : 20
Special Ability : Runs fast when angry
Strategy : Attack as usual. You can easily deceive him with the

greeting combo.

4. NAME : LAMIA

Job : Whitemagic

Group : AUO

HP : 120

Far attack : 15

Close attack : 12

Defense : 8

Attention : 50

Speed : 38

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : Just place defenite combo on her and don't let her move away from your plan.

5. NAME : MIGUEL

Job : Brute

Group : AUO Elite

HP : 250

Far attack : 0

Close attack : 21

Defense : 20

Attention : 55

Speed : 52

Special Ability : Unaffected by summon ring.

Strategy : I think he is not very powerful as a boss. Because he is easily defeated by my greeting combo. Greeting combo means preparing the combo at the door where the enemy will come in. Then attack him/her just as they open the door to go in. Refer to "My Skills".

IF YOU RETURNED TO THE PAST :

LIVE -> ENDING 1

Reina has saved herself and her family from Miguel in her 17th birthday. In presence, Miguel wants to do harm to Christina. But he disappeared as his death in the past. Christina understands everything. But Albert has died...

In the past, although there are two Reinas, Rosetta believes that the second one is also Reina - her dear daughter. Maybe she could partly understand the story. But then the present Reina must disappear for the real Reina to live. She can't return to her time because it's now unreal. I am not sure why Reina dies. But maybe it can be one of these reasons : She must die for the real Reina to continue the life, or because Reina has lost her strength from using Traps and dies like Taure and Albert. On the past street, Reina becomes pale to the sand. Before being disappeared, she sees a very "familiar" image to her: a group of men is bringing a girl who was Cecilia..."Sister..."

YOUR REWARD : New Emblem HELL EMBLEM + 50000 Dreaks

DIE -> ENDING 2

All the two Reinas were brought to Alendar. The two Core Stones made a strange effect that they destroy everybody, even the whole world at all the time.

YOUR REWARD : New Special Trap KILLER TOP + 50000 Dreaks.

:::::::::::::::::::::

CONTENTS OF THIS STORY

:::::::::::::::::::::

- Chapter I : Escape to Tragedy
- Chapter II : Alendar
- Chapter III : Encounter the Old Castle
- Chapter IV : Disaster
- Chapter V : Scratched Jewel
- Chapter VI : Marco
- Chapter VII : Brute
- Chapter VIII : Prices for Secret Arts
- Chapter IX : AUO Raid
- Chapter X : Vestiges of Distant Day
- Chapter XI : Blue Legend
- Chapter XII : Tracking
- Chapter XIII : Past Days
- Chapter XIV : Crossroads of Destiny
- Chapter XV : Poison
- Chapter XVI : Awakening from the Nightmare
- Chapter XVII : Revolt
- Chapter XVIII : For a Loved one
- Chapter XIX : Time-controlling Stone
- Chapter XX : Long Parting
- Chapter XXI : Dying Lamp
- Chapter XXII : Stratagem
- Chapter XXIII : Queen Margareta
- Chapter XXIV : Answered Wish

=====

CHAPTER I : ESCAPE TO TRAGEDY

=====

Prologue : The heroine is locked up in a dungeon till a boy saves her. He tells her to defeat the enemy with the trap.

Location : Hades Jail

Advice : Lure your enemies into trap limitation. This is very easy.

For Gordon, he doesn't move. Just activate any traps of yours.

Enemy List :

- 1. NAME : GORDON
 - Job : Torturer
 - HP : 30
 - Far attack : 0
 - Close attack : 21
 - Defense : 0
 - Attention : 0
 - Speed : 30
 - Special Ability : None
 - Strategy : Activate any traps.

- 2. NAME : JADE
 - Job : Soldier
 - HP : 70
 - Far attack : 0
 - Close attack : 18

Defense : 8
Attention : 0
Speed : 30
Special Ability : None
Strategy : Lure him into your trap limitation.

=====
CHAPTER II : ALENDAR
=====

Prologue : After Marco and his brother Albert save the heroine. They are attacked by the King's men.

Location : Factory

Advice : Lure enemies into Room Devices.

Enemy List :

1. NAME : HANS

Job : Villageman

Group : Alendarian

HP : 70

Far attack : 0

Close attack : 9

Defense : 0

Attention : 0

Speed : 30

Special Ability : None

Strategy : Lure him into any traps or devices.

2. NAME : ELLENA

Job : Villagegal

Group : Alendarian

HP : 60

Far attack : 0

Close attack : 6

Defense : 0

Attention : 0

Speed : 35

Special Ability : None

Strategy : Lure her into any traps or devices.

=====
CHAPTER III : ENCOUNTER THE OLD CASTLE
=====

Prologue : Taure dies mysteriously. Albert sends the heroine to the Castle Agony, where kidnappers wait to abduct her.

Location : Castle Agony

Advice : Lure enemies into Room Devices.

Enemy List :

1. NAME : GINA

Job : Thief

Group : AUO

HP : 60

Far attack : 0

Close attack : 9

Defense : 2

Attention : 45

Speed : 52
Special Ability : None
Strategy : Lure her into the room device (the light).

2. NAME : WOLF
Job : Soldier
Group : AUO
HP : 90
Far attack : 0
Close attack : 21
Defense : 8
Attention : 35
Speed : 38
Special Ability : None
Strategy : Lure him into room device.

=====
CHAPTER IV : DISASTER
=====

Prologue : The heroine reminds Marco of his dead mother. He is happy to see her but is attacked by Christina and mob.

Location : Castle Agony

Advice : Lure enemies into the water trap and your traps.

Enemy List :

1. NAME : CHRISTINA
Job : Boss
Group : AUO
HP : 180
Far attack : 24
Close attack : 12
Defense : 15
Attention : 55
Speed : 55
Special Ability : Recoups.
Unaffected by summon ring.

Strategy : Just try to hit her once by your traps. Then she will get out of battle, leaving the rest for Jeguard.

2. NAME : JEGUARD
Job : Giga-arm
Group : AUO
HP : 200
Far attack : 0
Close attack : 30
Defense : 5
Attention : 0
Speed : 30
Special Ability : Causes earthquake with weapon.

Strategy : At first, he just wanders on the upper bridge. When he enters the trap, push the switch to lower the bridge making a damage on him. Then place Arrow Slit straight the stream and lure him into your field. You can use more traps.

=====
CHAPTER V : SCRATCHED JEWEL
=====

Prologue : Pain consumed the heroine as she realized the change. She could face the intruders, but they had different plans.

Location : Castle Agony

Advice : Abuse Room Devices to support your traps. Attack the whitemagic first.

Enemy List :

1. NAME : SILVIA

Job : Amazoness

Group : QSF

HP : 80

Far attack : 0

Close attack : 12

Defense : 8

Attention : 40

Speed : 48

Special Ability : Approaches be leaping down stairs.

Strategy : Just one correct bridge lowering in the water room can kill her. Lure her to there to execute your plan.

2. NAME : RESPHENA

Job : Whitemagic

Group : QSF

HP : 100

Far attack : 12

Close attack : 9

Defense : 10

Attention : 45

Speed : 38

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : She rarely moves. You can freely put your traps on her. But don't let her realize your traps by avoiding moving as much as you can.

3. NAME : RADITZ

Job : Hunter

Group : QSF

HP : 70

Far attack : 6

Close attack : 9

Defense : 10

Attention : 50

Speed : 45

Special Ability : None

Strategy : Attack as usual.

4. NAME : ARES

Job : Fighter

Group : QSF

HP : 100

Far attack : 0

Close attack : 18

Defense : 10

Attention : 70

Speed : 48

Special Ability : Dives through doorways.

Strategy : Lure him into your trap limitation, especially Arrow

Slit. Combos are better.

=====

CHAPTER VI : MARCO

=====

Prologue : Struck down by a sword, Marco repeats calling the heroine under weak breath. But the King's men won't wait. No safety...

Location : Castle Agony

Advice : Lure enemies into your field with Room Devices.

Enemy List :

1. NAME : GARCIA

Job : Knight

Group : Alendarian

HP : 80

Far attack : 0

Close attack : 21

Defense : 15

Attention : 35

Speed : 38

Special Ability : None

Strategy : Not very strong enemy. Lure him into your field.

2. NAME : OSBORNE

Job : Sorcerer

Group : Alendarian

HP : 70

Far attack : 18

Close attack : 18

Defense : 8

Attention : 25

Speed : 30

Special Ability : Immune to electric shock.

Strategy : Bride lowering can kill him at once. But you can also use traps to kill him easily if you don't want to. Stay away from him to avoid electric shock.

3. NAME : GARNET

Job : Thief

Group : Alendarian

HP : 80

Far attack : 0

Close attack : 9

Defense : 10

Attention : 45

Speed : 52

Special Ability : None

Strategy : Attack as usual. Move fast.

4. NAME : SIRADO

Job : Soldier

Group : Lord

HP : 90

Far attack : 0

Close attack : 24

Defense : 15

Attention : 40

Speed : 42

Special Ability : None

Strategy : Just beat him any hit. He will get out of battle.

=====

CHAPTER VII : BRUTE

=====

Prologue : Albert and Sirado couldn't see eye to eye. Meanwhile, Marco, who had protected the heroine as though she were family, was slowly beginning to fade...

Location : Castle Agony

Advice : Attack as usual. Use Room Devices if it's possible.

Enemy List :

1. NAME : RAVEN

Job : Soldier

Group : AUO

HP : 100

Far attack : 0

Close attack : 24

Defense : 12

Attention : 35

Speed : 42

Special Ability : None

Strategy : Lure him into your trap limitation.

2. NAME : LIZA

Job : Ranger

Group : AUO

HP : 100

Far attack : 12

Close attack : 15

Defense : 5

Attention : 60

Speed : 55

Special Ability : None

Strategy : Running fast and luring the enemy at the same time to avoid her boomerangs.

3. NAME : JUDEKA

Job : Darkwitch

Group : AUO

HP : 140

Far attack : 30

Close attack : 15

Defense : 10

Attention : 50

Speed : 35

Special Ability : Darkens.

Immune to flash, summon ring.

Strategy : Prepare the combo before she comes to your position.

Then use the combos to kill her as soon as possible so she can't darken to blind you.

4. NAME : LORENZ

Job : Bruiser

Group : AUO

HP : 100

Far attack : 9

Close attack : 18

Defense : 8

Attention : 70

Speed : 45

Special Ability : Dives through doorways.

Strategy : Attack as usual and move fast because sometimes he can avoid your floor traps.

5. NAME : IGOR

Job : Flame user

Group : AUO

HP : 180

Far attack : 18

Close attack : 12

Defense : 0

Attention : 10

Speed : 30

Special Ability : Immune to fire, blast.

Strategy : Just use your favourite traps and combos except what he immunes to.

=====

CHAPTER VIII : PRICE FOR SECRET ARTS

=====

Prologue : Miguel, the abductor and killer, is now after the heroine. Castle Agony is in ruins. Who can save her ?

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : SID

Job : Assassin

Group : QSF

HP : 80

Far attack : 0

Close attack : 12

Defense : 8

Attention : 55

Speed : 52

Special Ability : Suicides if dying.

Leaps.

Immune to flash.

Strategy : He can leap and chase you very tremendously. But that's the reason why he can be easily lured into your Arrow Slit. You can see "My Skills" to know how to lure.

2. NAME : VALLETTA

Job : Bomber

Group : QSF

HP : 80

Far attack : 24

Close attack : 12

Defense : 18

Attention : 35

Speed : 38

Special Ability : Immune to fire, blast,
Self-blasts.

Strategy : She rarely moves, but self-blasts to confuse you. Just stay away from her and if you can, prepare the combo before she comes to

meet you.

=====
CHAPTER IX : AUO RAID
=====

Prologue : A trap was used, casting a powerful curse, draining the heroine's strength. Can she be saved...?

Location : Castle Hue

Advice : Use Room Devices to support your attacks.

Enemy List :

1. NAME : MIGUEL

Job : Brute

Group : AUO Elite

HP : 230

Far attack : 30

Close attack : 24

Defense : 20

Attention : 55

Speed : 50

Special Ability : Unaffected by summon ring.

Strategy : Just try to beat him one shot with traps or Room Devices. Then he will get out of battle.

2. NAME : BALBOA

Job : Torturer

Group : AUO

HP : 140

Far attack : 0

Close attack : 24

Defense : 20

Attention : 20

Speed : 35

Special Ability : None

Strategy : This guy is rather stupid. It's very easy to lure him. Just attack as usual.

3. NAME : ORTEGA

Job : Swordsman

Group : AUO

HP : 100

Far attack : 0

Close attack : 27

Defense : 12

Attention : 255

Speed : 38

Special Ability : Immune to anger and summon ring.

Strategy : If you have the combo before he comes, you can kill him without losing any HP. Just stay away from him if you want to attack directly.

4. NAME : CUPIDO

Job : Elites

Group : AUO Elites

HP : 160

Far attack : 0

Close attack : 45

Defense : 22

Attention : 60
Speed : 48
Special Ability : None
Strategy : The same as Miguel.

=====
CHAPTER X : VESTIGES OF DISTANT DAY
=====

Prologue : The heroine fended off the AUO gang. But another enemy approached. This one saw her as her sister.

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : GEMINI

Job : Ninja

Group : QSF

HP : 60

Far attack : 3

Close attack : 27

Defense : 0

Attention : 70

Speed : 62

Special Ability : Approaches by leaping down stairs.

Strategy : She is very fast but easily lured into Arrow Slit. Her HP is very low and you can kill her with ease.

2. NAME : DUSTIN

Job : Miner

Group : QSF

HP : 100

Far attack : 30

Close attack : 12

Defense : 12

Attention : 40

Speed : 38

Special Ability : Immune to blast, flash, and fire.
Self-blasts.

Strategy : Greet him before he comes.

3. NAME : RUTGER

Job : Soldier

Group : QSF

HP : 90

Far attack : 0

Close attack : 24

Defense : 15

Attention : 40

Speed : 42

Special Ability : None

Strategy : Attack as usual and stay away from him.

4. NAME : HELSING

Job : Alchemist

Group : QSF

HP : 80

Far attack : 15

Close attack : 9

Defense : 12
Attention : 40
Speed : 42
Special Ability : Recoups.

Activate traps.

Strategy : He can recoup. So it's better to use continuous combo.
He himself is not a strong enemy.

=====

CHAPTER XI : BLUE LEGEND

=====

Prologue : Cecilia sees her own sister in the heroine. She is jolted when she sees Albert, and leaves. What is their story ? What is the real motive of the Queen Margareta, whom Cecilia serves...

Location : Castle Hue

Advice : Attack as usual.

Enemy List :

1. NAME : CROSS

Job : Assassin

Group : QSF

HP : 90

Far attack : 0

Close attack : 15

Defense : 8

Attention : 60

Speed : 58

Special Ability : Suicides if dying.

Leaps.

Immune to flash.

Strategy : Attack as usual just like fighting common Assassins.

2. NAME : SHUBALTZ

Job : Shadow

Group : QSF

HP : 50

Far attack : 0

Close attack : 24

Defense : 8

Attention : 55

Speed : 62

Special Ability : Numbs enemy by attacking his shadow.

Strategy : He is rather dangerous if you don't kill him fast. His low HP will help you defeat him more easily. Just lure him into long-ranged traps with high speed.

=====

CHAPTER XII : TRACKING

=====

Prologue : The Legendary Stone enables you to go back and forth in time. If it exists, it can change the past...

Location : Castle Hue

Advice : Attack as usual. Use Room Devices to support your traps.

Enemy List :

1. NAME : GALAHAD

Job : Goliath
Group : Alendarian
HP : 230
Far attack : 0
Close attack : 30
Defense : 8
Attention : 10
Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Attack as usual and stay away from him. Run fast and quick thinking when he makes earthquake.

2. NAME : CLAYBORNE

Job : Hunter
Group : Alendarian
HP : 90
Far attack : 12
Close attack : 12
Defense : 12
Attention : 50
Speed : 48

Special Ability : None

Strategy : Run and place traps on him at the same time.

3. NAME : ALTHEA

Job : Whitemagic
Group : Alendarian
HP : 100
Far attack : 15
Close attack : 9
Defense : 8
Attention : 50
Speed : 38

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : Run and place traps on her when she casts ice on you.

4. NAME : REBECCA

Job : Thief
Group : Alendarian
HP : 80
Far attack : 0
Close attack : 12
Defense : 12
Attention : 75
Speed : 52

Special Ability : None

Strategy : Run fast and lure her into your traps.

5. NAME : ZEON

Job : Mercenary
Group : Alendarian
HP : 140
Far attack : 15
Close attack : 36
Defense : 18
Attention : 40
Speed : 42

Special Ability : None

Strategy : Attack as usual and stay away from him.

6. NAME : SIRADO
Job : Soldier
Group : Lord
HP : 90
Far attack : 0
Close attack : 24
Defense : 18
Attention : 40
Speed : 42
Special Ability : None
Strategy : Attack as usual.

=====
CHAPTER XIII : PAST DAYS
=====

Prologue : The heroine and Albert returned to the factory to find the Guard Stone. But Cecilia's gang was there and for reasons unknown to her and Albert, they came after her brooch...

Location : Factory

Advice : Use combos and Room Devices. Attack as usual.

Enemy List :

1. NAME : RUTHA
Job : Amazoness
Group : QSF
HP : 80
Far attack : 0
Close attack : 18
Defense : 8
Attention : 40
Speed : 48
Special Ability : None
Strategy : Attack as usual. Greet her before she comes.

2. NAME : DORGEY
Job : Magnetman
Group : QSF
HP : 100
Far attack : 0
Close attack : 18
Defense : 12
Attention : 35
Speed : 38
Special Ability : Approaches by leaping down stairs.
Magnet-immune.
Strategy : Attack as usual with simple traps.

3. NAME : ZARDOS
Job : Torturer
Group : QSF
HP : 160
Far attack : 0
Close attack : 27
Defense : 22
Attention : 25
Speed : 38

Special Ability : None
Strategy : Attack as usual.

=====
CHAPTER XIV : CROSSROADS OF DESTINY
=====

Prologue : The heroine is embarrassed with the past secrets between Albert and Cecilia. Cecilia now comes to the heroine with an idea in mind...

Location : Castle Hue

Advice : Use Room Devices to support your traps. Attack as usual.

Enemy List :

1. NAME : DYER
Job : Fighter
Group : QSF
HP : 100
Far attack : 0
Close attack : 21
Defense : 10
Attention : 75
Speed : 50
Special Ability : Dives through doorways.
Strategy : Run fast and lure him into your field.
2. NAME : ILLIAD
Job : Hunter
Group : QSF
HP : 100
Far attack : 12
Close attack : 15
Defense : 15
Attention : 55
Speed : 48
Special Ability : None
Strategy : Just like you fight usual Hunters.
3. NAME : ALBALTROSS
Job : Soldier
Group : QSF
HP : 100
Far attack : 0
Close attack : 24
Defense : 18
Attention : 35
Speed : 45
Special Ability : None
Strategy : Attack as usual.
4. NAME : MADULA
Job : Darkwitch
Group : QSF
HP : 140
Far attack : 30
Close attack : 15
Defense : 12
Attention : 50
Speed : 35

Special Ability : Darkens.

Immune to flash and summon ring.

Strategy : Greet her before she comes.

5. NAME : BARBAROSSA

Job : Titan

Group : QSF

HP : 250

Far attack : 0

Close attack : 45

Defense : 18

Attention : 10

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Attack as usual and always run fast when he is angry.

You can be killed any time.

6. NAME : HOLVAIN

Job : Flame user

Group : 230

HP : 21

Far attack : 0

Close attack : 18

Defense : 2

Attention : 10

Speed : 55

Special Ability : None

Strategy : Lure him into your trap limitation and combos.

