

Deception III: Dark Delusion FAQ

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Deception III: Dark Delusion FAQ V2.2

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Introduction

This is a FAQ for the latest in Tecmo's Deception series. For those who don't know, Deception is a game where you must kill people by utilizing traps. It's an awesome series, and this latest one is the best yet! I'd like to thank Tecmo for making this awesome and original series. I'd also like to thank those who have sent me questions and submissions for my other FAQ's. Also, this document is copyrighted by me Z-Force. I don't mind if you want to use it, but please let me know, so I can add your site to my list. Also, any submissions such as trap combinations, etc. will be greatly appreciated. One of the nice things about Deception is that the game is very different for each person who plays it, as many different playing styles can be used. Please refrain from sending story/walkthrough bits unless they are for chapters I've already covered. I'll be writing this FAQ as I play through the game, so I don't want the story spoiled.

Version History

- V0.1 (3-1-00) The very first version.
- V0.2 (3-1-00) Added walkthrough for levels 6 and 7. Added Trap Licenses up through C. Added a really shocking combo to the combos section.
- V0.3 (3-2-00) Added 2 places with this FAQ. Added walkthroughs for Chapters 8, 9, and 10, as well as Grade B in Trap License. Started the trap guide section, which lists traps you can make from each of the emblems.
- V0.4 (3-3-00) Added walkthrough for Trap License A, and part of S. Added one more site with this FAQ. Added info on 3 of the hidden traps.
- V0.5 (3-4-00) Added walkthroughs for Chapter 11 and 12. Added a second combo, sent in to me. Added one more site with this FAQ.
- V0.6 (3-7-00) Added walkthrough for Chapter 13. Added several other things that were sent in to me by readers.
- V1.0 (3-10-00) Added the walkthrough for the rest of the chapters leading up to ending #1 (future revisions will reveal alternate paths. Added a complete list of all the traps. Added 2 new combos. Added info on reaching the various endings (kind of a path tree) Added some misc. tips.
- V1.5 (3-14-00) No new walkthrough sections yet, but I added a TON of other new info, including info on enemy types, new combos, and lots of other assorted goodies. Much of the new info was sent in by Brian K Nii with help from Avanti
- V1.8 (3-19-00) Added in plenty of new stuff sent in by readers including combos and whatnot.

V1.9 (3-19-00) Confirmed the method for getting the sound test. Began walkthrough of alternate story path with Mission 15b.
V2.0 (3-20-00) Walkthroughs of Chapter 16 and 17b.
V2.1 (4-9-00) Added lots of combos and stuff from my backlog of e-mail
V2.2 (6-25-00) I haven't updated in a looong while. I just haven't felt like playing this game much. Added one walkthrough stage, plus a lot of combos and such sent in by readers. I apologize to all the people who have sent me stuff and have waited so long for me to put it in.

Places to get this FAQ

www.gamefaqs.com
www.geocities.com/~z-force (My home page)
<http://vgstrategies.about.com>
www.cheatcc.com/
<http://www.gamesdomain.co.uk/>
<http://www.cheatplanet.com>
<http://www.timsvault.com>
<http://get.to/darkheimproductions> (This is a cool site in progress for Deception 3 Check it out!)
<http://www.ludus.it>
<http://www.twnp.org>

Modes of Gameplay

Story Mode: The main mode of the game. You follow the storyline, which I assume leads to several different endings (if for no other reason than the fact that the back of the box says there are multiple endings)

Trap License Mode: A training mode. More on this later. I'm guessing you may be able to unlock hidden traps or something by completing it, but I don't know yet.

Free Training Mode: Lets you practice free style with a training dummy, using any traps you have acquired. Also lets you practice and invent new combos.

Expert Mode: You can try puzzle missions with the traps you have so far. I have yet to dabble in this mode.

Trap Making

For those who have played Deception 2, you know that to get the really good traps, you had to work your way through the junky ones first and then proceed through the evolution tree. Unless you were REALLY good at racking up combo points (or you used Gameshark, you little cheater you) by the time you had access to the most powerful stuff, the game was almost over, so you didn't have the chance to enjoy them. In Deception 3, the trap building system is totally revamped. You can take a base trap, add stuff to it and build almost any trap you want, provided you have the Break to do so. You gain Break by doing good combos and such. Actually you gain Ark, which I believe translates to Break somehow, or at least that's what the instruction book says. Know this, the more combos and powerful hits you can do, the more resources you'll get to build better traps. Now you may think that you can just build super big traps and breeze through the game now. Well wait up. The game counteracts nicely by awarding trap components at the end of certain levels. There are 4 basic trap components.

Base Circle: This is the base trap. There are 3 different categories: Ceiling, Wall and Floor. These categories are broken into further categories as follows.

Ceiling Traps

Rock: Rocks in general, drop down and crush people. When dropped onto a staircase, they roll downward, crushing any unfortunate dolt standing in its path... including you, so watch out.

Pendulum: A new type of trap, pendulums come out and slice anything in their path. Useful in combos when there aren't any staircases to roll a rock down. Also, they charge faster than rocks.

Vase: Vases drop from the ceiling onto an enemy's head. I haven't gotten them yet in Deception 3, but in 2, they could be very dangerous on the high end of the building tree, but almost useless on the low ends.

Wall Traps

Push Wall: A wall which comes out and pushes the enemy a distance. Useful for throwing enemies into other traps or hazards.

Magnet Wall: These suck in anyone who has metal and will hold them while you think of other ways to torment them. Very useful against knights or other guys with armor or metal weapons.

Arrows: Arrows come out of a wall and shoot chumps. Generally are very fast to charge and are useful in combos and such. Also, they're fast and can be upgraded with a wide ability of things.

Floor Traps

Spring Floor: These spring out and throw the enemy a certain distance. They are useful for starting combos or throwing your enemies into other stuff.

Vacuum Floor: These are the same as magnet walls but are placed on the floor. Sometimes you'll wanna use a magnet, sometimes you'll wanna use a magnet floor, depending on your situation.

Blast Bombs: These explode and throw your victim away. They can also be used to set off other traps such as pillars. Not too useful as a combo starter, since they are too unpredictable.

Bear Traps: These are very useful. They hold the foe in place while you deliver more punishment. Great to place at the bottom of staircases, so you can roll a rock on them.

The next element is the power orb. When developing a trap, putting more of these on make the trap more powerful. Generally, this will increase the damage done. Also for some traps such as bear claws, they will raise other stats such as length of time for restraining the victim. You can put up to 4 orbs on a trap, but it will cost you Dreak for each one. I believe it costs 1500 Dreak for each orb you put on a trap.

Emblem: Emblems are special crests that can be put on traps to give them special properties. You can put one emblem on each trap. Also, once you have gained an emblem, you have unlimited uses of it (in other words, you can put that particular emblem on as many traps as you want) but it will cost you Dreak to do so.

List of Emblems

Fire Emblem: Gives the property of Fire to your trap Adds 750 to the cost of the trap.

Thunder Emblem: Gives the property of Lightning to your trap. Adds 750 to the cost of the trap.

Impact Emblem: Give Impact attribute to a trap. Adds 1500 to the cost of the trap.

Cold Emblem: Gives Cold attribute to a trap. Very useful for containment traps such as Bear Claws. Adds 1750 to the cost of the trap.

Chaos Emblem: Heteromorphic trap is born. Adds 1250 to the cost of the trap.

Cursed Emblem: Gives condition change property to trap (i.e. poison, dark, etc)

Rising Emblem: Gives Rising attribute to a trap

Slave Emblem: Trap becomes controllable. Adds 2250 to cost of the trap.

For example, if you put a Thunder Emblem on a Rock, you will get a Volt Rock. Experiment to find plenty of various traps.

Rings: Putting a ring on a trap gives it special properties. There are 6 types of rings listed below

Charge Ring: Reduces charge time by 20%. Adds 800 to the cost of the trap. Good for putting on rocks and such.

Timer Ring: When trap is activated, it becomes an auto trap which goes off when the enemy is in range. It will also go off by itself after a certain period.

Summon Ring: After a trap is activated, the ring summons all foes within 4 blocks. This effect expires after a time..

Auto Ring: A trap will automatically be activated when an enemy is in range, but cannot be activated otherwise.

Damage Ring: Increases damage done by 1.2

??? Ring: Who knows. The book rambles on about the mysterious effects of this ring. Info on this ring was sent in by Brian K Nii. This ring is actually the Zero Ring. It sets the trap charge time to 1! (I'm drooling already at the implications of this ring.

You can combine the 4 elements as you like to create an almost limitless variety of traps. If you come up with any cool ones, send em' in!

Walkthrough

Chapter 1 Escape to Tragedy

Oh no! Our lovely heroine is trapped in a dungeon and is about to be slaughtered by an evil bad guy! Whatever shall we do? Fortunately, a kid comes to help her by giving her the power of traps. You can easily kill the guy who comes in by comboing the 3 traps that are set. Once you kill him, another jobber will come after you. I recommend leaving the room by ditching him, then ditching him again and going back into the cell. This gives you the time to set up a combo. I recommend using a Spring floor to throw him into the iron maiden, then hit him with an arrow or pendulum when he bumbles out. This should kill

him, and you get a lot of points for using the iron maiden in a combo.

Chapter 2 Alendar

2 peasants have come to try to capture you and get the reward money. (fat chance) You will be introduced to switches here, which set off various built in traps in each room. The two peasants here are really easy, and you'll have no trouble disposing of them. (If you do have trouble here, I suggest taking up a different hobby)

Chapter 3 Encounter at Old Castle

The two enemies here are a little tougher, so be on your guard. The lady thief in particular is dangerous due to her speed. Get used to this castle's layout. Several of the rooms have fun built in traps to dink around with. Once you get past this level, you get the Fire and Thunder Emblems and can now make your own traps. I suggest taking a couple of your favorite types of traps (I'm personally fond of Bear Claws and Rocks) and making a better one.

Chapter 4 Disaster

Here you meet your first major villain, Christina (watch out for her ranged attack!) Once you hit her once, she'll run away (so she can annoy you another day) and leave you to deal with her beefy sidekick. This guy's slow as molasses, but don't let him hit you. He also causes the ground to shake when he attacks, stunning you briefly. Deal with him as fast as possible, but beware of his high HP count. Upon clearing this level, you get the Blast Bomb.

Chapter 5 Scratched Jewel

Enemies: Silvia (amazoness), Resphena (whitemagic user), Raditz (Hunter), Ares (Fighter)

Silvia and Resphena will face you first. Run from them and set up a combo in the next room. Try to kill Silvia first so her boneheaded friend Resphena can't heal her. (Priests in Deception have an annoying tendency to heal their allies.) Deal with Resphena as you see fit, but watch out for her ranged attack. She is cold resistant, but you don't have any cold traps at this point anyway. Next, you'll face Ares and Raditz. Ares is very fast and dangerous. He can leap a long distance to kick you. Raditz isn't much to speak of, though he does have a long range attack. At the end of this level, you get the Impact Emblem.

