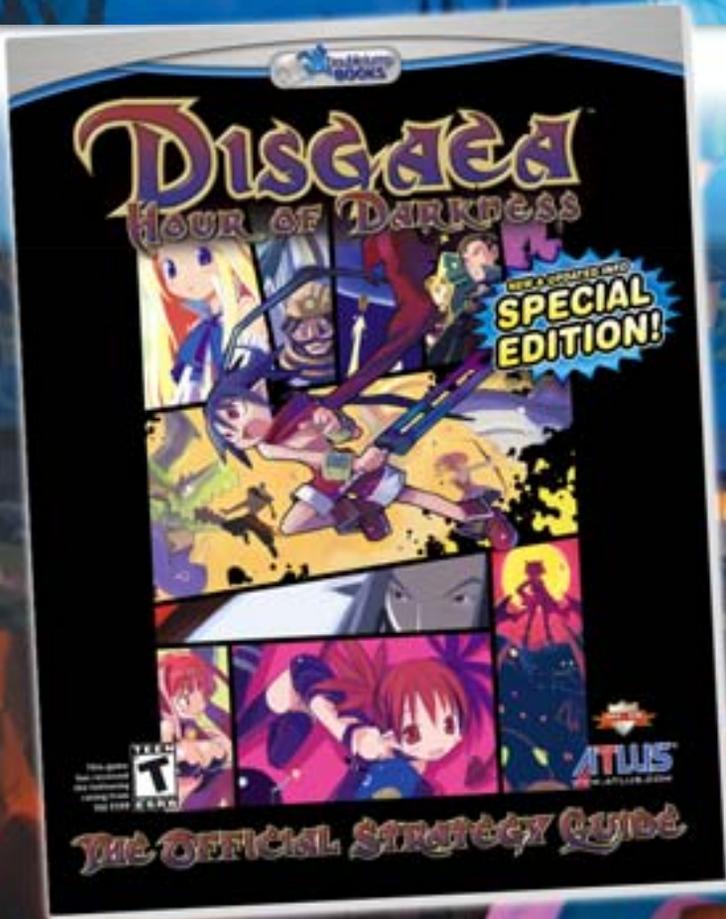


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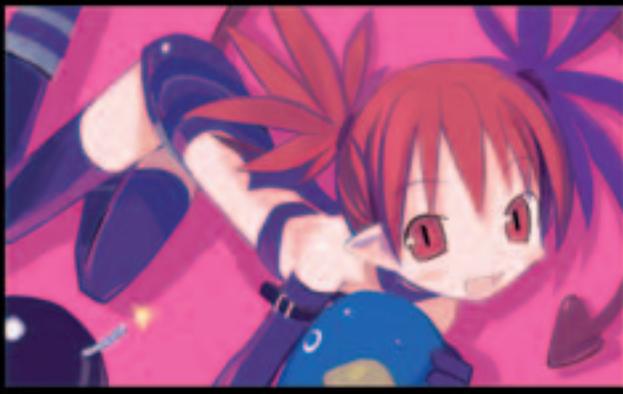
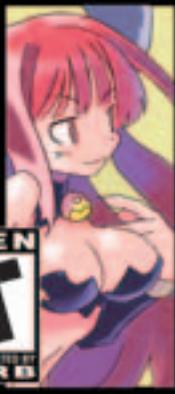
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DISGAEA

HOUR OF DARKNESS



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Disgaea Hour of Darkness

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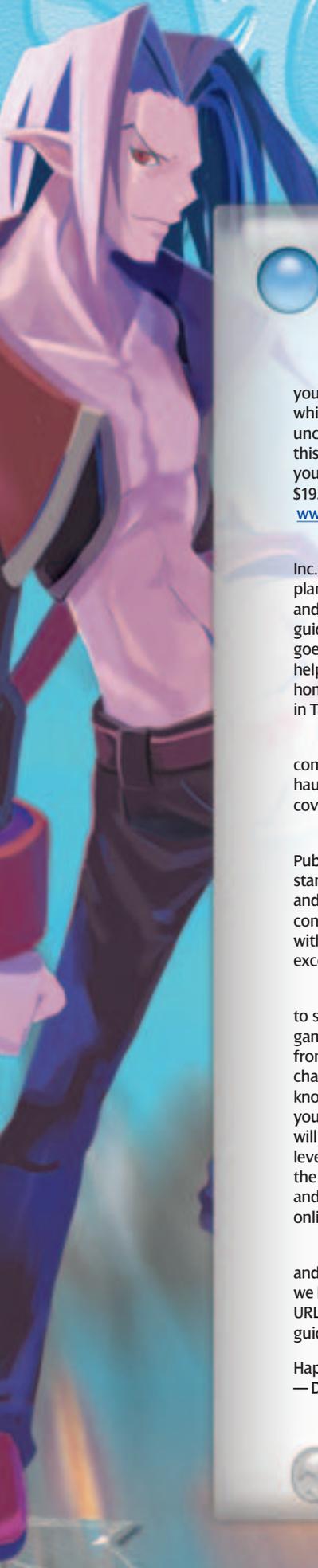
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ABOUT THIS BOOK

Trying new things is something we're willing to do, being new ourselves. If you're reading this text, you're reading a special FREE version of our strategy guide which we're giving away to those who register on our web site. This is the complete, uncut guide and includes the same pages as the real printed version. The idea behind this free version is that the real value in a strategy guide is having it right next to you as you play the game. Therefore, once you see exactly what you'll get for your \$19.99, you'll be happy to purchase the real printed guide from our online store at www.DoubleJumpBooks.com/Disgaea.

This guide was a labor of love—in more ways than one. DoubleJump Publishing, Inc. is a brand new publishing company and this is the first of many quality guides we plan to publish. Previously, the creative staff here has been responsible for the design and production of many strategy guides published by other companies... 48 other guides to be exact. Our experience in video game book and magazine publishing goes back to 1991, when Tim Lindquist, now president of DoubleJump Publishing, helped start DieHard GameFan magazine by bringing his computer equipment from home and setting it up in the back of DieHard Gamer's Club, a retail video game store in Tarzana, CA.

The entire staff's dedication to video games is a driving force behind the company and hopefully evident in everything we publish. We're in this for the long haul and we want each of our books to be a perfect compliment to the game they cover as well as genuinely useful for the reader/gamer.

Strategy RPGs are a favorite kind of game for most of the staff of DoubleJump Publishing and a big reason we picked Disgaea to publish a guide for. The game really stands out as one of the best games in its genre. The unique ideas, like the Item World and Dark Assembly, are elements of the game that take it from something you can complete in 40-50 hours of play to an obsession that you could spend six months with, building characters and setting higher objectives for yourself. The game's excellent story line, humor, artwork and writing are the icing on the cake.

This guide has been designed to help novice players get through the game and to serve as reference material for more experienced players to have along side the game as they play. Knowing that each individual player will have tastes that differ from our own, we've tried to avoid giving advice which is specific to certain classes of character or playing techniques. Instead we concentrated on providing the general knowledge you will need to master the game and ultimately play as long and as far as you like. Some folks will be satisfied with simply beating the story mode, while others will want to spend countless hours finding and maxing-out all the best items and leveling up every playable character to their maximum potential. Once you're at the point you're able to do that type of stuff, you have outgrown this guide and are welcome to come and join the discussions on our message boards online to hammer away at the intimate nuances and details of the game.

We hope you enjoy the book and invite you to discuss strategies and game play for Disgaea: Hour of Darkness on the message board we have set up at the official Disgaea Strategy Guide web site. The URL is at the bottom of every page throughout the rest of the guide, so you shouldn't be able to miss it.

Happy gaming!
— DoubleJump Books Staff.



BUYING AND SELLING

The selection of items at the Rosen Queen Co. (Netherworld Branch) changes every time you visit, so if you don't see the item you want to buy, keep revisiting the Depot until you do.

Multiple items with the same name have considerably different statistics due to the residents within, so look at them all to decide which one you want to buy. You can transfer residents from one item to another after subduing them in the Item World. You may end up buying items simply to take the residents from them to move into other items (after subduing them). See page 86 for more information about the specific residents.

You can carry up to 16 items into battle in your Item Bag, and store up to 256 items in the Warehouse. If you fill both your Item Bag and the Warehouse, you will be prompted to visit the shop to purchase those items which don't fit in inventory. If you pass on this chance to reclaim your booty, they will be gone forever, so beware! During battle, you can transfer items to your warehouse with the R2 button to make room for new items that you anticipate getting in battle. If you're a serious pack rat, you may end up creating "dummy" characters just to hold all your junk! 50 new characters = 200 new item slots to hold stuff!

If you get the Dark Assembly to pass certain proposals, the Depot's selection of items will change. The five proposals that affect the inventory are: More Expensive Stuff, Cheaper Stuff, Eyewear Inventory, Belt Inventory, and Shoe Inventory. More Expensive Stuff is the most important, as it allows access to more powerful items.

The Customer Rank goes up as you purchase items; the higher your Customer Rank, the higher the Product Rank can be set, up to a maximum of 12. The Product Rank can't exceed the Customer Rank. If your Customer Rank isn't high enough, you won't be able to make the More Expensive Stuff proposal. The Rank

The selection of items changes slightly each time you visit.

Pay attention to an item's residents if you want to power it up in the Item World.

of the best items available for sale will increase by roughly 3 levels with every Product Rank level increased. As more expensive items are added, the cheaper ones become unavailable. The highest Rank item you'll be able to buy is 38. Higher ranked items must be obtained elsewhere.

There are many items in the game that can't be purchased from the Depot. These items' names will glow and they'll have a Rare or Legend label on their stats. These, of course, are more desirable. They have more "floors" you can descend into through the Item World and can hold more residents. Regular items have 30 floors, Rare items have 60 floors and Legend items have 100 floors. Items will have a random number of resident slots, up to 16. To reach this max, you must defeat the Item Kings and Item God 2 if he is present.

NETHERWORLD HOSPITAL

You can heal all your injured characters at once with a single button press.

Who ever heard of winning prizes for getting treated? That rules!

great bonus for getting treatment!

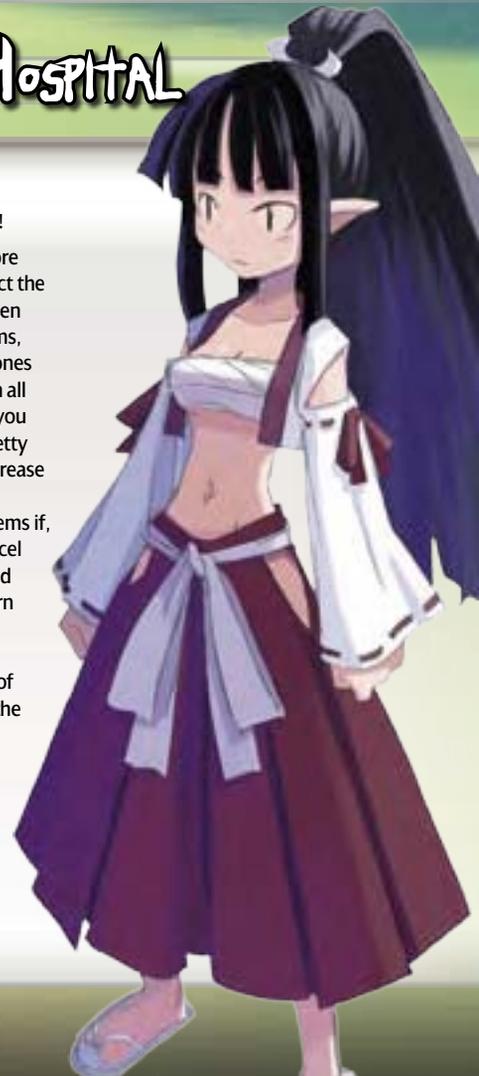
You can let items accumulate before claiming them, but this won't effect the value of the items that accrue. When you decide to finally claim the items, you won't be able to pick out the ones you want, you'll have to take them all at once (not that there's ever any you wouldn't want to claim... it's all pretty good stuff!). However, you can increase the odds of getting rare items or change the residents within the items if, instead of claiming them, you cancel and go to the heal screen again and cancel from there. When you return to claim the items, the residents will be different and they might even change to the Rare versions of themselves. Eventually you'll get the

The Hospital is where you go to recover lost HP and SP; the more HP/SP you need to restore, the higher the HL cost. You can choose to heal a single character at a time, or if you press the **Ⓢ** button, you can heal all characters who need healing at once (provided you have the Hell to pay for it).

The twist is that you earn prizes based on the total HP/SP that has been recovered. The more you heal in the Hospital, the better the items become that are available to claim. What a

hang of doing this quickly and be able to cycle through the screens in no time.

If you want to abuse your chances of getting the "good ending," you can intentionally kill your allies for the prizes that resurrecting them will get you. This will cost you HL, so it's a trade off. The quickest way to kill allies is to throw a humanoid enemy onto your base panel. That will kill everyone inside.



LIFTING TECHNIQUES



Lifting and throwing is great for getting characters places they can't move to.



Lift a powerful enemy if you don't want them to attack your weaker allies.



Arrange characters within throwing distance of each other. Fire brigade!



Create a giant "totem pole" of characters to get where you're going.



Prinnies will explode on landing. Anything within two panels will take damage.



Temporarily lift things that are in the way for your other allies to move past.

The primary purpose of the Lift and Throw commands is to quickly move a character to nearly anywhere on a map you want them to be. With the proper lifting techniques, you can reach the furthest points on a map in a single turn. The most useful things to do are to get someone into attack range or past certain obstacles, but there are other purposes.

You can lift an enemy to prevent him from doing anything, and you can lift an ally to prevent him from being attacked. However, if a turn ends and a character is lifting an ally or enemy, the lifter takes damage from the effort.

There are several different methods for lifting and throwing your character to their destination...

Lifts and Throws can be strung together, with a character being tossed from one character to another. Place your characters within throwing range of each other, pick a character to throw and start tossing. To extend the range of the one being tossed, have the first character in the chain stand next to the base panel, bring a character out without moving them and toss them. When they've been tossed as far as possible, they will still have a move command available to get further. The only downside to this method is that, if you want to do it all in a single turn, you're limited to the range of your farthest moving character. Therefore, let's explore another method...

A character can lift a character who's lifting someone else, and you can do this for as many allies as you can dispatch, allowing you to build a "totem pole" of all ten allies (and one enemy). It's an awesome and hilarious sight to behold. Place your characters standing on the map side by side, starting at the base panel and heading in the direction of your destination. When you've got all the characters in place, bring the one to be lifted out of the base panel but don't move him. Lift him with the character in front of the base panel. Lift your lifter with the next character in line and continue until you have a stack of allies ten miles high. When everyone's lifted, start tossing toward your destination.

Humanoid characters are the only ones who can use the Lift and Throw commands; monster characters can't.

Prinnies explode when thrown and will damage anyone within two panels of where they land. You can use this to set off chain Prinny-exploding reactions by lining Prinnies up two spaces apart and throwing one close to another. (The only exception to the Prinny explosion phenomenon is Prinny Land. No Prinnies there will pop.)

You can temporarily lift enemies and Geo Symbols to allow your other characters to move past, then cancel the lift and go do something else instead.

You can throw diagonally by throwing in the middle of switching directions. Gotta be quick!

See the lists on page 87 for allies' throwing ranges.

Throughout the regular maps, you'll run across some maps in which Geo Panels play a big role. The maps will be designed in a way that the Geo Panels must be dealt with in order to succeed, or some will be set up to let you score major bonus points or wipe out big chunks of the enemy.

The game explains the basics of Geo Panels pretty well, so we'll get deeper into specific strategies for using them to our advantage and let you in on a few things they don't tell you.

The biggest secret of Geo Symbols is that you don't necessarily need to attack them to eliminate them. Instead, if you have the means, you can throw an enemy onto a Geo Symbol, or throw a Geo Symbol onto an enemy. This will eliminate the Geo Symbol immediately (and heal the enemy at the same time). If the enemy is standing on a colored Geo Panel at the time, it will have the same effect as if you had attacked and destroyed the Geo Symbol atop that panel. It will set off chain reactions in the same way. This method even works with Invincibility Geo Symbols that you normally can't destroy.

The different Geo Effects may behave differently than you would expect, so we'll document some of the ones that aren't immediately clear.

No Lifting

When an enemy (or a Geo Symbol) is resting on a Geo Panel with a No Lifting Geo Effect, you won't be able to lift them. However, if you are standing on a No Lifting panel and what you want to lift is not, you can still lift it. If you need to move one of these, check out the list of special skills which move enemies at the end of the Item World section (page 15). These skills will work on Geo Symbols, too. Be careful not to accidentally destroy the symbol before you are ready to do so!

STAT +XX%

If you eliminate an enemy or Geo Symbol that is resting on a Geo Panel with an effect that increases a stat such as EXP, ATK or HL, you'll get the amount indicated. It must be the entity being eliminated resting on the Geo Panel, not you, that gives you the increase.

Clone

If more than one enemy or ally is resting on a Geo Panel with a Clone effect when you end your turn, only one of them will be cloned, chosen at random. You can not steal from, combine or capture clones.

No Color Change

If one of these symbols is present, it can ruin your chain. If you want to do a chain with one of these in it, make sure it's the first one you destroy in the chain.

There are several reasons to destroy Geo Symbols. There are Geo Effects that are good for you and there are ones that are bad for you. (The ones that are good for the enemy are bad for you, of course.) You may find that you want to eliminate the ones that are bad for you and leave the ones that are good for you behind.

Geo Panels add an extra element to a map that really makes you think.



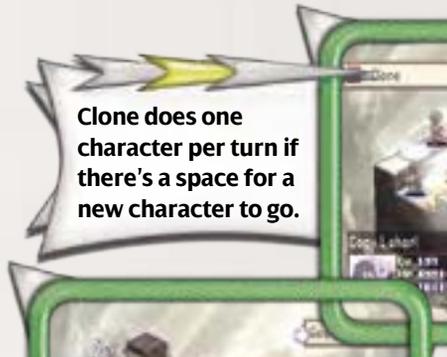
You can throw Geo Symbols onto enemies or enemies onto symbols.



You can lift things even if you're standing on a No Lifting Geo Panel.



Stat-enhancing Geo Panels work on the target, not the one you're standing on.



Clone does one character per turn if there's a space for a new character to go.



You can attack Geo Symbols. They have stats just like any other enemy.

Chain reactions damage whatever is on the Geo Panels as they change.

Creating long chains boosts the bonus meter nice and high. Bonus!

STAGE CLEAR

Kill Bonus 41004

Law of Justice	EXP + 12000
Mistral Arrow	EXP + 10000
Perseus	EXP + 10000
32000	EXP + 10000
32000	EXP + 10000

Eliminate all the Geo Panels and you get the maximum bonus. Max Bonus!

710 Chain

Striders have special skills that can change the layout of the Geo Panels.

Tri-Burst	100%	100%	100%
Replenish	100%	100%	100%
Frontal Shot	100%	100%	100%
Bullet Storm	100%	100%	100%
Tobackfress	100%	100%	100%
Salerno	100%	100%	100%
Geo Change	100%	100%	100%
Gork Cannon	100%	100%	100%

Roomages Geo Panels/Symbols (This World cleared)

Place all the Geo Symbols on a single color Geo Panel for the best chains.

Check your bonus meter to decide whether to bring out a bunch of allies.

1. Spirit Belt
2. 30000
3. 30000
4. EXP + 15000
5. EXP + 15000
6. EXP + 15000
7. 30000
8. EXP + 15000
9. 70000

When you do this, make sure you won't set off a chain that either damages your allies or eliminates the good Geo Symbols. Check which Geo Effects are attached to which Geo Panels. If a colored panel has more than one effect on it, and you eliminate one that will change the color of the Geo Panel, it will set off a chain reaction by destroying the second Geo Symbol in the process.

You may want to set off chains on purpose to damage enemies who are out of your attack range. If they are standing on a colored Geo Panel, they are vulnerable to damage when the color changes. If you set up chains, the damage will accumulate with each color change and it may even eliminate them completely (as you learned in the tutorial maps of the game).

The last reason to destroy them is for good, healthy greed. Setting off chains boosts the bonus meter considerably. Clearing a map of all Geo Panels boosts the bonus meter ultimately. You can score big if you manage to pull that off. Read on and we'll give you some tips for doing this.