YES, I'LL GO -> CHAPTER 22 -> 4TH ENDING (See Walkthrough 2)

NO, I WON'T -> CHAPTER 24 -> 1ST, 2ND OR 3RD ENDING (Will be mentioned in the end of this walkthrough).

DECISION : NO, I WON'T.

=====

CHAPTER XV : POISON

=====

Prologue : The heroine receives a mysterious message. She and Albert go to the Secret Base, knowing that they would meet an ambush. Christina appears before them there...

Location : Secret Base

Advice : Use suitable traps to beat your enemies. Be careful with Christina who has a very high speed and she can poison you anytime.

Enemy list :

1. NAME : GARIUS

Job : Sorcerer

Group : AUO

HP : 80

Far attack : 21

Close attack : 18

Defense : 10

Attention : 35

Speed : 35

Special Ability : Immune to electric shock.

Strategy : This guy is slow and easy to beat. Just lure him into your field.

2. NAME : BOLTHEAD

Job : Giga-arm

Group : AUO

HP : 250

Far attack : 0

Close attack : 54

Defense : 5

Attention : 0

Speed : 20

Special Ability : Runs fast when angry.

Strategy : Run like hell when he is angry. After he is relieved,
continue to ruin him.

3. NAME : GOA

Job : Footman

Group : AUO

HP : 120

Far attack : 0

Close attack : 21

Defense : 5

Attention : 255

Speed : 52

Special Ability : Immune to flash.

Strategy : Attack as usual.

4. NAME : CHRISTINA

Job : Boss

Group : AUO

HP : 180

Far attack : 24

Close attack : 12

Defense : 15

Attention : 55

Speed : 55

Special Ability : Recoups.

Unaffected by summon ring.

Strategy : She is one of your strong enemies, but also easily
lured into field. You must run fast if you don't want her attack before
you. She can poison you.

=====
CHAPTER XVI : AWAKENING FROM THE NIGHTMARE
=====

Location : Castle Hue

Advice : Use room devices to support your attack.

Enemy list :

1. NAME : MOONGRAM

Job : Alchemist

Group : QSF

HP : 80

Far attack : 18

Close attack : 9

Defense : 12

Attention : 45

Speed : 45

Special ability : Recoups.

Activate traps.

Strategy : This guy is slow and easy to beat. Just deceive him into your arrow's limitation. You don't need to use much of your strength with him.

2. NAME : BLADE

Job : Assassin

Group : QSF

HP : 90

Far attack : 0

Close attack : 18

Defense : 8

Attention : 60

Speed : 60

Special Ability : Suicides if dying

Leaps

Immune to flash

Strategy : This guy has strong attention and terrific action. You must be very fast to deceive him to your traps. Use Bear Trap or Heavy Claw to catch him, then use Arrow trap to make combos.

3. NAME : KARMA

Job : Ninja

Group : QSF

HP : 70

Far attack : 3

Close attack : 30

Defense : 2

Attention : 75

Speed : 65

Special Ability : Approaches by leaping down stairs

Strategy : This guy is faster than Blade. She attacks by throwing boomerang so you can be hit from a very far distance. Although her attention is high, her HP is very low. Just one hit of arrow or rock can make her weak and then it's time for your chance to kill her.

4. NAME : OPHELIA

Job : Amazoness

Group : QSF

HP : 80

Far attack : 0

Close attack : 18

Defense : 15

Attention : 45

Speed : 50

Special Ability : Approaches by leaping down stairs.

Strategy : Not very special enemy. Just attack as you usually do. Cooperate Wall Traps and Ceiling Traps.

5. NAME : CECILIA

Job : Lady Guard

Group : QSF

HP : 120

Far attack : 15

Close attack : 30

Defense : 12

Attention : 80

Speed : 65

Special Ability : None

Strategy : Okay, you fight your sister. Although Cecilia has no special ability, she can jump from here to there and then she is in front of you. But I think she is not a very strong enemy. Just because she is always on your way, so it's your chance to activate your arrows or any trap if you stand in right position.

=====
CHAPTER XVII : REVOLT
=====

Prologue : Albert tells the heroine about the secret past between him and Cecilia. At the mean time, Christina fades brainwashing, but Cupido interrogated...

Location : Dark Ruin

Advice : You can't go to other rooms like previous chapters because your enemies will lock all your ways and you must defeat them to continue. Try to use Room Devices to support your attack. Have suitable combos.

Enemy list :

1. NAME : GARDOCK

Job : Elites

Group : QEG

HP : 120

Far attack : 0

Close attack : 24

Defense : 20

Attention : 35

Speed : 48

Special Ability : None

Strategy : He is not a dangerous enemy, but very fast at moving and sword sequence. Lure him into your arrow way, then stay aside and activate the arrow to shoot him.

2. NAME : KRUEGER

Job : Elites

Group : QEG

HP : 100

Far attack : 0

Close attack : 21

Defense : 20

Attention : 45

Speed : 48

Special Ability : None

Strategy : The same as Gardock. Either Gardock or Krueger will appear with Scorpio in a room, depend on how you choose your way to go.

3. NAME : SCORPIO

Job : Slasher

Group : QEG

HP : 100

Far attack : 36

Close attack : 36

Defense : 25

Attention : 55

Speed : 45

Special Ability : Immune to electric shock.

Recoups.

Activate traps.

Strategy : He can heal his health gradually. So if you don't defeat him as fast as you can, his health will be recovered and all what you have done becomes nothing and Scorpio can also prevent Arrow Slit. Refer to "My Skills".

4. NAME : CERVANTES

Job : Armor

Group : QEG

HP : 100

Far attack : 0

Close attack : 24

Defense : 25

Attention : 0

Speed : 30

Special Ability : Immune to fire, blast and arrow.

Strategy : He is strong against most traps, but his hits are not very strong. You can use the same strategy as Scorpion, but using Magnet Wall instead of Arrow Slit with suitable distance because Magnet Wall can't reach a far distance like Arrows. Remember not to use fire elemental traps.

5. NAME : GELFAUST

Job : Hellknight

Group : QEG

HP : 200

Far attack : 0

Close attack : 90

Defense : 32

Attention : 35

Speed : 30

Special Ability : Invincible after damage.

Warps.

Summon ring-immune.

Strategy : Hellknights are your nightmares. Always remember to STAY AWAY FROM HIM. Never let yourself stand in the opposite or he will finish you just in a moment of agility. One of his hits can take 1/4 of your HP. So just four hits can kill you. You'll be shocked after a hit and he can give you two slashes each time. That's the reason why you must be very alert. Try to find a room with stairs to avoid with ease. Hellknights are very strong against damage so you must keep your carefulness and patience until the end of the fight. The trap tactic is just like Scorpio's.

=====

CHAPTER XIII : FOR A LOVED ONE

=====

Prologue : Christina and Cupido join the search shadowed by Miguel. What is the fate of Alendar...?

Location : Castle Hue

Advice : Use Room Devices to support your attacks.

Enemy list :

1. NAME : AMON

Job : Swordman

Group : AUO

HP : 120

Far attack : 0

Close attack : 30

Defense : 15

Attention : 255

Speed : 42

Special Ability : Immune to anger and summon ring.

Strategy : His attention is very high. You can sacrifice some of your HP to lure him into the trap limitation and then activate it. But if you stay away from him, you can put a floor trap on his way to you because he often doesn't pay attention to this.

2. NAME : BALBOA

Job : Sorcerer

Group : AUO

HP : 80

Far attack : 24

Close attack : 18

Defense : 12

Attention : 40

Speed : 38

Special Ability : Immune to electric shock.

Strategy : Sorcerers are always weak enemies. Just teach him with your favourite traps.

3. NAME : ANISE

Job : Ranger

Group : AUO

HP : 120

Far attack : 15

Close attack : 15

Defense : 8

Attention : 70

Speed : 58

Special Ability : None

Strategy : This lady is fast and wise just as Amon. But if you act quickly with quick thinking, you can also lure her into large-limited traps such as Arrow Slit and then finish her easily. She is not very dangerous.

4. NAME : BASURAL

Job : Goliath

Group : AUO

HP : 250

Far attack : 0

Close attack : 30

Defense : 8

Attention : 20

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Although his HP is very high, the small defense and agility make help be a very easy enemy to beat. He is easily lured into traps that you can kill him very leisurely. Just be careful with his earthquake.

=====

CHAPTER XIX : TIME-CONTROLLING STONE

=====

Prologue : Cupido stabbed by Miguel's dagger, dies for Christina and his unrequited love for her...

Location : Dark Ruin

Advice : Use Room Devices to support your attacks. Stay away from enemies.

Enemy List :

1. NAME : ANTINORA

Job : Whitemagic

Group : QEG

HP : 120

Far attack : 18

Close attack : 9

Defense : 10

Attention : 45

Speed : 42

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : She goes with Sieghardt. You must kill her first before defeating the others because she will heal them once they lose their HP. Because being a sorceress, Antinora rarely moves. She often stands in a defenite position and freezes you except you are running further. Her frozen jet can petrify you for a while and it's a chance for Sieghardt to finish you. Stay away from her and put arrow slit to where she is standing. You can combine with Pendulum based traps such as Slave Hammer at the same position.

2. NAME : SIEGHARDT

Job : Armor

Group : QEG

HP : 120

Far attack : 0

Close attack : 27

Defense : 35

Attention : 0

Speed : 35

Special Ability : Immune to fire, blast and arrow.

Strategy : Like you beating Cervantes. He is not a strong enemy, but he can be dangerous when fighting with Antinora. So remember to kill Antinora first before defeating him.

3. NAME : ASHLEY

Job : Elites

Group : QEG

HP : 120

Far attack : 0

Close attack : 24

Defense : 20

Attention : 45

Speed : 48

Special Ability : None

Strategy : Ashley will come to you just after either Antinora or Sieghardt is defeated. Like Gardock and Krueger, he is just a numskull for you and you can abuse old strategy to kill him.

4. NAME : VIOLET

Job : Bomber

Group : QEG

HP : 90

Far attack : 27

Close attack : 12

Defense : 20

Attention : 50

Speed : 42

Special Ability : Immune to fire, blast, self-blasts.

Strategy : This guy is very fast and wise. While she is self-blasting, activate the arrow slit or Pendulum trap if they are in charge, because it's not easily to lure her into your field. But don't worry, just a few hits can kill her.

5. NAME : PHALANGIST

Job : Master

Group : QEG SGT

HP : 160

Far attack : 21

Close attack : 45

Defense : 22

Attention : 60

Speed : 45

Special Ability : None

Strategy : Although he is big and looks strong, don't worry. I have completely kept the old order from fighting previous enemies and it can be completely used with him.

6. NAME : GORDIUS

Job : Titan

Group : QEG SGT

HP : 280

Far attack : 0

Close attack : 54

Defense : 20

Attention : 20

Speed : 35

Special Ability : Causes earthquake with weapon.

Strategy : The same as Gordius. Remember to stay away from him.

=====

CHAPTER XX : LONG PARTING

=====

Prologue : The heroine learns about the life-prolonging effects of the Guard Stone. The Queen gives Cecilia an ultimatum, nearing their final match.

Location : Dark Ruin

Advice : Use Room Devices to support your usual traps.

Enemy List :

1. NAME : GEJEN

Job : Bruiser

Group : QSF

HP : 140

Far attack : 12

Close attack : 21

Defense : 8

Attention : 70

Speed : 48

Special Ability : Dives through doorways

Strategy : Use usual traps to attack.

2. NAME : WEISS

Job : Shadow

Group : QSF

HP : 50

Far attack : 0

Close attack : 24

Defense : 5

Attention : 60

Speed : 65

Special Ability : Numbs enemy by attacking his shadow.

Strategy : Some hits can kill this guy at once. Just try to pass over his hits.

3. NAME : RUIN

Job : Miner

Group : QSF

HP : 100

Far attack : 30

Close attack : 15

Defense : 15

Attention : 45

Speed : 38

Special Ability : Immune to blast, flash and fire.

Self-blasts.

Strategy : Use usual traps to attack.

4. NAME : DELVOL

Job : Alchemist

Group : QSF

HP : 90

Far attack : 18

Close attack : 12

Defense : 15

Attention : 50

Speed : 45

Special Ability : Recoups

Activate traps.

Strategy : Try to lure him in order, use usual traps to kill.

5. NAME : SPIRAL

Job : Ninja

Group : QSF

HP : 60

Far attack : 6

Close attack : 30

Defense : 2

Attention : 75

Speed : 65

Special Ability : Approaches be leaping down stairs

Strategy : Try to lure her in order, use usual traps to kill.

6. NAME : CECILIA

Job : Lady Guard

Group : QSF

HP : 120

Far attack : 15

Close attack : 30

Defense : 12

Attention : 80

Speed : 65

Special Ability : None

Strategy : This is not a very hard battle. But you always move, move and move to avoid Cecilia's arrows. While throwing, she often

stands in a position. That's the best chance to give up the trap on her. It's hard for you if you yourself face her. To evade is the most important in this fight.

=====

CHAPTER XXI : DYING LAMP

=====

Prologue : After defeating Cecilia, only a sense of bitterness was left in the heroine and Albert. Distrust between royals forces the Prime Minister Edgar into battle.

Location : Dark Ruin

Enemy List :

1. NAME : SHROUD

Job : Footman

Group : Alendarian

HP : 140

Far attack : 0

Close attack : 24

Defense : 8

Attention : 255

Speed : 55

Special Ability : Immune to flash.

Strategy : He is fairly fast. But you can easily lure him into your trap limitation, then kill him with ease.

2. NAME : GUSTAF

Job : Villageman

Group : Alendarian

HP : 70

Far attack : 0

Close attack : 9

Defense : 5

Attention : 25

Speed : 35

Special Ability : None

Strategy : He is very easily to beat. Attack as usual.

3. NAME : DEATHMASK

Job : Giga-arm

Group : Alendarian

HP : 300

Far attack : 0

Close attack : 90

Defense : 5

Attention : 0

Speed : 20

Special Ability : Runs fast when angry.

Strategy : Another giant guy, don't worry. He is not as wise as you think at the first glance. But it's harder when he participates with Edgar. Try to beat him before Edgar because he can't heal himself. Try to run like hell when you make him angry because he will be faster and stronger very much.

4. NAME : EDGAR

Job : Slasher

Group : Premier

HP : 180

Far attack : 45

Close attack : 45
Defense : 28
Attention : 50
Speed : 45
Special Ability : Immune to electric shock.
Recoups.
Activate traps.

Strategy : One of your most dangerous enemy in this chapter.
Remember NOT TO STEP ON YOUR TRAPS. Edgar is wise enough to make them catch you, especially when some of them are strong bear traps such as Slave Claw (because it could keep you for 12 seconds).

5. NAME : LAVAAAN
Job : Slasher
Group : QEG
HP : 120
Far attack : 45
Close attack : 45
Defense : 25
Attention : 55
Speed : 48
Special Ability : Immune to electric shock.
Recoups.
Activate traps.
Strategy : The same as Edgar's.

6. NAME : DIZHAK
Job : Flameman
Group : QEG
HP : 160
Far attack : 36
Close attack : 24
Defense : 30
Attention : 30
Speed : 35
Special Ability : Immune to fire, blast, cold, and arrow.
Strategy : This guy is a bit hard to put trap. He always keeps a distance from you and casts fire, then he moves from here to there. You are in the Dark Ruin, so go to the guillotine hall, you see some larva here. Sometimes Dizhak will step on the larva that he is killing himself slowly. Then make sure of your Pendulum to finish this.

7. NAME : VERGILIUS
Job : Sage
Group : QEG AIDE
HP : 120
Far attack : 90
Close attack : 0
Defense : 22
Attention : 80
Speed : 38
Special Ability : Immune to magnet and summon ring.
Warps.
Strategy : You can beat this guy before Dizhak. He is not a strong enemy, but his spell is very powerful and hard to avoid. Usual traps can kill him easily. But don't let yourself in raid.

=====
Prologue : To prolong Albert's life or to revisit the past ? The
Legendary Stones can be used only in either way. The heroine and
Christina want the stone, as very little time is left for Albert.

Location : Castle Hades

Advice :

Enemy List :

1. NAME : BRADLEY

Job : Knight

Group : Watchguard

HP : 120

Far attack : 0

Close attack : 27

Defense : 25

Attention : 40

Speed : 35

Special Ability : None

Strategy : Use combo with him. Must block him before using other
traps. Always stay away from

2. NAME : STANFORD

Job : Knight

Group : Watchguard

HP : 100

Far attack : 0

Close attack : 30

Defense : 28

Attention : 35

Speed : 35

Special Ability : None

Strategy : Attack him as you did with Bradley.

3. NAME : GANDOLPH

Job : Hellknight

Group : QEG CAPT

HP : 230

Far attack : 0

Close attack : 150

Defense : 38

Attention : 45

Speed : 35

Special Ability : Invincible after damage.

Warps.

Summon ring-immune.

Strategy : See "My Skills" to know the great combos. Do as you
did with Gelfaust.

4. NAME : CHESTBARN

Job : Goliath

Group : I-Guard

HP : 250

Far attack : 0

Close attack : 36

Defense : 10

Attention : 20

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Attack as usual.

5. NAME : BALDWIN
Job : Magnetman
Group : I-Guard
HP : 120
Far attack : 0
Close attack : 21
Defense : 18
Attention : 40
Speed : 42
Special Ability : Approaches by leaping down stairs.
Magnet-immune
Strategy : Attack as usual.

=====
CHAPTER XXIII : QUEEN MARGARETA
=====

Prologue : The Queen's attempt on the King's life fails. The heroine and Christina are jailed. But, they cannot given up their life as they are so close to complete the Legendary Stones.

Location : Castle Hades

Advice : Abuse Room Devices to support your attacks. Move fast and have quick thinking or the enemies will defeat you first. Remember that there is a Hellknight and a Queen in this stage - who are considered to be very strong.

Enemy List :

1. NAME : MILDRED
Job : Knight
Group : I-Guard
HP : 120
Far attack : 0
Close attack : 27
Defense : 28
Attention : 40
Speed : 35
Special Ability : None

Strategy : He can prevent Arrow Slit. Use Combos to defeat him.

If you want to take him with Arrow Slit or Pendulum based traps, block him first by any Bear Traps you like. Then you can make a great combo to kill him immediately.

2. NAME : DUIGAL
Job : Titan
Group : I-Guard
HP : 250
Far attack : 0
Close attack : 45
Defense : 20
Attention : 10
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Just attack as fighting the usual Giga-arms.

3. NAME : GARLAND
Job : Flameman
Group : QEG
HP : 180

Far attack : 45

Close attack : 27

Defense : 32

Attention : 30

Speed : 35

Special Ability : Immune to fire, blasts, cold and arrow.

Strategy : Attack him as you fight the previous flameman. Use the combo as you did with Mildred, always block him first before doing others. Just use a very simple Bear Trap with a definite time.

4. NAME : RAFALGA

Job : Elites

Group : QEG

HP : 140

Far attack : 0

Close attack : 27

Defense : 20

Attention : 55

Speed : 48

Special Ability : None

Strategy : Just as you fight usual Slashers.

5. NAME : BELSTEIN

Job : Hellknight

Group : QEG

HP : 230

Far attack : 0

Close attack : 90

Defense : 38

Attention : 45

Speed : 30

Special Ability : Invincible after damage.

Warps.

Summon ring - immune

Strategy : He can be defeated as Mildred and Rafalga if you always stay away from him. Run to a any large room you want, then prepare the combo and charge it before he comes. If he warps to another position, get out of that room as soon as possible and find another field. You have to be patient if you want to kill him without losing any HP. Refer to me "General Tips".

