

# Dark Half FAQ/Walkthrough

by Berserker\_Blade

Updated to v1.00 on Oct 14, 2015

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Dark Half  
FAQ and Walkthrough  
Version 1.00

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## I. What's New

October 12, 2015

1.00 Completed the walkthrough

## II. Copyright

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## III. Contact Info

Anything to suggest to improve the faq infrastructure will suffice. Also, if you found errors or want to add anything in the FAQ, please send me an email to the link below you. If I approve your suggestions, you'll be definitely be credited for the next revision.

E-mail address: [Suikofreak@gmail.com](mailto:Suikofreak@gmail.com)

The following sites below are **allowed** to post my FAQ to their website. The two sites I mentioned are the only ones that can post my FAQ.

Neoseeker ([www.neoseeker.com](http://www.neoseeker.com))  
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Be sure when the administrator of the respective site upload my FAQ. You must let me know once you uploaded the faq. For everyone else, sorry guys. These are the only two sites that I allow them to post my FAQ. Also, any E-Mail that does not contain any constructive criticism whatsoever or just simply trolling, I will not bother reading it, and it will be deleted.

## IV. Introduction

Hey, everyone. You guys are awesome that you supported my Tales of Xillia 2 FAQ. However, I must go back to my roots, and write faqs for fan-translated games. With that being said, I intend to keep spoilers as minimal as possible.

## V. Gameplay

### Controls

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<b>A:</b>	Confirm
<b>B:</b>	Cancel
<b>Y:</b>	Main Menu
<b>X:</b>	None
<b>L:</b>	None
<b>R:</b>	None
<b>Start:</b>	None
<b>Select:</b>	None

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## Battle Commands

Battle Controls	
<b>A:</b>	Confirm
<b>B:</b>	Cancel
<b>Y:</b>	Main Menu
<b>X:</b>	None
<b>L:</b>	Toggle magic range
<b>R:</b>	Toggle magic range
<b>Start:</b>	None
<b>Select:</b>	None

## VI. Dark Half: Dual Battle System

The battle system in Dark Half is not like the other 16 bit RPGs you've played. First off, there is no leveling system. You need to build up your characters from capturing monsters or obtain magic/chaos orbs. Next, you get to play as the protagonist and the antagonist of the story. Therefore, you get two different approaches of the same battle system. For that reason alone, Dark Half is an intriguing game. Dark Half is a turn-based battle system that runs on a grid like a strategy RPG. If you are familiar with Trails in the Sky or Persona 1, the grid on the battlefield symbolizes range. However, the character only moves around if you select an enemy. Formation is fairly important, but it's not essential of winning battles. Now, let's take a look at the battle system.

If you look at **Figure A** on the sample gameplay screenshot, that is your soul power. Both Rukyu and Falco depend on the number of Soul Power available. The Soul Power will deplete slowly whenever you are in the world map or you are in the dungeon. Being inside the town or a hidden area on the world map will not affect your Soul Power Counter. If you run out of Soul Power, your character will die instantly, and it's game over for you. How you gain soul power depends on the character. I'll explain that on the next section. Anyway, if you look at **Figure B**, you'll notice that your magic have multiple area of effect. Depending the level of your magic, you can toggle your magic's area of effect by pressing L/R buttons. I have to warn you, this game have friendly fire, so it's important to adjust your range accordingly.

### Character Playstyle



Commonly known as the Fallen One, he is the main antagonist of Dark Half. Obviously, he is a stark contrast to the typical JRPG heroes. First off, he does not equip any weapons or Armors. Because he cannot use equipment, any treasures he finds in dungeons are useless to him. So, no point of exploring for treasures if you are playing as Rukyu. Second, he does not have human allies to rely on, instead he has creatures who will do his bidding. In order to increase his soul power, Rukyu must consume souls of feeble human NPCs by talking to them. His main objective is to find Rhoda, the person Rukyu must confront.

His demonic persona reflects his playstyle. The only way for him to get stronger is to capture creatures using Dark Gate. His stats is already godly, so learning magic from creatures is imperative for character growth. Because he can only gain soul power by killing NPCs, it's vital that you kill off every last NPC in town. If it gets really low, you can always go in battle to gain a bit of soul power. Anyway, you need to be frugal on how spend your soul power because his magic eats up soul power. Rukyu doesn't have an attack command and you must rely on the wait command to conserve your soul power. So, you must rely on your AI controlled creature allies to do your bidding. Don't worry, they do a good job wiping off enemies on the battlefield. Overall, there's lots of micromanagement when you use Rukyu. Always use dark gate to get stronger and get creature allies. Make sure you watch your soul power at all times because Rukyu's source for soul power is limited. Even so, you get lots of perks such as HP regeneration and high levels of magic from the start.



No, he is not the iconic character you know from Star Fox. He is the heroic JRPG protagonist who will save humanity from the Fallen one. Yep, because of this, he will play like a typical 16-bit era JRPG protagonist. He equips weapons and armor as well as open treasure boxes in dungeons. He will have human allies to rely on like Gilbert and Claire. Falco can also recruit mercenaries to help him on his journey. To emphasize his mortal presence, Falco can yield way more Soul Power than Rukyu. If you have Fatia, (Dark Half's currency), you can exchange it for 500 soul power each. You can also use Fatia to create weapons or armor inside the refinery.

Unlike most JRPGs, Falco and his allies cannot level up. Instead, they will have to rely on chaos or magic orbs to level up their stats. However, both of these orbs will increase a random stat or magic. Because of this, the game is a lot harder when you play as Falco. Also, Falco and his allies rely on spellbooks in order to cast magic. So, exploration is very important whenever you play as Falco. Soul Power is essential when you play as Falco because you will use it to explore the world map or

dungeons. Overall, Falco is your typical JRPG protagonist with weaker stats. You need to build him up with equipment and magic like you normally would. Normal battles could be quite a challenge due to limited resources. Despite of this, Falco can clean up Rukyu's mess by examining the corpses. They yield **RAYS OF HOPE**, which is required for the ending.

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## VII. Tips and Tricks

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Like all the other games out there, here are some tricks of the trade for you to survive this game.