Chapter 6 Marco

Enemies: Garcia (Knight), Osborne (Sorcerer), Garnet (Thief), Sirado (Soldier)

You start off in a room alone, though Garcia and Osborne will be headed your way. Set up a nice welcoming committee for them. Garcia will get to your area first. Zap him and then run past him into the next room, so that you aren't surrounded. If you run past Garcia, you can set it up to whip fools into the Blade Pillars of Fun that are in the next room. (Use a spring floor for this) Garnet enters the fray after Garcia goes down. Osborne has a dangerous lightning attack, but little stamina. Watch out for Garnet, she's fast and can do some damage if you don't watch out. Finally, you must face Sirado. Give the dope a quick hit and he leaves. You get the Timer Ring for clearing this mission.

Chapter 7 Brute

Enemies: Raven (Soldier), Liza (Ranger), Judeka (Darkwitch), Lorenz (Bruiser), Igor (Flame User)

Raven and Liza surround you at the start, so get the hell out of there. Liza can get the drop on you if you're on a lower level, but a couple of solid hits takes her out of the picture. Judeka will be her replacement. Judeka has a fireball attack that you should be aware of. She can also put you in a state of darkness, which is a pain. Raven is mean up close, but is nothing special otherwise. Once he has been sent to the land of Nevermore, Lorenz will come out. Judeka has high HP, but pretty weak stamina. Igor is the last guy you'll face. He has a lot of HP, and is immune to fire. He is however quite susceptible to lightning, so if you have developed any lightning based traps, this would be a good time to use them. (See FUN COMBO #1 in the combos section below for a real shocker) Upon clearing this level, you get the vase.

Chapter 8 Price for Secret Arts

Enemies: Sid (Assassin), Valletta (Bomber)

Start by going forward to the large room with the two waterfalls. Then set up a nice trap for the two idiots coming after you. Sid is an assassin so he has some tricky stealth moves, but little or no stamina. Kill him quickly before he can be a threat. Valletta can blow herself up, but she's pretty slow and can probably be taken out with the same trap you set up for Sid. This is a quick and easy level. You get the Cold Emblem after this board. I'd recommend making a Bear Trap with it.

Chapter 9 AUO Raid

Enemies: Miguel (Brute), Balboa (Torturer), Ortega (Swordsman), Cupido (Elites)

Run from Miguel as he has a powerful gun. Set up a trap in the next room. After one hit, he leaves. Ortega takes his place. He and Balboa are nothing to worry about as long as you keep your distance. Finally, Cupido appears. He leaves after one hit. You get the Magnet Wall after this board. Rejoice! You also get the Summon Ring.

Chapter 10 Vestiges of Distant Day

Enemies: Gemini (Ninja), Dustin (Miner), Rutger (Soldier), Heisling (Alchemist)

Gemini and Dustin are your first opponents. They are pretty dangerous. Gemini uses cheap ninja tricks. She's fast and has two attacks. The throwing stars are really weak, but her claw does lots of damage if you're up close. Dustin stays back and throws bombs at you. Rutger is the 3rd guy to come out. Other than his decent speed, he's pretty much a run of the mill soldier. Heisling throws junk at you, but can be dealt with fairly easily. You'll get the Chaos Emblem upon beating this board.

Chapter 11 Blue Legend

Enemies: Cross (Assassin), Shubaltz (Shadow)

This is a tough level despite only having 2 enemies. Both of them are very fast and use cheap ninja tricks. You won't be able to escape from them, so use powerful combos and try to kill them as quickly as you can. You get the Vacuum Floor when you beat this level

Chapter 12 Tracking

Enemies: Galahad (Goliath), Clayborne (Hunter), Althea (White Magic), Rebecca (Thief), Zeon (Mercenary), Sirado (Soldier)

6 guys to beat? No sweat. Let's get down to business. Galahad and Clayborne are your first foes. Set up an electrical trap in the room you start in, then advance to meet your foes, leaving traps as you go. Clayborne is one of those annoying idiots who sits back and pecks at you with arrows. Galahad is a human side of beef. With size and brains to match. Althea is really annoying, she can heal her allies (but not herself.) Also, she can freeze you and shoot you from a distance. Rebecca is fast, but you can easily kill her before she does anything dangerous. Zeon and Sirado are run of the mill soldiers. Sirado leaves after being hit (even though I killed him with a combo, he still gets up and leaves) You get the Cursed Emblem for winning this level.

Chapter 13 Past Days

Enemies: Rutha (Amazoness), Dorgev (Magnetman), Zardos (Torturer)

Rutha and Dorgev are your first opponents. Run to the next room and set up a trap. Rutha is very easy to kill with a Smash floor, then drop your biggest Rock on her combo. Dorgev is immune to magnets, but you should have plenty of other ways to whip him. He will use his magnet powers to try to suck you to him, but if you stay far away, it's no big deal. Zardos has no special abilities save for high HP. You get the Auto ring at the end of this level.

Chapter 14 Crossroads of Destiny

Enemies: Dyer (Fighter), Iliad (Hunter), Albatross (Soldier), Madula (Darkwitch), Barbarossa (Titan), Holvain (Flame User)

Get ready for a marathon session folks. Dyer and Iliad are your first enemies. Dyer is very fast and Iliad can shoot at you, so you'll probably take a cheap hit or 2 here. Run from them, then use the next room to set up a trap. Albatross will be next. He's a run of the mill soldier, but he hits pretty hard. Madula is next. She can cast dark which is very annoying and also shoot guided blasts at you. Barbarossa has a huge hammer and gobs of HP, but is slow and easy to outrun. Holvain is immune to fire, but otherwise is nothing special. At the end of this level, you must make a choice to go with Cecilia or not. This choice will affect the outcome of the game. In this walkthrough, I will not go with her. In future revisions, I will explore other paths. You also get the Rising Emblem.

Chapter 15 Poison

Enemies: Garius (Sorcerer), Bolthead (Giga-Arm), Goa (Footman), Christina (Boss)

Garius and Bolthead are the 1st enemies. Garius has a big lightning attack that is hard to avoid. Goa has few discernable abilities. Bolthead is a big hunk of a guy, who gets a burst of speed after you hit him. He is also immune to push walls. Christina appears after disposing of the goon squad. She's fast, has a dangerous long range attack, and can poison you. Unlike the first time you fought her, this time she stands her ground. Most annoying is her ability to regain her energy. Take her out ASAP. Once you beat the level, you get the Charge Ring.

Chapter 16 Awakening from Nightmare

Enemies: Moongram (Alchemist), Blade (Assassin), Karma (Ninja), Ophelia (Amazoness), Cecilia (Lady Guard)

Start off with Moongram and Blade. Blade is dangerous if he gets the drop on you. Moongram can throw crap at you so watch out. Since you start in the water wheel room, you may want to set up a spiffy shock trap. Karma is another dangerous ninja fool so watch out for her. Ophelia is fairly dangerous due to her decent speed. Try to kill her quickly. Cecilia is the final foe. She's fast and has a ranged attack. Use a powerful combo to put her out of commission. Once you beat the level, you get the Slave Emblem and the Damage Ring.

Chapter 17 Revolt

Enemies: Gardock (Elite), Krueger (Elite), Scorpio (Slasher), Cervantes (Armor), Gelfaust (Hellknight)

They've thrown out some heavy artillery for you in this board. Head straight at the beginning to reach Gardock, your first foe. Set up a trap, then stall him till they are ready to activate. You won't be able to leave this room till you kill this guy. He's fast and dangerous so be careful. Next, go through the door by the water into the next room. Here, you'll face Scorpio and Krueger. Krueger is similar to Gardock. Scorpio is dangerous because he can heal himself. Deal with these guys quickly. Don't forget to utilize that big rock at the top of the staircase. (A push wall will get it going.) Always throughout this level, remember that there is a heal stone in the 1st room if you need it. The 3rd room has Gelfaust and Cervantes. These two guys are pretty slow, but STAY AWAY FROM THEM!!!!!! You don't want to be on the business end of Gelfaust's big scythe. He can also use a spell to increase his defense. After all of that hell, you don't get any more cool stuff at the end of this board.

Chapter 18 For a Loved One

Enemies: Amon (Swordsman), Balboa (Sorcerer), Anise (Ranger), Basural (Goliath)

Amon and Balboa will challenge you first. Kill them quickly. Anise appears after one of them kicks the bucket. She has a ranged attack, but otherwise is nothing special. Finally Basural appears. He's another big slow guy with a hammer, so deal with him appropriately.

Chapter 19 Time Controlling Stone

Enemies: Antinora (Whitemagic), Sieghardt (Armor), Ashley (Elite), Violet (Bomber), Phalangist (Master), Gordius (Titan)

Your first order of business should be to take out the priestess hanging around cause she can heal both herself and her allies. The first couple of enemies are basic soldiers, so take Antinora out before the big guns appear. After taking down 2 foes, Violet appears. She can throw bombs at you from a distance, so beware. After that will be Phalangist and his big sword which looks like he stole it out of Cloud Srife's collection. He's strong up close, but fairly easy to deal with. Finally, Gordius is another idiot with a hammer.

Chapter 20 Long Parting

Enemies: Gejen (Bruiser), Weiss (Shadow), Ruin (Miner), Delvol (Alchemist), Spiral (Ninja), Cecilia (Lady Guard)

Start off with Gejen and Weiss. Set up a trap in your starting room so you can throw guys into the pillar of fun! These two use speed and stealth to attack. Watch out for Weiss especially. Ruin and Delvol died too quickly for me to say

anything about them. Spiral is another cheapninja. Finally, you must face Cecilia again. She's the same as before, but you start the fight in the entry chamber, so you'll have to run to where most of your traps are set. Once you beat her, she's dead for good, and you get to watch an exciting cutscene!

Chapter 21 Dying Lamp

Enemies: Shroud (Footman), Gustaf (Villageman), Deathmask (Giga-arm), Edgar (Slasher), Lavaan (Slasher), Dizhak (Flameman), Vergilius (Sage)

Woo hoo! SEVEN guys to break. Let's get down to business. Gustaf is your first opponent and I am offended to have to take on such a weak foe at this late a stage in the game. Shroud is a little tougher, so try to get rid of him fast. Deathmask is dangerous up close and has tons of HP, so wear him out however you can. Edgar is next. He didn't get to be Prime Minister by being a pansy. He can heal himself, so try to drop him quickly. He also has a powerful distance attack, although you can see it coming. He has at least 2 distance attacks. A fire one and a lightning one. The best way to take him out is to stick a vacuum floor underneath the guillotine and catch him under it. After disposing of Edgar, 2 more friends join the fray. Lavaan and Dizhak. One guy shoots lightning, the other fire. Dispose of them as you see fit. Finally is Vergilius. You can't hit him with magnets and his attack REALLY hurts. Don't go for anything fancy. Your best bet is to hang near the exit of a room, lay a trap near where he's coming in, then set it off when he comes in. If you miss, run. Best idea is to use a smash floor to dump him in a corner, then drop a rock on him.