6. NAME : NIRVANA

Job : Darkwitch

Group : QEG

HP : 160

Far attack : 36

Close attack : 21

Defense : 15

Attention : 55

Speed : 35

Special Ability : Darkens.

Immune to flash, summon ring.

Strategy : Just as fighting Belstein, you greet her before she comes. Then block her by a simple Bear Trap, then shoot an arrow and the next will be a powerful Slave Hammer. She will be thrown away. While she tries to come, you have already finished charging the Bear Trap, so trap her again and push her away by the Slave Hammer until she dies.

7. NAME : LORDBARAN

Job : Armor

Group : QEG SGT
HP : 140
Far attack : 0
Close attack : 30
Defense : 38
Attention : 0
Speed : 35
Special Ability : Immune to fire, blast and arrows.
Strategy : Attack as usual.

8. NAME : MARGARETA

Job : Queen
Group : Royalist
HP : 230
Far attack : 90
Close attack : 21
Defense : 12
Attention : 75
Speed : 50
Special Ability : Recoups.
Immune to anger, summon ring.

Strategy : She is very dangerous. Her beam can scratch you until you die. You can just avoid them by luck. Most players often use great combos. You can refer to my "General tips". There I will tell a very simple trick to fight Margereta. This trick just need some of your carefulness. That's all.

RETURN TO THE PAST -> ALIVE IN CHAPTER XXIV -> #1 ENDING
-> DIE IN CHAPTER XXIV -> #2 ENDING
USE LIFE LONGEVITY EFFECT -> ALIVE IN CHAPTER XXIV -> #3 ENDING

THIS DECISION : USE LIFE LONGEVITY EFFECT

=====

CHAPTER XXIV : ANSWERED WISH

=====

Prologue : The King and the Queen preside no longer in this world. After deciding to use the Legendary Stones to save Albert's life, the heroine must prepare for final battle with the assasin, Miguel.

Location : Castle Hades

Advice :

Enemy List :

1. NAME : DAIDALOS

Job : Giga-arm
Group : AUO
HP : 300
Far attack : 0
Close attack : 150
Defense : 8
Attention : 0
Speed : 20
Special Ability : Runs fast when angry
Strategy : Attack as usual. You can easily deceive him with the greeting combo.

2. NAME : LAMIA

Job : Whitemagic
Group : AUO

HP : 120
Far attack : 15
Close attack : 12
Defense : 8
Attention : 50
Speed : 38
Special Ability : Recoups.
Energizes ally.
Cold-immune.

Strategy : Just place defenite combo on her and don't let her
move away from your plan.

3. NAME : GRAYHAWK
Job : Mercenary
Group : AUO
HP : 140
Far attack : 15
Close attack : 36
Defense : 20
Attention : 40
Speed : 42
Special Ability : None

4. NAME : WILHELM
Job : Slasher
Group : I-Guard
HP : 140
Far attack : 45
Close attack : 45
Defense : 28
Attention : 50
Special Ability : Immune to electric shock.
Recoups.
Activate traps.

Strategy : Attack him as you did with Edgar.

5. NAME : MACLEAN
Job : Knight
Group : I-Guard
HP : 140
Far attack : 0
Close attack : 30
Defense : 28
Attention : 40
Speed : 38
Special Ability : None
Strategy : Attack as usual.

6. NAME : MIGUEL
Job : Brute
Group : AUO Elite
HP : 250
Far attack : 0
Close attack : 21
Defense : 20
Attention : 55
Speed : 52
Special Ability : Unaffected by summon ring.

Strategy : I think he is not very powerful as a boss. Because he
is easily defeated by my greeting combo. Greeting combo means preparing

the combo at the door where the enemy will come in. Then attack him/her just as they open the door to go in. Refer to "My Skills".

YOU HAVE GOT ENDING NO.3 :

Albert is saved by the Legendary Stones. But Reina almost lost her strength and becomes ill. Albert and Christina try to find the medicine to treat her from the books. Until Albert has brought the medicine to Reina, she has already gone...

YOUR REWARD : New Special Trap BARRACUDA + 50000 Dreaks
or BANANA PEEL

OKAY, NOW EXPLORE THE ENDING 4 BY WALKTHROUGH 3.

10/ W A L K T H R O U G H 3

- Chapter I : Escape to Tragedy
- Chapter II : Alendar
- Chapter III : Encounter the Old Castle
- Chapter IV : Disaster
- Chapter V : Scratched Jewel
- Chapter VI : Marco
- Chapter VII : Brute
- Chapter VIII : Prices for Secret Arts
- Chapter IX : AUO Raid
- Chapter X : Vestiges of Distant Day
- Chapter XI : Blue Legend
- Chapter XII : Tracking
- Chapter XIII : Past Days
- Chapter XIV : Crossroads of Destiny
- Chapter XV : Darkness Stomper
- Chapter XVI : Betrayal
- Chapter XVII : Friend
- Chapter XVIII : Shrouding Dark Cloud
- Chapter XIX : Ice Judgment
- Chapter XX : Dying Moment
- Chapter XXI : Fall of Imperial Family
- Chapter XXII : At the Massacre's End

=====
CHAPTER I : ESCAPE TO TRAGEDY
=====

Prologue : The heroine is locked up in a dungeon till a boy saves her. He tells her to defeat the enemy with the trap.

Location : Hades Jail

Advice : Lure your enemies into trap limitation. This is very easy. For Gordon, he doesn't move. Just activate any traps of yours.

Enemy List :

1. NAME : GORDON
Job : Torturer
HP : 30
Far attack : 0
Close attack : 21

Defense : 0
Attention : 0
Speed : 30
Special Ability : None
Strategy : Activate any traps.

2. NAME : JADE
Job : Soldier
HP : 70
Far attack : 0
Close attack : 18
Defense : 8
Attention : 0
Speed : 30
Special Ability : None
Strategy : Lure him into your trap limitation.

=====
CHAPTER II : ALENDAR
=====

Prologue : After Marco and his brother Albert save the heroine. They are attacked by the King's men.

Location : Factory

Advice : Lure enemies into Room Devices.

Enemy List :

1. NAME : HANS
Job : Villageman
Group : Alendarian
HP : 70
Far attack : 0
Close attack : 9
Defense : 0
Attention : 0
Speed : 30
Special Ability : None
Strategy : Lure him into any traps or devices.

2. NAME : ELLENA
Job : Villagegal
Group : Alendarian
HP : 60
Far attack : 0
Close attack : 6
Defense : 0
Attention : 0
Speed : 35
Special Ability : None
Strategy : Lure her into any traps or devices.

=====
CHAPTER III : ENCOUNTER THE OLD CASTLE
=====

Prologue : Taure dies mysteriously. Albert sends the heroine to the Castle Agony, where kidnappers wait to abduct her.

Location : Castle Agony

Advice : Lure enemies into Room Devices.

Enemy List :

1. NAME : GINA
Job : Thief
Group : AUO
HP : 60
Far attack : 0
Close attack : 9
Defense : 2
Attention : 45
Speed : 52
Special Ability : None
Strategy : Lure her into the room device (the light).

2. NAME : WOLF
Job : Soldier
Group : AUO
HP : 90
Far attack : 0
Close attack : 21
Defense : 8
Attention : 35
Speed : 38
Special Ability : None
Strategy : Lure him into room device.

=====
CHAPTER IV : DISASTER
=====

Prologue : The heroine reminds Marco of his dead mother. He is happy to see her but is attacked by Christina and mob.

Location : Castle Agony

Advice : Lure enemies into the water trap and your traps.

Enemy List :

1. NAME : CHRISTINA
Job : Boss
Group : AUO
HP : 180
Far attack : 24
Close attack : 12
Defense : 15
Attention : 55
Speed : 55
Special Ability : Recoups.
Unaffected by summon ring.
Strategy : Just try to hit her once by your traps. Then she will get out of battle, leaving the rest for Jeguard.

2. NAME : JEGUARD
Job : Giga-arm
Group : AUO
HP : 200
Far attack : 0
Close attack : 30
Defense : 5
Attention : 0

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : At first, he just wanders on the upper bridge. When he enters the trap, push the switch to lower the bridge making a damage on him. Then place Arrow Slit straight the stream and lure him into your field. You can use more traps.

=====
CHAPTER V : SCRATCHED JEWEL
=====

Prologue : Pain consumed the heroine as she realized the change. She could face the intruders, but they had different plans.

Location : Castle Agony

Advice : Abuse Room Devices to support your traps. Attack the whitemagic first.

Enemy List :

1. NAME : SILVIA

Job : Amazoness

Group : QSF

HP : 80

Far attack : 0

Close attack : 12

Defense : 8

Attention : 40

Speed : 48

Special Ability : Approaches be leaping down stairs.

Strategy : Just one correct bridge lowering in the water room can kill her. Lure her to there to execute your plan.

2. NAME : RESPHENA

Job : Whitemagic

Group : QSF

HP : 100

Far attack : 12

Close attack : 9

Defense : 10

Attention : 45

Speed : 38

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : She rarely moves. You can freely put your traps on her. But don't let her realize your traps by avoiding moving as much as you can.

3. NAME : RADITZ

Job : Hunter

Group : QSF

HP : 70

Far attack : 6

Close attack : 9

Defense : 10

Attention : 50

Speed : 45

Special Ability : None

Strategy : Attack as usual.

4. NAME : ARES

Job : Fighter

Group : QSF

HP : 100

Far attack : 0

Close attack : 18

Defense : 10

Attention : 70

Speed : 48

Special Ability : Dives through doorways.

Strategy : Lure him into your trap limitation, especially Arrow Slit. Combos are better.

=====

CHAPTER VI : MARCO

=====

Prologue : Struck down by a sword, Marco repeats calling the heroine under weak breath. But the King's men won't wait. No safety...

Location : Castle Agony

Advice : Lure enemies into your field with Room Devices.

Enemy List :

1. NAME : GARCIA

Job : Knight

Group : Alendarian

HP : 80

Far attack : 0

Close attack : 21

Defense : 15

Attention : 35

Speed : 38

Special Ability : None

Strategy : Not very strong enemy. Lure him into your field.

2. NAME : OSBORNE

Job : Sorcerer

Group : Alendarian

HP : 70

Far attack : 18

Close attack : 18

Defense : 8

Attention : 25

Speed : 30

Special Ability : Immune to electric shock.

Strategy : Bride lowering can kill him at once. But you can also use traps to kill him easily if you don't want to. Stay away from him to avoid electric shock.

3. NAME : GARNET

Job : Thief

Group : Alendarian

HP : 80

Far attack : 0

Close attack : 9

Defense : 10

Attention : 45

Speed : 52

Special Ability : None

Strategy : Attack as usual. Move fast.

4. NAME : SIRADO

Job : Soldier

Group : Lord

HP : 90

Far attack : 0

Close attack : 24

Defense : 15

Attention : 40

Speed : 42

Special Ability : None

Strategy : Just beat him any hit. He will get out of battle.

=====

CHAPTER VII : BRUTE

=====

Prologue : Albert and Sirado couldn't see eye to eye. Meanwhile, Marco, who had protected the heroine as though she were family, was slowly beginning to fade...

Location : Castle Agony

Advice : Attack as usual. Use Room Devices if it's possible.

Enemy List :

1. NAME : RAVEN

Job : Soldier

Group : AUO

HP : 100

Far attack : 0

Close attack : 24

Defense : 12

Attention : 35

Speed : 42

Special Ability : None

Strategy : Lure him into your trap limitation.

2. NAME : LIZA

Job : Ranger

Group : AUO

HP : 100

Far attack : 12

Close attack : 15

Defense : 5

Attention : 60

Speed : 55

Special Ability : None

Strategy : Running fast and luring the enemy at the same time to avoid her boomerangs.

3. NAME : JUDEKA

Job : Darkwitch

Group : AUO

HP : 140

Far attack : 30

Close attack : 15

Defense : 10

Attention : 50

Speed : 35

Special Ability : Darkens.

Immune to flash, summon ring.

Strategy : Prepare the combo before she comes to your position. Then use the combos to kill her as soon as possible so she can't darken to blind you.

4. NAME : LORENZ

Job : Bruiser

Group : AUO

HP : 100

Far attack : 9

Close attack : 18

Defense : 8

Attention : 70

Speed : 45

Special Ability : Dives through doorways.

Strategy : Attack as usual and move fast because sometimes he can avoid your floor traps.

5. NAME : IGOR

Job : Flame user

Group : AUO

HP : 180

Far attack : 18

Close attack : 12

Defense : 0

Attention : 10

Speed : 30

Special Ability : Immune to fire, blast.

Strategy : Just use your favourite traps and combos except what he immunes to.

=====

CHAPTER VIII : PRICE FOR SECRET ARTS

=====

Prologue : Miguel, the abductor and killer, is now after the heroine. Castle Agony is in ruins. Who can save her ?

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : SID

Job : Assassin

Group : QSF

HP : 80

Far attack : 0

Close attack : 12

Defense : 8

Attention : 55

Speed : 52

Special Ability : Suicides if dying.

Leaps.

Immune to flash.

Strategy : He can leap and chase you very tremendously. But that's the reason why he can be easily lured into your Arrow Slit. You can see "My Skills" to know how to lure.

2. NAME : VALLETTA

Job : Bomber

Group : QSF

HP : 80
Far attack : 24
Close attack : 12
Defense : 18
Attention : 35
Speed : 38
Special Ability : Immune to fire, blast,
Self-blasts.

Strategy : She rarely moves, but self-blasts to confuse you. Just stay away from her and if you can, prepare the combo before she comes to meet you.

=====
CHAPTER IX : AUO RAID
=====

Prologue : A trap was used, casting a powerful curse, draining the heroine's strength. Can she be saved...?

Location : Castle Hue

Advice : Use Room Devices to support your attacks.

Enemy List :

1. NAME : MIGUEL

Job : Brute

Group : AUO Elite

HP : 230

Far attack : 30

Close attack : 24

Defense : 20

Attention : 55

Speed : 50

Special Ability : Unaffected by summon ring.

Strategy : Just try to beat him one shot with traps or Room Devices. Then he will get out of battle.

2. NAME : BALBOA

Job : Torturer

Group : AUO

HP : 140

Far attack : 0

Close attack : 24

Defense : 20

Attention : 20

Speed : 35

Special Ability : None

Strategy : This guy is rather stupid. It's very easy to lure him. Just attack as usual.

3. NAME : ORTEGA

Job : Swordsman

Group : AUO

HP : 100

Far attack : 0

Close attack : 27

Defense : 12

Attention : 255

Speed : 38

Special Ability : Immune to anger and summon ring.

Strategy : If you have the combo before he comes, you can kill

him without losing any HP. Just stay away from him if you want to attack directly.

4. NAME : CUPIDO
Job : Elites
Group : AUO Elites
HP : 160
Far attack : 0
Close attack : 45
Defense : 22
Attention : 60
Speed : 48
Special Ability : None
Strategy : The same as Miguel.

=====
CHAPTER X : VESTIGES OF DISTANT DAY
=====

Prologue : The heroine fended off the AUO gang. But another enemy approached. This one saw her as her sister.

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : GEMINI
Job : Ninja
Group : QSF
HP : 60
Far attack : 3
Close attack : 27
Defense : 0
Attention : 70
Speed : 62
Special Ability : Approaches by leaping down stairs.
Strategy : She is very fast but easily lured into Arrow Slit. Her HP is very low and you can kill her with ease.

2. NAME : DUSTIN
Job : Miner
Group : QSF
HP : 100
Far attack : 30
Close attack : 12
Defense : 12
Attention : 40
Speed : 38
Special Ability : Immune to blast, flash, and fire.
Self-blasts.
Strategy : Greet him before he comes.

3. NAME : RUTGER
Job : Soldier
Group : QSF
HP : 90
Far attack : 0
Close attack : 24
Defense : 15
Attention : 40

Speed : 42
Special Ability : None
Strategy : Attack as usual and stay away from him.

4. NAME : HELSING

Job : Alchemist

Group : QSF

HP : 80

Far attack : 15

Close attack : 9

Defense : 12

Attention : 40

Speed : 42

Special Ability : Recoups.

Activate traps.

Strategy : He can recoup. So it's better to use continuous combo.
He himself is not a strong enemy.

=====

CHAPTER XI : BLUE LEGEND

=====

Prologue : Cecilia sees her own sister in the heroine. She is jolted when she sees Albert, and leaves. What is their story ? What is the real motive of the Queen Margareta, whom Cecilia serves...

Location : Castle Hue

Advice : Attack as usual.

Enemy List :

1. NAME : CROSS

Job : Assassin

Group : QSF

HP : 90

Far attack : 0

Close attack : 15

Defense : 8

Attention : 60

Speed : 58

Special Ability : Suicides if dying.

Leaps.

Immune to flash.

Strategy : Attack as usual just like fighting common Assassins.

2. NAME : SHUBALTZ

Job : Shadow

Group : QSF

HP : 50

Far attack : 0

Close attack : 24

Defense : 8

Attention : 55

Speed : 62

Special Ability : Numbs enemy by attacking his shadow.

Strategy : He is rather dangerous if you don't kill him fast. His low HP will help you defeat him more easily. Just lure him into long-ranged traps with high speed.

=====

CHAPTER XII : TRACKING

=====
Prologue : The Legendary Stone enables you to go back and forth in time. If it exists, it can change the past...

Location : Castle Hue

Advice : Attack as usual. Use Room Devices to support your traps.

Enemy List :

1. NAME : GALAHAD

Job : Goliath

Group : Alendarian

HP : 230

Far attack : 0

Close attack : 30

Defense : 8

Attention : 10

Speed : 30

Special Ability : Causes earthquake with weapon.

Strategy : Attack as usual and stay away from him. Run fast and quick thinking when he makes earthquake.

2. NAME : CLAYBORNE

Job : Hunter

Group : Alendarian

HP : 90

Far attack : 12

Close attack : 12

Defense : 12

Attention : 50

Speed : 48

Special Ability : None

Strategy : Run and place traps on him at the same time.

3. NAME : ALTHEA

Job : Whitemagic

Group : Alendarian

HP : 100

Far attack : 15

Close attack : 9

Defense : 8

Attention : 50

Speed : 38

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : Run and place traps on her when she casts ice on you.

4. NAME : REBECCA

Job : Thief

Group : Alendarian

HP : 80

Far attack : 0

Close attack : 12

Defense : 12

Attention : 75

Speed : 52

Special Ability : None

Strategy : Run fast and lure her into your traps.

5. NAME : ZEON

Job : Mercenary
Group : Alendarian
HP : 140
Far attack : 15
Close attack : 36
Defense : 18
Attention : 40
Speed : 42
Special Ability : None
Strategy : Attack as usual and stay away from him.

6. NAME : SIRADO
Job : Soldier
Group : Lord
HP : 90
Far attack : 0
Close attack : 24
Defense : 18
Attention : 40
Speed : 42
Special Ability : None
Strategy : Attack as usual.

=====
CHAPTER XIII : PAST DAYS
=====

Prologue : The heroine and Albert returned to the factory to find the Guard Stone. But Cecilia's gang was there and for reasons unknown to her and Albert, they came after her brooch...

Location : Factory

Advice : Use combos and Room Devices. Attack as usual.

Enemy List :

1. NAME : RUTHA
Job : Amazoness
Group : QSF
HP : 80
Far attack : 0
Close attack : 18
Defense : 8
Attention : 40
Speed : 48
Special Ability : None
Strategy : Attack as usual. Greet her before she comes.

2. NAME : DORGEY
Job : Magnetman
Group : QSF
HP : 100
Far attack : 0
Close attack : 18
Defense : 12
Attention : 35
Speed : 38
Special Ability : Approaches by leaping down stairs.
Magnet-immune.
Strategy : Attack as usual with simple traps.