### 1) *Keep exploration at an absolute minimum*

Your Soul Power is what prevents you from exploring aimlessly. You need to stay on track, and complete the dungeon as quickly as possible. When you play as Falco and need to know the treasure content in that particular dungeon, refer to my maps. I will take one for the team and find every item, so you won't need to deplete precious Soul Power.

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## VIII. Walkthrough

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### Day I of Resurrection: My Heart Was Deeply Troubled

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For the first part of the game, you play as Falco. Jose will join your party as well, but he will hide during battle. For now, go forward. You'll engage with a couple of battles against giant bats. Once the cutscene is over, you'll switch off with the other protagonist, Rukyu.

After a brief conversation with Rukyu's subordinates, you'll be sent to the world map. Your objective is to go to the nearest town. Just go straight until you see a cross road that splits the path into three. Head west and you end up to a town called Mondeo. Once you are inside the town, Divizu will give you a creature ally. You cannot control them, but they will help you in battle. Anyway, the next objective is to talk to everyone. What I meant by that is to take the souls of everybody in town. >) This will help you collect soul points. After you are done ravaging souls, it's time to head over to Elan cave. It is east from the town you are in. At the crossroads, it's on the eastern path. Then continue to move east and cross the small stone bridge. Continue to go straight until you stumble across a small cave.

#### Elan Cave

- Treasures
  - None

Before you step in the seal, Divizu will tell you to use dispel to remove the seal. Plus, you gain another creature ally. From here on out, I will refer to the map above. Anyway, because the camera is at an isometric view, there will be some obstruction involved. So, to remove the barriers from an obstructed view, you must hear the sound effect when you step on the seal. When you hear it, select dispel on the magic menu, and hopefully, it removes the barrier. Continue to press forward until you come across the stairs at **1** on the map.

In the second area, there will be a series of switches. Use dispel to open up hidden stairs. You'll come across four seals. The one marked letter **A**, opens up a stair somewhere. Likewise, the seal on letter **B** leads to three humans. **C** opens another stairs which leads to letter **E** while seal **D** opens up an important door that leads to the boss. Anyway, if open the seal on letter **E** near the boss room, it'll open a treasure room. Unfortunately, you play as Rukyu, so no treasures for you. Head to the room where you unseal the room with switch **D**. When you get inside the room, stand on the upper right corner. It should open another seal which leads to the boss room. Head over to that room, and you'll fight your first boss.

#### **Boss: Rainal**

He'll be accompanied with 4 creatures. He won't do much other than attack and use heal magic. Just use your magic and let your monster allies do the work. Once you beat Rainal, you receive a new spell called Dark Gate. This spell will be explained on Chapter II of Rukyu's story.

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### Day I of Reckoning: My Hour, So Long Awaited

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**NOTE:** If you found a corpse somewhere, be sure to examine it. You'll get Ray of Hope; collect these and you'll get a different ending.

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#### Zagato

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- Treasures
  - Chaos Orb x2
  - Fireball
  - Heal
  - Fatia

The focus will now shift with Falco. Once you wake up, leave the room. Jose will talk to you and inform you what happen. Once he walks back into his position, go inside the house where Jose is standing. There should be a **Chaos Orb** inside the bar. Head downstairs and speak to Master. There, you'll find two treasures, **Fireball and Heal spellbook**. After that, go back upstairs where you will talk to an informant from Robalm. There, Gilbert will join your party. Head to the house next door where the tall man is standing. If you enter behind the house, you'll find another chaos orb. Anyway, talk to the old man, and he will give you an item called Fatia. Head to the building southeast from your current location. It should be right next to the save point lady. Talk to the man in blue robe and he can create Fatia for you. This is Dark Half's currency. You can exchange it for 500 souls. Now, you are off to see the King.

Once you are in the world map, head west. You cannot go to the cave at the moment. So, continue to move forward. Along the way, there is a hidden area near a small island. Past the stone bridge, and there should be an area where it has **Fatia** in it. Anyway, continue to move northwest until you are in a small town called Calibra.

## Calibra

- Treasures
  - None

There's really nothing noteworthy here other than the unsealing and the refinery house next door. Gilbert will inform you that the refinery house is the place where you can spend your hard earned fatia and craft into equipment or magic scrolls. Unfortunately, the master who runs the refinery is no where to be found. So, you are going to take a little detour in Corrado Temple, which is south of Calibra.

## Corrado Temple

- Treasures
  - Heal x7
  - Fireball x6
  - Ice Storm x4
  - Fatia x3
  - Robe +1
  - Short Sword +1
  - Magic Orb

At the starting point, be sure to talk to the lady to get your free 500 soul points. Anyway, you should see two treasures containing **Heal** and **Ice Storm**. Once you go down the stairs, you'll notice five tiles at the center of the room. The main objective is to activate four switches. After you walk down the stairs, head to the western or the eastern stairs. If you look at the map above, you'll notice the switch marked the letter "X". This indicates a trap, and you'll fall deeper into the dungeon. **HOWEVER**, this is the tile you want to step on because it leads to the treasure. For example, if look at letter **A**, and step on that tile, you'll fall down and end up right next to the treasure. You'll get **Robe +1** for Gilbert. Anyway, if you want to get the rest of the treasures, be sure to step on the tile marked **X** on the map.

Once you are done taking the treasure, you need to go back to the trap tiles. This time, you need to step on the correct switch in order for you to complete the dungeon. For instance, if you step on the correct switch marked in black, the other tiles will close off. This indicates that you have touched the correct tile. However, you will not have access to the treasure below. Do that for point **A to D** on the map. However, let's pay attention to point **D** at the moment. As you can see from the image below, your view is obstructed. The only tile you see is the one sticking out. There is a hidden switch nearby. Examine the switch and it'll close off the other tiles.

Once you have all the tiles activated, it's time to head over to the main room marked **1** on the map. With only one tile to step on, you are all set to complete the dungeon. However, at the end of the staircase, a boss will rush at you.

### Boss: Gargoyle

Sheesh, this boss could be a pain if you are not careful. He is a heavy hitter and uses Ice Storm and Lightning against Falco and Gilbert. Let Gilbert use magic attacks while Falco attacks head on.