Chapter 22 Strategem

Enemies: Bradley (Knight), Stanford (Knight), Gandolph (Hellknight), Chestbarn (Goliath), Baldwin (Magnetman)

You start off surrounded by Bradley and Stanford. Turn right and hightail it out of there. These guys are basic soldiers and are easily destroyed. Your next foes, Gandolph and Chestbarn are a different story. I came up with a neat combo for the cell room, see fun combo #4 for details. If you have the Slave hammer, you can use a combination of fun combos 3 and 4 to kill everyone here. Baldwin is a little trickier since you can't get him with a magnet. You can try fun combo 3 with a claw if you want.

Chapter 23 Queen Margareta

Enemies: Mildred (Knight), Duigal (Titan), Garland (Flameman), Rafalga (Elite), Belstein (Hellknight), Nirvana (Darkwitch), Lordbaran (Armor), Margareta (Queen)

Prepare to run the gauntlet boys and girls. Mildred and Duigal are the first challengers. Set up fun combo #4 and wait for them. Both guys should get there at about the same time. Combo #4 will probably kill Mildred, thus bringing in Garland. This should give you a clear path to the Coliseum so you can prepare combo #3. You will want to have this ready for when the Queen comes around. Once you've dealt with these fools, you can either stay in the Coliseum and use Combo #3 to dispose of everyone that comes, or you can explore the castle and have some fun trying out stuff. There are lots of devices in Hades Castle for you to enjoy. Watch out for Nirvana, she's one of those annoying witches who can put you in darkness. You may want to use combo #3 to kill her before she can become a pain. Next comes Lordbaran, a big dumb guy with armor. Use one of your combos to kill him. Same thing with Belstein. Just stay away from him and his big weapon. One bit of fun to have in Hades Castle. Use a Vacuum floor to hold the guys in the middle of the bell tower so you can use the switch to drop

the bell on them. Also, an interesting point about Hellknights. They like to teleport. If they teleport in the Coliseum, they show up right in the middle of the room. And of course, you have your vacuum floor set up there, right? Your last challenger is Queen Margareta herself. Stay in the Coliseum and use combo #3 to deal with her, as she has high HP and the ability to regenerate. She also teleports. Combo #3 will kill her with little hassle. At the end of the level, you must choose to return to the past or use the longevity effect of the stone. For this walkthrough, I will return to the past.

Chapter 24 Back to the Beginning.

Enemies: Grayhawk (Mercenary), Elisoun (Sage), Daidalos (Giga-arm), Lamia (Whitemagic), Miguel (Brute)

You have 5 tough enemies to deal with and a small area to deal with them in. Grayhawk is a pretty standard guy, but he hits hard. Elisoun is very dangerous. His magic can kill you in 2 or 3 hits. Take him out of the picture ASAP. Next, Daidalos and Lamia appear. Use the variation of combo #3 that applies to the home scenario to take them out in an enthralling manner. Finally, Miguel will appear. You can use the same combo to take him out without a hitch.

Here's another strategy for the level, sent in by shaun Q

First, the brute in the same room as u isnt immune to summons, so if u like S-Claws like i do, chuck one in the middle of the room in line with the fire, then set up a slave hammer to knock him into the fire...if u want u can aim a buzzsaw (level 3 at least) at the door where the sage is going to come in, but if u manage to hit the brute guy with the full combo once or twice, he's gonna be dead before the sage gets there so no need to hold the sage off... the sage is harder to fight (duh), so the best thing to do is chuck a smash floor at the door he comes in to smash him to a wall, or prepare a quick buzzsaw 3 in the same direction if u aren't sure of your smash floor timing...then of course drop a big rock on him...I use a C-Bound Rock-3...with the charge ring, it takes only 6 secs to charge and deals 75 damage...(it's also a good keep-away when u chuck one at the doorway so no one dares to come in cause it bounces)...anyway, this smash floor-buzzsaw-rock combo works on any door with a wall nearby hehe...oh *important note* to keep the combo going, whack the guy with the buzzsaw to drive him to the corner again once he gets up, then u have some time for the rock to charge and drop it again...trust me it works =>...this same combo is even easier for a dumb twit like Miguel...=P

This is the last level of this particular scenario.

Result: Ending #1 Clear. You receive the Hell Emblem upon clearing this ending. You also get 50000 Dreak.

Now for the next part of the walkthrough, I will go with Cecilia at the end of Chapter 14. This will lead us down a different plot path.

Chapter 15 Darkness Stomper

Enemies: Gardock (Elites), Krueger (Elites), Dizhak (Flameman), Cervantes (Armor), Gelfaust (Hellknight)

You get to play this level in the Dark Ruin, where there are plenty of fun combos just waiting for you to exploit them. Gardock and Krueger will be heading your way. Cut them off at the pass and set up a trap. These bums have no real powers and you should easily dispose of them. Dizhak is next. He has some resistances you should watch for, but is not too tough. You should watch out for his long range attack however. Cervantes is next out of the gate. He's

pretty average, just stay away from him. Finally is Gelfaust. As with most Hellknights, he is powerful and dangerous, so try to take him out with a big combo.

Chapter 16 Betrayal

Enemies: Anise (Ranger), Amon (Swordsman), Vanessa (Thief), Daidalos (Giga-Arm), Elisuon (Sage), Siva (Mercenary), Christina (Boss)

Start off in a room with Anise and Amon. Run from them to get some bearing, but watch out for Anise's ranged attack. Have some fun by dropping the bell on them if you want. Amon has a dangerous swooping attack you should be aware of. Vanessa will be the next fool to oppose you. She's fast and can do some fair damage if she gets close to you, so get rid of her fast. Daidalos comes next. He has lots of HP, so pick at him from a distance as needed. After this comes Elisuon, who has a VERY dangerous magic attack. Siva is next, but other than his BIG sword, poses little threat. Christina however, is a dangerous opponent. Try to work her into the big Coliseum combo to kill her quickly.

Chapter 17 Friend

Enemies: Clarevil (Amazoness), Bradley (Knight), Stanford (Knight), Varjes (Miner), Lancehorn (Armor)

Early in this board, you are given the option to rescue the girl. I chose to rescue her, don't know if this has any bearing on the story. Clarevil and Bradley attack immediately, so run from them and set a trap. Once you have distance from these fools, killing them should be little hassle. Neither is Stanford, the next dope to oppose you. Varjes can throw junk at you, so watch out. Lancehorn is a basic knight so kill him any way you please.

Chapter 18 Shrouding Dark Cloud

Enemies Aljail (alchemist) Volcannon (Giga-arm) Tillis (Bomber) Joseph (villager) Vincent (Knight) Falgas (Goliath) Bergman (Footman) Landan (Bruiser)

Aljail and Volcannon are your first two foes. Set a trap in one of the rooms in their path and wait for them. The room with the coal carts is a good choice. Aljail can throw stuff so be careful. Volcannon has much power, so pick him off from a distance. Tillis can throw crap at you so watch out. Joseph is a useless villager. Having to face such a weak foe at this stage of the game is an insult. Vincent is a mediocre fighter, but don't underestimate him. Falgas is a big dumb idiot with a hammer, so he can be taken out any way you wish, just don't get close to him. The last 2 guys are nothing special, just take em out quick as you can.

Chapter 19 Ice Judgement

Chapter 20 Dying Moment Guard Stone

Chapter 21 Fall of Imperial Family

Chapter 22 At The Massacre's End

Chapter 23

Chapter 24 Answered Wish

Trap License Walkthrough

Grade F

These lessons are really easy. They just teach you the basics of setting off traps.

Lesson 1: Just press the button that they tell you to do.

Lesson 2: Wait for the schmuck to be slightly before the trap area, then set it off. This allows time for it to explode.

Lesson 3: Just wait for the arrow to charge up, then let him have it when he walks in front of it.

Lesson 4: Be sure to allow some time for the rock to drop, as it takes a couple of seconds.

Exam: Just combine the hints from the previous 3 lessons. You have plenty of time, so this should be easy to clear

Grade E

These are lessons in luring intruders

Lesson 1: Just lure the guy over to the blast bomb site and blast him with it.

Lesson 2: The same as lesson 1, only this time the guy can attack you.

Lesson 3: Same as lesson 2, except this time you must lure him into an arrow slit.

Lesson 4: Same as 2 and 3, but you use a Mega Rock. Give him the runaround to give the rock time to charge. Then wait for him to get by the rock and drop it. Remember to allow time for the rock to drop. Don't be afraid to take a hit if you can't get the timing down.

Exam: This is a little tricky. You must nail the enemy with all 3 traps within the time limit. Again, don't be afraid to take a few hits in order to nail the guy. He has to hit you plenty of times for you to lose, time is a more pressing concern.

Grade D

This is another section on trap setup. Now however, you also learn how to set up traps.

Lesson 1: All you have to do is set a bomb where the guy is standing and detonate it.

Lesson 2: Same as lesson 1, but this time the guy comes after you.

Lesson 3: Same as lesson 2, but you set up an arrow slit

Lesson 4: Same as 2 and 3, but you must set up a pendulum

Exam: You must hit the enemy with all 3 traps within the time limit. Similar to E's exam, but you set the traps. Actually, you need to reduce his power to 0, you don't have to use all 3 traps.

Grade C

This section teaches you how to do combinations

Lesson 1: You must do a basic 2 hit combo with a bear claw and arrow

Lesson 2: You must do a 2 hit combo with a spring floor and a mega rock. Lead the guy around a bit to let the rock charge up.

Lesson 3: Here, you have to do a 3 hit combo with the bear claw, arrow, and pendulum

Lesson 4: You must do a 3 hit combo with the push wall, spring floor and mega rock

Exam: You have to do a 3 hit combo using any of the traps you are given within the time limit. Best bet is a simple bear claw - arrow slit - mega rock or pendulum combo

Grade B

These lessons concentrate on using the terrain of the room, and also traps within a room. This is the first lesson that's useful to Deception 2 vets, because it shows how the new in room traps and switches function.

Lesson 1: Drop a rock so that it roll onto the guy walking. Wait till he's about at the middle of the stairs going either way. Then you'll have to light up a Spark Rod so that the guy gets zapped when he walks in the water.

Lesson 2: First use a push wall to flip a switch that will make the guy slide down the stairs. Second, run into the switch so that the chandelier falls on the guy. The bear trap is not necessary.

Lesson 3: Here we shall demonstrate one of my favorite moves. Use the spring floor to throw the poor sap into the fire place. Second, drop a vase on the guy's head, causing him to bumble forward into the pit. Wait till he's walking toward the water and allow a couple seconds for the vase to drop.

Lesson 4: Use the push wall to drop the pillar onto the guy who is attacking you. Catch him in the bear trap first.

Exam: Take the guy out of commission using any traps you want, though you must use at least one room device. I recommend using the bear claw to hold him, then drop a pillar on him with the push wall.