3. NAME : ZARDOS
Job : Torturer
Group : QSF
HP : 160
Far attack : 0
Close attack : 27
Defense : 22
Attention : 25
Speed : 38
Special Ability : None
Strategy : Attack as usual.

=====
CHAPTER XIV : CROSSROADS OF DESTINY
=====

Prologue : The heroine is embarrassed with the past secrets between Albert and Cecilia. Cecilia now comes to the heroine with an idea in mind...

Location : Castle Hue
Advice : Use Room Devices to support your traps. Attack as usual.
Enemy List :

1. NAME : DYER
Job : Fighter
Group : QSF
HP : 100
Far attack : 0
Close attack : 21
Defense : 10
Attention : 75
Speed : 50
Special Ability : Dives through doorways.
Strategy : Run fast and lure him into your field.
2. NAME : ILLIAD
Job : Hunter
Group : QSF
HP : 100
Far attack : 12
Close attack : 15
Defense : 15
Attention : 55
Speed : 48
Special Ability : None
Strategy : Just like you fight usual Hunters.
3. NAME : ALBALTROSS
Job : Soldier
Group : QSF
HP : 100
Far attack : 0
Close attack : 24
Defense : 18
Attention : 35
Speed : 45
Special Ability : None
Strategy : Attack as usual.

4. NAME : MADULA
Job : Darkwitch
Group : QSF
HP : 140
Far attack : 30
Close attack : 15
Defense : 12
Attention : 50
Speed : 35
Special Ability : Darkens.
Immune to flash and summon ring.
Strategy : Greet her before she comes.

5. NAME : BARBAROSSA
Job : Titan
Group : QSF
HP : 250
Far attack : 0
Close attack : 45
Defense : 18
Attention : 10
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Attack as usual and always run fast when he is angry.

You can be killed any time.

6. NAME : HOLVAIN
Job : Flame user
Group : 230
HP : 21
Far attack : 0
Close attack : 18
Defense : 2
Attention : 10
Speed : 55
Special Ability : None
Strategy : Lure him into your trap limitation and combos.

YES, I'LL GO -> CHAPTER 22 -> 4TH ENDING (See Walkthrough 2)

NO, I WON'T -> CHAPTER 24 -> 1ST, 2ND OR 3RD ENDING (Will be mentioned in the end of this walkthrough).

DECISION : YES, I'LL GO.

=====

CHAPTER XV : DARKNESS STOMPER

=====

Prologue : At Cecilia's demand, the heroine was brought to Castle Hades only to serve the house that ordered her family to die.

Location : Dark Ruin

Advice : Use combos with enemies. Notice and be careful with the first Hellknight.

Enemy List :

1. NAME : GARDOCK
Job : Elites
Group : QEG
HP : 120

Far attack : 0
Close attack : 24
Defense : 20
Attention : 35
Speed : 48
Special Ability : None

Strategy : He is not a dangerous enemy, but very fast at moving and sword sequence. Lure him into your arrow way, then stay aside and activate the arrow to shoot him.

2. NAME : KRUEGER

Job : Elites
Group : QEG
HP : 100
Far attack : 0
Close attack : 21
Defense : 20
Attention : 45
Speed : 48
Special Ability : None

Strategy : The same as Gardock. Either Gardock or Krueger will appear with Scorpio in a room, depend on how you choose your way to go.

3. NAME : SCORPIO

Job : Slasher
Group : QEG
HP : 100
Far attack : 36
Close attack : 36
Defense : 25
Attention : 55
Speed : 45
Special Ability : Immune to electric shock.
Recoups.
Activate traps.

Strategy : He can heal his health gradually. So if you don't defeat him as fast as you can, his health will be recovered and all what you have done becomes nothing and Scorpio can also prevent Arrow Slit. Refer to "My Skills" to know some great attacks.

4. NAME : CERVANTES

Job : Armor
Group : QEG
HP : 100
Far attack : 0
Close attack : 24
Defense : 25
Attention : 0
Speed : 30
Special Ability : Immune to fire, blast and arrow.

Strategy : He is strong against most traps, but his hits are not very strong. You can use the same strategy as Scorpion, but using Magnet Wall instead of Arrow Slit with suitable distance because Magnet Wall can't reach a far distance like Arrows. Remember not to use fire elemental traps.

5. NAME : GELFAUST

Job : Hellknight
Group : QEG

HP : 200
Far attack : 0
Close attack : 90
Defense : 32
Attention : 35
Speed : 30
Special Ability : Invincible after damage.

Warps.

Summon ring-immune.

Strategy : Hellknights are your nightmares. Always remember to STAY AWAY FROM HIM. Never let yourself stand in the opposite or he will finish you just in a moment of agility. One of his hits can take 1/4 of your HP. So just four hits can kill you. You'll be shocked after a hit and he can give you two slashes each time. That's the reason why you must be very alert. Try to find a room with stairs to avoid with ease. Hellknights are very strong against damage so you must keep your carefulness and patience until the end of the fight. The trap tactic is just like Scorpio's.

=====
CHAPTER XVI : BETRAYAL
=====

Prologue : The King swipes the Core Stone. Miguel betrays the gang and shows up. Christina follows, and the Queen ordered her death.

Location : Castle Hades

Advice : Use combos and Room Devices to attack your enemies.

Enemy List :

1. NAME : ANISE

Job : Ranger

Group : AUO

HP : 120

Far attack : 15

Close attack : 15

Defense : 8

Attention : 70

Speed : 58

Special Ability : None

Strategy : This lady is fast and wise just as Amon. But if you act quickly with quick thinking, you can also lure her into large-limited traps such as Arrow Slit and then finish her easily. She is not very dangerous.

2. NAME : AMON

Job : Swordman

Group : AUO

HP : 120

Far attack : 0

Close attack : 30

Defense : 15

Attention : 255

Speed : 42

Special Ability : Immune to anger and summon ring.

Strategy : His attention is very high. You can sacrifice some of your HP to lure him into the trap limitation and then activate it. But if you stay away from him, you can put a floor trap on his way to you because he often doesn't pay attention to this.

3. NAME : VANESSA
Job : Thief
Group : AUO
HP : 80
Far attack : 0
Close attack : 12
Defense : 12
Attention : 75
Speed : 52
Special Ability : None
Strategy : Attack as usual.

4. NAME : DAIDALOS
Job : Giga-arm
Group : AUO
HP : 300
Far attack : 0
Close attack : 150
Defense : 8
Attention : 0
Speed : 20
Special Ability : Runs fast when angry
Strategy : Attack as usual.

5. NAME : ELISUON
Job : Sage
Group : AUO
HP : 90
Far attack : 90
Close attack : 0
Defense : 22
Attention : 70
Speed : 38
Special Ability : Immune to magnet and summon ring.
Warps.

Strategy : This guy is tough. His magic can easily wipe your HP if you don't prompt to run out. Move fast and never be the opposite of him. His slow action is the weakness for you to abuse.

6. NAME : SIVA
Job : Mercenary
Group : AUO
HP : 160
Far attack : 15
Close attack : 36
Defense : 18
Attention : 48
Speed : 42
Special Ability : None
Strategy : Attack as usual.

7. NAME : CHRISTINA
Job : Boss
Group : AUO
HP : 180
Far attack : 24
Close attack : 12
Defense : 15

Attention : 55

Speed : 55

Special Ability : Recoups.

Unaffected by summon ring.

Strategy : She is one of your strong enemies, but also easily lured into field. You must run fast if you don't want her attack before you. She can poison you. Greeting before she comes is also a great way.

=====

CHAPTER XVII : FRIEND

=====

Prologue : The Queen sends her daughter on a secret mission. It was so secret that even Cecilia wasn't briefed on it. At the same time, an old friend was abducted and brought to Alendar...

Location : Castle Hades

Advice : Attack as usual, along with Room Devices.

Enemy list :

1. NAME : CLAREVIL

Job : Amazoness

Group : Watchguard

HP : 90

Far attack : 0

Close attack : 21

Defense : 15

Attention : 50

Speed : 50

Special Ability : Approaches by leaping down stairs.

Strategy : Attack as usual.

2. NAME : BRADLEY

Job : Knight

Group : Watchguard

HP : 120

Far attack : 0

Close attack : 27

Defense : 25

Attention : 40

Speed : 35

Special Ability : None

Strategy : Use combo with him. Must block him before using other traps. Always stay away from

3. NAME : STANFORD

Job : Knight

Group : Watchguard

HP : 100

Far attack : 0

Close attack : 30

Defense : 28

Attention : 35

Speed : 35

Special Ability : None

Strategy : Attack him as you did with Bradley.

4. NAME : VARJES

Job : Miner

Group : Watchguard

HP : 100
Far attack : 36
Close attack : 15
Defense : 15
Attention : 50
Speed : 42
Special Ability : Immune to blast, flash and fire.
Strategy : Attack as usual.

5. NAME : LANCEHORN
Job : Armor
Group : Watchguard
HP : 120
Far attack : 0
Close attack : 24
Defense : 35
Attention : 0
Speed : 30
Special Ability : Immune to fire, blast and arrow.
Strategy : Attack him as you did with Cervantes.

=====
CHAPTER XVIII : SHROUDING DARK CLOUD
=====

Prologue : After the heroine fails to save Josephine, the Queen shocks her with the news the Burganfadans have killed Albert...

Location : Castle Hue

Advice : Use Room Devices to support your traps.

Enemy List :

1. NAME : ALJAIL
Job : Alchemist
Group : Opposers
HP : 90
Far attack : 21
Close attack : 15
Defense : 21
Attention : 50
Speed : 45
Special Ability : Recoups.
Activate traps.

Strategy : Okay, I'll repeat the tactic again. Never step on your traps when fighting this guy because he could activate them to trap you. Use strong or continuous combos to make him die before he could recoup.

2. NAME : VOLCANON
Job : Giga-arm
Group : Opposers
HP : 300
Far attack : 0
Close attack : 150
Defense : 10
Attention : 0
Speed : 25
Special Ability : Run fasts when angry.

Strategy : Stay away from the enemy and greet him before he comes to you by your beginning combo.

3. NAME : TILIS

Job : Bomber
Group : Opposers
HP : 90
Far attack : 30
Close attack : 15
Defense : 20
Attention : 55
Speed : 38
Special Ability : Immune to fire and blast.
Self-blasts.

Strategy : Attack as usual. Activate traps as soon as she touches them because this sort of enemies rarely moves.

4. NAME : JOSEPH

Job : Villageman
Group : Opposers
HP : 80
Far attack : 0
Close attack : 12
Defense : 2
Attention : 20
Speed : 38
Special Ability : None
Strategy : Attack as usual.

5. NAME : VINCENT

Job : Knight
Group : Alendarian
HP : 120
Far attack : 0
Close attack : 30
Defense : 18
Attention : 40
Speed : 38
Special Ability : None
Strategy : Attack as usual.

6. NAME : FALGAS

Job : Goliath
Group : Opposers
HP : 230
Far attack : 0
Close attack : 36
Defense : 8
Attention : 25
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Attack as usual.

7. NAME : BERGMAN

Job : Footman
Group : Opposers
HP : 120
Far attack : 0
Close attack : 37
Defense : 8
Attention : 255
Speed : 55
Special Ability : Immune to flash.
Strategy : He has an ultimate attention that you can't kill him

by simple trick. The best way is attacking suddenly. One of these is greeting before he comes. Just try to get out of his sight to attack.

8. NAME : LANDAU
Job : Bruiser
Group : Opposers
HP : 120
Far attack : 15
Close attack : 21
Defense : 10
Attention : 65
Speed : 48
Special Ability : Dives through doorways.
Strategy : Attack as usual.

=====
CHAPTER XIX : ICE JUDGMENT
=====

Prologue : Did the Queen kill Albert ? Cecilia was shocked when such doubt occurred in her mind. She tried to escape from the island and was imprisoned. Can the heroine rescue her...?

Location : Castle Hades

Advice : Use Room Devices along with your own traps.

Enemy List :

1. NAME : ASHLEY
Job : Elites
Group : QEG
HP : 120
Far attack : 0
Close attack : 24
Defense : 20
Attention : 45
Speed : 48
Special Ability : None
Strategy : Attack as usual.

2. NAME : GARLAND
Job : Flameman
Group : QEG
HP : 180
Far attack : 45
Close attack : 27
Defense : 32
Attention : 30
Speed : 35
Special Ability : Immune to fire, blast, cold and arrow.
Strategy : Attack as usual.

3. NAME : LAVAAN
Job : Slasher
Group : QEG
HP : 120
Far attack : 45
Close attack : 45
Defense : 25
Attention : 55
Speed : 48

Special Ability : Immune to electric shock.
Recoups.
Activate traps.

Strategy : Attack as usual.

4. NAME : RUDOLPHUS

Job : Sorcerer

Group : QEG

HP : 90

Far attack : 21

Close attack : 18

Defense : 12

Attention : 40

Speed : 38

Special Ability : Immune to electric shock.

Strategy : Attack as usual.

5. NAME : VERGILIUS

Job : Sage

Group : QEG AIDE

HP : 120

Far attack : 90

Close attack :

Defense : 22

Attention : 80

Speed : 38

Special Ability : Immune to magnet and summon ring.

Warps.

Strategy : Attack him as you did with Elisuon.

=====

CHAPTER XX : DYING MOMENT

=====

Prologue : Having failed to save Cecilia, the heroine must push herself to snatch the Guard Stone from Lordbaran. If the mission succeeds, the only remaining thing is the Core Stone held by the King.

Location : Dark Ruin

Advice : Greet your enemies before they come. Kill the Whitemagic first.

Enemy List :

1. NAME : RAFALGA

Job : Elites

Group : QEG

HP : 140

Far attack : 0

Close attack : 27

Defense : 20

Attention : 55

Speed : 48

Special Ability : None

Strategy : Attack as usual.

2. NAME : SIESTA

Job : Whitemagic

Group : QEG

HP : 100

Far attack : 15

Close attack : 12
Defense : 10
Attention : 50
Speed : 42
Special Ability : Recoups.
Energizes ally.
Cold-immune.

Strategy : Attack as usual. Stay away from her freezing. Kill her first of all if you can.

3. NAME : NIRVANA
Job : Darkwitch
Group : QEG
HP : 160
Far attack : 36
Close attack : 21
Defense : 15
Attention : 55
Speed : 35
Special Ability : Darkens.
Immune to flash, summon ring.
Strategy : You greet her before she comes. Attack as usual.

4. NAME : GARBALDI
Job : Titan
Group : QEG
HP : 280
Far attack : 0
Close attack : 54
Defense : 20
Attention : 20
Speed : 30
Special Ability : Cause earthquake with weapon.
Strategy : Attack as usual.

5. NAME : LORDBARAN
Job : Armor
Group : QEG
HP : 140
Far attack : 0
Close attack : 30
Defense : 38
Attention : 0
Speed : 35
Special Ability : Immune to fire, blast and arrows.
Strategy : Attack as usual. Don't let him reach you.

=====
CHAPTER XXI : FALL OF IMPERIAL FAMILY
=====

Prologue : The Queen is now after the Core Stone held by the King. In the final confrontation with the King, a shadowy figure approaches...

Location : Castle Hades

Advice : Use Room Devices along with your traps. Greet the enemies before they come to you. Be careful with the Hellknight and the King.

Enemy List :

1. NAME : MILDRED
Job : Knight
Group : I-Guard
HP : 120
Far attack : 0
Close attack : 27
Defense : 28
Attention : 40
Speed : 35
Special Ability : None
Strategy : I repeat. He can prevent Arrow Slit. Use Combos to defeat him. If you want to take him with Arrow Slit or Pendulum based traps, block him first by any Bear Traps you like. Then you can make a great combo to kill him immediately.

2. NAME : BALDWIN
Job : Magnetman
Group : I-Guard
HP : 120
Far attack : 0
Close attack : 21
Defense : 18
Attention : 40
Speed : 42
Special Ability : Approaches by leaping down stairs.
Magnet-immune
Strategy : Attack as usual.

3. NAME : CHESTBARN
Job : Goliath
Group : I-Guard
HP : 250
Far attack : 0
Close attack : 36
Defense : 10
Attention : 20
Speed : 30
Special Ability : Causes earthquake with weapon.
Strategy : Attack as usual.

4. NAME : MACLEAN
Job : Knight
Group : I-Guard
HP : 140
Far attack : 0
Close attack : 30
Defense : 10
Attention : 20
Speed : 30
Special Ability : None
Strategy : Attack as you did with usual knights or soldiers.

5. NAME : BROWNING
Job : Flameman
Group : I-Guard
HP : 160
Far attack : 36
Close attack : 27
Defense : 30
Attention : 38

Speed : 38

Special Ability : Immune to fire, blast, cold and arrow.

Strategy : Greet him before he comes. Remember to stay away a fair distance from him if you want him to be lured.

6. NAME : WILHELM

Job : Slasher

Group : I-Guard

HP : 140

Far attack : 45

Close attack : 45

Defense : 28

Attention : 50

Speed : 48

Special Ability : Immune to electric shock.

Recoups.

Activate Traps.

Strategy : Attack as usual.

7. NAME : GULLHAZARD

Job : Hellknight

Group : I-Guard

HP : 200

Far attack : 0

Close attack : 90

Defense : 38

Attention : 40

Speed : 30

Special Ability : Invincible after damage.

Warps.

Summon ring-immune.

Strategy : Stay away from him anytime. Greet him before he comes, but run at once if he warps to you. Choose a complex room full of devices that can partly avoid his warping. Attack as you did with previous Hellknights.

8. NAME : FREDERICK

Job : King

Group : Royalist

HP : 200

Far attack : 15

Close attack : 18

Defense : 15

Attention : 0

Speed : 30

Special Ability : Recoups own physical strength.

Strategy : Hm this is one of your the most idiot but the most dangerous guy in this game. He is very shy that he avoids from you anywhere you come to him. But once he keeps his calmness, he would freeze you and then push you like his toy. But he's ready to avoid anywhere you come. If you have already damaged him but you let him get out of that room, as his special ability, he will restore FULLY his HP. So now our strategy must be attacking him without letting him see you. If he doesn't see you, he is still in that room. Choose a complex room to hide from him. Use the camp mode to see where he steps to place traps. You can refer "My Skills" to know how I defeat him.

=====
Prologue : The heroine finally avenged the death of her family by killing the King. Now for the final confrontation with the Queen and Miguel for the sake of family and friends...

Location : Castle Hades

Advice : Use great combos. Greet your enemies before they come. Be careful with the Hellknight, Miguel and Margareta. Kill the Whitemagic once she appears in battle.

Enemy List :

1. NAME : PHALANGIST

Job : Master

Group : QEG SGT

HP : 160

Far attack : 21

Close attack : 45

Defense : 22

Attention : 60

Speed : 45

Special Ability : None

Strategy : Attack as usual.

2. NAME : GORDIUS

Job : Titan

Group : QEG SGT

HP : 280

Far attack : 0

Close attack : 54

Defense : 20

Attention : 20

Speed : 35

Special Ability : Causes earthquake with weapon.

Strategy : Attack as usual.

3. NAME : ANTINORA

Job : Whitemagic

Group : QEG

HP : 120

Far attack : 18

Close attack : 9

Defense : 10

Attention : 45

Speed : 42

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Strategy : Attack as usual. Kill her at first.

4. NAME : GODFRIED

Job : Sage

Group : QEG

HP : 100

Far attack : 90

Close attack : 0

Defense : 20

Attention : 75

Speed : 38

Special Ability : Immune to magnet and summon ring.

Warps.

Strategy : Attack as usual.