After the boss battle is over, examine the last tile, and you'll find an important NPC. This concludes the first chapter of Falco's story.

## Day II of Resurrection: We Shall Weep and Lament

If you remember from the previous chapter, you recieved Dark Gate from the previous chapter. What it does is that you can coerce a monster to join your party with the cost of soul power. Anyway, it's time for you to head over to Zagato. You can also stop by in Calamba as well. From there, kill everyone inside the town. Once you are in Zagato, head over to bar where you met master in the previous chapter. Kill the drunk who is blocking the stairway. Once you came down the stairs, go straight forward. As you keep going, you'll fight two paladins along the way. Afterwards, head out and enter Sierra Tower.

## Sierra Tower

- Treasures
  - Heal x3
  - Chaos Orb x4
  - Dispel
  - Fatia x3
  - Magic Orb x2
  - Tower Shield +3

In this dungeon, there will be traps set up for you for your own inconvenience. Fortunately, you are a Dark God, so you have magic spells to see traps. Refer the image below to explain how the trap scanner works.

Use Dispel to see a "wave" of green tiles rippling away from you. If you see a green tile "scanning" through the floor, it means that tile is safe to step on. However, if the green tile did not scan over the floor, then it indicates a trap. As you can see from the image above, the green tile did not scan through the bottom of the circle. Touch that tile, and the stairs from the opposite end of the room will close off, and you will be forced to start over. Also, the scanner will only work if you **did not trigger the trap**. Anyway, use the map below for reference.

Based on the map, you need to get to point **A**. You need to trigger a switch in order to progress. From the starting point, go up the stairs. You'll come across several rooms with traps on it. Keep going straight until you come across a room with three humans, two treasures and a save point. There should be a switch at the corner. Examine the switch, and head back to the starting point marked **1** on the map. There should be a staircase at the corner. Once you get up the stairs at **point 1** go

straight until you hit **point 2** on the map. At **point 2**, head southeast towards the switch. Tread carefully because you can easily touch the tile with booby traps. Once, you get at **point 3** on the map, keep going straight. You'll end up at the boss room.

**Boss: Fieri**

This boss has an unusual high amount of HP. Plus, he can hit 2 to 3 times in one turn. In this battle, if Rukyu learned Strengthen from Dragonewt or Orc King, use that magic to buff your creature allies for several turns. This will do significant damage against Fieri. Also, don't forget to heal if any of your allies are close to dying.

After the battle is over, this concludes the second chapter of Rukyu's story.

## Day II of Reckoning: Dom, Near Is My End?

Honestly, the title name for the second chapter does not make sense. See if you can make out the spelling, please send me a message. Anyway, once the conversation is over, you go straight to Zagato. Collect all of the fallen souls from the victims. If you go to the room where master used to be, examine the table and you'll get **five Fatia**. At this point, you can also explore Sierra Tower as well. Refer to the map from the previous chapter to see what kind of treasures you get. IMO, the only thing worth getting is the Tower Shield +3, but the traps are still there. You need to get the Dispel spellbook to see the clear spots. After you have your fill, talk to Gilbert at the entrance and you'll go back to Calambra. Head over to the refinery and talk to the guy who will craft your weapons for Fatia. From there, head to the house northeast from your location and talk to Karen. Afterwards, head to the cave southeast of Zagato.

### Cave to Robahm Castle

- Treasures
  - Fatia x4
  - Robe +2
  - Fireball
  - Ice Storm
  - Lightning
  - Magic Orb
  - Heal x12
  - Iron Sword
  - Chainmail +2

Honestly, there's really nothing noteworthy about the dungeon. Just go straight forward. Refer to the map to see what kind of treasures you get. Towards the end of the dungeon, you'll get a notification that a boss is fast approaching. Take another step, and you'll find another boss.

**Boss: Golem**

Golem is such a pushover if you have the right equipment. Golem will target Falco and keep pummeling Falco until he dies. So, let Gilbert cast magic from a distance. Repeat the process until the Golem dies.

Once you are out of the cave, head southeast towards to Robahm. Once you enter the town, speak to the king for a bit. This ends Chapter II of Falco's story.

## Day III of Resurrection: It Is To Thee Declared...

Back to Rukyu's story, it's time to go straight forward at the world map. If you look at the hidden areas in the world map, you'll find strong allies. Anyway, head to the town of Vectra. Kill everyone in town as always. As you go on your killing spree, be sure to visit the paladin's house southeast of the town. There, you will progress through the story. As you leave the town, Divizu will inform you to go to Escort Temple. At the world map, head southwest. You should come across another stone bridge as well as Rukyu's seal nearby. There should be a cave nearby.

### Cave to Escort Temple

This is a fairly linear map, but there's a shortcut somewhere. If you like, you can move west from the starting point to devour humans. From there, head to the narrow path where the save point lady is nearby. Continue to go straight until you hit **point 1** on the map. After you climbed down the stairs, head over to **point A** and hug the walls there. There is a hidden shortcut nearby. If you did it correctly, you should pass through the walls. This will save you some soul power. Anyway, continue to move forward until you reach the exit.

### Escort Temple

In this dungeon, there are sixteen tiles to step on. 11 out of the 16 tiles will be obstacles that drain your soul power. So, just skim through the dungeon and do the following. Your objective is to find **four seals to activate the hidden room**. The **ones marked in red circles are the four seals**. You will need to use dispel to unseal the seals. Once you unsealed all four seals, head over to the tile that is marked white--u-- on the image above. This will lead to the boss.

**Boss: Rei**

Rei only does two actions: a fireball or slash your allies 2-3 times. Sometimes, he will do those actions consecutively. You won't have much problem as long you use strengthen to one of your offensive monster allies.