Grade A

These are some more advanced techniques for you to learn

Lesson 1: Drop the vase on the foes head so that he is covered with oil and stumbles into the fireplace.

Lesson 2: The blast bomb here goes off when someone is near it. Sucker the opponent into setting it off.

Lesson 3: Drop the rock, then use the push wall to shove it into the enemy. This is a little tricky, and requires good timing.

Lesson 4: First drop a rock on the guy. That didn't work too well, did it? Now, use the Spring Floor to launch the guy, then crush him while he's down.

Exam: You have to beat the guy ASAP. He is unaffected normally by rocks, but you have to hit him with one at some point. Best strategy is to fling him in a corner, drop a rock on him, then lure him by the fire pit and use another Spring Floor to toss him in.

Grade S

These lessons will teach you the finest in tricky maneuvers.

Lesson 1: Catch the guy by setting off the Spark Rod, then drop the Volt Rock. There will be voltage running between them that you must zap the guy on.

Lesson 2: Here you learn the intricacies of the Slave Emblem (a new feature in Deception 3) You have to hold the triangle button, then use the pad to roll the rock into the guy. Very Cool!

Lesson 3: Learn to use the vacuum floor here. Use it to suck the enemy in, then use the nearby switch to drop a chandelier on his head. You'll have to coax the guy toward the vacuum floor, as he tends to keep his distance.

Lesson 4: You're supposed to hit a 4 hit combo on the guy, but it's very vague. If anyone knows how to do it, let me know. Here are a couple solutions. The 1st was sent by Brian K Nii: Although there are many ways to do this, I've found this method to be the easiest. First off, set the vacuum floor directly underneath the chandelier. Then set the push wall to knock over the pillar towards the center of the room where the vacuum floor is. Finally, set the vase on the first row at the bottom of the stairs in the center. When this is set up, stand next to the door at the bottom facing the stairs with the chandelier switch to your right. The intruder will try and shoot you from the stairs so be sure to sidestep (not roll) left and right to avoid them and try to remain as close to the door as possible so that the intruder will come down the stairs near the center. When the intruder gets within vase range, drop the vase on his head. He'll walk towards the center of the room. When he gets close enough to the vacuum floor range, activate the vacuum floor which will pull him to the center of the room. When he gets to the center quickly run to the right and hit the chandelier switch to drop it on him, then activate the push wall to knock the pillar on top of him. If this is timed correctly it will be a 4-hit combo.

Here's another solution sent in by Jesse Yu:

Since the guy follows you rather than attacking you, stand facing the spring floor so that he backs up into your back...then run forward and veer off to the right towards the flame...activate the spring floor (1st hit) so that he flies towards the press wall...as he's flying, activate the press wall (2nd hit) a little late so that it hits him, and sends him towards the area where the vase is...it may take a couple of tries but if you get it right, the press wall will fling him so that he lands exactly where the vase hits as well as facing the pitfall in the water area... time the vase to hit his head as he is getting up (3rd hit)....if it's successful, then he will stagger towards the pitfall and fall in (4th hit)

Here's a few more sent in by Psychocatt

The 4-hit combo can be done a couple of ways in this room. The easiest is to let the guy start up the stairs, then push the switch to make him slide down. Then activate the smash floor to knock him towards the wall, then use the wall to fling him to the vase which you drop on his head. I have also done it where I run down and lure the guy to the smash floor, then use the wall, then the vase, and he then walk (and falls into) the pit. Either way should get you the 4-hit.

Exam: You have to set up and hit any 4 hit combo. The annoying bastard here keeps his distance. Here's one way to do it, sent in by Kaleb:

Once the mission starts, put a spring floor at the bottom right of the stairs where the archer is located. Have the spring floor point to the right where there is a pit. Then place an arrow trap in the bottom right corner of the room so that its facing the pit. Once you do that, get out of the trap placing mode and immediately run to the lower right hand corner where you place the arrow trap. Wait until you see the archer run around the pillar and immediately run up the stairs and wait behind the switch that activates the floor slide. If you've done everything correctly, the archer should be running up the right side of the stairs. Once he does, quickly activate the floor slide trap (hit#1) then hit the spring floor trap (hit#2) as he slides over it to flip him into the pit (hit#3). Then just wait for him to climb out of the pit and nail him with the arrow (hit#4) for the forth and final combo.

Another Solution sent in by Doug Type E

Place a vacuum under the chandelier.
Place a wall trap by the pillar.
Place a rock on the stairs.

I lured the archer towards the vacuum and sucked him in, hit the chandelier switch, hit the rock switch and then hit the wall switch. What happened was the vacuum sucked in him, the chandelier dropped on his head, the rock rolled right over him, then the pillar dropped on him for the finale. 4 hits. :)

Expert Mode

Coming Soon!

Special Traps, and Combos

FUN COMBO #1: (created by me) In castle agony, in the room with 2 staircases, a stream and the statue that electrifies the water when you hit the switch, you can do a cool combo by setting up a thunder claw in the stream. Lure the enemy into it, then catch em with the claw. They'll get quite a charge out of this. Then, hit the nearby switch, so that the stream is electrified some more. If you have time, shoot em with an arrow or something.

FUN COMBO #2: (sent in by electric tekken pickle) You can do this combo in the first castle (room with the pillars and collapsable staircase)

put a push wall facing a pillar
put a boulder in the middle of the stairs
place a spring floor at the bottom of the stairs (in the middle square)

Stand at the top of the stairs and have an enemy follow you, when he gets to the centre of the stairs hit the switch, he will fall down, just as he is getting up activate the spring floor and the boulder. By now the stairs should be back to normal, make your way towards the chandelier lever while activating the press wall. Befor the opponent can get up the pillar should hit him allowing you to activate the chandelier. Place the bear trap under the enemy. As the chandier and boulder are doing their damage set the press wall at the other pillar. Activate the bear trap asap and then the press wall to bring down the other pillar. As an added bonus to this trap if the boulder hits the first pillar (which should be on the enemy at that point) it will do damage and bounce a little against the pillar, doing more that one hit. This combo is WAY more than

enough to finish anyone off.

FUN COMBO #3 (sent in by Brian K Nii)

My preferred combo involves the Spark Vacuum and the Slave Hammer. With both of these traps at level 4, you can pull off some spectacular combos. At level 4, the Spark Vacuum draws in everyone within a two block radius, then shocks them (it also has an incredibly long holding period, which is useful for trapping). When the victims are in the center block, use the Slave Hammer to wack them in the direction you selected (I like to send them close to a wall). With the Slave Hammer at level 4, it will swing back. When it comes back the second time, hit the triangle button a second time when it starts swinging upward towards the victim (like an underhand throw) which sends the spiked ball crashing into them when they get back up. This combo works well on multiple victims as well as some of the more tougher opponents (like Armor, Knights, HellKnights, etc.)

A few good places to use this combo are the Colusseium in castle Hades (the one with the huge fan on the side of the wall). Simply place the Spark Vacuum in the center on the room alligned with the fan in the target square. Then aim the Slave Hammer towards the fan. Using this combo in this way pulls everyone to the center (great since they have to go through the middle of the room to get to the other side), knocks them into the fan, and when they get back up you can hurl the ball back into them to knock them back into the fan again. This combo does spectacular damage (not to mention it looks pretty damn cool and racks up ark like crazy).

FAQ Author's note: I've used this combo personally. I usually stick the guy with an arrow after trapping them with the magnet. Then I proceeded as mentioned above. When done this way, this combo can up an astounding eleven hits! It will pretty much kill anyone who you are facing.

The best way to use this combo is the Home area in the Past ending scenerio with Reina in the room with the thresher. Put the Spark Vacuum so that it is alligned with the thresher (should be the second target block) and set the Slave Hammer to knock the victim into the thresher. Then Activate the combo (but don't release the ball until the combo misses and the victim hits the floor). If timed correctly when set off, the Slave Hammer will hit the victim into the thresher, the thresher will send the victim into the air into the Slave Hammer, and be knocked back by the Slave Hammer into the thresher, and so on back and forth like a ping pong ball. I've seen victims get hit about twice by this combo, which has to be one of the funniest and most spectacular in the game.

FUN COMBO #4 (created by me)

This is a Hades Castle variation on the Slave Hammer combo above. Do this trap in the small room with the iron maiden. Use a Spark Vacuum to hold the enemies down, then shoot them with an arrow of some kind (that part is optional) finally, use the slave hammer to throw them into the iron maiden. This combo works well to wear out the powerful guys in Hades Castle. Just be very cautious and allow your positioning of the vacuum floor to allow yourself a safe spot where you won't be sucked in yourself.

FUN COMBO #5 (sent in by LuckGod)

The traps I use to do this is:

- S-Heavy Claw-4 This trap is my personal favorite
- C-Smash Floor
- Smash Wall
- Vase

You can use substitutions for the claw and the vase as long as they do the same basic function, also I'm pretty sure you don't need the C-Smash Floor but it sure dose help. I don't have a regular Smash Floor to try it so i don't know

For this combo you need to make sure the guy you killing isn't a wimp or he will die before you get to finish the combo. This is easily done by killing any little guys elsewhere and saving one of the huge guys for this combo

It takes place in Hue Castle in the Blue Chamber. It starts near the door that leads to the Yellow Chamber. Place a Heavy Claw 2 spaces Below the river in the center it should be on the same line as the last part of the stairs. Also place a Smash Wall Right next to it and a vase in the river next to the stairs where the guy lands. Catch The guy in the trap for hit #1 then Smash him with the wall for #2 he will land under the vase. Now here is where the tricky part comes in. Watch you trap meter and as soon as the Heavy Claw starts charging again go into camp mode. Set up a Smash Floor next to the guy in the direction you just sent him with the wall. As soon as you exit the screen drop that vase on him for #3. Now you have a bit of time for the floor to charge because he will walk against the wall. As soon as you can set up the smash wall 6 spaces down from the floor. Now Hit the floor for #4. Now set the Vase up on the top level right next to the launcher. As soon as you can set up the Smash Floor parallel to the launcher right next to the water wheel. Don't hit the wall as soon as he gets there you have some time as he's getting up hit it for #5. This launches him into the water wheel for #6. He will spin on the wheel and land right on the Smash Floor. As soon as you can set up the Smash Wall on the same level as the vase so that it will launch him back into the center. Hit the floor for #7. That will land him on the launcher for #8 and it will send him up right next to the vase. Drop the vase on him for #9. Right now you should be able to set up the Floor again. Put on space toward the direction of the guy. Let the guy walk all the way to to end of the wall. *NOTE* right now you should be standing kinda close to where the action is taking place because you will have to hit the switch to drop the bridge for the grand finish. Use the wall for hit #10 this will launch him right on the floor you already set up. Use the Floor for #11 and run over and trip the switch for #12.