5. NAME : PIRUZEN

Job : Magnetman

Group : QEG

HP : 140

Far attack : 0

Close attack : 24

Defense : 22

Attention : 50

Speed : 42

Special Ability : Approaches by leaping down stairs.
Magnet-immune.

Strategy : Attack as usual.

6. NAME : GANDOLPH

Job : Hellknight

Group : QEG Captain

HP : 230

Far attack : 0

Close attack : 100

Defense : 38

Attention : 45

Speed : 35

Special Ability : Invincible after damage.
Warps.
Immune to summon ring.

Strategy : Attack as usual along with high alert.

7. NAME : MIGUEL

Job : Brute

Group : AUO Elite

HP : 230

Far attack : 30

Close attack : 24

Defense : 20

Attention : 55

Speed : 50

Special Ability : Unaffected by summon ring.

Strategy : He is fairly easy to beat. I'm sure to you. You can easily greet him before he comes. No matter how strong he is, he is always deceived with this trick of mine.

8. NAME : MARGARETA

Job : Queen

Group : Royalist

HP : 230

Far attack : 90

Close attack : 21

Defense : 12

Attention : 75

Speed : 50

Special Ability : Recoups.
Immune to anger and summon ring.

Strategy : Refer to Chapter 23 of Walkthrough 1 or "My Skills" section.

YOU GET ENDING NO.4

The Queen deceives Reina by pretending to give her the key to find the

Legendary Stone, but then she throws her to the fire. It's lucky that Reina is all right, but the Core Stone is burnt. The ambitious cruel Queen is immediately burnt because of reaching the stone and her crazy wish...

Everyone eventually dies. And Reina, she wants to follow them because she couldn't anything for the sake of her family and friends. But then Christina stops her, encouraging her to live and make the country better, as Albert's wish when he was alive...

YOUR REWARD : New Special Trap TELEPORTER + 50000 Dreaks
or BANANA PEEL

THE ENDINGS :

- + ENDING NO.1 : - Reina dies.
 - Albert dies.
 - Christina lives.
- + ENDING NO.2 : - Everyone dies.
- + ENDING NO.3 : - Reina dies.
 - Albert lives.
 - Christina lives.
- + ENDING NO.4 : - Reina lives.
 - Albert dies.
 - Christina lives.

11/ T R A P S

You create traps by fixing them with emblems, orbs and rings. The more orbs you can put, the more effect and power your traps have. But they take of you tons of dreaks. So think carefully before making a trap. About emblems and rings, find them in the below sections. The emblem will change your trap's form and name. The ring's name is written shortly before the trap's name. The number of orbs is after the name. Your trap will be listed in Trap Guide once you create them.

*Note : I write the trap effects under their names. They are the full function which can be found once your traps have all 4 orbs.

~~~~~\  
CEILING TRAPS        \  
~~~~~

=====
ROCKS
=====

1. Mega Rock (None)
 Rock falls, rolling over victim and rolls.
2. Volt Rock (Thunder)

Electric rock rolls over victim and rolls along.

3. Flare Rock (Fire)

Rock that burns victim. Explodes upon contact with human.

4. Snow Ball (Cold)

This snowball snatches victim and rolls away.

5. Iron Ball (Impact)

Flings victims away, bounces farther off walls.

6. Bound Rock (Rising)

Bounces farther off the ground, flinging victims away.

7. Vampire Rock (Cursed)

Blood-sucking rock rolls over victim. Nulls defense ; Reina recoups as it damages.

8. Stealth Rock (Chaos)

This invisible rock cannot be dodged. It rolls along ripping through victims.

9. Evil Stomp (Hell)

Devil's foot stomps down and squashes victim. It nulls defense.

10. Slave Rock (Slave)

This rock can be moved left or right, while the activating button is pressed.

=====

PENDULUMS

=====

1. Pendulum (None)

This huge blade swings to-and-fro on a chain.

2. Thor Hammer (Thunder)

This hammer inflicts electric shock.

3. Fire Hammer (Fire)

This hammer is on fire. It explodes upon contact.

4. Snow Cradle (Cold)

Hanging snowball swings and snatches victim. It eventually breaks loose and flies off.

5. Smash Hammer (Impact)

This is a heavy iron hammer.

6. Mega Yo Yo (Rising)

This yo-yo spins down and rolls 3 blocks. It rams through victim, flinging him up.

7. Poison Blade (Cursed)

Guillotine drops down. It's coated with poison for added effect.

8. Mega Buzzsaw (Chaos)

This buzzsaw drops down and moves in set direction, slicing through victim.

9. Evil Shoot (Hell)

Devil's foot kick victim to wall. It nulls defense.

10. Slave Hammer (Slave)

Iron ball comes loose from chain and rolls when activation button is re-pressed.

=====

VASES

=====

1. Vase (None)

Vase plops onto victim's head. Victim walks dizzily.

2. Blitz Vase (Thunder)

Electrified vase plops onto victim's head and paralyzes him.

3. Bomb Vase (Fire)

Vase explodes. Victim stuck with it runs toward heroine until explosion in 2-hit.

4. Freeze Vase (Cold)

Vase packed with cold air freezes victim after making him walk dizzily.

5. Basin (Impact)

Big basin strikes victim who then gets angry and comes in hot pursuit.

6. Crane (Rising)

This crane lifts and suspends its victim.

7. Oil Vase (Cursed)

Oil-filled vase covers victim with oil.

8. Confuse Gas (Chaos)

This gas blows down from ceiling, throwing people into confusion.

9. Genocide Eye (Hell)

Devil's mask radiates laser beams from eyes. It nulls defense.

10. Slave Mask (Slave)

While activation button is pressed, mask can control victim with 50% or less HP.

~~~~~\

WALL TRAPS

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PUSH WALL

=====

1. Push Wall (None)

This wall thrusts out 3 blocks, flinging away victims and objects.

2. Thunder Wall (Thunder)

This electrified wall thrusts out 3 blocks, flinging away victims and objects.

3. Heat Breath (Fire)

This flame flares out 3 blocks from wall, pushing victims. It nulls defense.

4. Cold Breath (Cold)

This cold air blows out 3 blocks from wall, freezing victim where he lands.

5. Smash Wall (Impact)

This wall thrusts out 2 blocks, flinging victims and objects far away.

6. Upper Wall (Rising)

Wall thrusts out 3 blocks, flinging victims up even higher. Also hits at return fall.

7. Vampire Wall (Cursed)

Vampire Wall thrusts out 3 blocks, nulls defense. Reina recoups as wall inflicts damage.

8. Expander (Chaos)

This thin wall flies and pushes back it victims.

9. Evil Kick (Hell)

Devil's foot come out 3 blocks from wall to kick victim away to the wall. It nulls defense.

10. Hunter Blade (Slave)

Blade moving along ground can be Left/Right-directed while activated. It slices through victums.

=====
MAGNET WALL
=====

1. Magnet Wall (None)

This magnet wall sucks in people within 5 blocks distance.

2. Spark Magnet (Thunder)

This magnet wall sucks in people within 3 blocks distance. Inflict electric shock.

3. Blast Magnet (Fire)

Magnet sucks in people in 5 blocks range. It explodes, sending the victims forward. 2-hit.

4. Cold Magnet (Cold)

This magnet wall sucks in people within 3 blocks distance and freezes them.

5. Anti Magnet (Impact)

This magnet keeps people 5 blocks away from wall.

6. Float Magnet (Rising)

This magnet suspends people within 5 blocks distance in midair.

7. Berserker (Cursed)

This sucks in victims within 5 blocks distance. Angered, victims come in pursuit.

8. Warp Hole (Chaos)

This warp hold instantly pulls people within 5 blocks distance to the wall.

9. Call of Hell (Hell)

Wall sucks in people within 5 blocks distance. Hacks them up. Multi hit. Nulls defense.

10. Slave Magnet (Slave)

Magnet wall has 5 blocks suction. Damages upon contact. Gains electricity by button presses.

=====

ARROWS

=====

1. Arrow Slit (None)

This arrow flies away.

2. Volt Javelin (Thunder)

This electrified arrow pierces its victim.

3. Fireball (Fire)

This fireball flies along the floor and explodes upon contact.

4. Cold Arrow (Cold)

This clump of cold air flies along the ground, freezing its victims.

5. Buzzsaw (Impact)

This lumber saw flies along the ground, pushing many victims to the wall.

6. Rising Ball (Rising)

This ball rolls into victim, flinging him up. Also damage on return fall.

7. Flash Arrow (Cursed)

This flash arrow shoots out and whizzes along the ground, blinding victims.

8. Chain Needle (Chaos)

Needles are fired in rapid succession.

9. Hell Laser (Hell)

This laser beam radiates through victim. It nulls defense.

10. Rolling Bomb (Slave)

Rolling bomb Left/Right-directable while Square button is pressed. Effective within 1 block distance.

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FLOOR TRAPS

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SPRING FLOORS

=====

1. Spring Floor (None)

This floor springs up, flinging victims into set direction.

2. Spark Floor (Thunder)

This floor is electrified. It springs up, flinging victims into set direction.

3. Blast Floor (Fire)

This floor springs up and explodes, blasting victims into set direction.

4. Ice Blizzard (Cold)

Cold air fro floor blasts victim away and freezes him where he lands.

5. Smash Floor (Impact)

This floor flings victims into set direction.

6. Rising Floor (Rising)

This floor flies straight up, slamming victims into ceiling. Also damages at return fall.

7. Footcutter (Cursed)

Blade flies up from under victim and flings him in set direction, slowing him down.

8. Catapult (Chaos)

This floors flings victim into another, inflicting damage. Victims smash into the wall.

9. Evil Upper (Hell)

This flings victim up diagonally, also damage at return fall. It nulls defense.

10. Slide Floor (Slave)

Slides victim forth. Victims down to 50% HP can be controlled while X button is pressed.

=====
VACUUM FLOORS
=====

1. Vacuum Floor (None)

This floors sucks in people within 2 blocks distance from it.

2. Spark Vacuum (Thunder)

Sucks in victims within 2 blocks from it and inflicts electric shock.

3. Blast Vacuum (Fire)

Sucks in victims within 2 blocks from it and blasts them away in a 2-hit.

4. Cold Vacuum (Cold)

Sucks in victims within 2 blocks from it and freezes them.

5. Anti Vacuum (Impact)

This trap keeps people 2 blocks distance from its block.

6. Float Vacuum (Rising)

This trap suspends people in midair within 2 blocks distance from it.

7. Panic Vacuum (Cursed)

Sucks in and terrorizes people within 2 blocks distance from it, scaring them from Reina.

8. Gravition (Chaos)

This trap presses people within 2 blocks distance from it down to the floor.

9. Hell Vacuum (Hell)

Sucks in and hacks up all within 2 blocks distance from it in multi hit. Nulls defense.

10. Slave Vacuum (Slave)

Sucks in and shocks within surrounding 2 blocks distance, X pressed generate electricity.

=====

BOMBS

=====

1. Blast Bomb (None)

This bomb blasts away victims within 1 block distance from it.

2. Spark Rod (Thunder)

This rod is electrified by other traps. It shocks victims within 1 block distance from it.

3. Hellfire (Fire)

This fire from below blows victims upward within 2 blocks distance from it.

4. Cold Blast (Cold)

This trap freezes people on its block. It blows away people within 1 block distance from it.

5. Shockwave (Impact)

Shockwave spreads out 2 blocks distance from it, blowing people away.

6. Rising Mine (Rising)

This mine blasts victims on its block forward.

7. Flash Bomb (Cursed)

This bomb flashes blinding light under victims within 1 block distance from it.

8. Quake Bomb (Chaos)

This bomb quakes the earth, stranding people within 20 blocks distance from it.

9. Hell Judge (Hell)

Ceiling laser and explosion 2-hit. Affects 2 blocks surroundings. Nulls defense.

10. Slave Bomb (Slave)

Bomb rolls in set direction. Explodes with re-press of button. Affects 1 block surroundings.

=====

CLAWS

=====

1. Bear Trap (None)
Iron claw clasps victim's leg, stopping him.
2. Thunder Claw (Thunder)
This claw clasps victim and inflicts electric shock.
3. Blast Claw (Fire)
This claw clasps victim. It blasts him and others away in 2-hit.
4. Cold Claw (Cold)
This claw clasps and freezes its victim.
5. Heavy Claw (Impact)
This gigantic iron claw clasps victim's entire body.
6. Lift Claw (Rising)
Clasps victim's leg. Then hangs victim from the ceiling.
7. Oil Claw (Cursed)
This claw clasps victim and smears him with oil.
8. Magic Sac (Chaos)
This bubble envelops its victim. It can be pushed along by hand.
9. Evil Claw (Hell)
Devil's claw thrusts through victim's body. It nulls defense.
10. Slave Claw (Slave)
Hang victim from ceiling. 50% HP victims can be controlled while X is pressed.

=====

SPECIAL TRAPS

=====

1. Ceiling Traps :
 - + Tombstone
 - + Barracuda
 - + Teleporter
2. Wall Trap :
 - + Killer Top
3. Floor Trap :
 - + Banana Peel
 - + Delta Horse

12/ R O O M D E V I C E L I S T

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TRAINING AREA \~~~~~

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No Room Devices here.

~~~~~\
CASTLE AGONY \~~~~~
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DOORWAY

- 1. Fire Pit :
Damage : 30
Effect : Nulls defense
- 2. Topple-Props :
Damage : 80
Activate : Strike
Vanish once used.
- 3. Chandelier :
Damage : 70
Activate : Switch
Vanish once used.
- 4. Slide Stairs :
Damage : 5
Activate : Switch
- 5. Waterfall
Damage : 0
- 6. Pitfall :
Damage : 60

BRIGHT COURTYARD

- 1. Bridge :
Damage : 100
Activate : Switch
Vanish once used.
- 2. Wall Spear :
Damage : 70
Activate : Automatic
- 3. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

CHURCH

- 1. Topple-Props :
Damage : 80
Activate : Strike

Vanish once used.

2. Holy Volt :
Damage : 40
Effect : Nulls defense
Activate : Switch

3. Stainedglass :
Damage : 75
Activate : Switch
Vanish once used.

CLIFF CHAMBER

1. Fallen angel :
Damage : 100
Activate : Switch
Vanish once used.
2. Floor Pike :
Damage : 70
Activate : Automatic
3. Launcher :
Damage : 0
Activate : Automatic
4. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.
5. Great falls :
Damage : 30
Effect : Nulls defense

AGONY CHAMBER

1. Punisher :
Damage : 90
Activate : Switch
 2. Mad Pillars :
Damage : 50
 3. Bon fires :
Damage : 30
Effect : Nulls defense
 4. Cerberuses :
Damage : 35
Activate : Switch
Effect : Nulls defense
-

PRISON CHAMBER

1. Lumber Saw :
Damage : 55
2. Thorny Ball :
Damage : Push out
3. Death Needle :
Damage : 70
4. Volt Chair :
Damage : 35
Effect : Nulls defense
Vanish randomly.

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CASTLE HUE \~~~~~

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WHITE CHAMBER

1. Topple-Props :
Damage : 80
Activate : Strike
Vanish once used.
2. Launcher :
Damage : 0
Activate : Automatic
3. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.
4. Chandelier :
Damage : 70
Activate : Switch
Vanish once used.

YELLOW CHAMBER

1. Carts :
Damage : 80
Activate : push out
Vanish once used.
2. Incinerator :
Damage : 30
Effect : Nulls defense
3. Wall Spear :
Damage : 70

Activate : Automatic

4. Powder Boxes :
Damage : 70
Activate : Strike + Ignite
Vanish once used.

BLUE CHAMBER

1. Waterwheel :
Damage : 50
2. Slash Fan :
Damage : 10
Effect : Nulls defense + Multi Hit
3. Waterfalls :
Damage : 0
4. Launcher :
Damage : 0
Activate : Automatic
5. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.
6. Bridge :
Damage : 100
Activate : Switch
Vanish once used.

RED CHAMBER

1. Topple-Prop :
Damage : 80
Activate : Strike
Vanish once used.
2. Pendulumax :
Damage : 80
3. Guillotine :
Damage : 90
Activating : Automatic

HELLFIRE CHAMBER

1. Death Flame :
Damage : 40
Activate : Switch
Effect : Nulls defense

BLACK CHAMBER

1. Slide Stairs :
Damage : 5
Activate : Switch

2. Black Torches :
Damage : 70
Activate : Push out
Vanish once used.

3. Pitfall :
Damage : 60
Activate : Switch.

CEREMONY ROOM

1. Magic Square :
Damage : 40
Effect : Nulls defense
Activate : Switch

2. Topple-Props :
Damage : 90
Activate : Strike
Vanish once used.

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CASTLE HADES \ ~~~~~  
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EXECUTION JAIL

1. Hanging Ceil :
Damage : 150
Activate : Switch

DUNGEON

1. Casket :
Damage : 90
Activate : Automatic

JAIL PASSAGE WAY

No Room Devices.

COLISEUM

1. Killer Wall :
Damage : 12
Effect : Nulls defense
Multi Hit
2. Mobile Saw :
Damage : 55
3. Floor Pikes :
Damage : 70
4. Launchers :
Damage : 0
Activate : Automatic

POWER CENTER

1. Mad Ceily :
Damage : 15
Effect : Nulls defense
Multi Hit
2. Volt Wall :
Damage : 30
Effect : Nulls defense
3. Furnace :
Damage : 45
Effect : Nulls defense

DOORWAY

1. Chandelier :
Damage : 12
Effect : Nulls defense
Multi Hit
2. Iron Fence :
Damage : 90
Activate : Automatic
3. Big Gears :
Damage : 60
4. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

WAITING ROOM

1. Topple-Props :
Damage : 90
Activate : Strike
Vanish once used.

AUDIENCE ROOM

1. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

MACHINE ROOM

1. Swing Cutter :
Damage : 80
2. Clock Gear :
Damage : 45
3. Oil Barrel :
Damage : 70
Activate : Strike, Push out, Ignite
Vanish once used.

BELL TOWER

1. Hang Bell :
Damage : 100
Activate : Switch
Vanish once used.

~~~~~\   
DARK RUIN \ ~~~~~  
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GOD'S GATE

1. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.
2. Guardians :
Damage : 90
Activate : Strike
Vanish once used.

3. Godgate :
Damage : 55
Activate : Switch

DEAD METROPOLIS

1. Collapsor :
Damage : 100
Activating : Prop down
Vanish once used.

2. Pitfall :
Damage : 60

3. Big Pillar :
Damage : 120
Activating : Strike
Vanish once used.

4. Props :
Damage : 70
Activate : Strike
Vanish once used.

HIDDEN GRAVE

1. Tomb Rock :
Damage : 85
Activating : Push out
Vanish once used.

2. Fire Breath
Damage : 40
Effect : Nulls defense
Activate : Switch

3. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

GUARDIAN STAIRS

1. Guillotine :
Damage : 90
Activate : Automatic

2. Ark Ship
Damage : 35
Effect : Nulls defense
Activate : Switch

3. Oil Barrels :
Damage : 70
Activate : Strike, Push out + Ignite
Vanish once used.

4. Bir Cerby :
Damage : 35
Effect : Nulls defense
Activate : Switch

DARKNESS WORSHIP

1. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

2. Mad Pillars :
Damage : 50

3. Bonfires :
Damage : 30
Effect : Nulls defense

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HADES JAIL     \  
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EXECUTION JAIL

1. Hanging Ceil :
Damage : 150
Activate : Switch

DUNGEON

1. Casket :
Damage : 90
Activate : Automatic

JAIL PASSAGE WAY

No Room Devices.