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## Day III of Reckoning: He Calleth His Sheep By Name

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### Robahm Castle

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- Treasures
  - Fatia x10
  - Chaos Orb
  - Magic Orb x3
  - Lightning

Back to Falco's story, you are in Robahm castle talking to the king, listen what he has to say. After the conversation is over, the king's aide will give you **10 Fatia**. Your objective is to recover the barrier stone in Camaro Tower. Anyway, head out the castle and go to town. From here on out, you can hire mercenaries. When you are inside the town, head to the bar northeast from your current location. Once inside, talk to the guy at the right hand corner, and he will offer his assistance. Mercenary B on the other hand is right by the door. He will also join you as well. There's a house south of the bar, there's a hidden entrance. Hug the wall and you should find a hidden door. You'll find the guy who will calm your spirits as well as finding **Lightning and Magic Orb** inside his house. **Other than that, you can proceed to leave Robahm castle and head northeast to the Cave to Camaro Tower**

### World Map: Robahm Region

- Treasures
  - Orge Slayer
  - Magic Shield
  - Dragon Mail
  - Dragon Sabre

You can find these great treasures as early as chapter III. The cutoff for getting these treasures is Chapter IV of Falco's Story. If you look at the image below, you can find four treasures in this region

For treasure A and B, head south of Robahm Castle until you see a lake and a cave on the side. For treasure A, once you are inside the house, there should be a treasure box containing **Wind Blade x3**. However, examine the tree on the right side of the entrance. There should be a hidden treasure containing **Dragon Mail**.

Go a little further south and you'll find another house. In Treasure B, you'll find two precious items: **Ogre Slayer and Magic Shield**. You can find the **Ogre Slayer** by **examining the well** and the Magic Shield is inside the tree northeast of the well.

Lastly, for treasure C, head northeast towards the cave of Camaro Tower. However, instead of entering the cave, head south so that the camera is facing the temple as shown on the image above. Examine the well and you'll find **Dragon Sabre**. The four items mentioned here are great equipments to use. Anyway, head over to Cave to Camaro Tower.

### Cave to Camaro Tower

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- Treasures
  - Heal x4
  - Buckler +3
  - Plate Mail
  - Lightning x3
  - Death
  - Fatia x4
  - Magic Orb
  - Longsword +3

This is a linear dungeon with several hidden switches. At the start of the dungeon, talk to the knight who is guarding the gate. He will move aside so you will activate the switch. Keep going straight until you hit the first set of stairs. As illustrated from **Point 1** on the map above, there is a hidden switch. As soon as you get **the buckler +3** from the treasure box, move east. This will open the locked gate. Keep going straight until you hit point 2. Once you went down the stairs from point 2, it's time to move forward. There should be a narrow path at the center of the long corridor at **point 3 on the map**. This will lead with a trove of treasures. Also, be sure to examine the top right corner behind the two treasures in **point 4 on the map**. This will open the last gate. From there, you will exit and proceed to the next dungeon.

### World map: Mondeo Region

- Treasures
  - Essel's Memento
  - Wing Shield
  - Tower Shield

At the world map, you can continue to move east to get to Camaro Tower. You can also go to **Elan Cave** to grab treasures. IMO, the only treasure worth getting is **Tower Mail** at the starting area. You can also go Mondeo to salvage souls Ryuku devoured earlier in Chapter I. You can also check out these two treasures on the world map.

Once you are near the town of Mondeo, head up to the crossroads and move northeast. There should be a hidden house near the mountains. This one contains **Wing Shield**. Then go back to the crossroads and move south. There should be another hidden house nearby. Talk to the wounded soldier and he'll give you **Essel's Memento** and a ray of hope.

Other than that, just go to Camaro Tower southeast of Elan Cave.

### Camaro Tower

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- Treasures
  - Heal x5
  - Wind Blade x2
  - Broadsword +3
  - Lightning x3
  - Death
  - Fatia x3
  - Silk Robe
  - Mage's Staff
  - Plate Mail +2
  - Counter Magic x3
  - Hard Shield +1

When you step inside the tower, Windham will join your party. Anyway, the floors will collapse as you traverse the dungeon. As illustrated from the map above, the gray squares indicate the collapsable floors. However, you can still pass through those areas as long as the floor does not fall apart. What triggers the floor collapse is the number the steps you take. You can restore the floors in its pristine state by pressing the switch indicated in yellow on the map. Also, please note that the switches can only be found on the odd floors (ie 3rd and 5th floor). So, continue to move forward until you hit **point 1** on the map. When you climb up the stairs, you'll end up on the 4th floor. If you want to get the **Broadsword +3 and two other treasures**, be sure to move slowly. Based on the image below, you need to move up one step, and 2 steps down. Inevitably, the floor behind you will collapse. You only have 11 steps before the floor in front of you collapse. So, run quickly as you move forward. Once you have those three treasures, you will need to fall down as you are trapped between two pitfalls.

Anyway, just press the switch and move forward. On the 6th floor, you can get Gilbert's weapon, **Mage Staff**. However, you will also need to backtrack to the previous floor to reset the pitfalls on the 6th floor. The reason why you need to do that because the stairs to the 7th floor will collapse. Anyway, walk carefully as you try to get to the stairs at **point 2** on the map. At the 7th floor, you should be safe now. Just grab the treasures along the way, and head to the center of the room. Jump down, and you'll end up on the basement floor. You'll fight another boss.

**Boss:** Cerberus x3

You'll be fighting four of them, and they are somewhat a pain in the ass to beat. Their fireball range is nearly widespread, and it could kill your allies very quickly. Also, its physical defense is very strong as well. Fortunately, it is weak against lightning. So, spam that magic until it dies

Once the battle is over, you will be sent to another town.

## Town of Vectra

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- Treasures
  - Counter Magic x3
  - Chaos Orb
  - Strengthen
  - Barrier Stone

So, the first thing you should do is to recover the corpses that Rukyu made in the previous chapter. You can look around town to find treasures. If you are ready, head over to the large mansion where Ryuku killed the paladin. There, you will fight another boss.

**Boss:** Ava and Dragonewt x2

She does a wide array of magic such as Counter Magic, Wind Blade and Magic Arrow. They do considerable damage and has a wide area of effect. If possible, you can use counter magic to reflect her magic attacks or use strengthen and brute force your way to victory.

After you recovered the barrier stone, we can safely say it's the end of chapter III of Falco's story.