Having a strider in your party will gain you their Geo Change skill which will allow you to "reshuffle" the Geo Panels and Symbols on a map if you don't like the way they currently lie. Additionally, if you didn't boost the bonus gauge high enough with your chain, you can usually use the strider to put a fresh new set of Geo Panels on the map to try again (Geo Change only works once per map).

If you're not ready to destroy a Geo Symbol, you can alternatively lift and throw it onto a blank panel.

You'll find that the Item World is the place you'll take advantage of Geo Panels the most. A large percentage of the maps within the Item World are covered with a random distribution of Geo Panels and Geo Symbols.

Instead of hurting your brain trying to figure out which color Geo Symbols to put on what color Geo Panels to achieve the longest chains, we've found an easier way. Simply gather all the different colored Geo Symbols and place them on a single color Geo Panel. If there is a color Geo Panel that there isn't a color Geo Symbol to match, choose that Geo Panel to place the rest upon so it gets its color changed. Eliminate one of the Geo Symbols and it will set off a nice long chain reaction. The only trick is making sure that any Null Geo Symbol gets eliminated last. Place those on the outside edge of the map, furthest from the Geo Symbol you are eliminating, to be sure it gets taken out last. Of course, you've got to have the enemies under control to do all this geo-management, so make sure they're out of range or the last one is a gate keeper who likes to stay put.

Before setting off the chain, check the bonus list. If there are EXP bonuses listed, bring out as many characters as you can and find blank panels for them. Don't put them on a colored panel or they'll take damage when the chain goes off. When the chain goes and the bonuses are handed out, everyone still alive on the map will benefit.

SENATOR LIST

This list is the "pool" of senators who will attend your various proposals. You can view their stats, including their disposition towards you (whether they're likely to vote "yes" or "no"), their level, the number of times they've attended a proposal, and how many times you've killed them.

CREATING CHARACTERS

When you begin a game, you have a pool of classes which you may select from to create a new ally. As you progress through the game, the number of choices you have for character classes increases. There are some secret conditions which must be met in order to create certain classes of character. See the Secrets section on page 91 for details. The basic mechanics of the character creation area is pretty well explained in the game, so we'll concentrate on more advanced concepts and some character-specific information.

When you first create a character they are very weak. It's hardly even worth while to create one unless the mentor has more than 100 Mana to be able to make one who will receive some bonus points.

It's important to build up the new character's stats as quickly as possible in order to keep up with the rest of your experienced party. You should spend a little money and equip them with a good powerful weapon and some good defensive items so they can at least survive their few first battles.

The Promotion Exam area of the Dark Assembly is a good place to break in a new character (see the section later in this chapter for details). After equipping them appropriately, have them take as many exams as they can survive, saving your game before each exam (so you can reload in case they don't make it).

Once they complete the third exam or so, take them through the Item World (see page 14) to do some serious level building. Study the Item World chapter well and take maximum advantage of the techniques within. It's a great place for leveling up characters.

When the character's Mana gets up to around 175, take a break from the Item World and transmigrate them to the next higher class and restart the leveling up process anew. Build up enough Mana each time to transmigrate to the next highest class until they're as high as they can go (it'll take a while for that). See the transmigration heading later in this section.

Let's discuss some of the character classes.

Martial Artists

These characters are good with fists. Fist skills are perfect for moving enemies around when you can't do it any other way (because of No Lifting Geo Effects, gatekeepers, etc.).

Warriors

Good with swords.

Majin

This is the ultimate humanoid. They're good at everything... Maybe too good. This is a hidden class. See page 91.

Ninja

These characters are good with their fists and at countering. This is a hidden class. See page 91.

Samurai

Good with swords, spears or axes. This is a hidden class. See page 91.

You can get a list of which senators exist and will appear during proposals.

Name	Level	Level#
Bartan	148	732
Shredder	147	1
Roger	146	1
Rivero	146	1
Zeus	146	1
Chopz	146	1
Drivash	143	1
Blaword	143	1

Sort: By level, By attendance, By # Years killed

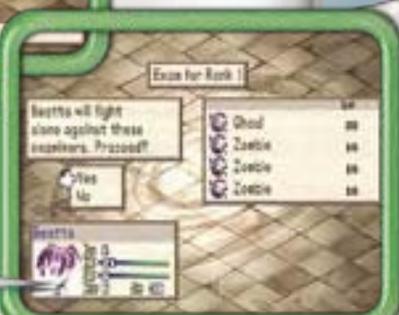
You can select from a wide array of classes to create characters from.



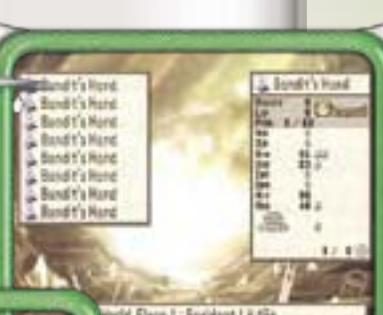
Equip a newly created character with some decent items.



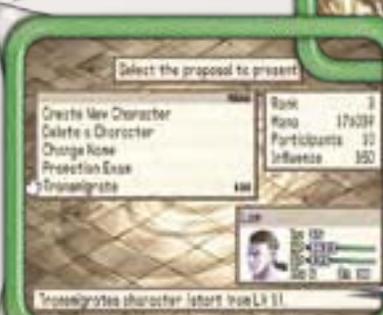
Have your well equipped new characters take a few exams.



Visit the Item World to quickly build your new character's stats.



Transmigrate to the next highest class as soon as a character is able to do so.



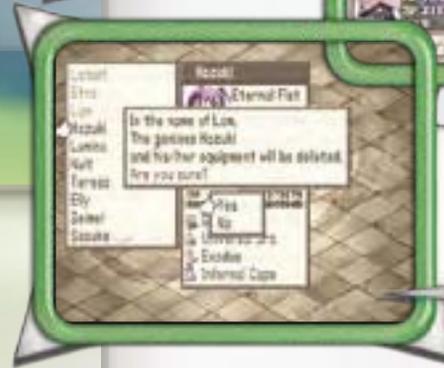


Martial Artists' fist skills are great for moving enemies that otherwise can't be.

Striders have neat Geo Change skills that alter the geo stuff of a level.



Thieves can score rare items you can't get anywhere else (and steal stats too!)



If you have a particularly bad character, why not get rid of them?



You can rename characters you create. (Yes, swearwords work.)

Promotion Exams will raise your standing with the senators.



Rune Knights

Good with swords and magic. They have about a 50% chance of adding a magic attack onto a regular weapon attack. This is a hidden class. See page 91.

Archers

Good with... guess what. We won't bore you further.

Skulls

Like the mages, good at magic.

Mages

Like the skulls, good at magic.

Healers

Good at healing and defensive magic.

Striders

These characters are especially useful in the Item World. They have a special skill called Geo Change which will randomly rearrange the Geo Panels and Geo Symbols on a map (only in the Item World or regular maps which you have already completed). This skill can get you out of tough maps that might otherwise wipe you out. They are also good with guns (and the very useful Dark Cannon special skill). This is a hidden class. See page 91.

EDF Soldiers

Good with guns. This is a hidden class. See page 91.

Celestial Hosts

Good with both magic and many weapons. This is a hidden class. See page 91.

Thieves

These characters are specialists who are good at their job (stealing) and not much else. Their weapon mastery is pretty poor all around. You might as well equip them with a long range weapon since they're not very good fighters. A powerful gun is a good choice. Rogues are excellent tossers, too. This is a hidden class. See page 91.

Monsters

When you eliminate a monster during battle, most of them will become available as createable characters in the Dark Assembly. Many of these monsters have desirable skills. Pay attention to what they do in battle for things that you would like to be able to do yourself. Make note of them for when you have the means to create them.

DELETING CHARACTERS

Say you made some bad decisions and you've got a "dud" character just taking up space in your roster. Eh. Delete 'em.

CHANGING NAMES

Say you made a bad decision and you've got a character named "Gfftzbgbbaazigl." Eh. Change it if you want. You can only rename characters you've created. You did know it'll auto-name them if you don't give them a name when you create them, don't you?

PROMOTION EXAMS

Not only is this the place to go to raise your standing with the senators, it's a good place to break-in new characters who might otherwise get creamed in battle. You can usually get through at least the first two exams, unless you're creating an inherently weak character such as a healer or magic user. Pay the extra Hell to buy these characters high quality items to equip or give them ones that you have already beefed up in the item world. Borrow

stuff. Temporarily equip the new character with the most powerful items from each of your other characters. You can give them back when you're done leveling up. Keep lots of healing foodstuffs in inventory to bail them out if they're limping through the promotion exams. See page 64 for battle strategies for each exam.

One of the coolest ideas in the game are the proposals you can make in the Dark Assembly to enhance the game in all sorts of new ways.

PROPOSALS

The three elements that effect your ability to get proposals passed are your rank, your bribery skills, and your fighting skills.

Your rank is sort of tied to your fighting skills since you have to fight to raise your rank. You raise your rank by passing exams. See the Promotion Exams heading earlier in this section.

Your bribery skills will allow you to win over senators and convince them to vote in your favor. You do it by offering them items. The value of the item doesn't matter one bit. Use the cheapest stuff you can use. When you want to get a proposal passed, check the current Dark Assembly stats. It will list the number of participants and your influence with them. Grab a calculator (yes, a real one in real life). Divide your influence by the number of senators in attendance. The higher the result, the better chance you have of getting the proposal passed. If you don't like the result you get, you can quickly change it by hitting the  button, then the  button to return. The stats will change immediately. Calculate the result again to see if it's more in your favor. It'll take several times for you to get a feel for what a high result is for your current rank.

Once the session begins, check each senator to find which is the highest level. These are the ones you want on your side the most. If you need to persuade them to your side, offer them some items and give them only the ones that they "Must Have!". If they still need more persuasion, offer them items they are "Interested" in. Don't bother trying to win over those who really don't like you (Loath). It'll take way too many items to win them over. Move on to the next highest senator.

If you're going to try to win a proposal by force, you'll want the stats balanced a little differently. You want to have the most influence with the least number of senators (less to fight). Use the  and  buttons until the stats are where you want them, enter the assembly and bribe the highest level senators to avoid having to fight them. Once the fighting begins, you can be a little sneaky and throw those senators who opposed you right onto a higher level senator who voted "yea". This will combine the two, making one stronger senator who likes you. Do this enough and there will be none left to fight! Be careful not to let any friendlies get hit by either friendly or hostile fire. They'll change their attitude in a hurry! Using this method, you'll have much better luck getting things passed. Of course, eventually, you'll be able to just whoop anyone who need whoopin'. Become a Tyrant and the senate will Love you, long time!

Now let's look at each proposal in more detail.

Transmigrate

The basic concept is explained fairly well in the game.

Loan a weak character good stuff to survive their first battles.



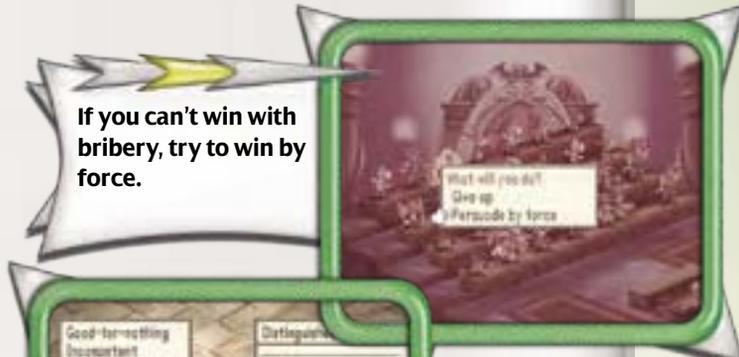
Making proposals is one of the things you'll be able to do in the Dark Assembly.



Check each senator's stats to see who you want on your side.



Bribe the senators to win their votes.



If you can't win with bribery, try to win by force.



Transmigrate a character as often as you are able to build better allies.

Select the proposal to present

Item	Rank	Cost
Transmigrate	30	1000
Triple EXP	30	1000
Bonus Gauge Boost	30	1000
Prinny Day	30	1000
Raise Military Funds	30	1000

When it's Prinny Day, guess who the only characters that can fight will be?

More Expensive Stuff can be passed only a limited number of times.

Select the proposal to present

Item	Rank	Cost
Prinny Day	30	1000
Raise Military Funds	30	1000
Raise Expensive Stuff	30	1000
Cheaper Stuff	30	1000
Stronger Enemies	30	1000

More expensive low-level items available

Once you win the Eyewear proposal, you'll have access to some better specs.

Item	Rank	Cost
Falcon Shoes	30	10000
Nerd Glasses	30	1000
Plastic Nose	30	1000
Opera Glasses	30	10000
Nightvision	30	10000
Hot Gun	30	1000
Hot Gun	30	1000
Cotton Candy	30	1000
Flam	30	1000
Whispered Drink	30	1000

Once you win the Belt proposal, you'll have access to some better belts.

Item	Rank	Cost
Infected Armor	30	1000000
Quad-Power Belt	30	10000
Mega-Power Belt	30	10000
Power Belt	30	10000
Levee Belt	30	1000000
Cross-Trainees	30	10000
Ninja Shoes	30	10000
Falcon Shoes	30	10000
Falcon Shoes	30	10000
Common Glasses	30	1000

Eto-Belt: never underestimates the power of love!

Once you win the shoe proposal, you'll have access to some better footwear.

Item	Rank	Cost
Mega-Power Belt	30	10000
Slippers	30	10000
Cross-Trainees	30	10000
Ninja Shoes	30	10000
Falcon Shoes	30	10000
Nerd Glasses	30	1000
Plastic Nose	30	1000
Opera Glasses	30	10000
Nightvision	30	10000
Hot Gun	30	1000

Eto-Shoes: Falcons wear shoes!

Access to extra maps is gained through passing proposals.

Select the proposal to present

Item	Rank	Cost
Prinny Land	30	1000
Cave of Ordeal	30	1000
Human World	30	1000
Alternate Netherworld	30	1000
The Mysterious Seal	30	1000

Opens the gate to an alternate netherworld.

The purpose is to raise your characters' stats by switching to another, higher class. It's most effective with characters you created yourself. You can also transmigrate the main characters such as Laharl, but the effect isn't as immediately noticeable since you can't change their class.

You should transmigrate your characters for the first time as soon as you are able. If you're up to the task, go subdue some Managers in the Item World for faster Mana gain and transmigrate your character as soon as they have around 175 Mana, so that you can afford "Average". After that, keep transmigrating every time you can afford "Distinguished" or "Genius." It's best to wait to get serious about transmigrating until you're far enough along in the game to be able to support newly transmigrated characters, since they'll be reset back to level 1. There may be additional hidden requirements that must be met in order to transmigrate to certain classes. See page 91 for the poop on hidden classes.

Triple EXP

Once you're good enough to get proposals passed at will, this is a great way to gain a lot of experience. After getting it passed, go find the biggest, baddest mofo you can find. It only works on the next enemy you kill, so pick the strongest one you can take on. Combine this with a 300 statistician and an EXP +100% Geo Panel and you'll get a 2400% boost in EXP!

Bonus Gauge Boost

Increases the bonus gauge by two or three levels immediately upon entering a map. Affects only the next map you choose.

Prinny Day

If you pass this proposal, you can only battle using Prinnies on the next map that you choose. The good thing is that the chance of getting Rare or Legend items increases. Combine this with the Bonus Gauge Boost to get some good chit! It'd be handy to have a Prinny God or two around after passing this.

Raise Military Funds

If you need a little cash, you could do this. However, by the time you're good enough to get this passed, you'll probably have more Hell than you know what to do with.

More Expensive/Cheaper Stuff

The Rank of the best items available for sale will in/decrease by roughly 3 levels with every Product Rank level. As more expensive items are added, the cheaper ones become unavailable. See page 4.

Stronger Enemies

Once you get to a point that you're not gaining enough experience with the wimpy enemies, get this passed and they'll be worth killing once again. This is nice for going back to your favorite map to gain experience over and over and over. (Yawn.)

Weaker Enemies

Say you went a little overboard making enemies stronger — fix that here.

Eyewear, Belt and Shoe Inventory

This is a lot like the More Expensive Stuff proposal, except it only works once and only on the items in the title

Improve Counterattack

Affects the character making the proposal only. Resets with transmigration!

Improve Movement.

Ditto! Resets with transmigration, too!

Prinny Land, Cave of Ordeal, Human World, Alt Netherworld and The Mysterious Seal

Extra sets of Maps. See pages 54-63.

BATTLE TECHNIQUES

Later in the guide we will give specific strategies for victory on each individual map in the game. Before that, however, there are a lot of things you should keep in mind when battling the enemy. These are techniques that will work on any map with nearly any character.

TEAM ATTACKS

Even if there is not enough room to use a character to attack an enemy directly, sometimes it is a good idea to place the character behind a character who is attacking to take advantage of the possibility of a team attack happening. If it does happen, you can even cancel the placement of the secondary character after the team attack happens, and send them off to attack somewhere else, heal, or do anything at all. Of course, do not leave a character who is in danger of being eliminated in a vulnerable position just for the chance of a team attack.

Even if only one character out of all the attacking allies does the damage to the enemy when it is eliminated, all the team members receive benefits of killing the enemy (they won't all get 100% of the EXP... it will be divided evenly among the participating attackers). This is an excellent strategy for leveling up weak characters.

HEALING

If you have a character you want to get healed by a cleric or other character with healing magic, but the healer's range isn't far enough to reach the one in need of healing, if you haven't executed any commands with the character in need, you can move that character closer to the healer, execute to get healed, then cancel your move to send them back to their original position and have them do something else instead.

CHAIN OF COMMANDS

Don't feel like you need to set up all your attack commands at once and then execute. You can execute your attacks at any time and if you still have characters who have not done anything, they can be commanded to do things and you can execute again. You can keep commanding and executing until you've run out of your available allies. Use this to your advantage by attacking with a few characters at a time to see what kind of damage they do then decide if you need to bring in more characters to finish the job or if you can send them off to attack the next enemy.

Putting your characters all into position before commanding them to attack seems to increase the chances of a team attack occurring.

Don't worry about taking too many turns. If you're in no danger, you can end your turn as often as you like to do your stuff with no negative effects.

MOVEMENT

You can use the base panel as a way point. If your destination is on the other side of the base panel and outside of your character's movement range, you can use the base panel as a way point. If you can move your character onto the base panel, he'll go inside it and you can call him back out to move again and your range will be re centered on the base panel instead of your original position. This will only work if you haven't performed any actions before the move for the current turn.

If you have some extra shoes in your item bag, you can temporarily equip them to gain their movement range, then after you're done moving, re-equip your original equipment.

WEAPON ADVANTAGES

Laharl and many later character classes can master many different types of weapons. If you've got the space, keep several different types of weapons in your inventory to switch out during battle for different situations.

Use your special skills. The more you use them, the more powerful

Set things up for your best chance at a Team Attack.



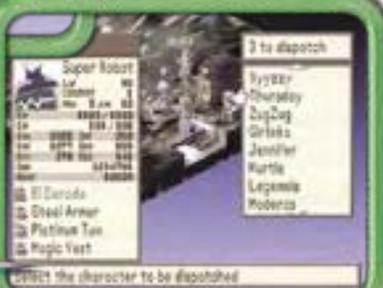
Everyone who participates in a team attack wins if the enemy dies.



Move a character close to a cleric, get healed, then cancel to go elsewhere.



You don't need to end your turn if there are characters left to command.



Use the base panel as a way point to move characters...



...farther than they could normally move in one turn.



BATTLE TECHNIQUES



Laharl is a master of many weapons. Keep different types in inventory.

End your turn as many times as you like if you're in no danger.



Special skills will become more powerful as you use them.



You can't hurt yourself with a magic attack.



Prepare yourself and throw an enemy onto the base panel to capture them.

Take advantage of the proposals in the Dark Assembly as soon as you can.



they become. Similarly, the more you use a weapon, the faster you will master it. Higher Weapon Mastery will add to the stat gains you receive from your weapons.

BUILDING UP WEAK CHARACTERS

For newly created or newly transmigrated characters... take them with you on a trek through the Item World. Just having them out on the map when the level ends can jack up their experience nice and high when you get the map bonus at the end of the battle. You can check each map's bonuses when deciding whether to take advantage of this technique.