~~~~~\  
FACTORY     \  
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WORK CHAMBER

- 1. Rotagear :
Damage : 50

- 2. Lumber Saw :
Damage : 55

- 3. Pan :
Damage : 10
Vanish once used.

- 4. Oven :
Damage : 30
Effect : Defense

- 5. Topple-Prop :
Damage : 80
Activate : Strike
Vanish once used.

- 6. Ceil Spear :
Damage : 80
Activate : Switch
Vanish once used.

WAREHOUSE

- 1. Tumble-Prop :
Damage : 80
Activate : Switch
Vanish once used.

- 2. Hook :
Damage : 80

- 3. Oil Barrels :
Damage : 70
Activate : Strike, Push out, Ignite
Vanish once used.

- 4. Volt Wirenet :
Damage : 30
Activate : Switch
Effect : Nulls defense

- 5. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

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SECRET BASE           \~~~~~

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ENTRANCE

-
1. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

STRATEGY ROOM

1. Powder Box :
Damage : 70
Activate : Strike, Ignite
Vanish once used.
2. Spear Racks :
Damage : 70
Vanish once used.
3. Oil Barrel :
Damage : 70
Activate : Strike, Push out, Ignite
Vanish once used.

PUNITIVE ROOM

1. Pendulumax :
Damage : 80
2. Volt Chair :
Damage : 35
Effect : Nulls defense
Vanish randomly.
3. Wall Spear :
Damage : 70

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REINA'S HOME \

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SITTING ROOM

1. Pitfence :
Damage : 15
2. Antler :
Damage : 30
3. Fire Pit :
Damage : 20
Effect : Nulls defense

4. Oil Lamp :
Damage : 10
Vanish once used.

SHED

1. Footing Prop :
Damage : 50
Activate : Strike
Vanish once used.

2. Foot-Dropper :
Damage : 90
Activate : Prop down
Vanish once used.

3. Thresher :
Damage : 55

4. Oil Barrels :
Damage : 70
Activate : Strike, Push out, Ignite
Vanish once used.

5. Healstone :
Damage : None
Effect : Recover HP
Activate : Reina's touch
Vanish once used.

13/ E M B L E M L I S T

You collect emblems by beating up the scenarios and get them from enemies. They're used to make elements in your traps that can change the whole form of the original traps.

1. THUNDER EMBLEM
Gives voltage attribute to trap.
2. FIRE EMBLEM
Gives heat attribute to trap.
3. COLD EMBLEM
Give cold-air attribute to trap.
4. IMPACT EMBLEM
Gives impact attribute to trap.
5. RISING EMBLEM
Gives rising attribute to trap.
6. CURSED EMBLEM

Gives poison or other state-change attribute to trap.

7. CHAOS EMBLEM

Heteromorphic trap is born.

8. HELL EMBLEM

Gives devil attribute to trap.

9. SLAVE EMBLEM

Trap becomes controllable.

14/ R I N G L I S T

As seeking emblems, you collect rings by beating up the scenarios and get them from enemies. The rings decide how your traps work. It's very important because you can catch your enemies more easily with these things.

1. TIMER RING

After activating, moves automatically within fixed time.

2. SUMMON RING

Intruder approaches trap installation location.

3. AUTO RING

Activation becomes completely automatic.

4. CHARGE RING

Charge time of trap shortens.

5. DAMAGE RING

Damage inflicted on intruder increases.

Rumours : Just as I heard from Z-Force's FAQ and a friend, I know that there's a sixth ring got from Miguel if you can kill him by some way. I'm not sure about this info, but I'll try if I have a chance.

15/ L O C A T I O N M A P S

Explanation :

D = Doors

H = Stairs

E = Entrance

Below each map I will write the names of the areas in that place that you can use this section and "Room Device List" more easily.

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TRAINING \~~~~~
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!       HHHHH       !
!       HHHHH       !
!           !       !
!           !       !
!           !       !
!           !       !
!       HHHHH       !
!       HHHHH       !

```

Training Chamber

```

~~~~~\
CASTLE AGONY \~~~~~
~~~~~

```

```

!       D_       !       !       !
!-----! !---! !       ! !-----D       !
!HHHHHHHHH!       !!       !!       !       !
!           !       !!       !!       !HH-----HH!
!   3       !   ---D-----!_! !       !HH  4   HH!
!           ! !       ! D__!       !HH       HH!
!           ! !       H!       !       !___
!_D_____! !HH  4   H!       !       D_  !
!!       !HH       H!       !_____! ! !
!!       !HH__  !H!       !       ! !
!!       !_____HHH_!       ! !
!!       _____       ! !
!!_!       ! D_       __D  HH!       !_! !
!___D     ! ! !_____! !       !-----D___!
!       HH!       !       6       !
!  2   HH!       !-----!       !
!       !       !D _____!HHH___!
!       !       ! !
!_D_____! ! _____!
!!       !D! _____
!!       ! _____!
!!       ! _____!
!!_!       HHH       !
!___D     HHH       !
!       HHH       !
!       1       !
!       !       !
!       E       !

```

1. Doorway
2. Prison Chamber
3. Agony Chamber
4. Cliff Chamber
5. Church
6. Bright Courtyard

```

~~~~~\
CASTLE HUE \~~~~~

```



```

!!
!!
!DH!-----!H-!      !   HH      !___      ! 8 !      !      !
! H!      !H !      !   !HH      D_ !      !___!      !_D_!
! H!_____!H !      !      !      ! ! !      !      ! !
!   HHHHHHHH !      !      ! 10 HHH ! ! !      !      ! !
!      !      !___!      !___ HHH ! ! !      !      ! !
!      3      ! ! _D      ! ! !      !      ! !
!      ! ! ! !_____! ! !      !_____! !
!      ! ! ! !_____! ! !      !_____!
!_____ ! ! !      ! !      !_!D!_____
!      !D !      ! !      ! ! !      !      !
!_____ ! !_____ ! !      ! ! !_____!
!      !_! !      !-----!_!-----! !      HHHH !
!      2      D___!      !      D_____ ! !      _HHHH_ !
!D _____! _____!_ !_____ ! ! !      !      !
! !_____ !      HHH! !HHH ! ! !      !      9 !
!      !_!      HHH! !HHH ! ! !      !      HHHH !
!-----D      1      ! ! !      !_____ HHHH_____!
!      !      ! ! !_!
!_____ --!!-- _____ ! !_____ D_____!
!!

```

1. Doorway
2. Waiting Room
3. Audience Room
4. Machine Room
5. Bell Tower
6. Dungeon
7. Jail Passageway
8. Execution Jail
9. Coliseum
10. Power Center

```

~~~~~\
DARK RUIN \~~~~~
~~~~~

```

```

! -!      !
!!H!      !
!!H!      !_____ !_____ !
!!H!      D_ ! _____!D!_ _____!D!_
! ! 2      ! ! ! !      !      ! !      !
!_!      ! ! ! !HH----!_____ ! !HH      HH!
!!H!      ! ! ! !HH      !      HH! !HH      HH!
!!H!      ! ! ! !      !      HH! !HH_____ HH!
!!H!      ! ! ! !      HH!      H!      ! !      !
!_!D_____ ! ! ! !      HH!      H!_! !HH      4      HH!
! !      ! !_!      HH!      HH! !HH      HH!
! !      !_D      HH!      HH! !HH_____ HH!
! !      ! 3      !HHHHHHHH! !      !
! !      !      HHHHHHHH! !      !
! !      !_____ D_____ ! !      !
! !      ! !      !_____ D_____!
!_!D!_      ! !      ! !
!      !_____ ! !      ! !
!      D_____ !      ! !

```

```

! 1 !
!_ !_
! !
!_ !_
! !
! !
!_ HHH_!
E

```

```

!-!!!- !-!-!-
! !HH ! !
!- !HH 5 D
! !HH !
!-!!!- !-!-!-

```

1. God's Gate
2. Dead Metropolis
3. Hidden Grave
4. Guardian Stairs
5. Darkness Worship

```

~~~~~\
HADES JAIL \~~~~~
~~~~~

```

Notes : This is just a small part of the huge Castle Hades. You can also see it in the Castle's map. But I still make an own space for it, that the new players who jus begin in Chapter I can easily understand it.

```

!-----!
! !
!_D 2 !
! !
!----!!----!
D
! !
!_D 1 !
!_ ! !
!! ! !
D ! !
! ! ! !
! ! ! !
! 3 ! ! !
!----! !--D-!
!!

```

1. Jail Passageway
2. Dungeon
3. Execution Jail

```

~~~~~\
FACTORY \~~~~~
~~~~~

```

```

! HHH !
! HHH !
! 2 ! !
! ! !
! ! !

```



```

!HH      HH!_! !____
!      2  D_____!
!      !      !!
!      !      !!
!D_____!      !!
!!      _____!D_
!!      !      !
!!_____!      !
!      !_!      1      !
!-----D      !
          !-----!

```

1. Sitting Room
2. Shed

16/ O T H E R M O D E S

```

~~~~~\
TRAP LICENSE MODE  \~~~~~
~~~~~

```

This mode may be useful for beginners to use traps. There are many grades for you to increase your skills. The first is F and the hardest is S grade. You use the given traps only to do what the game commands. That means you can't be free to choose traps arranging your field, and then you must fight in the location that the game placed for you. Strategies for this mode can be found at "My Skills". The last lesson of each grade is an examination, also the hardest and synthesis part with limited time (80 seconds), collecting all what you have learnt from previous lessons and your enemies can attack by themselves.

I see that the last stage of level S is rather hard, so I have added an easy strategy for it in Combo #7 of "My Skills. You should need to take a look at it when entering this battle.

```

=====
                          GRADE F
=====

```

- LESSON 1 : BASIC TRAP STARTUP
- LESSON 2 : FLOOR TRAP STARTUP
- LESSON 3 : WALL TRAP STARTUP
- LESSON 4 : CEILING TRAP STARTUP
- LESSON 5 : EXAM FOR F LEVEL

```

=====
                          GRADE E
=====

```

- LESSON 6 : LURE INTRUDER 1
- LESSON 7 : LURE INTRUDER 2

LESSON 8 : LURE INTRUDER 3

LESSON 9 : LURE INTRUDER 4

LESSON 10 : EXAM FOR LEVEL E

=====

GRADE D

=====

LESSON 11 : BASIC TRAP SETUP

LESSON 12 : FLOOR TRAP SETUP

LESSON 13 : WALL TRAP SETUP

LESSON 14 : CEILING TRAP SETUP

LESSON 15 : EXAM FOR LEVEL D

=====

GRADE C

=====

LESSON 16 : 2-HIT COMBO 1

LESSON 17 : 2-HIT COMBO 2

LESSON 18 : 3-HIT COMBO 1

LESSON 19 : 3-HIT COMBO 2

LESSON 20 : EXAM FOR LEVEL C

=====

GRADE B

=====

LESSON 21 : USE TOPOGRAPHY

LESSON 22 : DEVICE WITH SWITCH

LESSON 23 : DEVICE USE 1

LESSON 24 : DEVICE USE 2

LESSON 25 : EXAM FOR LEVEL B

=====

GRADE A

=====

LESSON 26 : SPECIAL FUNCTION

LESSON 27 : AUTO-STARTUP TRAP

LESSON 28 : TRAP COMBINING 1

LESSON 29 : TRAP-FREE INTRUDER

LESSON 30 : EXAM FOR LEVEL A

=====
GRADE S
=====

LESSON 31 : TRAP COMBINING 2

LESSON 32 : CONTROLLABLE TRAP

LESSON 33 : ATTACK FRON AFAR

LESSON 34 : 4-HIT COMBO

LESSON 35 : EXAM FOR LEVEL S

~~~~~\
EXPERT MODE \~~~~~
~~~~~

This mode can be played by veteran players of Deception III who has spent tons of various experience (not me). That means I haven't succeeded this mode yet. I just can tell you this is the hardest mode, harder than level S of Trap License Mode one hundred times : short limited time, restricted traps, etc. Sorry of author !!!

17/ S E C R E T S

There are still many pale info about some of the secrets and I'm trying to put them to the light. The correct answer will be given once I find the truth.

~~~~~\
SOUND COLLECTION \~~~~~
~~~~~

Finish the whole Trap License Mode in the RIGHT order from the easiest to the hardest.

~~~~~\
THE SIXTH RING \~~~~~
~~~~~

Reaching the Ending No.4. In the last chapter, kill Miguel in the ways connecting the rooms. Don't kill him right in any room, you might get the sixth ring from his corpse.

18/ G E N E R A L T I P S

In this part. I list some common types of enemies, then tell you some tricks to beat them. This part is very important to the walkthrough because I can't repeat the strategies with the same-typed enemies. I can also let you know more than what you get in walkthrough. About what detailed tricks to use, see them in "My Skills".

The class names are arranged following alphabet order of the first letter. But remember, here I just list the COMMON CLASSES of enemies, The rare ones are not mentioned. But the major ones such as King, Queen, Brute and Lady Guard can be here because they are both major bosses.

CLASS NAME : AMAZONESS

Special Ability : Approaches by leaping down stairs.

Characters : Silvia, Rutha, Ophelia, Clarevil.

Description : They have wild actions in attacking with tremendous speed. Don't let them come to you and try to defeat them in a far distance. It's not good to run with them on stairs (of course).

CLASS NAME : ALCHEMIST

Special Ability : Recoups

Activate Traps.

Characters : Helsing, Moongram, Delvol, Aljail.

Description : They have low HP and bad defense or attack. But to compensate these weaknesses, they have high attention to avoid enemy's attacks and the abilities to restore HP. Never step on your traps when fighting them because they can response to you with very your traps. Attack in a sudden.

CLASS NAME : ARMOR

Special Ability : Immune to fire, blast and arrow.

Characters : Cervantes, Sieghardt, Lordbaran, Lancehorn

Description : They are just the armors that common elemental traps don't affect them with high defense. Using long spears, they can thrust and throw the enemy in suitable distance. Always stay away from them and attack with combos.

CLASS NAME : ASSASSIN

Special Ability : Suicides if dying.

Leaps

Immune to flash.

Characters : Sid, Cross, Blade.

Description : They have regular stats. With the special ability to leap, they easily avoid your short-ranged traps and attack you in a sudden. Just anticipate if they will leap or not, then activate a long-ranged Wall Trap which might have effect with them.

CLASS NAME : AUO BOSS

Special Ability : Recoups.

Unaffected by summon ring.

Description : It's Christina only. She can poison the enemy and attack in ultimate style. It's hard for you to face her one to one. But it's good to deceive her just from the beginning of the fight. Remember to keep away from her.

CLASS NAME : BOMBER

Special Ability : Immune to fire, blast.

Self-blasts.

Characters : Valetta, Violet, Tilis

Description : They rarely move and can make explosion on you by

throwing a bomb. It's hard to lure them into traps because they often stand in hidden position that they even avoid your activated traps. So the only chance is picking their carelessness. Once they move, prepare your traps quickly and defeat them immediately before they could hide again.

CLASS NAME : BRUISER

Special Ability : Dives through doorways

Characters : Lorenz, Gejen, Landau.

Description : They can jump and execute martial art sequence fast that you would be in danger if you are too close. But because of the age, most of them are not very fast. You still can use common trap to take wipe of them as usual.

CLASS NAME : BRUTE

Special Ability : Unaffected by summon ring.

Description : There's just Miguel here. He attacks in tremendous speed and makes a huge damage on you. But anyway, I think he's just the same as ordinary enemies. You can easily deceive him and kill him by simple hits. Great hits are not necessary.

CLASS NAME : DARKWITCH

Special Ability : Darkens

Immune to flash and summon ring.

Characters : Judeka, Madula, Nirvana

Description : Just like the enemies who use magic to attack, they rarely leave their certain position in battle. But they can darken the atmosphere that you can't see your enemies, even you open the camp mode. If you have been blinded, try to run as far as you can because you couldn't attack in such the situation. So anyway, the best way is greeting and killing her before she can do anything more.

CLASS NAME : ELITES

Special Ability : None

Characters : Cupido, Ashley, Gardock, Krueger.

Description : These elites can come from AUO, QEG or QSF. Read the description of "Slasher".

CLASS NAME : FIGHTER

Special Ability : Dives through doorways.

Characters : Ares, Dyer.

Description : Almost like the Bruisers, but faster and more active.

CLASS NAME : FLAMEMAN

Special Ability : Immune to fire, blast, cold and arrow.

Characters : Dizhak, Garland, Browning.

Description : Of course, they immune because they are covered by a very thick lay of gear. But they are really stupid that sometimes they themselves step on auto Room Devices. But they can cast fire in a far distance that you hardly could deceive them. So it's better if you can greet them before they come and keep a long distance.

CLASS NAME : FLAME USER

Special Ability : Immune to fire and blast.

Characters : Igor, Holvain

Description : They are slow and stupid, use fire breath attack. You can completely kill them with easy traps and tactics.

CLASS NAME : FOOTMAN

Special Ability : Immune to flash

Characters : Goa, Shroud, Bergman.

Description : The guys who have the best attention. So you can't deceive them with jokes for kids. Attacking suddenly is the best way. If you can't greet them before they come, you can attack them why they don't see you. But remember to stay away from them if you don't want to get a sequence.

CLASS NAME : GIGA-ARM

Special Ability : Cause earthquake with weapon.

Run fasts when angry.

Description : They are big with very high HP. But they often have bad defense and can't attack in far distance. But their earthquake can petrify you for a while. So just stay away from them and use traps or combos continuously. They are very easily lured. Some of them can run fast when angry and make a big damage on you when touching. So never let them touch you at that time. Try to run until they stop anger.

CLASS NAME : GOLIATH

Special Ability : Cause earthquake with weapon.

Characters : Jeguard, Galahad, Basural, Chestbarn, Falgas.

Description : The same as Giga-arm.

CLASS NAME : HELLKNIGHT

Special Ability : Invincible after damage.

Warps.

Summon ring-immune.

Characters : Gelfaust, Gandolph, Belstein, Gullhazard.

Description : High HP and defense. They hold heavy weapons and attack in a very far distance just in a moment with warping. Once their bodies are covered white, they become invincible from every attacks. With high intelligence, they can easily anticipate the enemy and stop you immediately by some heavy hits. Use a complex room to fight them to avoid their warping.

CLASS NAME : HUNTER

Special Ability : None

Characters : Raditz, Clayborne, Iliad.

Description : They can attack in long range by bowguns. Although they rarely move, but easy to lure. Maybe you have known how to do with these guys.

CLASS NAME : KING

Special Ability : Recoups own physical strength.

Description : That's him Frederick. He is afraid of you and always try to avoid wherever you go. But in some case, he can freeze you and then play with you as his toy. The best way is to attack him from a position that he couldn't know where you are. Once he gets out of your field, he will recoup fully his HP.

CLASS NAME : KNIGHT

Special Ability : None

Characters : Garcia, Bradley, Stanford, Mildred, Maclean, Vincent.

Description : They are tougher with Chapters. Some of them can prevent Wall Traps. But generally, most of them are not dangerous. Stay away from them and use combos to finish them. It's better if you combine with Room Devices.

CLASS NAME : LADY GUARD

Special Ability : None

Description : There's just a lady guard in this game : Cecilia. She

can leap to the front of enemy and then attacks in a sudden with tremendous speed. She can poison enemies too. Throwing arrows is also one of her best skill. I think she is a regular enemy. It's not easy to lure her with common tactics, but very easy to attack her when she is throwing arrows to you (because then she just stands in a position, except you run away from that room or attack her.)

CLASS NAME : MAGNETMAN

Special Ability : Approaches by leaping down stairs.
Magnet-immune.

Characters : Dorgey, Baldwin, Piruzen.