## Day IV of Resurrection: Ring Out, You Songs! Resound, You Strings!

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In this chapter, you will not replenish your souls in a nearby town. You have to go to the next dungeon immediately. Also, you will need to conserve your soul power as much as possible because the main dungeon for this chapter uses a lot of soul power. To get to the Alpine Forest, follow the crossroads and head south. The entrance is hidden, so look at the image below to find the entrance.

### Cave to Alpine Forest

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It's a linear dungeon, just go straight forward until you hit area 3. Once you are in the third area, be sure to hug the wall like the image below, and you'll find a shortcut.

Continue to go straight until you are in area 5. On the fifth area, walk around the perimeter until you see the exit. From there, you'll proceed to the next dungeon.

### Alpine Forest

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I really hope that you have a lot of Soul Power because this dungeon will consume a lot of it. The reason why I ask you to conserve Soul Power is because the teleportation seal will consume 50 Soul Power each time. As you follow along my map, **BE SURE TO READ THE TEXT BELOW TO UNDERSTAND MY DIRECTIONS AND MINIMIZE EXCESS EXPLORATION**. This will help you get to the boss without using too much of your soul power. In this dungeon, you will be

doing a lot of unsealing. There are false seals which does nothing when you use dispel, and waste away precious soul power. On the other hand, if you dispel the seal, you'll find a teleport seal marked in roman numerals. Although they consume a lot of soul power, you will need it to progress through the maze.

From the starting point of **Area 1**, be sure to save your game and proceed to the first teleport seal west from your current location. If you unseal the seal with your dispel, there should be a teleport seal marked **I**. You will teleport to **Area 2**. Coming from teleport **I**, head northwest to activate the teleport seal **II**. Touch it, and you'll teleport to **Area 3**. At area 3, touch the **II** seal again, and you'll end up in **Area 4**. At area 4, move west and use dispel to reveal teleport seal **III**. You'll end up at **Area 1**. Touch the teleport seal **III** again, and you'll end up at area 2. From there, go east and use dispel. You'll activate **teleport seal IV**. You'll end up Area 4, so touch **teleport seal IV** once again.

You'll end up at a different part of Area 2; this time, you'll find another save point east of your location. This will replenish 500 Soul Power as well as full health to all allies. Once you found a save point, dispel the seal so it'll reveal **teleport seal VI**. At this point, you can search for teleport seal **V** to find human victims. However, if you have been following my directions, it will not be necessary. Anyway, touch teleport seal **VI** again, and you'll end up at a different part of area 2. So, touch **teleport seal VI** one more time, and you'll end up in **Area 3**. Once you are in Area 3, go all the way at the very end of the path and unseal the seal. It'll reveal another teleport seal **VII**. At the very last area, choose the seal on your right. This will reveal the final teleportation seal marked **E**. This will lead to the boss, so be prepared.

**Boss:** Enott and Enott Image x2

Enott's image will do the attacking while Enott himself will cast Strength. This could be a problem because his area of effect for strength is very wide. Also, he casts shield, wind blade and ice storm to pester you quite a bit. If Enott is the only one on the battle field, he will use shield very frequently. So, to beat this boss effectively, you will need to use dispel to take off his stat buffs or his shield. Also, use strength to buff your monster allies. Do this, and he will fall.

## Day IV of Reckoning: In All My Undertakings

After what the king has to say, you have access to the King's Room and Prince Windham's room. It's nothing special; you get **Chaos Orb** from Prince Windham's and the King's room. Anyway, once you leave the castle, head west where the two guards are standing to meet with the king. Before you do so, head to the pub where you found mercenary A and B at the pub. There should be **Mercenary D** sitting at the eastern end of the pub.

Also, be sure to check the pub at the southeastern end of the eastern end of Robahm Castle. Be sure to hug the walls to find the hidden entrance. If you remember from the previous chapter, an NPC blocked the stairway. This time, you can go through the stairway. You'll find a **Fatia** at the end of the pathway. Also, be sure to hire Mercenary **F** at the top left-hand corner of the pub. Anyway, at the western part of the town, be sure to check the houses. The large house south of the save point has **one fatia** at the end of the pathway. Also, if you check out the house at the western end where the guards are stationed at, **Mercenary F** is hanging out there as well. Once you are done, head to the house where the **Barrier Stone** is placed. Once that's done, head out to the world map. **Shamal Cave is southwest of Robahm castle**.

## Shamal Cave

- Treasures
  - Fatia x6
  - Strengthen x7
  - Heal x11
  - Wind Blade x3
  - Shield x3
  - Fireball x3
  - Ice Storm x3
  - Counter Magic x3
  - Steel Armor
  - Broadsword x3
  - Hard Shield +3

There's lots of treasure as well as lots of details of this dungeon. I divided the map into two parts for convenience. Anyway, from the starting point, you can go straight to get **Fatia x3**. At **point 1** of the map, there is a hidden wall. Hug the wall and you'll end up inside a hidden room, Go down the stairs at **point 2**. Once you are at the second area, be sure to walk around the perimeter of the cliffs. One of them will reveal a hidden path for you to walk on. Be careful, if you make a misstep, you'll fall down to the basement floor where it has a lot of corpses below. Anyway, just memorize the path and you should be good to go. Head to **point 3** on the map. When you arrive to the third area, you can activate the switch if you like, but it's not necessary. The reason why it's not necessary because there's a hidden door at **point 4 of the map**. Once you got through the wall, you should end up in the room where the save point lady is nearby. Also, Claire joins your party as well. Keep going until you in the next area.

In part two of the map, this is also straight forward. You can get the treasures by looking at the map above. Just go to the stairs which corresponds with the treasure. However, if you plan to get out, head over to the narrow pathway at **point 6** of the map. When you are at the tip of the narrow pathway, move to **your left so that you fall in front of the exit**. Be warned that you'll fight another boss.

**Boss:** Vergil and Skeleton x2

Vergil will be accompanied with two enemies. He's very agile with high evasion and can hit up to five times in one turn. So the best way to approach the fight is that let Claire cast Heal at the widest range to kill the skeletons. Next, let Falco and your mercenaries surround him. Be sure to use strength to do damage. Just cast strength to a single individual because Vergil might be within the vicinity. Let Claire heal your allies if necessary. Unlike strengthen magic, heal does not affect the enemy. So feel free to use the widest range for healing. Stay vigilant and you'll overcome the battle.