MAGIC

Magic attack skills will hurt allies as well as enemies, so make sure none of your buddies are accidentally targeted when you execute. You don't need to worry about accidentally targeting yourself, though. The attack won't harm the caster of the magic skill. Just like weapons, using your spells and staff increases the WM and spell Level.

CAPTURING THE ENEMY

When you throw a monster onto your base panel, a battle will ensue. If you win, you capture the monster. If they win, they destroy your base panel. You can only capture regular monsters, not humanoids or most bosses. Even though you can throw humanoids onto the base panel, it's futile, because they will always win — even the weakest ones. You can't use the captured monster unless you win the rest of the battle. The beginning of the battle is waged with SP. The amount of damage the monster does is based on his level. A level 100 monster will use magic which takes 100 SP for each attack to attack your allies one at a time in random order. How much damage each of his attacks does to each character is based on your character's stats versus his (Int vs. Res, etc.). When the monster runs out of SP, they'll start attacking with their weapon. At the same time, your characters will be attacking him. The amount of damage you do to him is also based on your level. A level 100 ally will do a magic attack using 100 SP to attack the enemy. Therefore, it is advantageous to have your better magic users inside the base panel when you try to capture the monster.

If he runs out of HP before all your allies run out of HP, you win. If he manages to wipe out the HP of all your allies inside the base panel, he wins and the panel is destroyed, stranding whoever's outside. So, a good strategy for capturing monsters is to work their HP and SP down as low as possible before throwing them in, and make sure the allies still inside the panel are capable of damaging that high a level of monster with magic attacks. Use a weaker character to toss the monster in, so you can leave your stronger characters inside the base panel to do battle.

If a monster destroys your base panel, check his stats. How much HP he's missing is how much damage you were able to do to him. This will give you an idea of how much more powerful you need to be to capture them. If it isn't missing any HP at all, it may mean that it's not the type of enemy you can capture, or it's just way too strong for any of your allies to even scratch.

A good way to see how much it took you to capture a monster is to heal your whole party in the hospital before attempting the capture, then after capturing the enemy, check your party's stats again to see how much SP and HP is missing from each character. That's how much it took to capture the monster. You'll notice the SP of the characters who attacked the monster will be reduced by a number divisible by their level.

EXTRA GAIN

If you are the mentor to a pupil, you will gain stats when they gain levels (about 10% of their stats will transfer to you). A new pupil must surpass the old pupil's level before you will begin gaining stats from them. Stats gained this way disappear with transmigration. You may also learn a pupil's spells by standing next to them and casting the spell enough to level it up one level. After that it will be permanently learned and can survive transmigration.

THE ITEM WORLD

The Item World is a great place to level up new characters, power up your inventory and find awesome items. The maximum level a character can reach in this game is level 9999. You start the game at level 1. There are enemies who you will not be able to kill in one hit, even at level 9999. That's a lot of craziness. The amazing thing is that it's not really boring to play that far. Once you become familiar with the techniques for leveling up, you should be able to get to 9999 in a mere 100 hours of play.

Pick an item you would like to power up (and power your characters up with in the process). Check out it's residents. Residents are key to creating some immensely powerful things. For faster character building, you'll want to keep an eye out for residents such as a statistician (EXP bonus) and armsmaster (weapon mastery bonus). Sometimes you will want to go into an item simply to subdue the residents so you can move them into other, more powerful items. (See page 86 for a list of residents.)

Save your game before entering the Item World. If you don't like the look of the map you're on and you're not too far along, don't be afraid to quit and re-load your game. The levels are random and you may have better luck the next time you enter.

A character with fist skills is a must for making it through the Item World to the bottom floor. They must have at least a Triple Strike skill available to move the gatekeepers who stand, unmoving, over the exits. Since you will not be able to lift gatekeepers, you've got to move them with special skills. You will find gatekeepers camped out in corners or blocked by other enemies or Geo Symbols. In these cases, you'll need a character who can get them out of corners, such as Hoggmeister or a fist master with a Rising Dragon skill. See the list of skills which will move enemies (and Geo Symbols) that you can't otherwise move, at the end of this section.

Don't worry about defeating every single enemy on every floor you visit. You can do that at first, but when you start entering more powerful items, it's good enough to simply make your way to the exit. (You can throw allies onto the exit as well as move to it.) Save your strength for when you're stuck in a jam and need to battle your way to the exit or when you need to subdue a resident. Check for the location of the exit with the **R2** button and go straight to it. If it's out of range, use lifting techniques (see page 5) to get there. If there's a gatekeeper on the exit, move them with a special skill.

When you enter a floor with a resident present, the game will briefly point them out with a "Check" marker at the beginning of the map. Definitely take the time and effort required to subdue (kill) these guys. The boost they provide to each item is substantial.

The Geo Panels with Invincibility are the secret to success in the Item World. Each time you come to a new floor, check for Invincibility Geo Effects. If you don't see them listed in the Geo Panel list, check the character list to be sure there are none. Sometimes they will be present, but not on a Geo Panel. All you have to do is send a character to lift and throw it onto a Geo Panel. When you do reach a floor with Invincibility Geo Effects, you can safely take

Taking advantage of the Item World, you can reach up to level 9999 with time.



Check the residents inside each item. Look for statisticians.



Bring a character with fist skills with to move otherwise unmovable enemies.



Once the going gets tough, go straight for the exit.



Use lifting techniques if the exit is too far away.



The residents will be pointed out at the start of maps when they're present.



Check the map for Invincibility Geo Effects. These are critical.

Gather around trapped enemies and pummel them while invincible.

Set off chain reactions for extra bonuses.

Check the bonus list for experience bonuses for your weaker characters.

Bring a strider to use his Geo Change skill if you're in a bind.

Exit the item every ten floors to heal unless you're hunting someone.

your characters out and place them on one of these panels without worry, regardless of the strength of the enemies. The enemies will most likely target the weak characters and gather around them, so use them as bait. Whittle the enemies' HP down with your stronger characters, then decide who you want to receive the goodies from the kill. Try for a Team Attack so that more than one of your allies will reap the rewards of defeating an enemy who is much stronger than themselves. They'll level up very quickly this way, especially if you have done some good resident management and have lots of statisticians.

If you safely clear a map of all but the gatekeeper or another enemy who is stuck out of range, take that opportunity to set off a nice long chain reaction for extra bonuses. (See the Geo Panel section on page 6.)

If you have newly created or freshly transmigrated characters in your base panel and you're about to kill all of the enemies on a map, check the bonus list for experience bonuses. If there are any, bring your weak characters out of the base panel right before killing the last enemy, so they will also receive the EXP boost at the end.

Make sure you have a strider with you who is developed enough to have the Geo Change skill. This skill can get you out of tough maps that might otherwise wipe you out.

When you reach every tenth floor, you'll find a "boss." They're not the same as the bosses in story-mode. They are the Item General, King or God, depending on how far down you are. If you kill these bosses, it'll give the item a nice boost to the stats over what you'd get for just clearing the floors. Additionally, you'll get a little bump for each stat-affecting resident in the item. It's not a big bump, but it's a per-resident bonus so if you move a whole lot of residents into the item before killing the boss, it can add up to quite a big number. The stat of the resident does not matter. It's a fixed amount per resident, subdued or not. These gains stay with the item even after moving the resident out. Do not use a Mr. Gency's exit, however. If you use one after killing a boss, you'll lose the bonus you would have gotten from the boss. You may also find that the bosses carry better stuff to steal if you don't use a mergency exit.

Special Skills that move enemies

Character	Skill
Fist skill master	Triple Strike
Fist skill master	Tiger Charge
Fist skill master	King of Beasts
Fist skill master	Rising Dragon (works in corners)
Hoggmeiser	Earthshaker (works in corners)
Gordon	Gordon Punch
Prinny Kurtis	Rocket Punch
Nekomata (cat girl)	Delta Kick
Man-Eater	Pounding Spree
Koropokkuru	Chopper Combo

There may be more. Keep an eye on the enemies.

MYERS CASTLE

ENEMY DATA

Name	Lv	Qty
Red Skull (Staff)	2	1
Hobbit	2	2
Ghost	1	6
Geo Symbol(EXP + 50% : To Blue)	1	1
Geo Symbol(Enemy Boost x 3 : To Yellow)	1	1

MAGNIFICENT GATE

This first real map is basically a review of what you just learned in the tutorial about using Geo Panels to wipe out the enemy.

Position Etna above the blue (EXP +50%) Geo Symbol, then lift and throw it onto the red Geo Panel. Next, position Laharl above the blue Geo Symbol that is now sitting on the red Geo Panel. Order him to attack the blue Geo Symbol and execute. When the blue Geo Symbol is destroyed, it will set off a chain reaction that wipes out most of the enemies on the map and pumps up the bonus meter nice and high. When it's over, the remaining enemies will be two hobbits and two ghosts. End your turn without moving to let the two ghosts come a little closer, then take them out with attacks. Remember to position Etna behind Laharl for a chance at a Team Attack.

After eliminating them, move on to the two hobbits who shouldn't have much fight left in them. Practice throwing characters on your way over to the hobbits if you like, but don't forget that the Prinny's will explode on impact if you toss 'em.

Take note... you can come back to this easy map as many times as you like to build up some nice Hell and other bonus items. Don't forget to visit the Netherworld Hospital after each battle to heal any characters who need healing.

Pick up the blue Geo Symbol and throw it onto the red Geo Panel.

Destroy the blue Geo Symbol to set off a devastating chain reaction.

PREPARE FOR BATTLE

Now is a good time to start preparing for the battles ahead. Your goal should be to go into every battle ready to overpower all enemies that you will meet. Your general rule of thumb should be to take a look at the **Enemy Data** for the map you are about to enter and make sure your character levels are on par or above all the enemies, or you could be hurt badly.

The map you just completed is a great place to return to in order to build up your experience level, accumulate some useful Hell and perhaps score some rare items. Go back and visit Magnificent Gate a few more times. When you have reached level 3 with most of your characters and earned some nice bonus items, you'll be almost ready to proceed to the next map (Blessed Court). But first, pay a visit to the Dark Assembly to create some new characters because you'll need some help before taking on the next map.

Creating new characters is a very personal task, since every player will have their own unique tastes. Check out the Character Creation section of the Dark Assembly chapter of this guide on page 8. Inside you will find some helpful information and tips for creating powerful allies that will become faithful companions throughout the battles ahead. While creating your new characters take into account any bonus weapons you earned from Magnificent Gate. If you didn't score weapons that your new characters can take full advantage of, go ahead and sell these un-needed weapons at the Weapon Shop and buy ones that match your character's inherent mastery levels.

You'll need at least three new characters to take on the upcoming battle comfortably. Once you have them created, head on back to Magnificent Gate at least once more to bring them up to level 2 so they'll stand a chance against the enemies ahead.

Return to Magnificent Gate a few more times to level up.

Visit the Netherworld Hospital after battle to heal everyone.

Create some new allies to accompany you throughout the coming battles.

Use your bonus items and Hell wisely to equip your new allies before battle.

MYERS CASTLE



BLESSED COURT

ENEMY DATA

Name	Lv	Qty
Warrior (Male) (Sword)	3	1
Brawler (Male) (Fist)	3	1
Hobbit	2	4
Ghost	1	4
Geo Symbol(Attacks + 1 : To Red)	1	1
Geo Symbol(DEF + 50% : To Green)	1	1



This map just requires brute force. Make sure that most of your characters are at level 3 or 4 before attempting this level. Don't attempt to use any characters on this map that aren't at least level 2 and have some sort of protection.

There are four ghosts near the base panel where you will start. Take care of these enemies first. The rest will stay where they are until you get closer, so you don't need to worry about them right away. Concentrate on trying to wipe out all four ghosts in one turn so they don't do you any damage. Position your characters so that they are likely to team attack. Take advantage of special skills and weapons that have a range of more than one space to attack from afar.

After eliminating the four ghosts, move your two strongest characters onto the two empty yellow Geo Panels, enhancing them with Attacks + 1 and DEF + 50%. Back them up with characters who can attack from afar and, if you've made characters who can heal, put them in the third row back to treat anyone who may take damage. It might take you two turns to eliminate the enemies who come forward to meet you in battle. The two hobbits on the far sides will stay put until you move your characters past the yellow Geo Panel spaces, so try to stay back until you're ready to deal with them.

Set yourself up to wipe out the four ghosts at the start in one turn if possible.



2 ATTACKS TOTAL DAMAGE 5

Move your strongest characters onto the yellow Geo Panels for maximum potency.

MYERS CASTLE

ENEMY DATA

Name	Lv	Qty
Warrior (Male) (Spear)	4	1
Red Mage (Staff)	4	1
Archer (Bow)	4	2
Boggart	3	5
Ghost	2	1
Geo Symbol(Recovery 20% : To Red)	2	2



CORRIDOR OF LOVE



With careful planning you can make it through this tough map with all your party members still at full strength.

There are two boggarts near the base panel where you will start. Arrange your characters to maximize the chance of a team attack and take them out one at a time. You'll want to avoid the two archers. Arrange your party to occupy all of the steps, with your strongest up front, but avoid the half of the last step that is closest to the archers. End your turn and take out the one boggart who will come over to greet you. The ghost sitting in the pool shouldn't bother you at all. Move your characters to the pool area furthest from the archers, without entering the main pool itself. Eliminate the solitary soaker and use the pool's Geo Panels to recover if needed. Move your strongest character into the main pool to the side closest to the archers. End your turn and they'll attack. When finished, they should be close enough to eliminate with the rest of your party. Don't go past the water's edge or the two remaining boggarts will attack. Heal if needed, then move your strongest out of the pool but not onto the lower step. The two remaining boggarts will attack. Take them out, heal, then move your party onto the steps to take care of the last two enemies.

Make your way to the pool while staying out of range of the two archers.

Lure the archers closer, then take them out with your whole party.

Episode 1 Boss
Sassy Demon
Mid-Boss - Vyers
Dark Demons

VYERS CASTLE

ENERMY DATA

Name	Lv	Qty
Mid-Boss	6	1
Warrior (Male) (Sword)	4	1
Warrior (Female) (Sword)	4	1
Archer (Bow)	4	1
Green Mage (Staff)	4	1
Boggart	3	5
Geo Symbol(Enemy Boost x 3 : To Red)	2	2
Geo Symbol(Attacks + 1 : To Red)	2	1



Toss Laharl to within range of the Geo Symbols.



After tossing Laharl, move everyone into this safe position.



Take out the Geo Symbols with Laharl's Blade Rush special skill.



Eliminate the archer and green mage before the others can attack.



Keep the weaker characters away from Vyers' powerful attacks.



HALL OF CARESSES

The final battle of Episode 1 is pretty tough. It wouldn't hurt to go back and replay a few of the previous maps to further build your party's stats. Concentrate on boosting any character who is below level 4 and earn some Hell to buy more protection from the Battle Depot for anyone who still has room to equip items.

Not only is the Episode 1 boss here, but there are an archer and a green mage sitting atop red Geo Panels which will enhance them with Attacks +1 and Enemy Boost x6 making them powerful opponents. If you don't do something about them quickly, these two characters can easily wipe out any of your characters in a single hit.

The best way to go is to use lifting techniques (see page 5) to get your strongest character (we'll assume that's Laharl) over to the three Geo Symbols which are giving the enemies their advantage and take these symbols out as soon as possible. Laharl's Blade Rush special skill is a good choice for attacking the Geo Symbols since he can attack all three at once. He should be tough enough by now that the two boggarts here won't do him much harm while he's dealing with the Geo Symbols.

You'll have to take care to stay out of range of the green mage and archer but still be able to toss Laharl close enough to the Geo Symbols to attack them on the first turn. This can be accomplished by moving a character to the side of the base panel and another character to the top of the steps. Bring Laharl out of the base panel but do not issue any commands. Have the character next to the base panel toss Laharl up to the character at the top of the steps. Have the character at the top of the steps toss Laharl as close to the Geo Symbols as possible. Make sure the character at the top of the steps has a long enough tossing range to get Laharl close enough to the Geo Symbols. Move Laharl next to the Geo Symbols so that he can use his Blade Rush skill to attack all three at once. Don't forget — before ending your turn you'll need to move the characters that you used to toss Laharl out of range of the archer and green mage. To do this, bring two more characters out and lift and toss everyone out of the way. Arrange them as shown in the screen shot shown on the left of this page. Now you can end your turn and only the wimpy boggarts will attack.

Use Laharl's Blade Rush skill on the Geo Symbols once more. He should be powerful enough at this point to eliminate them all on this turn. If he's not, you should probably go back and level up some more on previous maps before attempting this map.

Once the Geo Symbols are eliminated, finish off the remaining boggarts before moving any of your characters. When they're gone, get ready for a melee. Make sure you healed anyone who took damage.

Start moving your whole party in to attack the archer and the green mage. Try to wipe them out in your first turn before the other enemies and the boss move in to attack you. Arrange your characters to maximize the chance of team attacks. The green mage is vulnerable to wind magic and the archer is vulnerable to ice. Take advantage of this if you can. If you can eliminate these two enemies, there will only be two warriors and the boss to contend with. If you have had the resources to heal the characters who have taken damage so far, you should have your whole party at full power to make quick work of the boss and his minions. Take out the warriors one at a time before engaging the boss. Once they're out of the way, gang up on Vyers and he won't last long. Vyers has some pretty powerful special magic skills, so keep your weaker characters out of his range if possible. If you do end up losing one or two characters, it's not a big deal. This is the last battle of Episode 1, so they will be revived (and everyone healed) automatically at the start of the next episode. Anyone eliminated will just miss out on any bonus EXP you get at the end of the battle.

The start of the next episode is a good time to do some resource management, visit the Item World for the first time and take some promotion exams to prepare for transmigration.

PREPARE FOR BATTLE

Now it's time to do some serious character building. Disgaea has some unique areas for gaining experience, items and currency — the Item World and the Dark Assembly. Within these places is the power to raise your characters' stats so high you will be nearly unstoppable in the battles ahead.

Go create more characters to assist you in battle. If none of your existing characters are at a high enough level to create a scout yet, then you should probably take a trip through the Item World at least once to boost your party's stats. See page 14 for more about the Item World and page 8 for character creating strategies. In addition to a scout, it would be wise to have at least one of the following: a magic user (a mage or skull with fire magic will come in handy for the chilly levels ahead), a brawler, a cleric (for healing) and a rogue for stealing hard-to-obtain items that only monsters carry.

Laharl is a master of more weapons than the sword. Keep long range weapons in inventory for Laharl to switch to during battle as needed. Beef up a bow or a spear in the Item World for Laharl to have for long range attacks in battle.



Spend some time in the Dark Assembly. See what proposals you can get passed. Transmigrate your created characters as often as possible. You can transmigrate a character once you have 100 Mana and are at rank 3, but you should wait until you have at least 175 Mana before transmigrating so that you'll have more bonus points to distribute to your character. See the Dark Assembly chapter on page 8 for more info.

None of the enemies in the next map are higher than level 4, but if you spend the time building your characters in the Item World and Dark Assembly, you can beef up your party to two or three times their strength in just a few hours and breeze right through the upcoming maps.

Disgaea Battle Guide

The Item World is a great place to build your stats and find rare items.



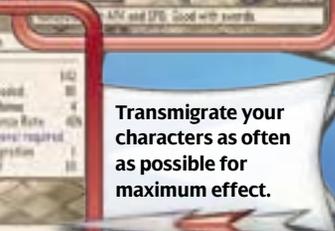
Visit the Dark Assembly for a whole slew of exciting things to do.

Create some more allies to accompany you throughout the coming battles.



Transmigrate your characters as often as possible for maximum effect.

Good farming and completion Average



Episode 1 Enter Flonne

FROZEN RIVER



ENEMY DATA

Name	Lv	Qty
Cleric (Male) (Staff)	4	1
Archer (Bow)	4	2
Zombie	4	5



FORSAKEN LAND

Check the zombies' range and lure them in while avoiding the archers.

Take out the archers and the cleric with your long range weapons.

The main threats on this map are the two archers and the cleric who can attack from long range. Make sure you enter this map with at least two characters who have long range weapons such as a gun or bow to deal with these enemies.