Description : They often fly instead of go on foot. Just like the sages, they can avoid hanging floor traps. But you can use Bear Trap to block them as usual. They can't attack in far distance, but can use magnet spell to touch you. Stay away from them and kill them as soon as you can, before they can magnetize you.

CLASS NAME : MASTER

Special Ability : None
Characters : Phalangist

Description : Big and rather strong. Attacks with a big blade, he's not a dangerous enemy.

CLASS NAME : MERCENARY

Special Ability : None
Characters : Zeon, Grayhawk, Siva.

Description : They are big and have high HP. All the other stats are regular, not so strong or weak. Because of having no special ability, mercenaries are still not dangerous enemies that you can still lure them into your traps and hit, or avoid their strikes.

CLASS NAME : MINER

Special Ability : Immune to blast, flash and fire.
Self-destructs.

Characters : Dustin, Ruin, Varjes

Description : They are almost the same as the Bombers. Use common hits to fight them.

CLASS NAME : NINJA

Special Ability : Approaches by leaping down stairs.
Characters : Gemini, Karma, Spiral.

Description : They are almost like the Amazoness, but faster and stronger. But anyway, their low HP is a very limited characteristic. Let them chase you and then kill them with your traps. They can leap too.

CLASS NAME : QUEEN

Special Ability : Recoups
Unaffected by anger and summon ring.

Description : That's Margareta. She is one of the most intelligent and dangerous enemy. She can teleport to any places and easily avoid your floor traps. Find all the ways to attack her in a sudden that she wouldn't alert. Never let her shoot a beam on you or you'll be shot until you die. Great and continuous combos are useful with. That means you must prepare an elaborate tactic including your traps and Room Devices. Or you can use my simple trick which I mention in "My skills".

CLASS NAME : RANGER

Special Ability : None
Characters : Liza, Anise

Description : They have no special abilities besides attacking in very

far distance. Just abuse their passive action to kill them by simple traps.

CLASS NAME : SAGE

Special Ability : Warps

Immune to magnet and summon ring.

Characters : Vergilius, Elisuon, Godfried.

Description : Summon ring and magnet walls don't affect them. Floor traps (hanging) can't catch them frequently because they often fly, not go on foot. They can cast groups of lasers in far distance that cause a huge damage on you. With this sort of enemies, you run fast and use Arrow Slit to attack them soon when they just move in the same row. Sages rarely move because they can use magic that doesn't need direct action.

CLASS NAME : SHADOW

Special Ability : Numbs enemy by attacking his shadow.

Characters : Shubaltz, Weiss.

Description : Do you see his special ability ? So now the best way is killing him as soon as possible. His greatest weakness is the low HP. Just one strong trap of yours can get him off. But be careful, he is very fast and chases you during battle. Don't let him touch you because it would be hard to avoid.

CLASS NAME : SLASHER

Special Ability : Recoups.

Immune to electric shock.

Activate traps.

Description : Scorpio, Prime Minister Edgar, Lavaan, Wilhelm

Description : The ordinary slashers who are the same as Elites don't have special abilities. Just the higher ones such as Lavaan or Prime Minister Edgar can have them. They use swords and attack dangerously. Try to stay away from them and use correct combos to kill them continuously because they can recoup. Attack until they run out of HP.

CLASS NAME : SOLDIER

Special Ability : None

Characters : Jade, Wolf, Sirado, Raven, Rutger, Albatross.

Description : The same as Knight's.

CLASS NAME : SORCERER

Special Ability : Immune to electric shock.

Characters : Osborne, Garius, Balboa, Rudolphus

Description : They often use electricity to attack in long range. You have to stay away from them in any situation. But their weakness is that they're slow and rarely move here or there. You can easily lure them into traps or Room Devices to finish them up.

CLASS NAME : SWORDMAN

Special Ability : Immune to anger and summon ring.

Characters : Ortega, Amon

Description : They can attack quickly with long-ranged sword and high speed. But they are not wise enough to avoid your tactics. You can refer these tactics in "My Skills".

CLASS NAME : THIEF

Special Ability : None

Characters : Gina, Garnet, Rebecca, Vanessa

Description : They are very fast in moving and attacking. But they can be easily lured into large limited traps such as Arrow Slit or

Pendulums. Their low HP is also one of their weaknesses.

CLASS NAME : TITAN

Special Ability : Cause earthquake with weapon.

Characters : Barbarossa, Gordius, Duigal, Garbaldi

Description : The same as Giga-arm.

CLASS NAME : TORTURER

Special Ability : None

Characters : Gordon, Balboa, Zardos

Description : This might be the weakest class of enemies, I think.

Most of their stats are low and vulgar. They have no special abilities that make them be easy enemies to kill.

CLASS NAME : VILAGEMAN & VILLAGEGAL

Special Ability : None

Characters : Hans, Ellena, Gustaf, Joseph.

Description : Nothing special, just like the Soldiers. They are not strong enemies.

CLASS NAME : WHITEMAGIC

Special Ability : Recoups.

Energizes ally.

Cold-immune.

Characters : Resphena, Althea, Antinora, Lamia, Siesta.

Description : I call them "The Goddess of Healing". They would heal their comrades once they are damaged. That's the reason why you must find all the way to kill them first of all. They do nothing on you in very far distance, but become very dangerous in short one. Once you are frozen by them, their comrades who are attackers will end you then. Keep a safe distance from the Whitemagic and place traps to kill them when they still don't change the position.

19/ M Y S K I L L S

This is my last part near "Special Thanks". Now the author of this guide will share his experience to beat this game. Maybe I (that author) am still rather new to this game (I have just played it for nearly 3 months), but I will try to give you my best tactics to defeat the enemies.

The tactics are illustrated specific and I think you might understand them. These are jusy my experience and you can alter it or create your own. If you have new combos or some ideas about mine, feel free to email me.

I divide into two parts : Tricks and Combos. Most of these skills are all used in battle and done successfully. The damage noted in is the standard in Training mode.

~~~~~\
TRICKS \~~~~~
~~~~~

The trap affecting or not alspl depends on the enemies' characteristics and what they immune to. Please understand it yourself when seeing the "Enemies" section in Walkthroughs.

NOTES : Optional traps are the traps that are not very necessary in the tactic. You can have it or not in the execution.

1. LURING ENEMY TO ARROW SLIT

~~~~~

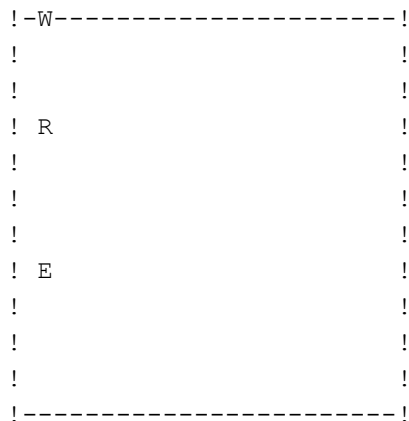
Place : Everywhere

Needed traps : Arrow Traps + Charge Ring

Enemies : Every class

Execution : You put the Arrow Slit on a wall side that can take a long way off the other wall. Then you run along the arrow way, letting the enemy chase you behind. Arrow Slit can charge very fast. Once you touch the wall, jump aside a little and activate it. The enemy chasing you on the way usually doesn't avoid promptly and then gets the hit.

Example Illustration :



W : Arrow Traps

R : Reina

E : Enemy

### 2. LURING ENEMY TO FLOOR TRAP

~~~~~

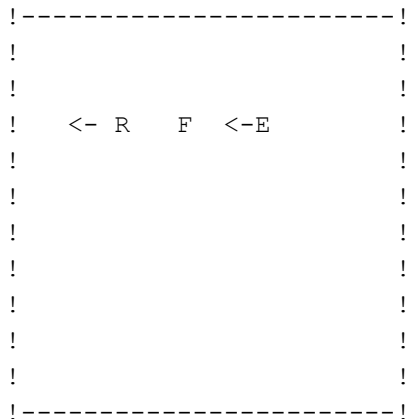
Place : Everywhere

Needed Traps : Any floor traps

Enemies : Every class

Execution : Run around, letting the enemy chasing behind. When it finishes charging, step on the trap on the way. Check your enemy's current position in Camp Mode. Until you pass the trap your enemy comes, activate the trap.

Example Illustration :



F : Floor Trap

R : Reina

E : Enemy

<- : The way you run

3. LURING ENEMY TO CEILING TRAPS

~~~~~

Place : Everywhere

Needed : Any Ceiling Traps

Enemies : Close-attack and weak Enemies

Execution : To lure enemies to a Ceiling Trap is a bit hard, because Ceiling Traps are often big and slower than most enemies are.

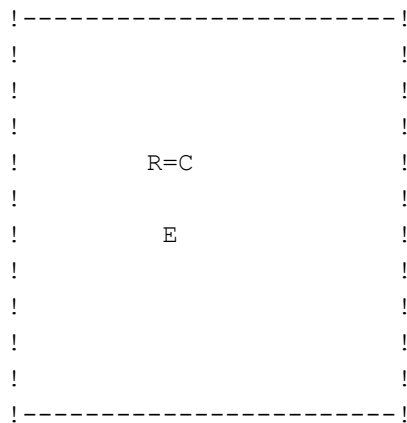
Rock Trap : stand in the Trap position. Then sacrifice some of the HP to let your enemy comes to charge. When he doesn't pay attention to the trap while hitting you, activate it immediately.

Pendulum : Let your character rotate to the same direction of the Pendulum. When enemy is coming close, you run out of the trap and activate the trap at once. You'll be alright if you have got out the field.

Vase : Like Rock Trap.

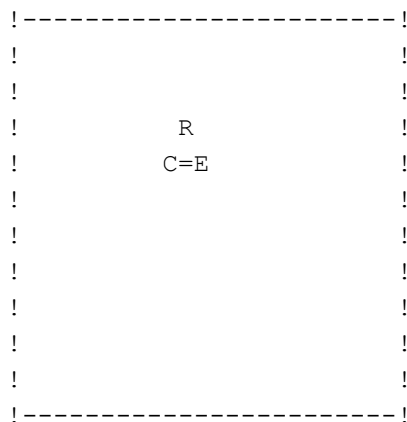
But generally, all Ceiling Traps, even Vase, are very powerful if use in combos. That's the best way to abuse them.

Example : Rock and Vase Traps :



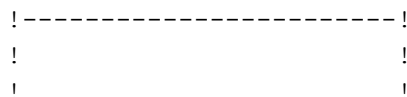
R=C : Reina stands in the same position of the trap.

Letting the enemy hit you some hits. The attacks will push you a few until...



It's time for you to activate trap.

\* Pendulum Trap :



```

!           R           !
!           P           !
!           E           !
!           !           !
!           !           !
!           !           !
!           !           !
!-----!

```

Remember : THE PENDULUM MUST SWING TOWARDS REINA'S DIRECTION  
 Wait for your enemy to come near, running straight to keep him in charge...

```

!-----!
!           R           !
!           P           !
!           E           !
!           !           !
!           !           !
!           !           !
!           !           !
!           !           !
!-----!

```

Activate Trap !!!

#### 4. SIMPLE TRICK TO BEAT UP THE HELLKNIGHTS WITHOUT LOSING HP

~~~~~

Place : Any rooms with large space and complex devices. Examples : Machine Room or Coliseum in Castle Hades.

Needed Traps : Claw Trap + Optional Charge Ring
 Slave Hammer + Damage Ring or Charge Ring
 Any Arrow Traps (Optional)

Enemy : Hellknights and some other types

Execution : Maybe there are various ways to kill these big guys without losing HP. But in any situation, you must stay away from him. His warping can touch you just in a moment. So it's better for you to fight him in a room with complex systems of Devices because it's hard for him to warp randomly. This trick can be used not only for Hellknights, but any enemies as well. It's just a part of "greeting before enemies coming" I often mention. The most important trap here for Hellknight is the Slave Hammer. It will always keep you away from the enemy if you charge and activate it in time. That's the reason why I suggest you choose Charge Ring to shorten the time. Greet him before he comes.

- a) First, try to run far away from the Hellknight and find a complex room.
- b) While he is coming, you place all the traps needed in the room and try to finish charging them like this below example illustration. Then you stand on the way where the enemy would come straight the field. This step just makes your enemy be in your trap limitation :

```

!-----D-----!
!           F=E           !
!           S           !

```



```

!                                     !
!                                     !
!                                     !
!                                     !
!                                     !
!-----R-----!

```

5. FIGHTING THE HELLKNIGHT AND THE ARMOR IN DARK RUIN

~~~~~

Place : Guardian Stairs - Dark Ruin

Needed Traps : Claw Trap (Mine is Heavy Claw2)

Ceiling Trap

Arrow Trap or Hunter Blade (Optional)

Enemy : Cervantes (Armor) and Gelfaust (Hellknight)

Execution : If you play to reach the Ending No.1, 2 and 3, you must fight these enemies in Chapter XVII in the Guardian Stairs in which all the ways are locked. Hellknight is always a nightmare for most of the players. So I think I should put a strategy for this fight here. I was stuck here many times and I completely sympathize ones who have been in the same situation. I have found a very good way to play with these guys. Cervantes is a problem. Just attack him along with Gelfaust. To do this is not hard, but you must lure them to go together, then you can solve them easily with this tactic. Remember to STAY AWAY FROM THE HELLKNIGHT OR YOU'LL BE PUNISHED MISERABLY. It's the best if you are in the opposite side of the Hellknight and there are stairs between you and him like this example :

```

          _____!D!_
!                                     !
!HH                HH!
!HH                GHH!
!HH_____HH!
!                                     !
!HH                HH!
!HH                HH!
!HH_____HH!
! R                !
!                                     !
!                                     !
!_____D_____!

```

R : Reina

G : the Hellknight Gelfaust

TACTIC 1 : HEAVY CLAW + SLAVE HAMMER + ARROW SLIT

So now you must lure Cervantes and Gelfaust to go together and be away from you in a safe distance. When running you open the camp mode to arrange this strategy :

```

          _____!D!_
!                                     !
!HH                HH!
!HH                HH!
!HH_____HH!

```

```

!           !
!WH         HF!
!HH         HS!
!HH_____HH!
!   R       !
!           !
!           !
!_____D___!
!           !
!           !

```

R : Reina  
F : Heavy Claw  
S : Slave Hammer  
W : Arrow Trap

Try to lure Cervantes and Gelfaust to the stairs you have set traps. It's certain that they must pass that stairs to reach you. Use the Camp Mode to determine where they have come. When either Cervantes or Gelfaust steps on the Claw Trap, activate them to block. If they go together, sometimes the two of them are blocked. If the other is not trapped, activate the Slave Hammer as soon as possible. This Pendulum will push them all away to the below floor. These guys must lose much time to reach you agsin and it's completely enough for you to finish charging the traps. Of if you still worry, you can add the Charge Ring to them. when they come, just continue until they die. Always execute the tactic rightly. Because once you let Gelfaust pass the trap, he could warp to you just for a moment.

# TACTIC 2 : HEAVY CLAW + VASE + ARROW SLIT + ROOM DEVICE

This is another way to play with these guys. But I don't think it makes more damage than the above tactic. Here you need help from the Room Device - the Ark Ship to hit. Here is my arrangement :

```

_____!D!_
!           V!
!HH         HH!
!HH         HH!
!HH_____HH!
!W           FA
!HH         HH!
!HH         HH!
!HH_____HH!
!   R       !
!           !
!           !
!_____D___!
!           !
!           !

```

R : Reina  
A : The Ark Ship  
V : Vase Trap  
W : Arrow Trap

The Ceiling Trap (Vase) here just takes the role to activate the switch of the Ark Ship. When your enemies are coming on the arranged stairs, block them with the Claw. Then activate the Arrow to make more damage if you like. Then operate the Vase to turn the switch. A laser will be cast from the cannon and make a fair damage to the enemies.

6. SIMPLE TRICK TO BEAT UP KING FREDERICK WITHOUT LOSING HP

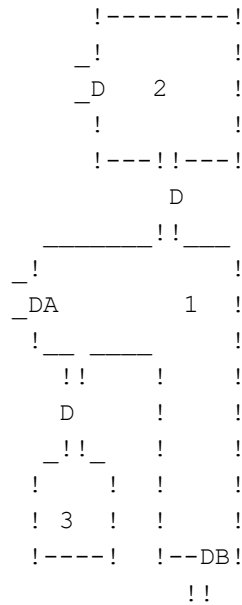
~~~~~

Place : The place with complex shape. Such as Jail Passageway in Castle Hades.

- Needed Traps : Claw Trap
 Arrow Trap + Charge Ring
 Any Ceiling Trap (Optional)

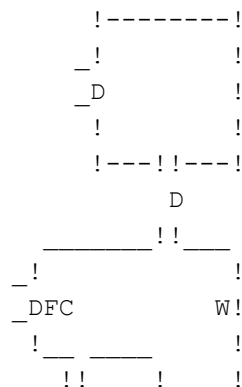
Enemy : King Frederick

Execution : As I said in Walkthrough and General Tips, King Frederick is afraid of you and he never lets you find him easily. But when you touch him, he will play with you by some fatal freezing joke. He gets out of anywhere you come. You can wait for him, but he will go away if he knows you are there. That's the reason why you must choose a location that he can't see you in a hidden position, such as the Jail Passageway with the shape of "L" letter. The King can't see you when you are standing at the other end.



1. Jail Passageway
2. Dungeon
3. Execution Jail

When you lure the King to come to this place, try to make him go in by one of the two doors in Jail Passageway, don't let him arrive by the one in Dungeon, it's hard for you to observe and he could find you. I give you the example if you have lured him to Door A.




```

      D      !      !
    _!!_    !      !
    !      !      !
    !      !      R !
    !----!   !--D-!
                    !!

```

F : Claw Trap
 C : Ceiling Trap
 W : Wall Trap
 R : Reina

The Ceiling Trap is optional, but it's better to use Pendulum.

When the King has just come, trapped him with the Claw. While he is trying to escape, shoot the arrow and Ceiling Trap. If he is thrown out by the Pendulum, he will get in again but not see you because you are being out of his sight. Remember not to go anywhere, just stand next to the wall and don't let Frederick see you. If you can't observe him, use the map in Camp Mode. The King would feel fear and then he continues to go around there (he won't get out) because the traps having no controller make him curious. As my experience, Frederick often goes in a row this time, so it's the best chance for to use the Arrow to handle the rest, or you can use the Claw or the Pendulum if he is accidentally in charge while wandering.

Do the similar action if he goes by Door B.

```

                    !-----!
                    _!          !
                    _D          !
                    !          !
                    !----!!----!
                        D
                    _____!!_____
    _!                  W !
    _D R                !
    !_____          !
                    !!      !      !
                    D      !      !
                    _!!_    !      !
                    !      !      C !
                    ! 3  !      F !
                    !----!   !--D-!
                        !!

```

Is is a good tactic ? You can send me any ideas if you want to ask. I think you can also do this tactic with King Frederick in the Doorway of Castle Hades, where we can fight Queen Margareta with this below tactic.

7. SIMPLE TRICK TO BEAT UP QUEEN MARGARETA WITHOUT LOSING HP

~~~~~

Place : Doorway in Castle Hades

Needed Traps : Any Arrow Trap + Charge Ring or Damage Ring (except Rolling Bomb, it's slow). This arrow can have many orbs to increase the damage, because the Queen can recoup.

Enemy : Queen Margareta

Execution : Queen Margareta is dangerous at casting magic. If you are hit once, you'll continue to be hit before you can stand up... until you die. That's the most dangerous. So you know the best way is not to

be hit by her. But she can shoot at any place, even the most complex room because she can warp better than the Hellknights. You need a room with stair design, Margareta of course can't hit you from stairs to the floor separated by a rail. So the Doorway of Castle Hades and a fast arrow trap are very good for this tactic. But the most important thing here is that you must be fast in your luring, because the Queen can recoup her HP if you act too slowly.

Here I separate the Doorway area from Castle Hades' map to illustrate for you. There are two doors that Margareta can come to either of them, depending on how you pull her here.

Tactic #1 : If she goes by the right door in the map.  
First, you put the arrow in front of her when she's just come in.