I know it sounds complicated but it is very easy to get off with a bit of practice. In practice mode I get 240 damage and 8400 combo ark. In a real game though its less that that but not much. Also If the final hit doesn't kill the guy you could extend the combo even further but I don't think that anyone would survive that beating.

FUN COMBO #6 (Sent in by Hu Shunjie)

This is a simple 4-hit combo I devised meant for killing small guys outright. It consist of a Vacuum Floor 4 with lightning element, Thor hammer 4 and a Lightning wall 4. It is real simple for the damage it gives. First, position the vacuum Floor so that it is 4 squares away from a piece of wall. Place the lightning wall on that piece of wall and a Thor hammer behind the Vacuum Floor. When enemy approach, use the vacuum floor. When he is restrain, use the Thor hammer 4, which will force him 4 squares away. When he is in midair, use the Lightning wall 4 and he will smash against it and at this time, the Thor hammer will swing back, hitting him again, causing him to fly away from the trap, doing middle-high damage. The best thing is when there is other trap in the room, like a barrel. We can position the trap so that when the Thor hammer 4 hit him last time (he will fly 4 squares away), he will yet again be hit, doing a 5-hit combo. That trap is good as it allows enough trap lapse for the vacuum floor to be completely charge up again.

The next two combos were sent in to me by Doug Type E

LOOPING COMBO: This one works great, in fact, a little too great! I managed an 18-hit combo using this. Anyways, here's what you need:

- You need a push wall attack (my choice was the thunder wall). The push wall needs an attack element to knock the guy down. Those breath walls or regular push walls won't cut it.
- Spring attack (I used blast or spark)
- A nice rock

The Setup:

The great thing about this attack is that it works pretty much anywhere. Drop your wall and rock trap so they share the space. Next drop the spring trap at the the very end of the wall trap. If your wall extends 3 spaces, drop the trap on the fourth space. Point it towards the wall trap.

How it works:

Trigger the wall so it pushes the enemy onto the spring trap. When the enemy is getting up, hit the spring trap. When he gets up from the spring trap, drop a rock on him. Timing is crucial as it allows the traps to recharge, thus letting you repeat the process.

This combo doesn't work well with the big guys... the ones that block wall traps. The trick here is to nail them while they're blocking. If possible, drop the rock on them. They'll catch the rock... with both arms occupied, this exposes them to the wall trap and then the spring trap. Time permitting, you can drop another rock on them and try to repeat the process. All of these must be performed before they get back up!

DOOR SETUP: When you gotta keep them out... Using this setup, no one can enter your room.

Traps:

- Pendulum (I chose the thor's hammer since it belts out 60 damage)
- Spring trap (I used blast or spark)
- Buzzsaw. I think that's what it's called. It shoots a circular saw from the wall and blows the enemy back 3 spaces.

Setup:

Place the pendulum right next to the door. Aim it at the door and make sure that yellow placemaker is right next to the door. Second, place the spring trap right in back of the pendulum. Finally, drop the buzzsaw on the wall right across from the door.

How it works:

Right when someone walks in, hit the pendulum. If you nail them, they'll be thrown back in the corridor. If you miss, you still have your spring trap to blow them back into the corridor. If you miss with spring trap, you can hit them with the buzzsaw, but they'll probably be far away enough from the door that it will close.

This trick also works great when there are two guys following each other. When the first guy walks in, nail him with the hammer. When the second guy is in the doorway, hit him with the buzzsaw. Doing this will allow the other trap to recharge and allow you to repeat as necessary. The spring trap is a back up, in case you miss.

If a heavily armored guy walks in and the pendulum is still recharging, you can buy yourself an extra second or two by hitting him with the buzzsaw. Although he'll deflect it, you'll still have a second or so before he moves again, giving you a chance to use the pendulum once more.

If you're dealing with a slow guy, the pendulum will recharge just in time for you to whack him again when he comes back into the doorway.

Timing is easy. For moderate to fast guys, hit the trap as soon as the door opens.

Oh yeah, always stand by another exit when you're activating your traps. If you have a warper and they warp, pull a 180 and head on out towards the next room.

Here's a potential infinite combo sent in by Hu Shunjie

The barracuda, with an Auto rising floor + a lightning wall can do what I can an 'infinite hit combo' trick. First, use a spark vacuum (or any other magnets) to suck the enemy beside a wall, then use lightning wall to smash him away. The moment he lands, use the barracuda (a amazingly 2 charge time!) and it will behave like a vase, running to the end of the room. Then place a rising floor + a lightning wall(or any other type of wall) at the place he is at. The barracuda will hold him long enough for both trap to be charged. use the rising floor, then follow by the pushing wall, place another barracuda on him again and repeat the whole thing. In this way, infinite combos can be done . Finish him off with a rocking stone instead of a barracuda when you are finished!

Here's an infinite combo sent in by Rinden King

The needed traps are Magnet Wall, Vacuum floor and any boulder or guillotine (just for added SPICE). This is how to do it, first set the M. wall, if it is a two block long set the V. floor at the second block if it is a 3 block set it in third (NOTE: If your V. floor has a long range say about 3 blocks range do what is above, but if it is 2 to 1 in range put the V. floor to a spot nearest to the wall so that when you activate the V. floor again it will suck the ENEMY again) Now put the boulder or guillotine right next to the magnet wall. Now lure the PREY to the range of the V. floor then hit it. Once caught hit the magnet wall then lastly the boulder or guillotine. This works well if the magnet wall does some damage and most specially if the equipments have charge rings, The timing is self thought so practice it well, but once mastered you're invincible. As a last remark, this will not work to those who are immune to V. floor and mag. wall

Here's 2 15 hit combos sent in by Sleeping Dragon.

In Hue Castle, in the Red Chamber:

1. Set up a Heat Breath 3 or 4 in the center of the wall on top of the two flights of stairs. The Heat Breath should push the person into the Guillotine if done correctly.
2. Set up any Spring Floor that will launch the person back into the wall (where the Heat Breath is) right underneath the center of the Guillotine. My favorite is the Spark Floor 4, but anything that throws them back into the wall will do.
3. Set up any Vase with a charge time of 3 or less over where the Heat Breath is located. I prefer either the Blitz Vase or the Genocide Eye, but any vase that hold them in place for 6 or more steps will do.

Lure an enemy to where the Heat Breath is and activate. This should push them into the Guillotine. After the Guillotine hits, wait about 2 seconds and then activate the Spring Floor. When the body hits the ground, drop the Vase. While the vase is still on his/her head, wait for the Spring Floor to recharge. This

should also give time for the Guillotine to recharge. When the Spring Floor is ready to go, activate the Heat Breath again and repeat the cycle until you hit them 15 times. Note that this combo DOES NOT work against people immune to fire, but this shouldn't be a problem, since they only send two people immune to fire into Hue Castle.

In Reina's Home, in the Sitting Room:

1. Set up a Spark Floor 4 three spaces away facing the deer antler on the wall. If done correctly, the Spark Floor should launch the person into the deer antler.
2. Set up any Vase with a charge time of 3 or less over the deer antler. Any Vase that keeps the person walking for 6 or more steps should work here.
3. Set up a Buzzsaw 3 or 4 on the wall under the deer antler facing toward the Spark Floor. The Buzzsaw should have a Charge Ring for this combo to work.

Lure the person to where the Spark Floor is. Activate the trap and the body should fly toward the deer antler and drop to the floor after being skewed. Just as the body hits the floor, drop the Vase. Wait for the Spark Floor to recharge. When its set to go, release the Buzzsaw. Since the Buzzsaw pushes the person towards a wall, time it so that you activate the Spark Floor just as the body flies by underneath it. Then, just repeat the cycle until you get 15 hits. Note that this combo DOES NOT work against Migual, since he is immune to Spring Floors. But, you could always use a vacuum or magnet wall under the deer antler and then drop the vase on his head to set up first, then proceed as usual. This combo can earn you lots of cash, since the deer antler gives you a 2.8 ark bonus, plus most vases give you 1.7+ ark bonus. Too bad you only play this area once...:-)

Note that using charge rings on all your traps greatly increases your chances of success for these combos.

Here's a combo sent in by albert.loo@tappharma.com

Traps used:

c-mega yo-yo lvl 4
c-anti-magnet
c-lift claw

Place the ant-magnet on a wall. Place lift claw on square in front of anti-magnet. Place Mega Yo-Yo four or five spaces away from wall the anti-magnet is on. Trap someone in the anti-magnet. When they get pushed all the way back hit the mega yo-yo. They'll go flying towards the wall. Hit the lift claw when they land. While they're hanging the anti-magnet should be ready or close to ready to go again. Wait for the lift claw to let go of your victim. Drop the anti-magnet--you have to wait until the lift claw has disappeared though or else the anti-magnet will stop on the top part of the claw and not descend all the way. The victim will get pushed back again--repeat combo. With the right timing you can do this in an endless loop and repeat until your victims die. It is also very easy to get two attackers in this loop.

I've also noticed that if you manage to throw people in both the mad pillars and bonfires you get lots of combo points. I've gotten over 5000 by using a cold vacuum, mega yo-yo, mad pillar, bonfire, smash wall, and then mad pillar again. Wiht just mega yo-yo, mad pillar, bonfire you get a bit over a 1000.

Cheesy yo-yo combo (sent in by Celyne)

Requirements

- Vacuum Floor - to hold an opponent
- Smash Hammer - To pummel the opponent towards a SMASH WALL
- SMASH WALL - To pummel the opponent back towards the VACUUM FLOOR.

A medium to large room (just so the heroine will not get accidentally sucked into the vacuum floor and has enough room to run around if another opponent appears.)

How this trap is supposed to work:

VACUUM FLOOR in an opponent. When he hits the center of the trap, release the SMASH HAMMER and send him flying to where your SMASH WALL is waiting. As the enemy is standing up, activate the SMASH WALL and send him back near the VACUUM FLOOR. When the V.FLOOR is ready, vacuum him back in and repeat the process.

***Timing is crucial as the Vacuum floor usually takes time to re-charge. ***
Personally, after the enemy is vacuumed, I count to 4 after the SMASH WALL becomes fully charged, then, I release the SMASH HAMMER. That way, the VACUUM FLOOR has a few extra seconds to charge up before the enemy stands up and gets out of range. *
Careful calculation of how far a TRAP will fling an enemy should also be considered.

Other tips:

For brutes and other enemies who can push a SMASH WALL back - SMASH WALL them just as they are standing, or before they even get on their knees.

Variation for extra hits/charge time:

Set up the VACUUM FLOOR near a room device, such as a fan on the wall or a furnace. When the SMASH WALL smashes him, he would fly directly into the room device. As he gets out, activate the VACUUM FLOOR and repeat the process.

Ark Building Combo sent in by William Miller

I have found a disgusting way to get some serious ark in a combo. Here is what i used:

banana peel

chg. foot cutter 4	barracuda
chg. rising floor 4	basin 4
chg. mega yo-yo 4	chg. vampire wall 4
chg. upper wall 4	killer top

I know, yes there is alot of special traps, but thats the cool part since you will able to get the hell traps quicker.

the best place I found to do this in is the castle that has the collapsor, the pit and that giant pillar that only falls one way.