First, bring a couple of characters out of the base panel and move them back and out of range of the archers and cleric. End your turn to lure the zombies in closer so you can concentrate on taking them out first. A couple of them will move towards you right away, letting you move in for the first hit. Take them out. If you highlight the other enemies with your cursor and press the **X** button, it will show their range. Keep your characters just outside their range if you're not ready to deal with them yet. When you're ready to deal with the remaining zombies, move to just outside their range (also remaining outside the archers range) and end your turn. They'll move in and attack, getting the first hit in. Finish them off and heal if you need to.

After taking out all the zombies, move within striking range of the archers to attack with your long range weapons and get the first hit in on them. Have some healers backing up your attackers in case you take too much damage. You can lift and throw characters to the area where the archers and cleric are, to attack them.

FROZEN RIVER

ENEMY DATA

Name	Lv	Qty
Zombie	4	9

ICY BREATH



Oh look, the zombies are having a party and they didn't invite you. Time to teach them some manners.

Bring your whole party out and attack the group closest to the base panel. You should be able to take them all out in one turn. Check the range on the next group of zombies and move your party just outside their reach and end your turn. They'll move within your range but not close enough to attack. This gives you the opportunity to attack first. After making mince meat of these party-poopers, end your turn a few times and another pair of doozy drippers will move in. When they get within your range, move in for the first strike. They should be no match for the power of your entire party.

The last pair of zombies will wait patiently for you to come within their range. Don't disappoint them. Equip some long range weapons and move to just within range and attack. If you don't get them in the first turn, they'll move in to attack but with your whole party against those last two zombies, it should be quite a one-sided battle.

If you have a rogue in your party, you might as well take this opportunity to practice your thieving skills. None of these zombies carry any equipment, but a good rogue can steal more than shiny trinkets.

Attack the group of zombies closest to the base panel, then lure the rest close.

Take out the last two zombies with long range weapons.

FROZEN RIVER

ENEMY DATA

Name	Lv	Qty
Gremlin	7	1
Imp	6	4
Zombie	4	6

ETERNAL WINTER



This time the zombies have invited a few guests to the party. Be prepared to boogie with a gremlin and fourimps on this map. Make sure you've built your stats at least enough to deal with a level 7 enemy. You can count on several of your party getting hit with Hell Pepper and poisoned, so be ready.

The six zombies on this map have obligingly lined themselves up in neat rows, perfect for a special sword skill like Blade Rush or if you've got a really beefy sword user, Wind Cutter. A mage or skull with fire magic is going to be handy here as well, but wind magic will do in a pinch. If the zombies survive your initial attacks, move the rest of your party in to finish them off. You'll need to take care of the zombies within two turns at the most because the rest of the enemies will be moving in and they're bad.

Pull all of your party except one into the base panel. Move your strongest character into the corner and end your turn several times until the enemies gather in close. When they come within your range, bring your whole party out of the base panel to surround the enemies. Theimps and the gremlin have a nasty habit of poisoning folks so be sure you've brought along a healer who can cast Espoir or at least a good supply of Faerie Dust. Use special skills that target multiple enemies and hammer them. It will probably take several turns, so be prepared with those poison cures.

Use fire magic on the zombies and take them out within two turns.

Lure the rest close to the base panel, then jump out and surround them.





FROZEN RIVER

Episode 1 Boss
Angel Trainee
Flonne and one
big bad Dragon

ENEMY DATA

Name		
Dragon	8	1
Gremlin	7	2
Imp	6	3
Angel Flonne (Staff)	5	1



Finally you've caught up with Flonne, but she's got some scary friends with her. If you haven't been building up your characters in the Item World and the Dark Assembly, now is the time to do so. The poisonous imps and gremlins can really hurt, and the dragon has a powerful long range attack that can eliminate weaker allies in one turn.

If you don't feel up to rushing straight into the group of enemies, bring out only the two of your characters with the highest DEF stats. Position them on the base panel and the space right next to it and end your turn. Two imps will come over and poison both of you. Concentrate on taking out one of the imps. If you can eliminate both, great. End your turn without moving and the third imp will come over and poison you again. Once you've eliminated all three imps you can stay put and heal/cure yourself and prepare for the remaining enemies.

You don't want to lure the imps close this time since all three will attack and poison you. They'll be out of your movement range, so equip some long range weapons and use characters with low DEF to toss your stronger characters into range. Don't worry about Flonne, she has barely any attacking ability. It's unlikely you'll be able to take out the dragon in one turn, so save him for last. If you can eliminate the gremlins in one turn, you can all gang up on the dragon and take him out in the next turn.

Hang back and lure the three imps close to eliminate them first and heal after.



Use long range attacks and toss strong allies at the enemies with your weaker ones.



Episode 3
A Hint of Kindness

DINERO PALACE

ENEMY DATA

Name	Lv	Qty
Pugilist (Male) (Axe)	7	1
Pugilist (Female) (Staff)	6	1
Brawler (Male) (Bow)	5	2
Brawler (Male) (Fist)	5	5



Lure the two brawlers and the pugilists to you at the base panel.

Attack the brawlers with bows while out of range of the female pugilist.

You won't be let through the gate to the next area until you have equipped Laharl with a level 10+ item which you leveled up in the Item World. If you've been taking our advice, you should have already done this by now. If not, see page 14.

First attack the three brawlers located on the lower step. Bring your whole party out to attack them. These three shouldn't be much trouble. After defeating them, move your party behind the base panel and end your turn until the remaining two brawlers and the male pugilist come within range. Attack them without leaving the grassy area so the two brawlers with bows won't attack. After eliminating these three enemies, move your characters up to the very first step. You'll be out of their range on the first step. Once you have most of your party on this first step, end your turn. The enemies won't do anything and it'll be your turn again. Move your whole party in to attack these last two brawlers. Check the movement range on the female pugilist and stay outside it while attacking.

After you've taken out the last two brawlers, gather your party around the outside range of the female pugilist then move one character just inside her range. End your turn to lure her in then pounce on her and she won't stand a chance.

DINERO PALACE

ENEMY DATA

Name	Lv	Qty
Priest (Male) (Staff)	9	1
Manticore	8	1
Pugilist (Male) (Bow)	6	2
Pugilist (Male) (Fist)	6	6
Geo Symbol(No Entry : To Blue)	6	1
Geo Symbol(No Lifting : To Blue)	1	1

GOLDEN COURTYARD



There are two pugilists with bows on the other side of the impassible blue Geo Panels. Stay at least two spaces from the Geo Panels and eliminate the four pugilists first.

If you don't want to be attacked by all six of the remaining enemies at once, you'll need to be sneaky. Send a character who is powerful enough to take out the No Entry Geo Symbol in one turn with a strong long range attack or magic skill. Then use your other characters to form a chain to lift and toss everyone back down to the base panel. If you can do it with six characters and leave only one character on the step above the base panel, only one pugilist will come down to attack when you end your turn. Take him out, move a character to the other side of the step to lure the second pugilist down and eliminate him as well. Now you can heal and prepare for more.

If you remain near the base panel and end your turn a bunch of times the priest up top will waste all his SP casting shield magic on the other enemies, nullifying his only strength. Take that time to heal if needed. When he has run out of juice, assemble your party behind the blue Geo Panels just outside range of the enemies. End your turn then use long range attacks and toss your stronger characters in close to concentrate on the pugilists first. Ignore the wimpy priest for now. After the pugilists are gone, put your thumb down hard on the powerful manticore, then have the priest for dessert.

Take out the Geo Symbol then lure the pugilists with bows to you one at a time.

Assemble your party outside the range of the enemies.

DINERO PALACE

ENEMY DATA

Name	Lv	Qty
Pugilist (Female) (Spear)	10	1
Pugilist (Male) (Bow)	7	4
Brawler (Female) (Fist)	6	1
Brawler (Female) (Fist)	4	15

FLASHY PASSAGE

41 dm



The legion of brawlers lining the hallway are probably not here to welcome you inside the palace. There's not much sneaking around you can do on this map. You'll have to get through by planning your attacks for maximum effectiveness. It would be a good idea to have at least two powerful magic users who can attack multiple enemies at once. Check the stats on the brawlers who you'll want to cast magic on to see what their weaknesses are. Attack with a few characters at a time. Execute, see if your attacks eliminate their targets, then attack with other characters if necessary. This saves you from wasting a character's turn by attacking the space where an enemy no longer exists. The pugilists with bows have an attack range of three spaces, so don't move any characters within that area.

The female pugilist is the strongest. Check her weaknesses and use appropriate magic on her. After you've eliminated all except the pugilists with bows, assemble your party just outside their attack range and end your turn. Plan your attacks using long range weapons and magic skills. Use weaker characters to toss the strong ones close.

If you get creamed on this map, take a trip through the Item World to beef up your party before trying again.

Use characters who can attack multiple enemies at once. Check enemy stats.

Stay out of range of the bows until you're ready, then toss in the bad boys.

DINERO PALACE

Episode 3 Boss
Rich Demon
Hoggmeiser



ENEMY DATA

Name	Lv	Qty
Rich Demon Hoggmeiser	12	1
Pugilist (Male) (Spear)	10	1
Pugilist (Female) (Spear)	10	1
Brawler (Male) (Nothing)	6	6



The most notable feature of this nicely decorated hall is the six brawlers (curiously labeled as "Wall of Meat") blocking access to a very dapper looking demon named Hoggmeiser. Fortunately the meat walls are unarmed and won't move a finger to hurt you. You can just ignore them and move right over to introduce yourself to Hoggmeiser and his two flunkies without any adieu at all.

There's a little trick you can use to get around enemies who are blocking your path as long as they're not on a Geo Panel with a No Lifting effect. Use one of your weaker characters to lift an enemy but don't toss them. Once they are lifted, your other characters can move right past them. Before ending your turn, cancel the lift sending your weak character back to the base panel.

Hoggmeiser won't attack right away, so concentrate on taking out one pugilist at a time. If you stay out of the spaces adjacent to him, you'll have two turns before hogboy makes his moves.

Since the meat wall won't attack, you can play with an undocumented feature for fun. If you throw one enemy onto another, they will combine into one enemy with the stats of both combined. If you have a rogue with you, try combining all the meat boys into one and try to steal one of his attributes. It may take a few tries, so be persistent.

Lift one of the brawlers to clear the way for the rest of your characters.



Gang up on one pugilist at a time while Hoggmeiser stands by.

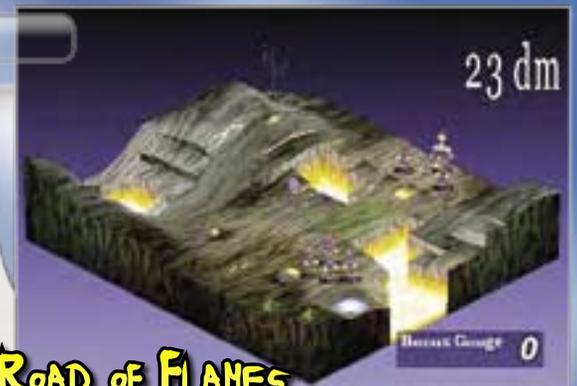


Episode 4
Gift from
an Angel

BLAZING CORE

ENEMY DATA

Name	Lv	Qty
Killer Armor	12	1
Decoy	11	2
Pumpkin	9	4
Geo Symbol(EXP + 50% : To Green)	10	2



ROAD OF FLAMES

If for some reason your stats aren't up to snuff enough to deal with these enemies you can create a little barrier in the corner where you'll be safe from attack. Pick a character with long range attacks to lift and throw the Geo Symbol in the corner to create a diagonal barrier consisting of the two Geo Symbols and the base panel. The enemies won't be able to get to you here so they won't move at all when you end your turn. You'll only get EXP +50 for eliminating the enemies on the Geo Panels, but at least you shouldn't take any damage. When you're ready for the other enemies to move in closer, move a Geo Symbol out of the way and they'll come calling when you end your turn.

When you've taken out enough enemies while hiding in the corner that you feel you can handle those who remain, put the Geo Symbol back on the green Geo Panel and bring out the rest of your party. Place your characters in formations that will give a higher chance of team attack so that everyone who attacks will gain the experience of eliminating an enemy. Concentrate on one enemy at a time. The green Geo Panels will have two EXP +50% effects on them for a total of EXP +100%. You'll want to take advantage of this as much as possible. Use weaker characters to toss the enemies onto Geo Panels before eliminating them.

If you're too weak to handle this level, you can hide in the corner.

After taking out enough enemies, bring out the rest of your party to fight.

BLAZING CORE

ENERMY DATA

Name	Lv	Qty
Killer Armor	12	2
Decoy	11	2
Pumpkin	9	7



PARCHED GROUND

There aren't many sneaky tricks you can use on this level to take the enemy out, so you'll have to rely mostly on your battle skills to get through this level. Near the base panel there are five pumpkins and a decoy. Concentrate on this group first since the bunch with the killer armor hanging out will stay put until you move within their range.

Most of the enemies in this hot area are vulnerable to ice magic, so take advantage of this if you can. You may need to do some lifting and throwing to get your strong short range attackers over to the furthest pumpkins. Once you have taken the first group out, you'll have time to heal as needed.

Check the range on the second group of enemies and assemble your party just outside their range and end your turn. Next move your strongest character within range of the leading pumpkin to lure only him over to you. Make him squirm. When he's gone, check the range on the next enemy, move your whole party in closer, end your turn and do the same to him as you did to the last. Do it all again once more with the last pumpkin and you'll be in pretty good shape to take on the two powerful killer armor enemies. Heal those who need it, move to just outside their range, end your turn, then move in with your whole party to show them just who's in charge around here.



Deal with the group of pumpkin heads first. Throw the big boys in close.

Lure the rest one by one then heal and move to attack the killer armor.



BLAZING CORE

ENERMY DATA

Name	Lv	Qty
Nightmare	14	1
Killer Armor	12	2
Decoy	11	5
Pumpkin	9	5
Geo Symbol(Enemy Boost +50% : To Red)	10	1
Geo Symbol(Damage 20% : To Red)	10	1



BLAZING FIELD

On this map there is a Geo Symbol giving nearly the whole map an Enemy Boost +50% Geo Effect. There is also a Damage 20% Geo Symbol. You can use this symbol to clear out this map with little effort. Having a rogue in your party is a must for the following method since they have a very long throwing range.

Start by taking a character with a throwing range of at least five spaces (like Etna) and move them to the side of the base panel (see the screen shot for exact placement). Then take your rogue out but don't move him. Lift him with Etna and toss him across the lava towards the Geo Symbol. Next, move another character (we'll call him/her "B") to the space beside the bridge. Now have the rogue throw the Geo Symbol to the space between Etna and character "B". Bring out another character to throw the first pumpkin in the row onto another pumpkin (combining them) to clear a space on the bridge. Now have character "B" lift the Geo Symbol and throw it onto the bridge. See the screen shots if it's not clear where to position people.

Use long range attacks to take out some enemies and give your rogue a chance of surviving. End your turn and the rogue will be attacked. If he survives, have him toss the nearest enemy far away then move towards the base panel. Lift the Geo Symbol and toss it over the rogue's head to the other side of the bridge so you can send a couple characters to rescue him. Heal your rogue and end your turn many times so all the enemies will slowly be damaged out of existence.



Have the rogue throw the Geo Symbol to the other side of the lava.



Rescue the rogue using a "lift tower" technique.





MOLTEN LABYRINTH

BLAZING CORE

ENEMY DATA

Name	Lv	Qty
Mid-Boss	17	1
Mandrake	15	1
Nightmare	14	2
Killer Armor	12	4

Episode 4 Boss
Sassy Demon
Mid-Boss - Yours
Dark Adversary



This boss fight has no secret techniques to easily win. It's going to come down to might makes right. Our friend Mid-Boss is at level 17 here and he's got lots of friends to back him up. Your best bet is going to be to power up in the Item World, use lots of ice magic and put all the techniques you've learned so far to good use. Make sure none of the characters you plan to use in battle are below level 13.

Start off with long range attackers to go after the killer armor closest to you but don't throw any short range attackers in close. There are too many enemies nearby to leave anyone out ahead of the rest. If you eliminate the first killer armor on your first turn, gather the rest of your party around your long range attackers and end your turn. A second killer armor will move in. Take him out with your whole party and end your turn again. The other enemies will start to move in. Attack with long range attacks if you can but don't move much closer. End your turn and almost all the remaining enemies will move in. Beware of the nightmares. Their Fire Dance special skill will attack a whole row of your characters. Concentrate on taking them out first if you have a choice. Remember to use ice magic skills. A Dark Cannon would also come in handy to block the patch across the bridges for a while and delay the arrival of too many enemies at once. The Mid-Boss has a skill that will also attack anyone in a row. Watch it!

Take out the nearby killer armor first. Don't move in too close to the rest.



A Dark Cannon on the bridge can delay the enemy giving you better odds.

Episode 5
Elna's Secret

JOTUNHEIM

ENEMY DATA

Name	Lv	Qty
Imp	12	9
Geo Symbol(ATK - 50% : To Yellow)	12	1
Geo Symbol(ATK + 50% : To Yellow)	12	1
Geo Symbol(Ally Damage 20% : To Yellow)	12	1



ABSOLUTE ZERO



If you haven't done so already, go create a magic user with fire magic skills and level them up. This icy set of maps is the perfect place to set them loose.

There are two Geo Symbols that need attention right away — Ally Damage 20% and ATK -50%. Take out the Ally Damage 20% Geo Symbol first. You can do this with only two characters. Bring one character out to the space in front of the base panel facing the clump of three snow covered trees. Then bring out another but don't move them. Lift them with the first character and throw them across the gap on the far side of the trees. Use the thrown character to move over and lift and throw an imp onto the Geo Symbol to eliminate it (this will heal the imp, but he's got max HP already, so no big). Repeat this process using three characters to get someone over to the ATK -50% Geo Symbol to eliminate it the same way. Keep using your tossing skills to throw some attackers in closer to the imps to do them some damage before ending your turn.

Many of your characters will probably be poisoned. If you think they can last out the battle being poisoned, don't worry too much about curing them all. Concentrate instead on getting rid of the imps as soon as possible. Focus on eliminating one at a time rather than doing partial damage to multiple enemies.

Take out the Ally Damage 20% symbol first with throwing techniques.

Next take out the ATK -50% Geo Symbol then go to work on the horde

JOTUNHEIM

ENEMY DATA

Name	Lv	Qty
Ninja (Spear)	15	1
Ranger (Gun)	15	2
Puck	12	7

ENDLESS WHITE



There aren't any good tricks for this level either. You'll have to rely on your battle skills again to get through this level. There's a whole parcel of pucks waiting for you to come out of the base panel and a couple rangers who'll do some nasty things with guns to any characters who wander within their range. They have a range of four spaces, so keep your characters more than four spaces away from the edge of the area they're on unless you're ready to take a bullet or two.

Concentrate on eliminating one enemy at a time rather than doing partial damage to multiple enemies. Use your fire magic skills lots and wind magic as an alternative. The crazy ninja with the long stick and the rest of the pucks will not stay put. Whipping out a Dark Cannon with one character and, when its attack time is over, using a rogue to toss it into the middle of the enemies makes for a nice distraction giving you a little more time to work on the enemies who are already in range. Take out the four closest pucks first. When you end your turn, the rest will move in. If they're only one space outside your attack range, you can use the "two diagonal spaces" magic attack pattern to reach a space which is one square diagonally past your normal range.

After taking out all the pucks and the ninja, throw a few powerful characters over to take out the rangers.

Attack the pucks while out of range of the rangers' guns.

After cleaning up, toss the bad boys over to take out the rangers.

JOTUNHEIM

ENEMY DATA

Name	Lv	Qty
Empusa	14	5
Nekomata	14	3
Geo Symbol (Invincibility : To Red)	14	1

TERRIBLE COLD

Now, here's an interesting map. Everyone's invincible. You can whack each other all you like and it looks terribly pretty, but it don't do squat.

There are two options for tackling this level. If you look over near the Invincibility Geo Symbol, you'll see there's a single green Geo Panel with no Geo Effects. You can either toss the Geo Symbol onto this panel, negating the invincibility effect and go at it like normal. Or, if you'd like to have a little fun, you can combine all the enemies into one very beefy über-enemy. Yeah, baby. That sounds like the most interesting way to go. Start lifting and throwing all the enemies into each other. Use one of the nekomatas as the last one since the empusas have an attack that will steal HP from you for themselves. Not a big deal, but it'll take longer to eliminate 'em.