Once the battle is over, exit the dungeon and it marks the end of chapter IV of Falco's story.

## Day V of Resurrection: Come, Thou Sweet Death's Hour

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At the start of Ryuku's story, head south until you hit the town of Taurus. This town is unusual because there's no one around but Ryuku worshippers. There should be a small house at the northeastern end of the town. Enter the house by hugging the left wall. There should be a hidden entrance leading to a small shrine. Once you learn your next destination, head out to the world map. **Probe Cave is northwest from the Town of Taurus.**

### Probe Cave

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**NOTE: THIS CAVE CONTAINS CHIMERAS. IF YOU CAPTURE THEM, YOU'LL LEARN MAGIC ARROW! This is the only time where you obtain magic arrows.**

The moment you step inside the cave, head east. When you are in the second area, be sure to cast fireball on the bonfire logs. This will open up a path to the next area. Proceed forward and you'll come across several Ryuku worshippers along the way. In the next area, there are six bonfire logs; each one opens up a door. Depending what door you choose, you need to go through the other side six times.

As you can see on the map above, you need to go through the numbered doors at least once. Also, please note that the letters that are marked next to the switch are distant bridges that are activated. As a result, you have to go through all 6 six doors on the map in order to progress to the boss. If you did it correctly, you'll fight the next boss.

#### Boss: Neese

This boss utilizes on undead and instant death magic. If any of your monster allies are inflicted with undead, they are vulnerable to healing magic. If Ryuku has cure, be sure to cure their ailments as quickly as possible. Other than that, you can beat the boss with ease. Once the battle is over, you'll gain an insurmountable amount of souls.

## Day V of Reckoning: Salvation Has Come to Us

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### Rhoda's Hidden Village

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- Treasures
  - Fatia x3
  - Magic Orb x2
  - Chaos Orb

**NOTE: I suggest that you recruit only one mercenary in this town. There is a powerful mercenary in the upcoming dungeon.**

You will wake up, and the maid will tell you need to talk to Claire. Head out of the house and go to the small house next door. Hug the wall on your left to find the entrance. There, you'll find **Mercenary G** inside the house. Afterwards, you can go to the mansion which is the biggest house in town. Talk to Claire and hear what she has to say. From there, you need to go to **-u-Carrera Tower. It is north of the village you are on-u-** Before you leave, talk to one of the clerics. One of them happens to be **Mercenary H**. Before you head to Carrera Tower, let's do a little treasure hunting. Please note that the refinery shop sells Dark Gate for 200 Fatia. Dark Gate is a very important magic for the final chapter. If you can't afford it at the moment, you have one more chance to buy it in chapter VI. **If you plan to buy Dark Gate at chapter VI, I suggest that you hoard all of your items.**

### World Map: Rhoda's Hidden Village

Getting Muramasa requires you to travel to the westernmost point of the map. To get Muramasa, you need to move west at the crossroad. As you move west, there should be a stone bridge nearby. Do not cross the bridge instead keep moving west and go through a narrow path between two forests. It should look like the image you see above. Anyway, when you are inside the house, make sure you examine the tree above the stairs. There should be a hidden item containing **Muramasa**

The next hidden item to find is Knight Armor. If you just got the Muramasa, then head east towards the crossroads. The Knight Armor is right next to the mountain range. When you are inside the house, be sure to examine the well to get **Knight Armor**. You'll also find one fatia as well. Lastly, you can get **Silk Robe +3** by walking on the perimeter of the lake. There should be a hidden house nearby. When you are inside the house, examine the well, and you get **Silk Robe +3**. Plus, you get Wind Blade x3 as well.

### Cave to Carrera Tower

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- Treasures
  - Greatsword +1
  - Heal x3
  - Tower Shield +2
  - Steel Armor +1

When you are at the starting point, head to **point 1** on the map. It should lead to the basement floor. From there, you can get the treasures on the bottom floor. Also, if you left one empty slot in your party, you can recruit **Mercenary I**. He is a valuable asset to the party. Once you got him, head back upstairs and go forward. If you look at the map, there should be a stairs that leads to the second area on **point 2**. Once you are in the second area, be sure to head over to **point 3** on the map. There should be two corpses adjacent to each other. In between the two is a hidden switch. Activate the hidden switch, and it should open the gate in the next area. Go forward and you'll find the exit.

### World Map: Carrera Region

As soon as you leave the cave, head east towards the ocean you see above. Examine the well to get **Mage's Staff +3**. You can also get **Heal x3** on the treasure box. The second treasure box is on a small island. From the location where you got Mage Staff +3, head straight past the forest. Before you hit the paved crossroad, head south towards the stone bridge. Once you are inside the house, examine the tree at the northwest corner of the map. There, you'll find **Power Shield**. You'll also find

Heal x3 as well.

## Carrera Tower

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- Treasures
  - Greatsword +2
  - Steel Armor +2
  - Heal x3

The moment you enter the tower, you'll fight five soldier grunts. Kill them and progress to the next area. **Your main objective is to activate all of the switches throughout the tower.** SO FOLLOW THE MAP AND THE INSTRUCTIONS CAREFULLY. Anyway, once you save your game and go up to the second floor, be sure to touch the switch and fall on the lower right corner of the pit. It should be marked **A** on the map. That's where you want to fall. You should end up on the first floor on the elevated platform which contains the switch. Once you got that, head to the third floor which is marked **1** on the map.

Once you are on the third floor, go up to the fourth floor. This will require two trips because there are two switches for you to activate. If you look at the map, be sure to fall where it is marked **B**. This is important because once you are outside the pit vicinity, the center portion of the tower will collapse. If you did it correctly, you should end up right next to the switch. Once you activated the two switches on the third floor, proceed to point **2** on the map. This will lead to the fifth floor.