1. start with the banana peel one space in front of the door(not directly in front of the door) then set up the mega yo-yo two spaces from the banana peel (the mega yo-yo should be 4 spaces long, set it up so that the third space crosses where the guy will land.) have it send him to the wall near the water. set up the upper wall there. stand next to the giant pillar to lure him over the banana peel, the set off the yo-yo then the upper wall

2. after the banana peel starts to charge, change it to the foot cutter, and place it one space away from the wall in front of the upper wall. then after the mega yo-yo starts to charge, change it to the barracuda and place it where he

will land from the foot cutter (3 spaces). after you have set off the upper wall, once it moves out of the way, set off the foot cutter. once he lands, hit him with the barracuda. he will get up and run directly across the room to the other wall.

3. while he is running to the wall, set up the rising floor and the vampire wall so you can crush him when he gets there. once he is standing there, set off the rising floor first. (once you trigger the rising floor, you can set the basin at the space where the vampire wall will leave him) then the vampire wall. once he lands, hit him with the basin, but be quick about it because there is a good chance that they are dead already.

this is a 10 hit combo that should get you around 76,000 ark (since all of the traps have an ark rate of at least 1.5 with the banana peel and basin having ark rates of 2.0 and the barracuda has an ark rate of 2.5.

the most I've ever gotten in one combo was a whopping 100,884 ark.

This combo was sent in by de ja vu, and lets you use 4 rocks in the same combo.

For the combo I use a vacuum floor cold or electric, a rock (not iron ball or snowball) and a smash wall. I have also only tried this combo in the bell tower. What you need to do is place the vacuum floor at the bottom of the stairs (nearest the hidden door) place it so that when an enemy is caught in the middle of the vacuum floor they are exactly 2 spaces away from the wall facing the stairs (so there is a one space gap between the enemy and the wall), place the smash wall on the wall facing the stairs so that the enemy will get smashed up the stairs. Lastly, place the rock 2 spaces up the stairs and we are now ready. When the enemy comes in range, activate the vacuum floor and wait for them to be pulled into the centre, release the rock for (hit 1) the rock should go past them and hit the wall. Before it disappears activate the smash wall which will push the rock into the enemy (hit 2) the it will smash into the enemy. The rock will then go up the stairs and as it does it will hit the enemy that is in the air from the wall (hit 3). This collision will cause them to fall to the ground. By the time they hit the ground the rock will be on its way back down the stairs and roll over them (hit 4.)

This Combo was sent in by Mike Vallas, and can net you over 150000 ark!

Traps you need

CSlave Mask 4 (or 3)

Baracuda

Ccrane 4 (or any other fast charging mask)

Cbuzzsaw 4 (or 3)

Csmash Wall 3 or above

CBlast Magnet (any level)

Banana Peel

Csmash floor

CRising Floor 3 (or 4)

Location - Castle Hue

Room - blue chamber

Note: you can work the collapsing bridge into the first initial combo! The details below are for when the bridge is already removed.

Start off by placing a buzzsaw over the waterfall, on the side with the waterwheel (just a few spaces from the door) Then place a smash floor at the foot of the waterfall - pointing towards the waterwheel (note that the person goes past the right side of it) Lastly a crane (or other fast charging - long duration mask) in the very back corner of the middle groove (along the path with the spring floor)

Here we go:

- 1) nail the person on the top with a buzzsaw Buzzsaw pushes person forward and over waterfall
- 2) wait until wall trap starts charging. Soon as it starts, hit the smash floor. At the very moment of the smash floor strikes, go into trap setup and place a smash wall where he will land, which should be the back-right corner by the waterwheel.
- 3) As soon as Smash wall charges - activate it and send them landing right by the crane (or other mask). N
- 4) hold them with the crane (or other mask)
- 5) during this time, you should be able to do two things: 1) the smash wall should be done and you can set up a blast magnet next to the person (pointing towards the spring floor) and also set up a Rising floor on the other side of the spring floor.
- 6) Once the person is released by crane or when the magnet is done charging - activate magnet. The force should immediately destroy the mask if you're using one. As soon as the ceiling trap is charging, go and place a barracuda three spaces in front of the magnet (this is where he will land)
- 7) Nail person with the baracuda. The magnet will be destroyed at this point, so place a smash wall right over the rising floor (pointing back towards the original buzzsaw location - just one space to the left)
- 8) Person runs into spring floor & baracuda is destroyed. Immediately set up the slave mask where the smash wall will land the person, which should be diagonal of the waterwheel against the wall.
- 9) person lands from spring floor, launch rising floor
- 10) When person lands, activate Smash Wall. When floor trap begins charging, place a banana peel in front of the waterwheel near the slave mask.
- 11) As soon as person touches wall and is about to hit floor, launch the slave mask. It should catch them no matter what their health is.
- 12) their health should be quite low! Use the slave mask and have them walk to the right - spin them around and walk directly to the waterwheel.
- 13) when at the banana peel, activate it. He'll hit the peel and go flying into the Waterwheel.

Note that the banana peel will practically double your ark count!!! God bless ark multipliers!

Note: If the opponent is already at zero health, the blast magnet will not work on him.

Sorry if this trap text is a bit convoluted, but it does work and is very easy to do!

Nebular sent in this combo, useful for quick kills

Ya need Dvolt magnet4+Devil upper4+Dvolt rock4. put magnet one flat square from steps. Put evil upper on that square pointing to magnet. put rock on steps beside it. It goes like this. You'll be the king of the hill. The fools will be chasing you up there or leading them there, when they come in close to steps, hit the magnet. activate the rock and when the scene shows it hitting the fool, IMMEDIATELY activate evil upper. it will push the rock back on steps to hit the fool again. DEATH. This cuts time playing the game and it gives a lame-ass 1300-

2000+ark

Infinite combo sent in by Trent Mendez

It's easy and is seriously helpful in beating lvl. 20 of the expert mode (combo damage of 200+). All you need is a vacuum floor, buzzsaw (3 or 4 orbs), and a regular old pendulum. Set the vacuum floor directly under the pounding weight in the middle of the Prison Room in Castle Agony. The pendulum goes on the wall next to the stairs, in line with the vacuum floor and pounding weight. Face the pendulum so it swings into the room, but make sure the green globe of the trap itself is situated flush with the wall. The buzzsaw is placed on the wall opposite the pendulum. Trap the victim in the vacuum and wait until they get pounded. As they're getting up, set off the buzzsaw and then IMMEDIATELY set off the pendulum - don't wait for them to be hit or it'll be too late. They'll get caught in midair by the swinging blade and get thrown back within the floor's area of effect. When they start to get up the floor should be charged and then lather, rinse and repeat 'til your fingers fall off. I got over 600 damage in before I got bored...

Trap Guide: This is a listing of the 106 traps in the game. The complete list was sent in by Brian K Nii. Some of the comments are mine, some are his, some are that of others.

Trap Family

1. Base Trap
2. + Thunder Emblem
3. + Fire Emblem
4. + Cold Emblem
5. + Impact Emblem
6. + Rising Emblem
7. + Cursed Emblem
8. + Chaos Emblem
9. + Hell Emblem
10. + Slave Emblem

Rocks

1. Mega Rock
2. Volt Rock will electrify further if dropped in water.
3. Flare Rock one of the most damaging rocks
4. Snow Ball
5. Iron Ball These are attracted to magnets, thus adding to versatility
6. Bound Rock
7. Vampire Rock
8. Stealth Rock
9. Evil Stomp
10. Slave Rock You can hold down the triangle button to control this monster.

Pendulums

1. Pendulum
2. Thor Hammer
3. Fire Hammer
4. Snow Cradle
5. Smash Hammer: Sends enemies flying in direction of your choice
6. Mega Yo Yo
7. Poison Blade
8. Mega Buzzsaw
9. Evil Shoot

10. Slave Hammer The ball is launched when you press the button. Can set up some awesome combos (see fun combos below for some ideas)

Vases

1. Vase
2. Blitz Vase
3. Bomb Vase
4. Freeze Vase
5. Basin
6. Crane
7. Oil Vase
8. Confuse Gas
9. Genocide Eye
10. Slave Mask

Push Walls

1. Push Wall Push walls are useful for knocking pillars on top of people.
2. Thunder Wall
3. Heat Breath
4. Cold Breath
5. Smash Wall: Sends enemies flying quite far away.
6. Upper Wall
7. Vampire Wall
8. Expander
9. Evil Kick
10. Hunter Blade

Magnet Walls

1. Magnet Wall
2. Spark Magnet A useful trap as it pulls enemies toward it and gives em a shock.
3. Blast Magnet
4. Cold Magnet
5. Anti Magnet
6. Float Magnet
7. Berserker
8. Warp Hole
9. Call of Hell
10. Slave Magnet

Arrows

1. Arrow Slit
2. Volt Javelin: Good damage and can hit multiple enemies if packed closely.
3. Fireball
4. Cold Arrow
5. Buzzsaw
6. Rising Ball
7. Flash Arrow
8. Chain Needle
9. Hell Laser
10. Rolling Bomb

Spring Floors

1. Spring Floor
2. Spark Floor

3. Blast Floor
4. Ice Blizzard
5. Smash Floor: Sends enemies flying very far away. Useful for putting fools in corners to drop rocks on them.
6. Rising Floor
7. Footcutter
8. Catapult
9. Evil Upper
10. Slide Floor

Vacuum Floors

1. Vacuum Floor
2. Spark Vacuum Probably my favorite containment trap. It has a long range, catches almost anyone and gives em a jolt.
3. Blast Vacuum
4. Cold Vacuum
5. Anti Vacuum
6. Float Vacuum
7. Panic Vacuum
8. Graviton
9. Hell Vacuum
10. Slave Vacuum

Bombs

1. Blast Bomb
2. Spark Rod Useful to stick on water to shock people
3. Hellfire
4. Cold Blast
5. Shockwave
6. Rising Mine
7. Flash Bomb
8. Quake Bomb
9. Hell Judge
10. Slave Bomb

Claws

1. Bear Trap
2. Thunder Claw Great for use in water, they'll take extra damage from electricity.
3. Blast Claw
4. Cold Claw These hold enemies for a longer period than most claws.
5. Heavy Claw
6. Lift Claw
7. Oil Claw
8. Magic Sac
9. Evil Claw
10. Slave Claw

Specials 4 of the hidden traps have been revealed. Gregory Donachricha sent in the info that he got the following 3 traps upon getting Ending #3 He also sent info on the 4th trap listed. Also Brian K Nii has sent in some of the info on hidden traps.

1. Tombstone: Ceiling trap. Nulls defense.
2. Barracuda: Ceiling trap. Super fast charge time. High damage. Causes the victim to run 15 blocks in the direction they are facing.
3. Teleporter: --- Its a ceiling based trap. What it does is drop/ teleport you

from where you are at in a room to the point of where you set it. I found it useful if set in the proper spots. Placement of this trap is really the Key, especially if your planning multiple hit combos.