Once you have all the enemies combined into one, start moving your characters over towards the green Geo Panel. As the last enemy attacks you, lift her and throw her ahead of you until you get her onto the green panel, then surround her with your entire party and pummel her. (Shame on you, brute! Don't you know it's not nice to hit a lady?!).

Whichever characters end up eliminating her will get a big chunk of experience. Try to arrange your characters so they do team attacks. Pay attention to her hit points and make sure you hit her with the characters you want to gain the EXP when it's all over.

Combine all the enemies and throw them over to the green Geo Panel.

Surround the enemy and lay it on 'em hard and heavy with your whole party.

JOTUNHEIM

ENEMY DATA

Name	Lv	Qty
Demon Sire Maderas	19	1
Golem	16	1
Lilim	15	2
Empusa	14	4



17 dm
ICE QUEEN

Episode 4 Boss
Demon Sire
Maderas



So now you must face the most powerful foe you have run into thus far, Demon Sire Maderas. Since he is so very powerful, you must be even more powerful. Fortunately, the enemies are nicely spaced out so you won't have to deal with them all at the same time. Start with the first empusa and show her who's boss. End your turn and another empusa will step up to greet you. Show her too. Move your party to the side of the map that has the least enemies (or pick either side if they're balanced) and eliminate any empusa that may be waiting for you there. End your turn. This time everyone except the lilims will begin to move towards you. Take out the last of the empusa with something fiery. Check the movement range on Maderas and the golem and move your party just outside their range. They have fiery attacks of their own that have a very long range, so you may take some damage. You might consider tossing one of them with a rogue or place a Dark Cannon between them if you can so you only have to deal with one at a time. After you show one of them who's boss, go after the other and show him who's boss too. Most likely the lilims stayed put during this whole battle, so you might as well attack them with long range weapons where they sit. (...not forgetting to mention who's the boss as you do so. Did we suggest that you do that already?)

The empusa are nicely spread out, so you can deal with them one at a time.



Separate the golem from Maderas so you can deal with them one at a time.



Episode 6
Laharl's
Challenge

BLAIR FOREST

ENEMY DATA

Name	Lv	Qty
Dark Knight	12	1
Killer Armor	12	2
Puck	12	1
Hobbit	12	2
Nightmare	12	2
Gremlin	12	2
Imp	12	2
Decoy	12	1
Pumpkin	12	2
Gargoyle	12	2
Boggart	12	2
Ghost	12	2
Man-Eater	12	2
Zombie	12	2



CALAMITY WOODS

Oh, this is just too funny. By now you should have your best characters at least twice as powerful as these silly monsters, if not more. This map should be as easy as shooting mutant ducks in a leaky barrel. Laharl should have enough sword mastery by now to be able to do a wicked trick called Winged Slayer (if he's not yet, go back through the Item World and use lots of

sword action). Take out the first two enemies in line. Once they're gone, bring Laharl up to the edge of the horde and let loose with a Winged Slayer. Kew! Monster parts flying everywhere! Now take out some more of the surrounding fodder with long range attacks but don't move anyone out past Laharl. When you end your turn, more monsters will gather in front of Laharl ready for you to unleash another Winged Slayer. Have a healer or two stand in the back of your pack to administer aid to your front line as they take damage. Be wary of the golem's magic skills. He can hit four of your characters in a row. After a few rounds of the Winged Slayer, the remaining enemies will be slower to step up to receive your special offerings. Keep taking out the enemies as they come to you (mostly one at a time). Don't move out into the main area for cleanup until none of the remaining enemies will come forward.

The joy of using Winged Slayer on a horde of monsters is hard to forget.



BLAIR FOREST

ENEMY DATA

Name	Lv	Qty
Demonlayer Sardia (Sword)	24	1



RITUAL SITE

In sharp contrast to the previous map, there is only one enemy on this level. Sardia is her name and sword'n is her game. Even with the combined power of your entire party you may not be able to hammer her roughly 1300 HP down to zero in your first turn. Her magic vulnerability and other stats are slightly random each time you try this map, so if you have more of magic power type than the other, try quitting and reloading your game to come back in and see if her vulnerabilities change to something more in your favor.

Bring a character out and place them just behind the base panel and off to the side, then end your turn a couple times so she comes right up to the base panel well within range of all of your characters, giving you the first strike. If you don't manage to take her out in the first turn, she'll smack someone pretty hard, possibly eliminating them in one hit if she gets a chance, so use all your best moves to put her down as soon as demonly possible.

If you've got the guts, why not try to steal something from her with a rogue? She's got some good stuff and if you can get some of it, it'll bring her stats down, giving you an edge.

Lure the little lass close to the base panel with a weak character.

When she's close, jump your whole party out to pummel her good.



BLAIR FOREST

ENEMY DATA

Name	Lv	Qty
Pvt. Prinny	16	2
Pvt. Prinny	15	3
Pvt. Prinny	12	2
Pvt. Prinny	11	1
Pvt. Prinny	10	1



WITCHES' DEN

Now, isn't that cute. The Prinnies have decided to show some spunk and stage a little baseball-themed rebellion. Only one problem with their little plan... they plump up to twice their size when you heat 'em up... No, wait, it's not a Prinny who does that. What was it again? Oh yeah... they pop when you toss 'em. Ohhhh, yeah.

You won't get much experience or bonus items by doing it this way, but the personal reward of seeing Prinnies explode is well worth the loss. Start with the catcher and toss him over to the pitcher. Next toss one of your own over to first base and throw the poor Prinny over to third base where there are two more Prinnies hanging out. You only have to get within two spaces of your Prinny-shaped targets. The splash damage will take 'em out from that distance (keep yourself outside the splash radius or it'll damage you too).

End your turn and one of the poor creatures will make a pathetic attempt at damaging one of your party members. When he's done and it's your turn again, toss him to his doom and throw your own party members into the outfield to take care of the short little neckless outfielders hiding behind the trees. Should you be abusing the hired help like that? Oh well, maybe they asked for it. Congratulations.

It's a Prinny tossing baseball party and you're invited!

Poor little guys. They didn't have a chance. Kinda makes you feel sorry for 'em.

BLAIR FOREST



WRITHING SHADOW

ENEMY DATA

Name	Lv	Qty
Alt. Overlord	75	10



Again with the sharp contrasts between maps. The last map was full of wimpy Prinny's and now this map is chock full of Mr. Big Bad Mofo Times Ten. Well... okay. Get out there and give it your best shot. You'll soon find out what it feels like to be as weak as a Prinny.

Bring out your whole party and test how strong you really aren't. When you end your turn, you'll be humbled. Oh yeah, come to think of it... what the heck. If you've got a rogue, you might as well try to steal some of the Alternate Overlord's stats. You do have at least have a slight chance of succeeding.

When it's all over, in will come the proverbial cavalry to save the day. A new battle begins and you'll feel like ants scrambling to get out of the way of a dogfight. After one round of ground shaking mayhem, you may find one of the Alt Overlords has been hammered hard enough that his remaining HP is low enough that you may be able to manage to take him out. If you're leveled up enough and you use your party members' most powerful special skills, you might just be able to do it. If you do, you'll get a huge boost in experience. (Too bad they don't show up in the Dark Assembly as createable characters when you defeat them, though. Could you imagine?)

Yeah, like, you've got a chance here. Time to feel the pain.



If you get lucky, one will get whacked hard enough that you can take em.



BLAIR FOREST

ENEMY DATA

Name	Lv	Qty
Prism Ranger Prism Red	20	1
Man-Eater	17	4
Puck	17	4
Specter	17	4
Geo Symbol(Warp : To Red)	18	1



NIGHTDWELLERS

Move a strong character to behind the base panel and end your turn.

Spring forth from the base panel to attack nearby enemies.

Another one of those wacky maps. Nearly the whole map is covered with Geo Panels with a Warp Geo Effect. This makes it difficult to concentrate on an enemy for more than one turn since you'll be moved around the map like blinking lights on a Christmas tree.

This might actually be a good thing. There's a whole lot of enemies all bunched up together on this level and they would tend to gang up on weak characters and hammer them hard, possibly wiping them out in one move. However, when the turn is over, they get spread out pretty well and can't gang up as well. The downside is that you get spread around too. To take advantage of these circumstances, bring one strong character out behind the base panel and end your turn. You'll be out of range of their attack and when they're done moving, they'll be spread out. Then, you can bring your characters out of the base panel and pummel the lone enemies nearby. Be wary of the range of nearby enemies and know that they'll move in on your weaker characters when you end your turn.

There's no warp effect on the base panel. End your turn with a character on it and they won't get warped. You can use the base panel as a way point. See page 12 for details. If you happen to get warped near the Geo Symbol and you decide you want to get rid of it, if there's an enemy nearby, you can toss it onto them or them onto it. It'll heal the enemy but may be worth it if you're tired of getting warped to someplace useless.

Episode 6 Boss
Sassy Demon
Mid-Boss - Myers
Dark Adonis

BLAIR FOREST

ENERMY DATA

Name	Lv	Qty
Mid-Boss	22	1
Gargoyle	20	2
Puck	17	10

HEART of EVIL

This guy just doesn't go away! This time he's brought a gaggle of pucks and a couple of gargoyles to back him up. There are no fancy tricks to pull here. Jump your strongest characters out of the base panel and go to work on the pucks using all the usual tactics. If you're going to attack them using skills with a large area of effect, use those first so there's room to do it without damaging allies. Killing allies in battle is a big no-no if you want to see the "good" ending. Check their vulnerabilities when deciding what type of magic skills to use. When you're done with the multi-enemy attacks, send some heavy hitting single space attackers out to clean up the mess. When you end your turn, if you haven't managed to wipe them all out, the pucks will have a little slumber party, putting as many of your characters to sleep as they can. If you can manage to take out all the pucks during your second turn, that should give you some time to cast Espoir and use Faerie Dust to wake the sleepy heads up and heal whoever needs healing before the Mid-Boss and his buddies make their way over to you. The two gargoyles will arrive first. Do some damage to them. If you don't end up taking them out in one turn, concentrate on Mid-Boss first since his Adonic Fury special skill can take out multiple allies at once. Save the gargoyles for last since they can only attack one character at a time.



Start on the pucks with multi-enemy attacks then clean up one by one.

The gargoyles will move in after two turns and Mid-Boss after three.



SCORCHING WIND

SALAMANDER'S BREATH

ENERMY DATA

Name	Lv	Qty
Ghoul	23	1
Zombie	20	13
Geo Symbol(EXP + 50% : To Red)	20	2
Geo Symbol(HL + 50% : To Red)	20	1

Episode 7:
Of Being an
Overlord



This is kind of like a bonus as well as a challenge. There are Geo Symbols here which double your experience and give you 50% more Hell for eliminating enemies. The enemies start off lined up nicely, ready for you to take them out with multi-enemy attacks. It's another one of those fiery hot levels, perfect for ice magic users, so make good use of them. Concentrate on one group of enemies at a time.

Start with the group with the ghoul in the middle since he's the most powerful. A little Overlord's Wrath and a little Giga Ice and he won't be looking so tough. If you do use Overlord's Wrath on that group of enemies, do it from the side instead of in front next to the base panel, since otherwise the difference in height will prevent you from damaging the whole group.

Unless you've been leveling up your characters like a madman bent on total domination (nothing wrong with that), you probably won't be able to take out all the enemies on your first turn. When you end your turn, the zombies are going to do nasty things to your allies, like poison them and do that zombie whirlwind thing they do to any who are lined up in a row. Be ready with an Espoir caster and/or some Faerie Dust to deal with that and don't line your characters up in a row.

Use Overlord's Wrath from the side, not from the front, for best results.



Concentrate on taking out one group at a time, then one enemy at a time.





COLUMN OF FIRE

SALAMANDER'S BREATH

ENEMY DATA

Name	Lv	Qty
Corpse	26	1
Ghoul	23	2
Zombie	20	7
Geo Symbol(Enemy Boost x3 : Null)	24	1



Okay, now we got trouble. Half the entire map is covered with Geo Panels that have an Enemy Boost x3 Geo Effect. This makes the enemies quite a challenge. Getting rid of the Geo Symbol, however, is not as hard as it looks. You can do it with only two characters.

Bring out one character with a throwing range of at least 5 panels and move them to the step below the base panel. Then bring out a character with a throwing range and height range of at least 4 panels and 39 dm. With the first character, throw the second character towards the Geo Symbol. Move the second character to the Geo Symbol, lift it and throw it onto an enemy. This will get rid of all the Geo Panels on the map and damage everyone including the two characters you just used, but it's well worth it to get rid of the Enemy Boost x3 Geo Effect.

The enemies are all vulnerable to ice magics, so put some whup on them wit dat and use other multi-enemy attacks. You'll have eight characters left to pull out of the base panel to unleash their hurting upon them, and they're spaced pretty closely together, so you should be able to wipe out a pretty big chunk of them. After you exhaust your multi-enemy attacks, bring out the single space attackers to clean up the leftovers.

Use lifting techniques with two characters to reach the Geo Symbol.



Throw the Geo Symbol onto a zombie to nullify the yucky Geo Effect.



SALAMANDER'S BREATH

ENEMY DATA

Name	Lv	Qty
Zombie	20	6
Geo Symbol(Damage 20% : To Red)	25	1
Geo Symbol(Silence : To Red)	25	1
Geo Symbol(No Lifting : To Green)	25	1
Geo Symbol(No Entry : To Green)	25	1



RAGING EARTH

First take out the No Entry Geo Symbol with your strongest attackers.

Next, toss someone over to the Damage 20% symbol and neutralize it.

Ouch. They've taken away all our tools for dealing with Geo Symbols in the sneaky ways we love so much. They must have been watching what we've been doing on previous levels. We can't use lifting techniques to move the Geo Symbols because of the No Lifting Geo Effect. We can't use special skills like Triple Strike to move them because of the Silence Geo Effect. We've got to destroy them with plain ol' attacks. Fortunately, by this point, we have the power of a locomotive inside each strand of muscle inside our bodies so we can take out those Geo Panels in no time flat.

You can lift your own characters on the red Geo Symbol, so use lifting techniques to get two or three of your strongest to the No Entry Geo Symbol to take it out. After taking out the No Entry Geo Symbol, use three characters to throw someone over to the Damage 20% Geo Symbol, lift it off of the red Geo Panel and throw it somewhere. It wouldn't be a bad idea to set it down in front of you with your back to the edge of the map so there's less room for the zombies to attack. Make sure whomever you throw over there is strong enough to take some zombie pain because you'll have at least two come over to dish some out when you end your turn. Bring out the rest of your party if you have any left to bring out but keep them one space away from the lava or they'll get hit with Zombie Twisters. End your turn and start kicking zombie butt.

Episode 7:
Of Being an
Overlord

BLAIR FOREST

ENEMY DATA

Name	Lv	Qty
Corpse	26	2
Ghoul	23	5
Zombie	20	4
Geo Symbol(ATK + 50% : To Red)	20	1
Geo Symbol(DEF + 50% : To Red)	20	1
Geo Symbol(ATK - 50% : To Green)	20	1
Geo Symbol(DEF - 50% : To Green)	20	1



CRIMSON PLAINS



Begin by attacking with long range weapons from the red Geo Panels.

Send magic users out to work on the surrounding enemies.



Aww, look. Someone was thinking of us. They thoughtfully placed the good kind of Geo Panels around the base panel with the bad kind of Geo Panels around those. This is perfect for taking out enemies at close range. Even with the advantage given, we don't want to just let the enemies crowd around and attack. We won't be invincible, after all. Bring attackers with long range weapons out onto the red Geo Panels and attack the enemies one at a time. Next move magic users out past the green panels and attack with them. (ATK +50% doesn't do anything for magic users, so there's no point in using them on a red panel.) Ice magic does wonders on these sweltering hot maps, so take advantage of that. After attacking with magic, bring out your short range attackers and clean up the rest of the enemies around the base panel. When you end your turn, the rest of the undead will move in to do their dirty deeds. When they're done and if it's convenient, use your weaker characters to lift any enemies that didn't end up on green panels and put them on one for maximum effect before attacking them. Remember that you can use the base panel as a way point to get to enemies on the far side of the panel from your position (see page 12).



EMBER OF DREAMS

SALAMANDER'S BREATH

ENEMY DATA

Name	Lv	Qty
Zombie	27	1
Corpse	26	3
Ghoul	23	4
Zombie	20	4
Geo Symbol(DEF + 50% : To Green)	26	2

Episode 7 Boss
Zombie made out
of Special Parts



Okay, now. By far, the most interesting thing about this level is that zombie's equipment. We've got to get us some of that equipment. Oh yeah, baby. Make sure you have a speedy rogue with you and at least three Bandit Hands for nabbing what you're after. The first order of business should be to get rid of those pesky enemies inhabiting your DEF +100% Geo Panels. They'll have pretty tough skin being where they are and you could try lifting them off the spaces before you attack, but if you have a couple good magic users, you could just go in and work 'em where they stand and perhaps come in to clean up with a nice Blazing Knuckle from Laharl. It would probably take the same amount of allies to do that than to move 'em. When they're gone, start moving your party onto the green Geo Panels. Beware of the enemies' Zombie Twister attacks. They have a range of three spaces and need a fourth panel to finish. If you block their finishing panel with a character they won't be able to do that particular attack. Take out everyone except the head zombie. Before eliminating him, use your rogue to steal his, um... goodies. If you're having trouble, you can create a little trap for him using the two Geo Symbols and one of the bridges. Use lifting techniques to put a symbol at each end of a bridge then toss the head zombie between them. Stay out of range of his Zombie Twister and you can spend all the time you need to steal his stuff.

Get rid of the enemies on the green Geo Panels first.



Trap the boss and steal his powerful Horse Wiener to use as you please.



LUNAR SNOW FIELD

ENEMY DATA

Name	Lv	Qty
Cyclops	27	2
Man-Eater	24	10
Geo Symbol(Enemy Boost x 3 : To Yellow)	25	1
Geo Symbol(DEF - 50% : To Yellow)	25	1



THEATRE OF DEATH

Before you enter this map, speak to Gargo and he'll give you a Staff of Sorcery. This map is covered with yellow Geo Panels with a Enemy Boost x 3 Geo Effect. This makes the enemies pretty strong. It's not really practical to try to make your way all the way to the other side of the map to do something about the Geo Symbols. It's just too far. Instead you'll have to concentrate on attacking one group of enemies while avoiding the other. Start with the group of four to the right of the base panel. Check their vulnerabilities (they're random) and try to take them all out in one turn. Check the range on the other enemies and make sure you stay out of their way. They've got long range attacks of their own that will hurt. A Dark Cannon would come in real handy keeping the second set of enemies at bay (and damaging them). The cyclops are pretty lazy. They will not move out of their positions and their attack pattern is shaped like a "T" in front of them. If you stand one space diagonally away to attack them, they'll just sit there and take it. Set up some of your peeps to do just that and throw someone else over to the area with the Geo Symbols. Take the DEF -50% Geo Symbol and throw it onto a yellow Geo Panel. On the next turn, throw the Enemy Boost x 3 Geo Symbol onto the blank spot the other symbol used to be on. This will make it pretty easy to take out the cyclops.



Take out the first group of man-eaters while avoiding the rest.



Transpose the Geo Symbols while working on the cyclops.



LUNAR SNOW FIELD

ENEMY DATA

Name	Lv	Qty
Oakrot	32	1
Oakrot	16	1
Oakrot	8	1
Oakrot	4	1
Oakrot	2	1
Oakrot	1	1
Treant	32	1
Treant	16	1
Treant	8	1
Treant	4	1
Treant	2	1
Treant	1	1
Man-Eater	32	1
Man-Eater	16	1
Man-Eater	8	1
Man-Eater	4	1
Man-Eater	2	1
Man-Eater	1	1



FRIGID GARDEN

This map starts you off facing a nicely aligned row of man-eaters just begging for you to apply some multi-enemy attacks to their body parts. Oblige them. The enemies at the front of the line are the weakest. Check their vulnerabilities and do your stuff. The treants will stay put for a few turns. When they finally do decide to come say "hi", they'll move down towards you just like a choo-choo train. This time, however, the strongest ones will be up front and the weaker ones in back. Let them get as close to you as possible before attacking so they're fully within your range. Check their range to decide when and remember that they have an attack range three panels in front of their ugly faces. Do to them as you did to their cousins. It seems the oakrots will wait indefinitely for you to come to them. Don't keep them waiting too long or they might be grumpy when you arrive (like you care). You can use their lazy demeanor to pick them off one at a time with long range attacks. Check their range and sneak some hurt right down their hollow heads. If you need to move them within the enemies' range to attack, use lifting techniques to pull your characters back afterwards.