On the fifth floor, there should be a small staircase on the northwest corner of the map. As you can see, there's a hidden path for you to walk on. Head to **point C** on the map and walk on the hidden path. It should lead to the switch. Then go on point **3** where it leads you to the sixth floor. If you did it correctly, there should be only one switch in front of you. Press it, and the entire pillar will come down. There should be a treasure containing **Steel Armor +2**. Lastly, there should be a door where you'll fight the next boss

**Boss:** Caios and Gold Knight x4

Caios will throw you all sorts of magic spells against you. However, he likes to spam magic arrow and undead. If you have counter magic spellbook, please use it now. Other than that, you can use strengthen spell book on Falco and do significant damage on the gold knights and Caios.

## Tunnel to Robahm Castle

- Treasures
  - Greatsword +3
  - Tower Shield +2

Although the battle against Caios has ended, the chapter is not over. Fortunately, this dungeon does not eat up precious soul power. Continue to traverse through the dungeon, and you'll find **Greatsword +3 and Tower Shield +2**. As you know the truth of the events, you'll be asked to destroy the pipe by mashing the "Y" button or the confirm button. From there, go straight forward.

## Day VI of Resurrection: The Mighty King of Honors

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As soon you take control of Rukyu, head to the castle and speak to the king. Then, you'll fight a bunch of soldiers who you fought previously when you played as Falco. Anyway, once the battle is over, follow King Bahm. Continue to go straight until you found the save point. This person will give you a whopping 2500 Soul Power. Adding into your 5000 Soul Power, you get 7500 total. Now, let's start the final dungeon.

## Robahm Dungeon

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**NOTE: If you have shield by capturing Copper Dragon in Chapter IV, you are good to go. If not, be sure to keep catching gold dragons until you have shield. The Shield magic will be very useful in this dungeon**

This dungeon emphasizes on hidden switches and step count. If you did not find all of the hidden switches and exceed the maximum step count, you'll be sent back to the previous room. I'll go step by step on each room.

### Room I

Just find the hidden switch on the center. There is no limit on how much step you need to take because this is the first room.

### Room II

There are two switches on both ends of the room. You have **66 steps** to find the switches. IMO, it's more than enough steps to find the switches. Once you activate both switches, head to the panel which will lead you to room 3.

### Room III

The next room have three switches for you to activate. This should be really easy because the maximum steps is 155. You can make a bunch of missteps and still proceed to the next room.

### Room IV

This is where you really need to start counting your steps because there are four switches. They need to be activated and you must go back to the teleport panel before your 84th step. The most optimal method is to work your way to the switches counter clockwise. It should look like this.

As you can see, head to your first switch on the lower left corner before your 11th step. Then head to the next switch on the lower right corner by 33rd step. Then head to the upper right corner and activate the switch by the 53rd step. Lastly, head to the upper left corner and activate the switch by the 75th step. From there, walk to the teleport panel before your 84th step.

### Room V

This one is fairly easy. Look at the pillars carefully, these are actually locations for the hidden switches. Before you can activate those switches, you need to find the hidden switch to lower down those pillars. **Walk three steps down, and three steps to your left.** From there, you can find the other four hidden switches. Be quick because you only have 49 steps to activate the switch and run to the next teleport panel.

## Room VI

In this room, you need to find all of the hidden switches before one of the pillar rises. If you let one pillar rise, you have to keep walking until you get thrown back to the previous room. So, look at the image below to see the solution.

As soon you find the first switch, work your way down. You'll find all six hidden switches very quickly before your 75th step.

## Room VII

There's still one more room to tackle, and this room utilizes all 54 steps. Unfortunately, there's only one solution available. The switches can be found in multiples of 7. In other words, each time you hit your 7th step, there should be a switch. Fail to meet the requirement means that you will not have enough steps to proceed to the next room. So, walk carefully as you find the switches. **Please note that as soon as you activate the 4th switch on the 28th step, be sure to walk four steps north and three steps west.** There is a hidden switch in the corner. From there, follow the path on the map. As soon you activate the last hidden switch, walk to the teleport panel quickly.

If you are successful, you'll fight the next boss...

### Boss: King Bahm

IMO, this is the hardest boss in the game. In the first bout, Bahm will cast all sorts of magic spells 2-3 times before he ends his turn. This can dwindle your monster allies very quickly. If you barely survived the first bout, the second bout will give you even more pain. Bahm will turn into a grotesque monster. At first, he will not attack you for the first three turns. However, on the fourth turn, he will start attacking you and your allies. He'll traverse in the battlefield at least two times and beat the crap out of his victims 4-5 times before the end of Bahm's turn. This will kill all of your allies in the battlefield if you don't kill it quickly.

The first bout is very easy. Strengthen your allies attack power or use counter magic to defend his magic attacks. Slowly chip away his HP as you go along. Be sure to heal your allies along the way because you will need it for the second bout. On the second bout, be sure to buff your strength for your monster allies. Once you done that, make sure your monster allies do significant damage before the end of the third turn. When you approach to the third turn, cast **Shield** on Rukyu and continue to attack. At this point, all of your monster allies will die and only Rukyu will be left standing. So, let Rukyu attack with his magic arrow and cast Shield once in a while. It may be time consuming, but eventually, Bahm will fall.

Once the battle is over, the chapter will end. You will not use Rukyu until the final chapter!

## Day VI of Reckoning: Trouble Thyself Not, O Soul

- Treasures
  - Excalibur
  - Shining Wall

This is the final dungeon for Falco. As soon as you start, find your allies. Once you find Gilbert and Claire, I want you walk around where the white boxes are, like the image you see above. Then, go back to the previous area. Walk around the perimeter, and if you follow the path like the image you see above, the platform will go down, and you'll get **Excalibur**. Head north and you'll find **Shining Wall**. Then go west to the next area and walk forward. The platform will raise up, and you'll end up in the room where the save point lady is. If you go north, you'll end up seeing a cutscene. However, you want to stop by at the refinery to buy items before the final chapter. Look at the map below to find the refinery. At this point, you can sell off all of your items to buy Dark Gate. The reason why you have buy Dark Gate is because it's instant death against the final boss. If you don't have enough, sell off Excalibur and Shining Wall. Selling those two items will net you 50 Fatia. Anyway, if you decide to explore around, feel free to look at the map. The numbers you see below are platforms that rise up. IMO, it's not worth looking around because the boss in this area is just two master dragons. I really don't want you to waste any resources. If you decide not to look around, go back to the room where you found the save point lady and move north. You'll find an important character and the revelation of Rukyu.