4. Killer Top: Wall trap. Shoots a spinning top from wall that pierces the enemy and forces them away 3 blocks. The top rebounds off of walls at 90 degree angles a total of 4 times. It moves up and down inclines as well.

5. Banana Peel : Floor Trap. It forces the intruder two blocks in the direction they are facing.

6. Delta Horse: Comes up from the ground and crotches anyone standing under it.

Data on Room Devices (sent in by Brian K Nii)

Doorway: Fire Pit - Burns intruders.

- Topple-Prop x 2 - Pillar to knock over onto intruders.
- Chandelier - Switch drops to floor.
- Slide Stairs - Switch slides intruders down stairs.
- Waterfall - Trips invaders over waterfall.
- Pitfall - Hole for invaders to fall into.

Prison Chamber: Lumber Saw - Cuts intruders.

- Thorny Ball - Rises and falls automatically, crushing intruders.
- Death Needle - Retracting spikes on wall. Throw intruder into.
- Volt Chair - Shocks intruders.

Bright Courtyard: Bridge - Switch drops bridge, dropping or crushing intruder.

- Wall Spear - Retracting spikes on wall.
- Healstone - Recovers heroine's life.

Church: Topple-Prop x 2

- Holy Volt - Switch shocks all intruders in water.
- Stained Glass - Switch drops glass from ceiling.

Cliff Chamber: Fallen Angel - Switch drops angel statue.

- Floor Pike - Retracting spikes on floor.
- Launcher - Sends person up to next floor level.
- Healstone
- Great Falls - Larger version of waterfall.

Agony Chamber: Punisher - Statue cuts intruder with switch.

- Mad Pillar x 2 - Cuts intruder when knocked into it.
- Bon Fire x 2 - Burns intruder when thrown into it.
- Cerberus x 2 - Pours lava onto intruder with switch.

(Castle Hue)

White Chamber: Chandelier - Activated with switch.

- Topple-Prop x 4
- Launcher
- Healstone

Red Chamber: Topple-Prop

- Pendulumax - Large pendulum from ceiling.
- Guillotine - Activates automatically. Slices intruder from ceiling.

Hellfire Chamber: Death Flame - Switch from outside of room. Burns entire room.

Blue Chamber: Waterwheel - Impales intruders.

- Slashfan - Auto combo when intruder knocked up into it.
- Waterfall x 2
- Launcher
- Healstone

- Bridge - Switch activated.

Yellow Chamber: Cart x 2 - Push with trap into intruders.

- Wall Spear
- Powder Box x 2 - Explodes with blast/fire trap.
- Incinerator - Burns intruders.

Black Chamber: Silde Stairs - Switch activated.

- Black Torch x 2 - Knock over onto intruders.
- Pitfall - Switch activated.

Ceremony Room: Magic Square - Shocks intruders when switch is activated.

Topple-Prop x 2

(Dark Ruin)

God's Gate: Healstone

- Guardian x 2 - Push statue onto intruder.
- God Gate - Switch closes gate on intruder.

Dead Metropolis: Collapsor - Falls on intruder when pillars knocked down.

- Pitfall
- Big Pillar - Large Topple-Prop.
- Prop x 2 - Topple-Props that hold up Collapsor.

Hidden Grave: Tomb Rock - Push to send rock moving to intruders.

- Fire Breath - Switch activates fire breath from dragon statue.
- Healstone

Guardian Stairs: Guillotine

- Ark Ship - Switch on wall activates laser.
- Oil Barrel x 2 - Explodes (fire, blast). Releases oil (push).
- Big Cerby - Switch sends fire blast from fire pit.

Darkness Worship: Healstone

- Mad Pillar x 2
- Bonfire x 2

(Castle Hades)

Execution Jail: Hanging Ceil - Switch outside drops spiked ceiling.

Jail Passageway: No traps.

Dungeon: Casket - Crushes intruder.

Bell Tower: Hang Bell - Switch drops Bell from ceiling.

Machine Room: Swing Cutter - Large blade swings from ceiling.

- Clock Gear - Crushes intruder when knocked into it.
- Oil Barrel

Audience Room: Healstone

Waiting Room:Topple-Prop x 2

Note:Ever notice how much the Audience and Waiting Room resemble the Timenoid castle in Kagero?

Doorway: Chandelier - Slices intruders when knocked into it.

- Iron Fence - Automatically drops onto intruders.
- Big Gear x 2 - Crushes intruders.

- Healstone

Power Center: Mad Ceily - Slices intruders thrown into the ceiling.

- Volt Wall - Shocks intruders.

- Furnace - Burns intruders.

Note: You cannot use ceiling traps in the Power Center.

Coliseum: Killer Wall - Slices intruders.

- Mobile Saw - Slices intruders thrown into it.

- Floor Pike x 2

- Launcher x 2

(Factory)

Work Chamber: Rotagear - Crushes intruders.

- Lumber Saw

- Pan - Drops intruder into oven when landed on.

- Oven - Burns intruder.

- Topple-Prop

- Ceil Spear - Drops on intruder when switch is activated.

Warehouse: Tumble-Prop - Rolls down on intruder when switch is activated.

- Hook - Smashes intruders.

- Oil Barrel x 3

- Volt Wirenet - Shocks intruders when switch is activated.

- Healstone

(Secret Base)

Entrance: Healstone

Strategy Room: Powder Box

- Spear Rack x 2 - Stabs intruder when thrown into it.

- Oil Barrel

(Home)

Sitting Room: Pit Fence - Stabs intruders when thrown into it.

- Antler - Stabs intruders when thrown into it.

- Fire Pit

- Oil Lamp - Spills oil when knocked over.

Shed: Footing Prop - Drops Foot-Dropper when knocked over.

- Foot-Dropper - Drops or crushes intruder when Footing Prop is removed.

- Thresher - Slices intruder and knocks them away.

- Oil Barrel x 2

- Healstone

Intruder Data Sent in by Brian K Nii

Torturer - S&M bad guys.

Gordon(ch.1), Balboa(ch.9), Zardos (ch.13)

Soldier - Average intruders.

Jade(ch.1), Wolf(ch.3), BOSS:Sirado(ch.6,12), Raven(ch.7) Rutger(ch.10),

Albatross(ch.14)

Villageman (and the Villagegal) - Targets.

Hans(ch.2), Ellena(ch.2), Gustaf(ch.21a), Joseph(ch.18b)

Thief - Very fast. Attacks with a multi-hit combo.

Gina(ch.3), Garnet(ch.6), Rebecca(ch.12), Vanessa(ch.16b)

Boss - Regenerates and summon immune. Very fast. Quick long range attacks.
BOSS:Christina(ch.4,15a,16b)

Goliath - Causes earthquake with weapon. Big, slow, and powerful.
Jeguard(ch.4), Galahad(ch.12), Basural(ch.18a), Chestbarn(ch.22a,21b),
Falgas(ch.18b)

Amazoness - Leaps down stairs. Average invader.
Silvia(ch.5), Rutha(ch.13), Ophelia(ch.16a), Clarevil(ch.17b)

White Magic - Regenerates. Heals others. Cold immune.
Rephena(ch.5), Althea(ch.12), Antinora(ch.19a,22b), Lamia(ch.24a,24b),
Siesta(ch.20b)

Hunter - Multiple long range crossbow attacks. Keeps distance.
Raditz(ch.5), Clayborne(ch.12), Iliad(ch.14)

Fighter - Dives through doors. Very agile and fast.
Ares(ch.5), Dyer(ch.14)

Knight - Strong opponent with long distance rush attack. Blast immune.
Garcia(ch.6), Bradley(ch.22a,17b), Stanford(ch.22a,17b), Mildred(ch.23a,21b),
Maclean(ch.24b,21b), Vincent(ch.18b)

Sorcerer - Attacks with lightning blasts. Shock immune.
Osborne(ch.6), Garius(ch.15a), Balboa(ch.18a), Rudolphus(ch.19b)

Ranger - Attacks with boomerang.
Liza(ch.7), Anise(ch.17a,16b)

Darkwitch - Darkens room. Flash and summon immune.
Judeka(ch.7), Madula(ch.14), Nirvana(ch.23a,20b)

Bruiser - Dives through doors. Strong martial arts attacks.
Lorenz(ch.7), Gejen(ch.20a), Landau(ch.18b)

Flame User - Uses flame breath attacks. Fire and blast immune.
Igor(ch.7), Holvain(ch.14)

Assassin - 'Teleports' to your location when entering room. Flash immune.
Sid(ch.8), Cross(ch.11), Blade(ch.16a)

Bomber - Self-destructing bomber. Fire and blast immune.
Valetta(ch.8), Violet(ch.19a), Tilis(ch.18b)

Brute - Summon immune. Long distance explosive attack (except ch. 24a).
BOSS:Miguel(ch.9,24a,24b,22b)

Swordsman - Long distance sword rush attack. Anger and summon immune.
Ortega(ch.9), Amon(ch.18a,16b)

Elites - Strong invaders.
BOSS:Cupido(ch.9), Gardock(ch.17a,15b), Kruger(ch.17a,15b), Ashley(ch.19a,19b),
Rafalga(ch.23a,20b)

Ninja - 'Teleports' to your location when entering room. Leaps down stairs.
Gemini(ch.10), Karma(ch.16a), Spiral(ch.20a)

Miner - Self-destructing bomber. Blast, fire, and flash immune.
Dustin(ch.10), Ruin(ch.20a), Varjes(ch.17b)

Alchemist - Regenerates. Activates traps. Uses various status attacks.
Helsing(ch.10), Moongram(ch.16a), Delvol(ch.20a), Aljail(ch.18b)

Shadow - Attacks opponents shadow. Very fast.
Shubaltz(ch.11), Weiss(ch.20a)

Mercenary - Invaders with large swords.
Zeon(ch.12), Grayhawk(ch.24a,24b), Siva(ch.16b)

Magnetman - Magnet immune. Uses magnet field to attract opponents.
Dorgev(ch.13), Baldwin(ch.22a,21b), Piruzen(ch.22b)

Titan - Causes earthquake with weapon. Stronger version of Goliaths.
Barbarossa(ch.14), Gordius(ch.19a,22b), Duigal(ch.23a), Garbaldi(ch.20b)

Giga-Arm - Runs fast when angry. Brutal arm grab attack.
Bolthead(ch.15a), Deathmask(ch.21a), Daidalos(ch.24a,24b,16b), Volcanon(ch.18b)

Footman - Martial artist. Flash immune.
Goa(ch.15a), Shroud(ch.21a), Bergman(ch.18b)

Lady Guard - Very fast. Leaps across room. Long distance poison/shock attack.
BOSS:Cecilia(ch.16a,20a)