What? Do they think this is a dodgeball tournament? Spread out, dummies!



LUNAR SNOW FIELD

ENEMY DATA

Name	Lv	Qty
Blue Mage (Staff)	28	2
Battler (Female) (Bow)	28	4
Battler (Male) (Spear)	28	6
Battler (Male) (Sword)	28	2
Battler (Male) (Axe)	28	2
Geo Symbol(Enemy Boost x 3 : To Yellow)	25	1
Geo Symbol(Attacks + 1 : To Yellow)	25	1
Geo Symbol(ATK - 50% : To Yellow)	25	1

FREEZING SOULS



The spot of interest on this map is the group of battlers with bows and the blue mages at the head of the map who are sitting on Geo Panels with some nasty-for-you effects. The good news is that they must think they're too fancy to come down off their stage and will wait for you to come to them. On the other side of the map we have a group of battlers who will also stay put unless you come within their range. Along the side of the map there are a group of four battlers who will appear to sit still, but will start to move in on you during the second turn. Let's lure them in and take 'em out. Move the bulk of your party to the opposite side of the map from the battlers who advance on you. End your turn a few times and they'll march their way, single file, to meet you making it easier to gang up on them and take them out. After they're gone, you'll have time to plan how to take out the battlers guarding the Geo Symbols in the back. Assemble your party around the base panel and end your turn, then toss your strongest over to do the dirty work. It may take a couple turns to eliminate them all. When you're done, destroy or move the yucky Geo Symbols and put the ATK -50% Geo Symbol on a yellow Geo Panel to weaken the group at the front of the map. Once that's in place, send Laharl on up to the front to introduce them to the Winged Slayer. Bring a couple magic users along to clean up the leftovers.

Lure the four battlers over to meet their demise.

Leave the mages and battlers with bows for last.

LUNAR SNOW FIELD

ENEMY DATA

Name	Lv	Qty
Chernobog	33	1
Shade	30	2
Nightmare	27	6

Episode 8 Bosses: Chernobog and the two Shades



UNDER THE MOON

Go hide in the corner. Don't feel wimpy. It's not really hiding, it's called ambushing... a time-honored tactic dating back to before civilization began. Seriously, send Laharl or another strong character to the left rear corner and end your turn to draw the nightmares in closer. After one does a little ice dance on your head, bring out the rest of your party and press down hard on them with your giant thumb on the **X** button. Avoid lining your characters up in a row, 'cause these baddies have a fiery attack that will hit up to six of your members in a row. Ouch!

After the end of your second turn, the bosses will start advancing, so work fast. After eliminating all the nightmares, if the bosses aren't upon you yet, move everyone into the base panel (yes, this for ambushing still). End your turn until they move within range. When they arrive, prepare for a tough fight. These guys are very strong, so you would be wise to concentrate on taking them out one at a time. It'll probably take your whole party's combined attack power to eliminate one. If you can do it all in one turn, go for it. The less of them who are around to do those nasty things they do to you during their turn, the better.

Hide in the corner to draw them in, then spring out of the base panel. Ambush!

Attack the bosses one at a time... leave less of them to do naughty stuff to you.



STELLAR GRAVEYARD

Episode 1
Captain Gordon,
Defender of Earth



ENEMY DATA

Name	Lv	Qty
Dullahan	33	1
Nekomata	30	8

Heheheheeee. It's good game design to throw in a few maps that are just fun to play. It's a nice break from all that serious business of getting your butt handed to you on a dirty paper plate (or the reverse, of course).

First, why not perform a Winged Slayer skill upon them with Laharl? Yes. That's good fun. Next, eliminate the steel clad fellow in the middle with a gun wielder or two and then throw someone like... say... Etna in the center of the nekomatas to do an Asteroid Drop. Yes, yes. That's definitely good fun. Now, get in there with some magic users and practice some of those wide area magic skills. Giga this and Mega that — it's all in a day's play.

Usually it's better to take groups of enemies out one a time, in case you can't eliminate them all with multi-space attacks. But who could resist when they're arranged so invitingly?

If you don't manage to take them all out in your first turn, they'll kick and scratch you like sassy little kitties and maybe hiss and spit a little... Well, actually, their Mystic Blast special skill is pretty powerful and will hit three of your allies if they're standing in a row. With such close quarters, it's likely some of them will be in a row, so be prepared to lose any characters with low defense stats.

Do some multi-space attacks on this nice snug group of foes.



If you don't take 'em all in one turn, you'll be open to their Mystic Blasts.



STELLAR GRAVEYARD

ENEMY DATA

Name	Lv	Qty
Chernobog	33	1
Shade	30	2
Nightmare	27	6



Beware of Mystic Blast attacks. Don't line up your ducks, err... allies in a row.

Stay back three spaces and use long range weapons or magic.

Ahh, a little clever. They leave it up to you whether you want to leave yourself open and have all the enemies converge on you to do something akin to stuffing you naked into a giant tree shredder. We hope you opt to use the No Entry Geo Effect. Give that pup a little toss right on a green Geo Panel and get down to the kitty business with the girls who are hanging around the "inner circle." Booyah.

Since the girls aren't clumped up in a group this time, you'll want to take them out one at a time and you may end up with a few left over after you end your first turn. If your characters don't have enough defense to withstand one of their hits (anyone below level 30 is going to get hurt badly), it's time to make a few trips through the Item World to level up. Don't line your characters up in a row or they'll all take a Mystic Blast.

After you clean out the chewy inside of this map, start working on the crunchy outside. Use long range attacks and stay at least three panels away from any of the nekomata or they'll blast you. The dullahans can attack from two spaces away, so don't move next to the green panels even if the nekomata are all gone.

When you've eliminated all enemies within your range, you may need to lift the No Entry Geo Panel temporarily to draw the last of them closer. If they get inside the barrier, toss them right back out and replace the No Entry Geo Symbol.

STELLAR GRAVEYARD

ENERMY DATA

Name	Lv	Qty
Black Belt (Fist)	36	1
Black Belt (Sword)	36	1
Black Belt (Axe)	36	1
Pugilist (Male) (Nothing)	32	10
Geo Symbol(ATK + 50% : To Red)	32	1
Geo Symbol(DEF + 50% : To Red)	32	1

SPHERE VIII



What a drag. Ten characters but only nine Geo Panels. Someone's going to feel left out. Oh well, let's do this.

Arrayed around the red Geo Panels are eight pugilists. These guys are pretty easy to deal with since they have no armor or weapons, only some magic skills. Move your party onto the red Geo Panels and take out as many as you are able before ending your turn. If you don't get 'em all in the first turn it's not a big deal since they don't do much damage. On your second turn, place your characters on the remaining red Geo Panels if you haven't already, and tidy up the area of enemies.

When you end your second turn, the black belts (and two remaining pugilists) will start to move towards you. It's a long map, so it'll take a while. Be patient. Check their range as they approach. If you don't want them to get the first hit in, pull your party back off the Geo Panels until they come within your attack range. You may even consider pulling all your characters back into the Geo Panel to get them even closer before attacking. Ignore the weak pugilists and go after the black belts. Take out the sword carrier first since he has some long range, multi-space attacks that will hurt your weaker characters real bad. Once he's gone, work on the axe carrier then the fist user.

The pugilists won't hit very hard if you don't get them all in the first turn.

Take out the sword carrying black belt first since he'll do the most damage.



CROSS-POINT

STELLAR GRAVEYARD

ENERMY DATA

Name	Lv	Qty
Wraith	34	11
Geo Symbol(Silence : To Green)	34	1

Having the entire level covered in Geo Panels with a Silence Geo Effect is a good thing. Trust us. You don't want eleven level 34 wraiths gathering around you and performing magic skills on you without your consent. None of them have weapons so without magic they'll have to come right up to you and whack you with their bare hands. (It's really not clear whether they actually have hands, though.)

Get your behind over to that Geo Symbol right away. You should be able to use only two characters to get someone over there if you use the right combination of allies. Throw the Geo Symbol onto the cliff above but positioned only one space away.

Okay, here's where the going gets weird. Use throwing techniques to get another character onto the blank panel the Geo Symbol used to occupy. Use that character to lift the Geo Symbol but don't throw it. This removes the silence effect from the whole map, leaving you free to do terrible things to the poor wraiths. Before you end your turn cancel the lifting of the Geo Symbol to neutralize the wraiths (don't forget!). Schweeit. Now put some whup on as many wraiths as you can with your remaining characters and end your turn. The wraiths will gang up on y'all, but they don't hurt much without magic. Lift, rinse and repeat as necessary.

Throw some folks over to the Geo Symbol and get jiggly wit it.

With the wraiths silenced they won't be able to hit you very hard.

STELLAR GRAVEYARD



PRIMORDIAL SOUP

ENEMY DATA

Name	Lv	Qty
Defender Gordon	38	1
Super Robot Thursday	38	1



Why not rob Gordon blind? Eehhe. Oh yeah. There's only two of them and ten of you, so you might as well abuse your power. Don't feel too bad though, he'll magically get his gun back when the battle is over. Before entering this map, go stock up on a couple of Bandit Hands, transmigrate your rogue to at least a bandit, level him up absurdly high in the Item World and the Netherworld will be your mutated oyster. Gordon's got a nice shiny Ion 9k Samurai handgun. Without it he won't have much oomph. Take it from him and he'll be left with his cute hero-maneuvers with which to attack you and they don't do much more than look heroic.

If you do decide to use your five-finger discount card, send the whole rest of your party over to smack Super Robot Thursday into next Sunday, since he'll be the only one with much fight left in him (silly robot). If you don't steal from Gordon, still work on Thursday first. You may have an easier time taking Thursday out in one turn rather than Friday, I mean Gordon. After ending your first turn, why not take Gordon's Muscle Dream while you're in the mood. Then he won't have so much in the HP department no mo, neither and it won't take very long to show him he came all this way for nuttin'. You can give his Muscle Dream back to him after the battle if you get a touch of robber's remorse.

Steal his stuff then beat him up. What would your mother say?



Don't wait 'til Friday to go to work on Super Robot Thursday.



SEA OF GEHENNA

ENEMY DATA

Name	Lv	Qty
Guardian	34	5
Geo Symbol(No Lifting : To Blue)	34	1
Geo Symbol(Invincibility : To Blue)	34	1



FERVENT MELODY

Invincible is so permanent sounding. Attacking the Geo Symbols when they're invincible doesn't do doodle. You can't even take them out with chain reactions. Well, we know a better way don't we? We know that if you throw an enemy onto a Geo Symbol or a Geo Symbol onto an enemy, it eliminates the Geo Symbol, right? Yep. It even works when the Geo Symbol is supposed to be invincible.

So, it's decided. We'll eliminate the No Lifting Geo Symbol so we can move the guardians around like chess pieces and place them wherever our evil little hearts desire. Of course, our blackened little coal-shaped hearts desire to place them on those hot looking blocks in the middle of the lava where they'll be very, very vincible and we won't be. Nah, nah, nah. Wasn't there a game called "The Great Gehenna Sisters" on the Amiga? Eh, never mind.

Start by moving a character with fist weapons in front of the fiery block bridge closest to the No Lifting Geo Symbol. Move a few more characters into the area, ready to move in when needed. End your turn as many times as you need to in order to get one of the guardians to stand in front of your fist guy (or girl). Perform a Triple Strike or other skill upon the guardian to move him back a space or two. Now you can move in with your other characters and use lifting techniques to toss the guardian onto the Geo Symbol. After that, position characters in front of all the bridge entrances, toss the guardians onto the blocks, and do 'em.

Get one in front of your fist and knock them back a space or two.



Send your buds in to lift and throw him onto the No Lifting Geo Panel.



SEA OF GEHENNA

ENEMY DATA

Name	Lv	Qty
Fafnir	40	1
Dragon	36	2
Brownie	33	1
Puck	28	2
Puck	27	3
Hobbit	23	5



WASTELAND of Woe

Before entering this map, you should consider taking your new allies Gordon, Jennifer and Thursday through the Item World to power them up enough to hang with you. By now you've got a pretty rough and tough group of allies and you're not going to look very cool with a bunch of wimps hanging with you. Near the base panel you will find four hobbits who are relatively weak compared to the other enemies on this map. Take care of those guys first. When you end your first turn, unless you're within their range, most of the enemies will stay put, giving you the opportunity to take long range stab at them before they go to work on you. Concentrate on the group of four hobbits to the right. Avoid lining up your allies in a row because the dragons will attack them all at once. Check on the dragons' range when deciding where to place your allies. They have a powerful long range attack that can reach three spaces away, effecting three spaces horizontally in front of them. Don't put any weak characters in that space. The pucks will put your characters to sleep, so have a healer or some Faerie Dust ready to take care of that problem.

Take out the four nearby hobbits first.

Watch out for the dragons' powerful long range attacks.

SEA of GEHENNA

ENEMY DATA

Name	Lv	Qty
Sentinel	40	1
Brownie	33	4
Geo Symbol(Enemy Boost x 3 : To Green)	40	1
Geo Symbol(Attacks + 1 : To Green)	40	1
Geo Symbol(No Lifting : To Green)	40	1
Geo Symbol(Recovery 20% : To Green)	40	2
Geo Symbol(DEF - 50% : To Green)	40	1



Gang up on the brownies and take them out first.

Knock the sentinel off his perch, stand on it yourself and attack from afar.

That sentinel is one strong mutha. The good news is that he can't be bothered to actually move, so you can attack him from far away. You can even toss him around to positions more to your advantage if you like (if you know what to do about the No Lifting Geo Effect, that is). Makes a demon feel good to toss strong enemies around like rag dolls, yes?

Before we do anything to the sentinel, we've got a few of brownies to take care of. No, they're not associated with any kind of girls' clubs, they're monsters. None of them will budge either, unless you come within their range of attack. Therefore, you'll need to go to them. Gather up your whole party just outside their range of attack and end your turn. When it's time, gang up on two brownies at a time and wipe them both out in one turn. Then check the range on the other pair of brownies and do the same thing.

Now that they are out of the way, you can concentrate on the sentinel. You may have noticed that he's sitting on a green Geo Panel that has a rather long list of Geo Effects on it, including a No Lifting effect. We don't let those things worry us because we know things most people don't know. For example, we know you can move enemies by attacking them with a fist-user's special skills. Do it. Send someone over to knock that bad boy right off his pedestal with a King of Beasts, then lift and throw him out of attack range. Hop your own bad self up on his former perch and work him over. He's got pretty strong defenses, so use strong attackers.

SEA OF GEHENNA

ENEMY DATA

Name	Lv	Qty
Treant	35	12
Geo Symbol(EXP + 50% : To Green)	35	2



SEARING TYRANNY

Ahhh, here's another one of those levels that's more like a bonus than a challenge. The first group of enemies are arranged for you in the perfect position for you to attack them and they are conveniently positioned atop experience-doubling Geo Panels. How thoughtful!

Start by checking the treants' magic vulnerabilities and bring out your best to make 'em squirm. Clean up with your weaker characters to give them a nice experience boost and help them level up their stats to stay on par with the rest of the party.

When you end your turn, the rest of the treants will start moving towards you. Have your characters positioned in places that will draw the enemies over to the large section of green Geo Panels. If you can lure them onto the green Geo Panels, you'll get double the experience for eliminating them.

When you end your turn, they'll probably use their Stomp-o-rama attacks to flatten multiple allies. Try to avoid lining up your weaker characters in a row to minimize the damage you will take from these wooden beasts.

Attack the first group of enemies with magic users.



Draw the rest onto the green Geo Panels to double the EXP you get for them.



Episode 10 Boss
Sassy Demon
Mid-Boss - Vjors
& Dark Cannon

SEA OF GEHENNA

ENEMY DATA

Name	Lv	Qty
Mid-Boss	44	1
Fafnir	40	2
Puck	31	8

INFERNO



Work on the fafnir first, then move on to the pucks.



Save Mid-Boss for last since he'll only attack one ally at a time.



Guess who's back? Yep, you guessed right. It's our friend Mid-Boss. Can you believe how persistent this guy is? It's kinda weird, actually. What's up with that?

This is an especially difficult map if you haven't been building your characters by taking them through the Item World and transmigrating them periodically. If your party hasn't reached levels 35-45 yet, you may not be ready for this map. If you are prepared, read on.

The fafnir are closest, and can do terrible things to you, so take care of them first. Check their magic vulnerabilities and pound on them one at a time 'til they're gone. When you end your turn, the pucks are going to gather around, poison, put your allies to sleep and cast Camaraderie on them, so be ready. Mid-Boss will use his Adonic Fury and that hurts too. You might want to throw a Dark Cannon into the middle of the map to distract the enemies for a turn or two.

After eliminating the fafnir, work on the pucks. They'll give you lots of trouble while Mid-Boss will only attack one character at a time. When the pucks are mostly all gone, concentrate your whole party's force on Mid-Boss. It may take a couple more turns to get him. Unfortunately, you'll find he's eaten all the food with no remorse.

FOREST OF THE DEAD



ENERMY DATA

Name	Lv	Qty
Mandrake	38	6
Star Skull (Staff)	37	6
Geo Symbol(EXP + 50% : To Blue)	40	2



GHOSTLY WHISPER

Talk to Manty before you enter this map to receive the Vile Brilliance. Hmmm, there seems to be some sort of trend going on here. This is another level that's more of a bonus than a challenge. There are two rows of enemies lined up in front of the base panel and they're standing on blue Geo Panels which have an EXP +100% Geo Effect. If you're really powerful, you could take out all the enemies in one turn with only two characters. However, just so we have something to write about this map, we'll pretend you're not that strong yet and have to work to beat this map. If you don't take out all the enemies on your first turn, they'll perform a lot of Giga Stars on you and then shout things at you that hurt your feelings (no, not really). The mandrakes will do things with Jack in their name, presumably as in "Jack-o-Lantern." If any enemies step off the blue Geo Panels to attack you, throw them right back on when they're done with their business so you get that big experience boost when you eliminate them. Since this will probably be a cake walk for your heavy-hitters, you might as well use some of your weaker characters to take care of biz to bolster their stats. This is a great level to return to for a quick experience boost if you don't feel like romping through the Item World.



It's hard to resist performing multi-panel attacks on these suckers.

Expect to get hit with a Giga Star if you leave any star skulls around.



RISING FEAR

FOREST OF THE DEAD

ENERMY DATA

Name	Lv	Qty
Rune Knight (Sword)	44	1
Red Skull (Staff)	41	1
Blue Skull (Staff)	41	1
Green Skull (Staff)	41	1
Scarecrow	40	7



Oh, those sneaky enemies. Do they think you don't see them? If you rotate and scroll the map, you'll see there's actually eleven enemies hiding behind stuff. Start taking out scarecrows one at a time. Make sure you've eliminated the one you're working on before moving on to the next one. Once you've wiped out the three closest scarecrows, turn the attention of the rest of your forces to the three skulls on the encroachment. They don't have a lot of HP, so they should be pretty easy to take out. If you have magic users left, use fire magic on the green skull, ice on the red and wind on the blue. If you don't get 'em all, they'll do some rather impolite things to you, so do your best. When you end your turn, make sure you're out of range of the rune knight or she will come calling and she's got some hecka gnarly skills to use on you. Have healers standing by if she does. Now concentrate all of your party on taking out the Rune Knight. We don't want to leave her running around willy-nilly since she'll unload a big helpin' of hurtin' on your heads if she does. Once she's gone, clean up the remaining scarecrows running around the woods and you'll be good to go. Keep up the good work, you're doing great.

Take out a few skulls on your first turn along with the scarecrows.



On your second turn, work on the rune knight or she'll pound you.