## Judgment Day: My Heart Swims in Blood

This is it! The final showdown between Falco and Rukyu. Once you choose your protagonist, the final battle will commence.

### Endgame: Falco

#### Final Boss: Rukyu

You should know by now how he functions. You can beat Rukyu in one turn by using **Dark Gate**. This will instantly kill Rukyu, and the battle will end immediately. If you decide to not use Dark Gate, you can beat Rukyu by Strengthen and attack him aggressively. Claire and Gilbert should act as support by healing and buffing Falco.

### Endgame: Rukyu

#### Final Boss: Rukyu

You should know the dynamics of Falco's party. Anyway, just focus on Falco. Use magic arrow, and Falco will die instantly.

Anyway, look at the chart below to see what kind of ending you'll get. The ending depends on the character you chose on the final battle and the amount of Rays of Hope you collected throughout the game.

Ending	Rays of Hope	How to get it
Sea of blood	0	Do not collect any rays of hope and choose Rukyu in the final battle
New Beginning	1-89	Collect at least 1 ray of hope and choose Falco in the final battle
Reunion	1-89	Collect at least 1 ray of hope and choose Rukyu in the final battle
Angel	90+	Collect at least 90 rays of hope and choose Falco in the final battle

That's about it. I hope you enjoy the game!

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## IX. Shop

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### Calibra

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#### Refinery (Day I of Reckoning)

Name	Cost (Fatia)
Fireball	1
Ice Storm	1
Lightning	1
Heal	1
Cure	1
Dispel	1

#### Refinery (Day II of Reckoning)

Name	Cost (Fatia)
Short Sword +2	3
Short Sword +3	4
Staff +2	3
Chainmail +2	4
Chainmail +3	5
Robe +2	4
Buckler +1	2
Buckler +2	3
Fireball	1
Ice Storm	1
Lightning	1
Heal	1
Cure	1
Dispel	1

#### Robahm Castle and Vectra Refinery (Day III of Reckoning)

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Name	Cost (Fatia)
Long Sword +1	3
Long Sword +2	4
Staff +3	3
Plate Mail	4
Plate Mail +1	5

Robe +3	4
Buckler +3	2
Hard Shield	5
Fireball	1
Ice Storm	1
Lightning	1
Wind Blade	1
Magic Arrow	2
Heal	1
Cure	1
Dispel	1
Shield	1
Counter Magic	1

### Robahm Castle Refinery (Day IV of Reckoning)

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Name	Cost (Fatia)
Broadsword +1	10
Broadsword +2	11
Mage's Staff +3	8
Plate Mail +3	9
Silk Robe +3	12
Hard Shield +2	7
Fireball	1
Ice Storm	1
Lightning	1
Wind Blade	1
Magic Arrow	2
Death	3
Heal	1
Cure	1
Dispel	1
Shield	1
Counter Magic	1
Confusion	1
Paralyze	1
Poison Blow	1
Sleep	1
Strengthen	1

### Rhoda's Hidden Village Refinery (Day V of Reckoning)

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Name	Cost (Fatia)
Greatsword	13
Greatsword +1	14
Mage's Staff +2	9
Steel Armor +1	11
Silk Robe +2	14
Tower Shield	9
Tower Shield +1	10
Fireball	1
Ice Storm	1
Lightning	1

Wind Blade	1
Magic Arrow	2
Death	3
Heal	1
Cure	1
Dispel	1
Shield	1
Counter Magic	1
Confusion	1
Paralyze	1
Poison Blow	1
Sleep	1
Strengthen	1
Dark Gate	200

## X. Item Compendium

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**NOTE: Only Falco has access to items**

Name	Description
Chaos Orb	Increase a random stat
Magic Orb	Randomly increase level of spell
Essel's Memento	Present it to Essel's Family in the outskirts of Robahm Castle

## XI. Magic Spells

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**NOTE: Falco, Gilbert, and Claire have to use spellbooks to cast magic. Therefore, magic consume a single spellbook. Ryuku on the other hand uses Soul Power (SP) to cast a spell**

Name	SP (Ryuku Only)	Description
Dark Gate	30	Turn monsters into your faithful servants
Fireball	10	Engulfs target in a ball of fire
Ice Storm	15	Attacks target with ice
Lightning	20	Damages target with a bolt of light
Wind Blade	30	Slashes target with blades of wind
Magic Arrow	40	Strikes target using Soul Energy. (Non-Elemental spell)
Death	50	Summons target to the land of the dead. (Low chance of instant death against foes)
Heal	15	Restores HP to allies and annihilates the undead
Cure	30	Cures status effects to allies
Dispel	10	Dispels shield, strength and counter magic effects as well as nullifying seals in dungeons
Shield	10	Protects ally against physical attacks
Counter Magic	30	Protects ally against magical attacks
Confusion	20	Inflicts confusion against target
Paralyze	20	Inflicts paralyze against target
Poison Blow	20	Inflicts poison against target
Sleep	20	Inflicts sleep against target
Undead	40	Inflicts undead against target
Strengthen	30	Increases attack power

## XIII. Version History

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September 3, 2015

0.60: That was a ton of work I've done for this version. I got up to chapter III and IV for both characters. Lots of map work was done for your convenience.

August 14, 2015

0.20: Initial release

## XII. Credits

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I would like to thank the following people.

**Aeon Genesis:** For fantranslating this game. It's always a joy to see another Japan only RPG to be translated for the English-speaking audience.

Gamefaqs: For accepting this FAQ.

CjayC: For making Gamefaqs exist for what it is today

SBAlien: For being an awesome administrator

Michael Sarich: for this Copyright

Last but not least, I thank **YOU** for taking the time to read this faq.

I look forward to hear more about this FAQ. So if you feel like there's something is missing, please feel free to contact me. If it's well thought out, I'll add it and credit you for the next revision. So once again, thank you for taking the time to read this.

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