```

          !----!_____
            !  QD_____
          !_  !_
!   HHR!  !HHH  !
_!   HHH!  !HHH  !
-D                                     !
!                                     !
!_____--!!--_____!
                !!

```

A : Arrow Trap  
Q : Queen Margareta  
R : Reina

Reina can stand on the stairs to observe her. When the Queen has just come here, shoot her immediately with the arrow. I warranty the Queen could warp close to you. So now you get down by one of the stairs and remove the arrow as soon as possible to this position :

```

          !----!_____
            !   D_____
          !_  !_
!   HHH!  !HHH  !
_!   HHH!Q !HHHR !
-DxxxxxxxxxxxxxxxxxxxA!
!                                     !
!_____--!!--_____!
                !!

```

The Queen would chase you. So when you just land, go along the way of Arrow's limitation (the x area I draw). The Queen also chases you by that way. You run to the opposite site faster than her, move aside and shoot her like this :

```

          !----!_____
            !   D_____
          !_  !_
!   HHH!  !HHH  !
_!  R HHH!  !HHH  !
-DxxxxxxxxxxxxxxxxxQxxxA!
!                                     !
!_____--!!--_____!
                !!

```

The Queen now can be around the limitation as you ran. The Arrow with Charge Ring can at least shoot her 2 times while she goes along the

path. Then you go upstairs, wait until Margareta prepares to go upstairs, then you go down by the opposite side and repeat the joke again. Try to keep a suitable distance between you and her that she won't warp or cast beams to you. If she warps, you're just be calm and run away as soon as possible, then find a way to repeat the tactic. I assure this is not hard.

Tactic #2 : If Margareta goes in by the left door. Arrange the trap like this and shoot her when she comes :

```

          !----!_____
          !A   D_____
          !_   !______
!   HHR!  !HHH  !
_!   HHH!  !HHH  !
-DQxxxxxxxxxxxxxxxxxA!
!           !
!_____--!!--_____!
          !!

```

I think she would warp to you after this first hit. But then you can get away from her quickly and execute the joke :

```

          !----!_____
          !     D_____
          !_   !______
!   HHH!  !HHH  !
_!   HHH!  Q!HHH  !
-DxxxxxxxxxxxxxxxxRxxA!
!           !
!_____--!!--_____!
          !!

```

Now do you understand ? I have done this trick several times and never been hit by Margareta even just a little. I believe that you can also do it like I did. Good luck !

```

~~~~~\
 COMBOS \~~~~~
~~~~~

```

COMBO #1 : GREETING ENEMY BEFORE ONE COMES.

```

~~~~~

```

Place : Everywhere

Needed Trap : Claw Trap

Arrow Trap

Pendulum Trap

Enemy : Every enemy and boss, except warping ones.

Execution : You can see that I repeat this sentence very much in the Walkthrough. So what is this trick ? It's a combo that can be used for any enemies and bosses. With bosses, Christina and Miguel are easily deceived by this. You arrange the room strategy just at the door where you guess your enemy would come by before he really comes. Then you activate them at the same time as the enemy gets in, making a great combination. So why do I force you to choose Pendulum as a Ceiling Trap ? You know that two traps can't be set in a same position. So Rocks and Vases can't be set at a Claw Trap. But Pendulum is an exception because

of its large limitation. You can just set the Pendulum next to the Claw, but the enemy is still caught. That's the advantage. With the warping enemies, as I said in the strategy for Hellknights, you must choose a complex area full of huge Room Devices such as the Pendulumax in Machine Room, the enemies would restrict their warping for safety. Just as you fight the Hellknights. See the illustrations for them for this combo.

COMBO #2 : THE THRESHER IN REINA'S HOME

~~~~~

Place : Shed - Reina's Home

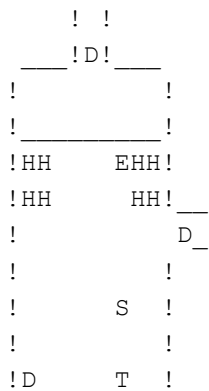
Needed Trap : Slave Hammer + Charge Ring or Damage Ring  
Push Wall (Evil Kick)

Enemy : Every enemies

Execution : Maybe you remember that there is a thresher in the shed. It's a Room Device. Yeah, but it's also the most important key in this combo. I have just found it accidentally and I assure your enemy could do nothing on you, excepting waiting for the death. But to do this combo successfully, you must combine your action in rhythm, just a small mistake can spoil your action. If you're afraid of failure, use the Charge Ring with the Slave Hammer. This is my example damage I did in the Training mode :

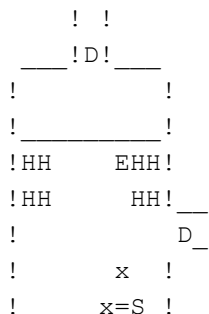
Slave Hammer damage : 72  
Evil Kick damage : 15  
Thresher damage : 55

The Slave Hammer with Damage Ring could take a long time to charge, but it's nothing if you get used to this trick. First, destroy the foot prop and the foot dropper to set the Evil Kick trap, doing as this illustration :



S : Slave Hammer (IT MUST ACT TOWARD THE THRESHER)  
T : Thresher  
E : Evil Kick

This is the arranged tactic. The next step you must do is luring your enemy to be in charge. He can be lured to one position of the x area below :



```
! x !
!D_____T__!
```

Reason : Because the Slave Hammer can reach 3 blocks distance.

Why do I use Evil Kick instead of other kinds of Push Wall ? Because the Evil Kick can shoot an enemy to the opposite wall side, while most of the others can just push in their limitation.

Now let's execute the trick. Activate the Slave Hammer. Because it's toward the thresher, your enemy will be thrown there and he will get a damage of :

$$72 + 55 + 72 = 199$$

Then I assure he will land in one of these x areas :

```
 !!
 !D!
!_____!
!_____!
!HH EHH!
!HH xHH!__
! x D_
! x !
! S !
! !
!D_____T__!
```

It's easy for you to activate the Evil Kick. The kick will kick him to the thresher again :

$$15 + 55 = 70$$

Total damage :

$$199 + 70 = 269$$

Then he will be thrown to the old position :

```
 !!
 !D!
!_____!
!_____!
!HH EHH!
!HH HH!__
! D_
! x !
! x=S !
! x !
!D_____T__!
```

I warranty that when he lies there, your Slave Hammer is finished charging, even without the Charge Ring if you did in time. So then repeat the joke until he's dead.

$$269 \times N = ??? \text{ (Hehehe...)}$$

Okay, this joke is only available easily when you fight just one enemy. But I think you could fight 2 enemies with this. Why ? Try to lure one of them to the field and run to avoid the others, using the

camp mode to observe the one who is being joked with this trick and activate traps until he's dead. Then lure the other into the trick and execute similarly.

If you want to make more damage, another way for you :

```

 !!
 ___!D!___
 ! !
 !_____|
 !HH EHH!
 !HH HH!___
 ! D_
 ! !
 ! S !
 ! F !
 !D_____T___!

```

or :

```

 !!
 ___!D!___
 ! !
 !_____|
 !HH EHH!
 !HH HH!___
 ! D_
 ! F !
 ! S !
 ! !
 !D_____T___!

```

F : Floor Trap.

Activate the floor trap when you want your enemy to be in a correct position or you want to block him in necessary situations.

COMBO #3 : CASTLE HUE #1

~~~~~

Place : Blue Chamber - Castle Hue

Needed Traps : Any Floor Trap, these traps CAN'T remove the enemies awa (such as Claw Trap or Rising Floor - optional).

Pendulum Trap (fast trap such as Evil Shoot).

Arrow Trap or Push Wall.

Enemy : Every enemy

Execution : The Blue Chamber in Castle is really a good place to make joke with enemies. I have found some jokes here and I think you can use iy either. With this joke, you need a Pendulum to push enemy into the waterwheel, a Wall trap is used to activate the bridge switch, the Floor Trap just makes more damage and it's not so necessary, except you use it to block the enemy. Here you would abuse the Bridge - a Room Device to kill the enemy faster. This is where the bridge located :

```

 !D!
 !xxxxxx!
 !xxxxxx!
 !----! !----!___
 ! ! ! D_
 ! ! ! !
 ! ! ! !

```

```

! ! HH ! !
_! ! HH ! !
_D !--HH--! !
!_____!

```

The x area is the space the bridge occupies. The strategy is here :

```

 !D!
! ! ! !
! ! F ! !
!----! W !----!__
!S ! R E ! D_
! ! C ! !
! ! ! !
! ! HH ! !
_! ! HH ! !
_D !--HH--! !
!A_____!

```

- S : The switch of the bridge
- A : Arrow Trap
- F : Floor Trap
- W : Waterwheel (Room Device)
- C : Evil Shoot
- E : Enemy
- R : Reina

The most important step is that you must be able to lure the enemy into that position while all the traps are ready. Then you just activate it.

First, you activate the Evil Shoot toward the enemy it throws him to the Waterwheel.

Then, the Waterwheel will let him remain in the position where you put the Floor Trap. When he doesn't get up yet, activate the Arrow Trap soon. The Arrow Trap will replace you to activate the switch of the bridge (because you can't be fast enough to run to there by yourself before the enemy could move away from your plan). The bridge drops on the enemy, making a huge damage on him and giving you tons of Ark Points. Is this combo good ?

So now, if you use the Push Wall instead of Arrow Trap, you can arrange the trap like this :

```

 !D!
! ! ! !
! ! F ! !
!----! W !----!__
PS ! R E ! D_
! ! C ! !
! ! ! !
! ! HH ! !
_! ! HH ! !
_D !--HH--! !
!_____!

```

- S : Switch
- P : Push Wall
- F : Floor Trap
- W : Waterwheel
- E : Enemy
- C : Evil Shoot

R : Reina

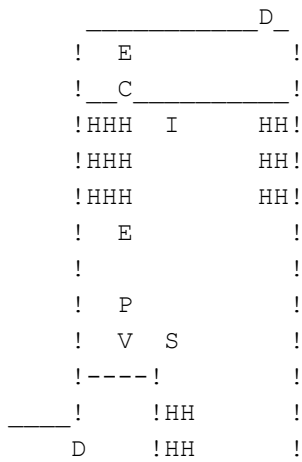
COMBO #4 : CASTLE HUE #2

~~~~~

Place : Yellow Chamber - Castle Hue  
Needed Traps : Spring Floor (7 blocks)  
Vase  
Arrow Trap (Optional)

Enemy : Every enemy

Execution : The Yellow Chamber is a room with good Devices that is very suitable to make combos. Here I have just thought of this combo and I think you might do it well :



- E : Enemy
- C : Cart (Room Device)
- P : Powder Box
- I : Incinerator
- V : Vase
- S : Spring Floor

You lure your enemy along the rail. Then activate the Evil Kick to push him away with the Powder Box. Now this is the most confusing. Your enemy's direction must be toward the Spring Floor you put. Then the activated vase will take him to the trap. When he steps on the Spring Floor (IT MUST BE TOWARD THE INCINERATOR), you activate it and send him to the incinerator.

And if you can't let your enemy be toward the Spring Floor after you strike him with the Cart, you can lure him by yourself but be careful. So it's better to use Slave Mask because you can control the object.

COMBO #5 : CASTLE HUE #3

~~~~~

Place : White Chamber - Castle Hue or similar areas  
Needed Traps : Floor Trap  
Pendulum Trap  
Push Wall, Hell Laser or Hunter Blade.

Enemy : Every enemy

Execution : The Topples are very popular and useful to cause great damage on enemies. Maybe I should have a tactic for this kind of Room Devices :



```

 ! !
 !W P _E=F PC !
 _! !HHHH! 1 !
 _D !HHHH! !
 ! !HHHH! !_____
 ! !HHHH! D_____
 !_____! ! !
 !HHH ___E_!_____!

```

- E : Enemy
- F : Floor Trap
- W : Push Wall - Hunter Blade or Hell Laser
- C : Pendulum

You can use any floor trap to place the enemy to the set position, not just Claw Trap. If you use the Spring Floor or Blast Bombs, you can place them depending on their blocks. When your enemy is temporarily petrified, try activate either Pendulum (toward the prop) or the Wall Trap, one of the props will drop on the enemy. When this prop disappears, activate the other to play the end touch. If you want more, play a Hunter Blade while the enemy is trying to get up. The damage might be :

$$\text{CLAW TRAP} + \text{PROPS} = 40 + 80 + 80 = 200$$

COMBO #6 : WORK CHAMBER IN FACTORY

~~~~~

Place : Work Chamber - Factory

Needed Traps : Rising Floor  
Evil Kick

Enemy : Every enemy

Execution : In the Work Chamber there is a Lumber Saw. This seems good for you to create a funny joke. First, you follow this tactic :

```

 !_! R!HH !! !
 !_D S! C L FE!! !
 !_! !! !
 !H !! !
 !H !! !
 ! !! !
 ! D- !
 !---!___!---!

```

- L : Lumber Saw (Room Device)
- C : Ceil Spear (Room Device)
- S : Switch of Ceil Spear
- F : Rising Floor
- E : Evil Kick
- R : Reina

You must lure your enemy to step on the Rising Floor. Then activate it. The Rising Floor would give your enemy some "leisure feeling". After dropping, when the enemy is trying to stand up, you shoot the Evil Kick that he will be thrown to the Lumber Saw. My example is that the Rising Floor is CRising Floor4 (Rising Floor + Charge Ring + 4 orbs) and

the Evil Kick is ordinary. Then the enemy (in Training) will get damage :

$$(40 \times 2) + 15 + 55 = 150$$

The enemy will be thrown to the Rising Floor again. When he is trying to stand up, the Rising Floor just finishes charging (I assure this for you). Activate it. But now maybe the enemy will be thrown to the opposite side because his position was changed from the first strike. He might be at the same position as the Ceil Spear is. You are near the switch, so turn the switch as the enemy doesn't get up.

$$(40 \times 2) + 15 + 55 + 80 = 230$$

So the total damage would be :

$$150 + 230 = 380$$

Anyway, this number still depends on your enemies' stats very much. This is just an example.

#### COMBO #7 : CASTLE AGONY #1

~~~~~

Place : Doorway - Castle Agony

Needed Traps : Claw Trap

Rock Trap + Slave Emblem

Arrow Slit

Enemies : Every enemy

Execution : I learnt this from Trap License Mode Grade S. This is a 4-hit combo with fair damage, not very strong. You put the traps like this :

```

 ! R !
! ! ! S _____!
! ! ___! HHH !
! ___D EHH !
 ! PHH !
 ! F !
 ! !
 ! A _____!
```

or :

```

 ! R !
! ! ! S _____!
! ! ___! HHH !
! ___D EHH !
 ! PHH !
 !A F !
 ! !
 ! _____!
```

R : Reina

S : Switch of Slide Stairs (Room Device)

E : Enemy

P : Slave Rock  
 F : Claw Trap  
 A : Arrow Slit

First, try to lure the enemy in set position. While he is going up to you, activate the slide stairs. If your enemy is set right, he will be certainly on the Claw Trap after landing. Block him with the Claw Trap, shoot the arrow and then activate the Slave Rock. Keep pressing the Triangle button to make the rock roll on him. So you have 4 hits :

SLIDE STAIRS + CLAW TRAP + ARROW SLIT + SLAVE ROCK

So in order to defeat the last exam for level S in Trap License Mode, you can make a similar field like this :

```

 ! R !
 ! ! ! S !
 ! ! ! HHH !
 ! D HHH !
 ! PHH !
 !A F !
 ! !
 ! _____ !

```

or :

```

 ! R !
 ! ! ! S !
 ! ! ! HHH !
 ! D HHH !
 ! PHH !
 ! F !
 ! !
 ! _____ A !

```

R : Reina  
 A : Arrow Slit  
 P : Slave Rock  
 F : Spark Rod  
 S : Switch of slide stairs

You can't use Smash Floor or Vacuum Floor, because Smash Floor doesn't block the enemy, Vacuum Floor can unaffected your Arrow Slit.

COMBO #8 : CASTLE AGONY #2

~~~~~

Place : Doorway - Castle Agony or similar room with a Fire Pit  
 Needed Trap : Claw Trap  
               Arrow Slit  
               Pendulum  
 Enemies : Every enemy  
 Execution : Put the Traps near the Fire Pit :

```

 ! _____ !
 ! ! ! _____ !
 ! ! ! F HHH !

```

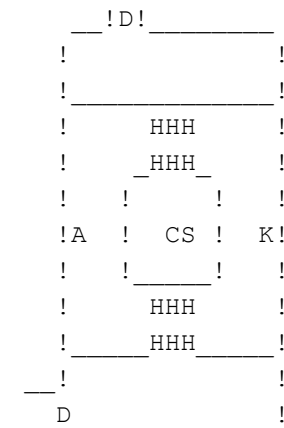


Arrow Trap (Optional)

Enemy : Every enemy

Execution : Coliseum has a lot of heavy machinery. So this tactic is various too. I can divide it into these cases :

CASE #1 : HEAVY CLAW + SLAVE HAMMER + ARROW SLIT + KILLER WALL



A : DArrow Slit3

C : Heavy Claw2

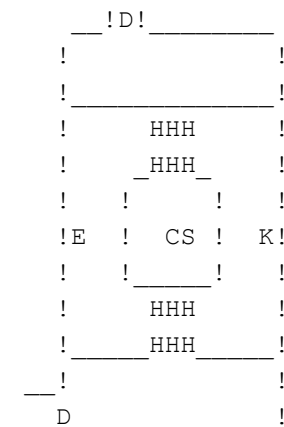
S : DSlave Hammer4

K : Killer Wall (Room Device)

This case is ordinary. First, lure your enemy to the center of the room where the Heavy Claw is put. Then block him there. After that, shoot an arrow to make more damage if you like. Then activate the Slave Hammer (IT MUST BE SET TOWARD THE KILLER WALL) to push the enemy to the killer wall. If you prompt to set the Slave Hammer drop on him again, this is the damage he might get :

$$40 + 66 + 72 + (12 \times 5) + 67 = 305$$

CASE #2 : HEAVY CLAW + SLAVE HAMMER + EVIL KICK + KILLER WALL



Depend on how your enemy is, sometimes the Slave Hammer could push him to the opposite side of the killer wall. Don't worry, you still can continue the combo if the Wall Trap is Evil Kick. Use it to whap him to the killer wall again. The damage might be :

$$40 + 72 + 15 + (12 \times 5) = 187$$

CASE #3 : HEAVY CLAW + SLAVE HAMMER + EVIL KICK + MOBILE SAW

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When your enemy is pushed to the opposite side of the killer wall and you use the Evil Kick too early, the Slave Hammer still swings and then the enemy will be thrown to the Slave Hammer again. Next, the Slave Hammer casts him to the...Mobile Saw (It's just above the Evil Kick you set). This is very rare but also a good combination. The damage might be :

$$40 + 72 + 15 + 72 + 55 = 254$$

CASE #4 : HEAVY CLAW + SLAVE HAMMER + EVIL KICK + KILLER WALL

Evil Kick must be added with the Charge Ring.

After you did the Case #3, sometimes the enemy isn't caught by the Mobile Saw. So he will land at the Evil Kick again. The faster Evil Kick might finish charging and then you continue as Case #2. The damage would be :

$$40 + 72 + 15 + 72 + 15 + (12 \times 5) = 274$$

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20/ S P E C I A L T H A N K S

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