FOREST OF THE DEAD



CRAWLING TERROR

ENEMY DATA

Name	Lv	Qty
Alp	43	12
Geo Symbol(No Lifting : To Blue)	43	1
Geo Symbol(DEF + 50% : To Blue)	43	2
Geo Symbol(Recovery 20% : To Blue)	43	2



Here's a funky level. They've stuffed a bunch of these alps in corners sitting atop blue Geo Panels with No Lifting, DEF +50% and Recovery 40% Geo Effects. The only way to get the alps off the panels is to give them some whacks with your weapons and magic. (Actually, if you've got Hoggmeiser at level 30+, you can use his Earthshaker skill to trade places with them. They still won't move even if you get them off their panel this way. If you want to have a little fun, you can use hoggy to move a bunch of them and move your party members onto the panels and just gloat at them at the end of each turn as you have the damage they did to you auto-healed.)

Fortunately, the Geo Panels are so comfy for them, they won't budge an inch, so if you stay out of their attack range, you can take your time eliminating them one by one, and when they're gone, park your butt on their panel for a turn or two for some relaxing recovery effects.

The alps' attack range is four panels. Work on them one at a time, make sure none of your characters are within range of another one of them when you end your turn and just keep going on down the line until they're all gone.

Attack them one at a time making sure to stay out of range of those who remain.



Use Hoggmeiser to have a little fun at their expense if you like.



Episode 11 Boss
1st Defender
Don Joaquin

FOREST OF THE DEAD

ENEMY DATA

Name	Lv	Qty
1st Defender Don Joaquin	35	1
Corpse	45	3
Alp	43	6
Scarecrow	40	6
Geo Symbol(Enemy Boost x 3 : To Blue)	30	2



HERO'S TOMB

Most of the map is covered with blue Geo Panels. The two Enemy Boost x 3 symbols in the back give all the bad guys six times the strength they would normally have. It's imperative that you take out those Geo Symbols right away or you'll simply be ruined. Use lifting techniques to get someone to the back of the map to lift a scarecrow and throw it onto a Geo Symbol (or visa versa) to eliminate the symbol. Do it again to eliminate the second Geo Symbol. It'll probably take a total of nine characters to get the job done. Bring out a healer for the tenth.

On your second turn, work on the scarecrows on the right side of the map. Use lifting techniques to get as many characters to the area as possible. When you end your turn, a few of the alps will probably come around to use Giga Wind on you. Take them out next. Stay out of range of the boss for now. End your turn and a few more alps will wander over. Take them out too, and heal as necessary in preparation for the boss. When you end your turn and no more enemies come over to attack, arrange your party just outside the range of the boss and the corpses beside him and prepare to take him out. When you're ready, hit him hard with all your party members. Take out as many zombies as you can at the same time. When he's gone, end your turn and more alps will stop by for a chat. Stay put, take them out and heal. When you're healed, go finish off anyone else you passed by. Good work.

Use lifting techniques to get to the Geo Symbols and take them out.

Arrange your party just outside range of the boss to prepare for him.

STELLAR GRAVEYARD II

ENERMY DATA

Name	Lv	Qty
Officer (Gun)	48	1
Recruit (Gun)	44	7
Geo Symbol(Ally Damage 20% : To Green)	44	1

EMBRYON



This level is not much trouble as long as you stay on the paths and off the green Geo Panels with an Ally Damage 20% Geo Effect.

The soldiers won't move toward you unless you come within range of their attacks, so you can pull several party members out and array them around the base panel in preparation and only one soldier, if any, will attack. When they attack, their weapons can have negative effects on your allies, so be prepared with Espoir or Faerie Dust. After your first turn, move your party forward a bit to draw in a few more soldiers. Be sure to have a healer backing you up since the soldiers will likely get the first hits in. Check the soldiers' vulnerabilities to magic attacks and use them to your advantage.

Move your party forward only a little at a time so the whole group of soldiers don't move in on you all at once. Keep using this technique until you've made your way to the rear of the map and within range of the last soldier (an officer). He's built of tougher stuff than the others, so concentrate more attacks on him and beware of his more powerful gun. Fortunately, soldiers don't use magic so you don't need to worry about multiple-character attacks coming from them.

Pull some allies out of the base panel and let the enemy come to you.

Slowly work your way to the back of the map letting them come to you.

STELLAR GRAVEYARD II

ENERMY DATA

Name	Lv	Qty
Recruit (Gun)	44	2
Recruit (Axe)	44	9
Geo Symbol(Silence : To Red)	44	1
Geo Symbol(Ally Damage 20% : To Green)	44	5



Use throwing techniques to eliminate all the Geo Symbols on the map.

Now you're free to use magic, and they have only weapons.

5 dm



CORE POINT No. 4

Points of interest on this map are the green Geo Panels having a Ally Damage 100% Geo Effect, meaning anyone left on these panels will disappear, and red Geo Panels having a Silence Geo Effect, meaning you won't be able to use special skills to work on these tough enemies.

Since none of the soldiers use magic, if you could find a way to use magic, you'd have quite an advantage over them. Let's see if we can figure something out and get rid of those nasty Ally Damage symbols at the same time...

Using at least four characters you should be able to use throwing techniques to toss someone to the back of the map where the Silence Geo Symbol sits and throw it into the green Geo Panels next to the green Geo Symbols. Then, with three more characters, throw someone else to that area to lift and throw a recruit onto the red Geo Symbol. This will set off a chain reaction that will turn all the panels red, then green. You'll take a little damage in the process, but so will the enemies and you can (and should) heal, while they can't. After the chain reaction, you're free to use magic, so wiping out the enemies now won't be too much trouble. Check their vulnerabilities and go to work. None of them are any stronger than the rest, so move your party closer to each other for easier healing and take them out one at a time.

STELLAR GRAVEYARD II *Disgaea Battle Guide*



STAR CLUSTER

ENEMY DATA

Name	Lv	Qty
Officer (Gun)	48	1
Officer (Axe)	48	1
Recruit (Gun)	44	4
Recruit (Axe)	44	5
Geo Symbol(Invincibility : To Red)	44	1
Geo Symbol(Ally Damage 20% : To Red)	44	1
Geo Symbol(Enemy Boost + 50% : To Red)	44	1

Ouch. Invincibility Geo Effects don't protect you from Ally Damage Geo Effects and they've put the Geo Symbols way, way down at the other end of the map. Well, you can't let that stop you! Use a massive tower of lifting to get someone all the way to the far end of the map to lift and throw the Ally Damage 20% Geo Symbol either onto a green Geo Panel or, better yet, onto an enemy to get rid of it. It will probably take all ten party members to pull it off and you'll need to use some to temporarily lift the recruits in front of the base panel out of the way.

Once you get the Ally Damage 20% Geo Panel off the red Geo Panels you can end your turn and not worry about getting hurt. When they're done with their useless attempts at damaging you, lift and toss them onto green Geo Panels so they're not invincible and take them out. Don't toss one onto the Enemy Boost +50% Geo Symbol while it's on a green panel or it'll turn all the panels red and everyone will be invincible. You'll never win that way.

Once you've got the Geo Symbols arranged more in your favor, group your characters around alcoves and throw an enemy down onto the green Geo Panels, then attack them once they're no longer invincible like you.

Use a giant lifting tower to throw someone to Geo Symbols.

Throw the enemies down below and attack them while you're invincible.

Episode 12 Boss Rival Kurtis



STELLAR GRAVEYARD II

ENEMY DATA

Name	Lv	Qty
Rival Kurtis	52	1
Officer (Gun)	48	1
Officer (Axe)	48	1
Recruit (Gun)	44	3
Recruit (Axe)	44	4



SIDEREAL RIFT

Lure the soldiers in closer so they'll group up and you can take the first hit.

Gang up on Kurtis or he'll unleash some powerful special skills.

The enemies are just a little too far outside your range to attempt attacking them on your first turn. Bring a character out onto the base panel and end your turn. All the soldiers will move in closer, giving you an opportunity to strike first at least at one or two of them before they all gang up on you. Pull your party out and position them behind the base panel so you'll be out of range of most of the enemy when you end your turn next. Now they'll really be crowding in on you, but they should be clumped together more so you can concentrate on taking out a group of them rather than just one at a time. It would be a good time for a Dark Cannon to further distract them from attacking your allies. After two or three turns, Kurtis will move in to attack and he's got some devastating multi-character attacks. Avoid grouping your characters together or he'll wallop the whole group with his Nuclear Fusion special skill. It hurts lots. By the time he's in the area, you should be able to have cleaned out most of the soldiers, letting you concentrate on Kurtis on the next turn. Attack him with all you have. Use your allies' most powerful special skills and perform them one after another to jack up the combo counter. If you can't take him out in one turn, he'll probably eliminate several of your weaker characters with another Nuclear Fusion.

GARGANTUA DECK

ENEMY DATA

Name	Lv	Qty
Astro Cannon Big Gun	100	2
Mega Cannon Turret	50	4



POINT ALPHA-III



Since you've got the manpower, why not fool around?

Steal Astro Cannon's Defense Attribute's ATK = 14

Get a character over to the yellow panel to exit the map.

Now here is a strange level. The only enemies are cannons. There are four smaller cannons and two great, big cannons. Great, great big. If you end your turn out in the open on this level, the two great big cannons will wipe out your entire party without even getting warm. It's like, whoooooaa. You can try to attack the big cannons and you might make a little scratch in their HP level, but you're not going to eliminate both of them. Now way, no how. So what are you going to do? Sneak past them! See that yellow glowing square on the side of the map opposite the base panel? You don't need to eliminate all the enemies on this map in order to win... all you have to do is have one character make it to this glowing yellow panel and it will be all over. If you use the right combination of characters, you can get someone over to that yellow panel using only three allies. Since you'll have seven other characters you can pull out of the base panel, feel free to experiment on this map before moving someone onto the yellow panel. See if you can steal the attributes of one of the cannons with a rogue or see if you can take out a cannon. The little ones have around 2200 HP. If you can do it, you can get a nice little EXP boost for whichever character pulls it off. Good luck!

GARGANTUA INTERIOR

ENEMY DATA

Name	Lv	Qty
Cyborg (Gun)	50	2
Cyborg (Fist)	50	4



MAIN CORRIDOR I



Take out the four cyborgs with fists on your first turn.

These guys really shouldn't be much of a challenge (where's the bonus?!). You should be able to take out the four closest enemies on your first turn with some effective use of magic and strong attackers. When they're gone, if you have any long range attacking power left, use it on the cyborgs with guns. When you end your turn, they'll come towards you and attack you with their guns, possibly putting some of your characters to sleep in the process. Be prepared for this and have a healer available with Espoir or at least some Faerie Dust in your inventory. You should be able to take care of the last two enemies during your second turn. Don't let the ease of these past couple of maps make you become overconfident. You should still be visiting the Item World periodically to boost the stats of your characters and items. There are still maps ahead that will challenge the very fabric of your being. Be ready.

Finish off the last two cyborgs (with guns) during your second turn.

GARGANTUA INTERIOR



MAIN CORRIDOR 2

ENEMY DATA

Name	Lv	Qty
Psi-Soldier (Sword)	55	1
Cyborg (Gun)	51	1
Cyborg (Gun)	50	1
Recruit (Axe)	45	5



Dude. The psi-soldier has got a Light Sabre. You *have* to steal that bad boy from him. Every kid wants one! Could you imagine how badass Laharl will look standing there, all nonchalant, with a Light Sabre in his hand. Go level up your rogue and spend some cash on a nice Bandit Hand if you have to.

Okay, you should probably be responsible about it and eliminate a bunch of recruits first. There are five standing in a row in front of you, just asking to be taken out. Can you say "Dimension Slash?" Heheh (Level up Laharl enough and you'll know what we're saying.) Do that and do some multi-panel magic skills on them and they'll go "poof" in no time.

When they're all gone, end your turn, and the gun-toters will come calling with their Light Sabre-wielding buddy. They hurt pretty bad, so heal up and don't waste any time stealing that sabre. If you manage to get it during this turn, don't worry about taking out the psi-soldier, since he'll be pretty impotent without a weapon. Work on the two cyborgs with guns and save the other guy for last. If you get it, you could even have one of your characters equip the Light Sabre during this map and give him a taste of his own light-blade.

Use good elimination techniques to "disappear" the row of recruits.



Steal the Light Sabre and feel it's "force" flow through you.

Episode 13 Boss: Rival Kurtis

GARGANTUA INTERIOR

ENEMY DATA

Name	Lv	Qty
Rival Kurtis	60	1
Psi-Soldier (Sword)	55	3
Cyborg (Gun)	50	6
Geo Symbol (Enemy Boost + 50% : To Red)	30	3



MAIN CORRIDOR 3

Here's where the going gets tough again. Kurtis is back and he's even stronger than before. On top of that, he's got some serious advantages with his psi-soldiers and cyborgs spread out in all directions. To top it off, the entire map is covered with red Geo Panels powering up the enemies 150%! Ouch! There are more Light Sabre carrying baddies here, but you're going to have your hands full enough trying to survive without fooling around.

The first order of business should be to eliminate those Geo Symbols. Pick three strong characters who can move at least six spaces and send them over to each of the three psi-soldiers, lift them, and throw them onto the symbols. This will eliminate the unfair 150% boost the enemies have but it will also leave your characters hanging out alone in the midsts of some strong opposition. Send in some backup. You probably won't be able to eliminate all the enemies in one turn, so back up the weakest with the rest of your party, leaving the stronger ones to fend for themselves. If you get slaughtered, go level up in the Item World to around level 55-60 before taking on this map.

If your magic users have enough range, put them in the corners of the main area so they'll be pretty well protected on two sides, at least. Fortunately, Kurtis will stay put for a few turns so you can deal with the rest. When he finally moves in, gang up like you've never ganged up before and show him who's Overlord.



Eliminate the Geo Symbols then eliminate the soldiers around 'em.

Next, gang up on Kurtis. Hit him AHAP (as hard as possible).







Episode 13:
War of the
Netherworld,
Part 2

GARGANTUA DECK

ENERMY DATA

Name	Lv	Qty
Angel Cadet (Bow)	55	2
Angel (Spear)	50	8



20 dm

BRIDGE

Whoa. There be holy people here. These angels are actually not too tough compared with the enemies you just finished battling through on the previous few maps.

Hang back around the base panel and attack the four nearest angels who are carrying spears with your long range magic and weapons. Check out their vulnerabilities, as usual. If you don't eliminate them all, end your turn and they'll come in to attack, and the angels in the back will stay put. Finish them off and heal if needed.

On the next turn, all the enemies will advance regardless of whether you're within their range, so make sure you're not, and you can get the first strike in. The ones with bows are a bit stronger than the others, so work on them first if you can reach them.

The angels have healing powers of their own and may undo all that damage you worked so hard to give them, so try to take them out one at a time if you can.

This map is all about the big guns. Bring out your most powerful...

...characters and use their most powerful attacks on the enemy.

CELESTIA

ENERMY DATA

Name	Lv	Qty
Mid-Boss	70	1
Strigoi	65	3
Geo Symbol(EXP + 50% : To Red)	60	2

Final Episode:
What Lies
Beyond the Battle



31 dm

FIELD OF VIRTUE

What are these obviously evil beings doing hanging around Celestia? Don't they know better?

Once again, you need to level up a bunch before attempting this map or you'll get worked over pretty well by Mid-Boss... he's not so wimpy any more. He's got some powerful magic skills that will take big chunks out of your party if they're not up to snuff. Visit the Item World and get the characters you plan to use for this map up to level 65-70 before entering.

Ignore the strigoi and gang up on Vyers. He's got to go right away or he'll spoil your fun. There's plenty of room to surround him and he should be within range of most of your characters. Unleash everything you have on him to take him out in one turn. If he survives, he'll do an Adonic Buster on you that will bring the moon down on your head. Ouchie.

After you take care of him, move on to the strigoi. They've got some pretty hairy magic skills of their own that'll attack multiple allies, so avoid grouping your characters together.

Gang up on Mid-Boss and prepare to hit him with your best attacks.

Use your most powerful magic and strongest weapons to take him out.

CELESTIA



ENEMY DATA

Name	Lv	Qty
Angel Soldier (Axe)	65	1
Angel Cadet (Spear)	60	2
Angel (Sword)	55	6
Geo Symbol(Warp : To Red)	60	2



This maps seems oddly familiar. Didn't we visit a map like this, except it had a guy in a red suit with rainbow trim that warped you all over the place? This time they've put two Geo Symbols that both have Warp Geo Effects, so you've got to eliminate both of them if you don't want to be zapped around the map like nutty. It's probably better to start attacking folks first and take out the Geo Symbols if we happen to get warped close enough to one to toss it onto an enemy.

This time they put a Geo Panel under the base panel so you can't pull a character out and stay put, but you should do it anyway. Pull someone out, don't move them, and end your turn. This way, you can bust your whole party out on whichever enemies get warped close to the base panel. Don't take out any more characters than you need to eliminate the closest enemies.

If you're characters aren't standing up to these enemies very well, it might be a good idea to not even try to eliminate the Warp Geo Symbols. If you leave them alone, there's less chance that the enemies will be able to gang up on you.

Bring out one character and end your turn so you can jump out at them.



If you end up close enough, you can take out the Warp Geo Symbols.

CELESTIA



ENEMY DATA

Name	Lv	Qty
Angel Soldier (Axe)	65	1
Angel Cadet (Sword)	60	1
Angel Cadet (Spear)	60	2
Valkyrie (Bow)	60	2
Rune Knight (Sword)	57	4
Angel (Sword)	55	3
Geo Symbol(DEF + 50% : To Red)	70	1
Geo Symbol(Recovery 20% : To Red)	70	1



Bring one character out of the base panel and end your turn to lure them closer.

Eliminate the closest enemies while staying out of range of the others.



Upon entering this map you'll find that there are certain spots scattered about which are more desirable to find yourself on than others. You'll also notice that there are others already occupying most of these spots. Only two spots are not occupied. Look inviting, don't they? Well don't fall for it. Those spots are inside the range of groups of enemies who will hammer the happy out of you if you decide to just move a character onto the spot and end your turn. The DEF +50% and Recovery 20% Geo Effects aren't enough to save you from multiple enemies ganging up and slamming down on you.

Instead, bring a character out of the base panel and end your turn. Several angels will take the invitation to move closer, putting themselves within range of your deadly touch. The rest of them will sit on their comfy panels. Go ahead and touch the closer ones with your deadlines. When you end your turn, that's when the rest of the hoodlum angels will start to move close. Make sure none of your characters were within their attack range when you ended the turn. Take out the angels who have ventured too close. End your turn to bring more closer. By now some of them will have come close enough to get in the first hit on one or two of your clan. Move those that get hit onto the nearby Geo Panel for healing at the end of the turn. You should be able to eliminate more than half of the enemy before they arrive in too large a group to handle.

CELESTIA

ENERGY DICTA

Name	Lv	Qty
Crusader (Sword)	70	1
Angel Soldier (Staff)	65	4
Valkyrie (Bow)	60	6
Geo Symbol(No Entry : To Red)	70	1

COLISEUM



Take out as many enemies with long range attacks as you can.

Avoid the parts of your maze that are within the enemies' attack range.



Amazing. Feel like a lab rat? They seem to be pretty strict about where you can go. Okay. We'll play along. Start by using long range, hard hitting magic on the nearby valkyrie. You might as well put in the effort to eliminate any enemies who are within range of your gnarly strong magic users with the worldwide range magic skills. A few of the angels have pretty wide ranges themselves, so you might get tapped on the head by a fire drop or two. Keep a healer standing by out of their attack range to fix up those little love taps. After eliminating all the nearby enemies you can, move your party out of the base panel and start traveling along the path. The enemies with bows have an attack range of three panels. Check their range and don't leave anyone within it. Attack them with long range magic if you can. The more you can take out from far away, the better. Use up a few turns doing it if you need to.

As you round the bend of the maze, you'll come within range of their powerful attacks, so pay attention and avoid stopping in a vulnerable spot. You may want to consider sending one character with long movement range ahead to move the Geo Symbol and release you from this silly entrapment. Once you are free, concentrate your remaining forces on the level 70 crusader with a sword.

CELESTIA

ENERGY DICTA

Name	Lv	Qty
Myrmecoleo	75	1
Balrog	75	1
Ahzi Dahaka	75	1
Neuntoter	75	1
Sea Dragon	75	1



DIVINE PRISON

Oh dear. There are several very mean looking monsters here. This will be hard if you're not at level 75 or above. You should consider bringing a few of your newer allies through the Item World once or twice to power them up nice and high — they've got some really cool special skills that would come in quite handy here. Start by checking the enemies' magic vulnerabilities and pick one to perform long range magic attacks upon. Next, throw some strong allies in close enough to attack the same enemy with long range weapon attacks. Try to take out at least one before the turn is over.