Slasher - Regenerates. Shock immune. Activates traps. Various element attacks.
Scorpio(ch.17a), BOSS:Edgar(ch.21a), Lavan(ch.21a,19b), Wilhelm(ch.24b,21b)

Armor - Fire, blast, and arrow immune. Very powerful armored invader.
Cervantes(ch.17a,15b), Sieghardt(ch.19a), BOSS:Lordbaran(ch.23a,21b),
Lancehorn(ch.17b)

Hellknight - Warps. Summon, blast, arrow immune. Becomes 'invincible'.
Gelfaust(ch.17a,15b), BOSS:Gandolph(ch.22a,22b), Belstein(ch.23a),
Gulhazard(ch.21b)

Master - Intruder with a very big sword.
BOSS:Phalangist(ch.19a,22b)

Flameman - Fire, blast, cold, and arrow immune. Flame attacks. Defensive.
Dizak(ch.21a,15b), Garland(ch.23a,19b), Browning(ch.21b)

Sage - Magnet and summon immune. Warps. Powerful explosive attack.
BOSS:Vergilius(ch.21a,19b), Elisuon(ch.24a,16b), Godfried(ch.22b)

Queen - Regenerates. Anger and summon immune. Warps. Uses laser attack.
BOSS:Magareta(ch.23a,22b)

King - Regenerates. Uses cold attack. Has snazzy theme music. Runs away.
Trips. Pleads for life when cornered.
BOSS:(if you can call him that) Frederick(ch.21b)

Other Misc Info and secrets:

Hell Emblem (sent in by Brian K Nii):

There is a secret Emblem available when you get the Reina Goes to the Past ending. To get this ending, choose not to go with Cecelia to the Queen, then choose to to back to the past with the Legendary Stone. When you get this ending you will receive the Hell Emblem which allows you to make powerful (if expensive) traps which cannot be defended against (such as the Evil Stomp from

Kagero).

The next 2 tricks were also sent by Brian K Nii

Knights (the ones without visors) are immune to blast traps, even though it doesn't say so in the descriptions.

Intruders with the arrow immunity are immune to the Volt Javelin as well (unlike the Laser Arrow in Kagero) even with its pierce ability. However, a level 4 Hunter Blade (one of my favorite traps) does slice through armored enemies even though it's considered an arrow trap.

The next set of tricks were also sent in by Brian K Nii (A Deception 3 master, he is :P)

You get a bonus of 50000 break every time you finish the game. Unlike Kagero, you also get to keep the traps and break you had when you finish the game, and you do not have to make the Special Traps to get them. (Author's note: Thank goodness. I always hated getting almost all the traps toward the end of Kagero, then having to build them all back up after beating the game.

Invaders that have arrow immunity can be hit with arrows when caught in a magnet trap, but not claw traps.

Traps that 'null defense' can knock HellKnights out of their 'invincibility' mode (you can tell when a HellKnight is 'invincible' when they take 1 damage from all traps).

Trap switches can be activated by any trap that moves across it (i.e. push walls, arrows, rocks). This is important for those hard to reach switches (like the laser device in the Dark Ruins where the switch is high on the wall, you can use a rock to trigger it).

Finishing an area adds that map to the trap practice mode (you can get the Secret Hideout and Home maps from the Ending No. 1 route).

Here's a chart showing paths to the different endings, and the rewards you get. Ending #2 is unknown at this time.

David Choi sent in info regarding ending #2. He says you can get it by killing yourself when you go back in time and are in the home scenario. (Don't go with Cecilia in Chapter 14.) I haven't tested this myself yet. It has been confirmed by various sources that this is how to reach ending #2. Just die in any way, shape, or form in level 24. Here is another bit of info about ending #2, sent in by Jamie Aczel. Interesting note... if you lose in Chapter 24, you aren't given a chance to replay like other missions. Instead you get a very cool "poor man's (or girl's) ending." Miguel takes your older self's body to Margareta, who gets the Core Stone off of it. But then, Cecilia shows up with the other Core Stone (from the younger Reina in Chapter 1... why didn't she get it before?), and the two Stones cause a paradox or something, sucking the Queen and Cecilia (well, she disappears) into oblivion. In the future, Miguel is apparently raping Christina, when they both start to disintegrate... I'm not sure about why this happens, the AUO is disbanded or the world ends due to the paradox or something? Finally, there is a very cool clip of the tapestry, with what I THINK is Reina using her traps drawn into the end...The "Mission All Clear" screen lists this as Ending No. 2

(Game Start)

Chapter 1

|
V
Chapter 14 -> [Go with Cecilia] -> Chapter 22 (Ending No. 4)

|
V
[Don't go with Cecilia]

|
V
Chapter 23 -> [Use life prolonging effect] -> Chapter 24 (Ending No. 3)

|
V
[Go back in time]

|
V
Chapter 24 ----- > Ending 2
(Ending No. 1)

Rewards:

Ending No. 1 - Hell Emblem

Ending No. 2 - Killer Top

Ending No. 3 - Banana Peel, Baraccuda

Ending No. 4 - Banana Peel, Delta Horse, Teleporter

There seem to be discrepancies as to what endings reap what rewards, I'll check into it more as I get different endings, but people have told me that they have gotten other rewards than the ones listed.

Brian K Nii also mentions that there is a sound test, but isn't yet sure of the requirements for unlocking it. Rinoa_sama wrote in saying that finishing the Trap License mode unlocks the sound test. I have confirmed this myself as I just unlocked the sound test. You can listen to all of the BGM and also the various death screams when you kill people (very cool)

These next bits of info were sent in by Electric Tekken Pickle.

While playing through the game (after choosing to go with cecilia in chapter 14) i was able to kill miguel and i noticed something odd.. along with a pool of blood he left behind a white glowing mark on the floor, unfortunately i killed him in an area i couldnt reach so i was unable to try to get the glowing object... It is my guess that this could be the ??? ring that the instruction book mentions, since it says there is something special you must do to get it.

Also.. tips on beating the hellknight without talking any damage:

1: set a trap in the exact middle of a room because they always teleport to the precise middle square whenever they can.

2: they will not attack across a pendulum room trap, or other such device.. to murder a hellknight easily just keep sucking them into the pendulum as they are walking around it to get to you.. always keep on the other side and away from the vacuum and you should win without a problem.

3: easiest room to kill a hellknight in is the large room in the queens castle with the Fan on the wall. Just stand on the opposite end of the room with a large area vacuum trap (preferably with a long duration and charge ring) and a charge ringed slave hammer or similar trap ready to bash the vacuumed person into the fan. When the hellknight teleports in you automatically have him in the vacuum and then you hammer him to the fan. If your vacuum has a decent charge time (hell vacuum has too long a charge time even with the ring) you can pretty much keep doing this. Proper setting of a cold arrow will also insure that even if the vaccuum doesnt suck him to the centre on the first try, youll always have time to try again.

Here are a couple notes on traps sent in by pscion

Stick a Chain Needle aiming over a waterfall. It'll push the enemy over the fall, and combo all its hits as well! (BTW, Chain Needle doesn't combo with itself if the opponent isn't about 2 - 5 blocks from it. And sometimes you can hit an enemy immune to arrows with it, as they won't be fast enough to deflect every-other hit.)

Hellfire is tall enough to reach device triggers high on the wall, such as the one for the Ark.

The launchers (those squares in the floor allowing your character to jump) can throw people in the middle of your combos, although it does not damage.

The spinning Mad Pillars can deflect a Buzzsaw. Sometimes, it reflects right back at itself, and sometimes it'll deflect at a 90-degree angle. In the room w/2 Cerbes, I bounced a Buzzsaw between the two pillars before continuing it's trek across the room. It does not carry an opponent after ricocheting, though.

Nebular sent in that you obtain the Zero Ring for completing expert mode. You also get 200000 break. However, it costs 100000 to add the zero ring to a trap... ouch.

Here's a tip sent in by de ja vu: Those enemies in the game with the giant hammers that can cause earthquake can sometimes be a pain. However I have found a way to compensate for this. When they are about to use earthquake, just before the hammer hits the ground, if you press o you will go to the trap select screen. Exit the screen and the game will continue but when the hammer hits the ground nothing will happen and you will not be stunned.

More tips sent in by pscion

1) During play, don't touch the controller for about 30 seconds and Reina will strike a pose. :) Tres cool.

2) Normally, the between-chapter loading screens show a black & white full body portrait of the recently deceased. There are a few exceptions. After completing chapter 3, Reina herself is pictured. This occurs when the player finally gets the ability to construct new traps. (I idly wonder if, by being merciful in the first three chapters, Reina can postpone "turning to the dark side".)

3)The magic formula for computing the amount of Ark gained per trap combo is:

[Sum of all damage done so far in the combo] multiplied by [Product of all trap Ark Rates used in the combo so far] multiplied by 1.5 for *each* combo meter tag on *that* hit (like, "Core Hit", "Rapid Fire", "Midair hit", etc.).

So, if you had 2 traps with stats:

A Damage=20 ArkRate=1.5

B Damage=40 ArkRate=2.0

And the combo goes:

A hits, "Core Hit" $(20) \times (1.5) \times 1.5 = 45$ Ark for first hit

Then B hits, "Rapid Fire", "Midair Hit"

$(20 + 40) \times (1.5 \times 2.0) \times 1.5 \times 1.5 = 405$ Ark for second hit

Total Ark = 45 + 405 = 450 Ark for 2-hit combo

Then trap C hits, no combometer tags; its stats are Damage=60 ArkRate=1.2

$(20 + 40 + 60) \times (1.5 \times 2.0 \times 1.2) = 432$ Ark for third hit,

Total Ark = 45 + 405 + 432 = 882 Ark for 3-hit combo.

Oddball cases:

If you use the same trap in a combo more than once, it gives you no Ark. It pretty much acts like that hit never happened.

I haven't yet pinned down how multi-hit traps, like Blast Magnet and Chain Needle, act. Nor have I yet studied room devices.

4) Neat Bug: When I try to blast someone from the bottom of the waterfall, over the edge and put them on top of the waterfall, (by Hellfire, for example), the character goes into the "slipping off the ledge" animation in mid-air, falls onto the high-end of the waterfall, immediately goes into the animation *again*, and falls off of the waterfall. It's cool, but WTF?

5) Another Deception trademark: errors on the back of the CD cover: The text there names the main character Layna instead of Reina. I seem to remember the Japanese language having a single sound with is translated either as a R or a L sound, since neither appear in the language.

Zanzibar sent in this tip

I have found that the easiest way to kill a hellknight in deception 3 (castle hades ONLY!!) is with a c-mega yo-yo!! All you have to do is lure the sucker into the throne room, go into the hallway (through the double doors!!) and quickly set up your c-mega yo-yo in the EXACT center... set it in such a way that only 1 square of the range is in the room (the rest needs to go through the double doors). As soon as the doors open, hit the trap... the hellknight will go flying back into the throne room... repeat until the sucker is dead... And yes, this will get around his nasty teleport ability!

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