When you end your turn, they will surround your characters and brutalize them. Have a healer hanging around outside their attack range to patch up the damage. When you end your next turn, your healer will be brutalized. Have some healing items in inventory as a backup.

From here it's just a matter of hammering them down one at a time. If any of your allies get their HP drained dangerously low, but not eliminated, pull them back into the base panel and bring out fresh characters to join the fray.

Begin by attacking a single enemy from long range with powerful magic.



It'll be a willy nilly hack 'n slash fest after the first turn.



SERAPHIC SANCTUARY



INNER SANCTUM

ENEMY DATA

Name	Lv	Qty
Crusader (Sword)	75	1
Crusader (Spear)	75	2



Pffft. Only three level 75 enemies? We just took on five gnarly level 75 monsters, so this should be a cake walk, right? Well, mostly. These gals are pretty hard hitters and will eliminate any of your weaker characters.

First bring a character out onto the base panel and end your turn without moving them. This will bring the enemies fully within your range. Then jump your whole party out and have a party on one crusader's panel until they disappear (You can stand in the plants around here even though it looks like you shouldn't be able to, so you can surround the enemy even if they're in this area.)

When you end your turn, they'll go for the weakest characters on the map. If they don't eliminate the character they attack, either heal them or move them back into the base panel and bring out a fresh character to attack.

Bring someone out of the base panel and end your turn to lure them close.



Not much strategy involved. Just hammer them 'til they're gone.

SERAPHIC SANCTUARY



ENEMY DATA

Name	Lv	Qty
Archangel Vulcanus	80	1
Crusader (Sword)	70	4
Angel Soldier (Bow)	65	5
Angel Cadet (Staff)	60	1
Angel Cadet (Spear)	60	2
Angel (Sword)	55	1
Angel (Spear)	55	1
Angel (Axe)	55	1
Angel (Fist)	55	1
Angel (Bow)	55	1



HALL OF JUSTICE

End your turn a bunch of times and a group of angels will come marching down the steps like they're on a crusade. When they're within your attack range, they'll group up in a nice bunch. After eliminating them, end your turn again and a few more will step up for your autograph. Give it to them. Stay out of range of the angels lined up down at the end of the hall until after you've had a chance to regroup and heal if needed.

When those enemies are gone, if you end your turn a bunch more times, one more enemy will come marching down to meet you (a powerful level 70 crusader). Prepare for her by healing, curing and replenishing your SP. When she arrives, give her a signature Laharl greeting to let her know she's not welcome.

After she departs, assemble your whole party just outside the attack range of the group of level 55 angels and end your turn. When it's your turn again, use throwing techniques to move in and attack all the angels at the bottom of the map and eliminate them.

Once all the enemies at the bottom are eliminated, the last two enemies will start to move down — another level 70 crusader and Vulcanus himself. Move your party back to the base panel. The crusader will arrive first. Eliminate her and end your turn a couple times and heal and Vulcanus will arrive shortly. He has some very, very mean things to do to you and has over 11K HP to give him the time he needs to do them. Teach him some manners.

End your turn and let everyone come to you.



After eliminating the seventeen other enemies, it's time to take on Vulcanus.



Final Boss
Seraph Lamington

SERAPHIC SANCTUARY

ENEMY DATA

Name	Lv	Qty
Seraph Lamington	90	1
Crusader (Sword)	75	1
Crusader (Spear)	75	1
Crusader (Axe)	75	1
Crusader (Fist)	75	1
Crusader (Bow)	75	1



SACRED ALTAR



This is it. The final battle. The Seraph is very strong at level 90. You'll need to be able to stand toe-to-toe with this angelic creature, so make sure most of your party has leveled up to around level 80 or 90 before entering this map.

Start by bringing a character out onto the base panel and end your turn. One of the crusaders will move forward to attack. (If she doesn't, it means you're too strong for her to even try. Bring out a weaker character.) When she's done, check her vulnerabilities and take her out from long range with some powerful magic attacks.

When she's gone, heal as needed and end your turn. Depending on your party's defense stats, more enemies may start moving forward to attack. Concentrate on one at a time. By the third turn, none other than Lamington himself should come forward. He asks for forgiveness and proceeds to lay his special skills upon you. This is the time to bring your entire party out of the base panel and do a little "lammy dance" on him. He's got 20K+ HP, so chances are it will take you several turns to eliminate him and the remaining crusaders will be hammering you at the same time. They're relatively puny compared to Lamington, so use your strong, short range attackers on Lamington and your long range magic users to take out the crusaders from a distance. They've got some long range attacks themselves, so have a good supply of healing items.



Lure one crusader close and take them out with long range magic.



On the third turn, Lamington himself will move in and do big things.

On the next turn, more crusaders will come forward to attack.



Use the combined force of your entire party to eliminate Lamington.





THE END?

PRINNY LAND



ENERMY DATA

Name	Lv	Qty
Cpt. Prinny	40	1
Pvt. Prinny	35	16



PRINNY LAND 1

These Prinnies don't pop when you toss 'em. That's too bad, because, well, it's fun to do that.

Instead, you must eliminate them the old-fashioned way. They don't take much thinking to eliminate. You target one, you execute, they disappear in a puff of smoke. When you get rid of all within range and end your turn, they will come over to you and do some funny dances for you that are amusing and may do a few HP worth of damage.

The Prinnies are evenly spread out over the map but they will gather around one character when it's their turn, leaving themselves vulnerable to multi-space attacks.

If you're really bored, you can combine a bunch of them into one really powerful Prinny.



Didn't you abuse the Prinnies enough in the Netherworld?

When it's the Prinnies' turn, they do a little dance number for you.



PRINNY LAND

ENERMY DATA

Name	Lv	Qty
Gen. Prinny	50	4
Pvt. Prinny	35	6
Geo Symbol(Recovery 20% : To Purple)	200	1
Geo Symbol(Clone : To Purple)	200	1



PRINNY LAND 2

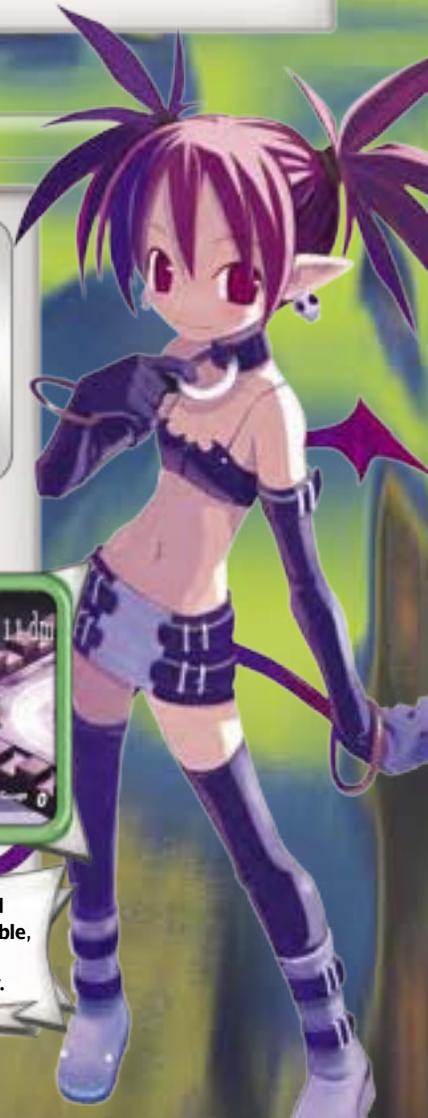
You'll be up to your earballs in Prinnies if you don't get rid of that Clone Geo Symbol. (Earballs?!). Fortunately, that's not too difficult. The Geo Symbols are level 200 and have loads of HP, but we know how to deal with them, don't we? Use throwing techniques to toss a Prinny onto it and that will take care of that. You might as well get rid of the Recovery 20% Geo Symbol so the Prinnies don't stick around any longer than necessary.

These Prinnies are made of a little tougher stuff than the last group. The "generals" have a fairly strong Pringer Beam attack that will hit multiple allies, so don't clump. If you have any concerns about winning this map, move your party to the side opposite the row of Pvt. Prinnies and take out the Gen. Prinnies first. When you end your turn, you should be out of range of their attacks and can head back in to get the first hit on them at your leisure.

Eliminate the Clone Geo Symbol to avoid a Priny overload.



If you think you'll have Priny trouble, stay out of their range until ready.



PRINNY LAND



ENEMY DATA

Name	Lv	Qty
Priny God	100	1
Priny King	70	1
Gen. Priny	50	13
Cpt. Priny	40	6



PRINNY LAND 3

Now we're talkin'! The supreme Priny is here and he's got some cool loot. If you missed getting a Testament from Etna's secret room, now's your chance to nab one using a rogue. Just watch out for his Pringer Beam!

Bring Laharl out onto the spot next to the base panel and end your turn. The Prinnyes will take the bait and line up in a row. Now use your Dimension Slash as you laugh from your belly. Clean up the remaining nearby Prinyes with your other allies and end your turn. The group of Gen. Prinyes will begin to move toward you.

Do the same thing again. Pull all your characters back into the base panel, leaving Laharl on the space beside it. The generals will all line up in front of him. They must have been too busy worshipping the Priny God to notice what happened to their troops.

When they're all gone, heal if needed, then gang up on the lord of the Prinyes.

Lure the Prinyes into single file with Laharl and give 'em a Dimension Slash.

Steal the Testament from the Priny God, but watch out for his Pringer Beam!

CAVE of ORDEAL

ENEMY DATA

Name	Lv	Qty
Manticore	60	1
Zakkum	50	8



CAVE of ORDEAL 1

Take out the four closest zakkums while staying within the first two rows.

Gang up on the manticore after all the zakkums have been dispatched.

Compared to the ordeals ahead, this one isn't much of a problem. The eight zakkums will leave without much fuss and the manticore isn't a problem if you gang up on him.

Start by eliminating the four closest zakkums while staying within the first two rows of spaces. Take them all out on your first turn. When you end your turn, two more zakkums will come closer, but they shouldn't be able to reach you. Eliminate them while staying on the lower half of the map and when you end your turn, the last two zakkums should attack but the manticore will stay put. One or both of the zakkums may get a hit in on you at this point.

After you take out the last zakkum, heal if needed and end your turn. The manticore should still stay put. Gather your whole party and attack him all at once.

CAVE OF ORDEAL



ENEMY DATA

Name	Lv	Qty
Succubus	100	1
Cait Sith	85	4
Nekomata	75	6



CAVE OF ORDEAL 2

As you travel through this group of maps, winning them will become more and more of an ordeal. This one is just a tad harder than the last, but neither one of them really qualify as ordeallific yet.

This map is populated by female monsters only. Use all the standard battle techniques you've learned so far to eliminate the surrounding nekomatas. Check their vulnerabilities, work on them one at a time... you know the drill by now. Stay out of range of the cait siths when you end your first turn so they won't get in the first hit. The succubus at the top of the map will stay put until you come to her as long as you stay out of her range.

After you take out everyone else, try to eliminate the succubus in one turn or she'll use her Hip Attack to steal your HP and heal herself at the same time.

Work on the female felines first. Avoid the stronger ones until you're ready.

Gang up on the lady in charge after all of her minions have "left."



CAVE OF ORDEAL 3

CAVE OF ORDEAL

ENEMY DATA

Name	Lv	Qty
Talos	160	1
Nataku	150	8
Geo Symbol(EXP + 50% : To Red)	150	1

Okay. This officially qualifies as an ordeal. Eight level 150 enemies and one level 160 enemy will not be so easy to eliminate, even though they are clumped nicely in a group. As a bonus for your trouble, there's an EXP +50% geo effect permeating the entire map.

We recommend you start by choosing four allies with nine panel-square attacks and place one on each side of the group of enemies. For example, use Lahar's Winged Slayer, a martial artist's Big Bang skill, Kurtis' Nuclear Fusion skill and Jennifer's Cosmic Arrow skill. If your characters are leveled up enough, you may take out the whole group of enemies with this combo. If not, you will have worked them down enough to start taking them out one at a time with your other allies.

If the enemies get a chance to attack, they'll do terrible things to your allies' bodies with magnetism.

Start with multi-character attacks with your strongest allies.

Finish by ganging up on the rest to eliminate them.



CAVE of ORDEAL

ENEMY DATA

Name	Lv	Qty
Death Boar	300	1
Dullahan	250	2
Alp	210	6



CAVE of ORDEAL 4

This map could turn from an ordeal to a tragedy if your party isn't strong enough.

The alps will poison you and use their Air Attack skill to attack multiple allies, so take them out first while staying out of range of the dullahans. Don't clump up in a group if you can help it. Use only a few of your strongest characters to attack the alps. Heal whoever takes the brunt of the alps' attacks before the end of each turn. Stay within the first three rows of spaces to avoid the dullahans stepping into the fray. When all the alps are gone, cure and heal all who need it and move in on the dullahans.

Stay on one side and you can attack one dullahan without attracting the other. When they're both gone, it'll be time to concentrate the power of your whole party on the death boar.

Eliminate the alps while staying within the first three rows of spaces.

Attack one dullahan from the side to avoid attracting the other.

CAVE of ORDEAL

ENEMY DATA

Name	Lv	Qty
Zombie King	1000	1
Tiamat	700	1
Nebiros	400	4
Nightmare	350	6



CAVE of ORDEAL 5

Create a giant lifting tower to get eight members to the zombie king.

Gang up on him and eliminate him with your most spectacular attacks.

Chuh. Like, no way. Don't even come here until you've done some serious time leveling up. You'll need two characters with a throwing range of six panels, like Gordon and a thief.

Once you've leveled up insane amounts (between level 700-1000), you'll be ready for this level. There's not a whole lot of strategy involved when you're this strong. You just attack things and they disappear. First take out the ring of enemies surrounding the base panel, then eliminate the tiamat at the head of the map.

To get your party to the zombie king, line them all up in the upper right corner with Gordon and a thief in two adjacent spaces in the corner. Lift everyone so that Gordon and the Thief are the last to lift, and toss them over. You can get eight allies there. The zombie king has very short range, so place everyone at the rear of his area out of his range, and end your turn so you can get first strike. Now pound him.

HUMAN WORLD



ENEMY DATA

Name	Lv	Qty
Space Marine (Gun)	95	1
Space Pirate (Gun)	90	1
Prowler (Gun)	80	1
Bandit (Gun)	75	2

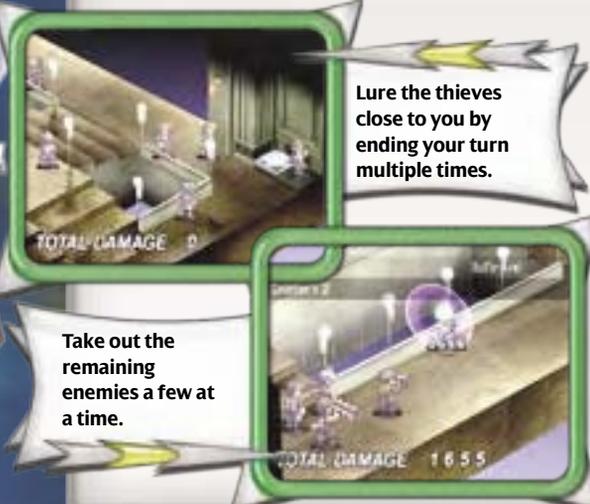


CENTRAL CITY

This map is all about being sneaky enough to get the first strike on the enemies and working on only a few enemies at a time.

If you bring a character out onto the base panel and end your turn three or four times, the thieves and the space marine will get tired of waiting for you and begin moving toward your position. Wait until they're one turn away from being able to attack you and pull your whole party out of the base panel to attack them. You'll be far enough away from the other enemies that they'll stay put. When they're gone, heal your characters and start moving in to eliminate the remaining enemies.

Move only close enough to attract a few enemies at a time so you don't get overwhelmed. Repeat until you've cleared the whole map of enemies.



NEO EDEN

HUMAN WORLD

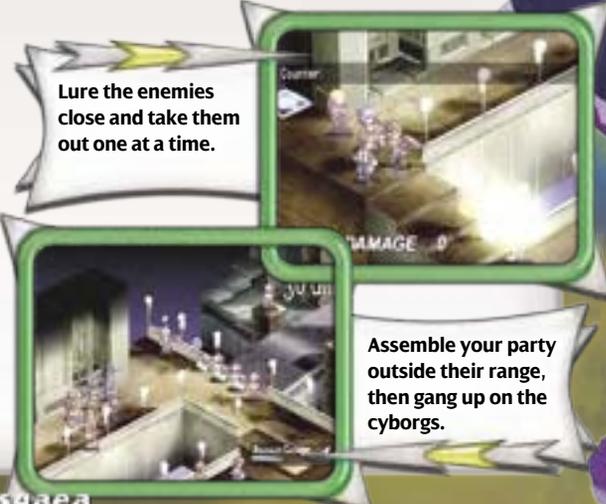
ENEMY DATA

Name	Lv	Qty
Psi-Soldier (Gun)	110	2
Cyborg (Axe)	100	3
Officer (Gun)	90	2
Recruit (Gun)	80	8

Sneaking around seems to work well in the human world. Continue to use the same strategy from the last map on this one as well.

Bring one character with strong long range attacks out onto the base panel and end your turn without moving. One recruit will come over to attack. Take 'em out, move one space over and end your turn again. Another recruit will come over. Repeat this technique, pulling more characters out of the base panel as more enemies come to you to attack. Heal as needed.

When both the recruits and the officers are gone, gather your party just outside the attack range of the cyborgs and psi-soldiers. When you have everyone in place, end your turn. When it's your turn again, move in to eliminate the group of three cyborgs. Attack the psi-soldiers from long range if you can. Finish them off on the next one if you don't take them all out in one turn.



HUMAN WORLD



EDF HEADQUARTERS

ENEMY DATA

Name	Lv	Qty
General Astro Carter	220	1
Defender? Astro-One	180	1
Defender? Astro-Two	180	1
Space Police (Gun)	130	6



Doesn't General Carter look fancy in that Astro Suit? Why not try to steal it with a rogue? Then you will be the fancy one.

Your sneaky method from the past two maps will not work here. These enemies will not stay put and you'll be within their range right from the start.

Bring out a couple strong characters with long range attacks, move them to the far right side and attack one of the space police. When you end your turn, they'll move in close enough to take out a couple more. Repeat this to finish off the space police and start working on the defenders and General Carter when they also get within range.

These astro-buddies don't have very long range. You may be able to attack from afar and move out of their range afterwards to eliminate them with impunity.

Carter's movement range is small. Attack him, then move out of range.

Steal his Astro Suit to add insult to whatever else you do to him.

ALT NETHERWORLD



ENEMY DATA

Name	Lv	Qty
Koropokkuru	130	5
Specter	110	11



ALTERNATE WORLD

Take out as many enemies as you can with long range magic attacks.

Throw allies to the platforms that are out of range of long range magic attacks.

You've got to be a good tosser and a good long range attacker to deal with this map.

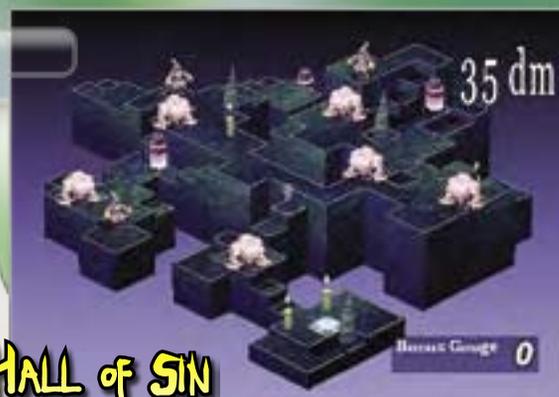
None of the enemies will be able to attack you from your position on the center platform. Therefore, you should take out as many of them from this location as possible. Bring out your long range magic users and start eliminating enemies. When you've deleted all the enemies from this map that you can with your long range magic users, start throwing allies over to the platforms that still have enemies on them.

At least one platform will require you to throw two allies at once in order to reach it.

ALT NETHERWORLD

ENEMY DATA

Name	Lv	Qty
Death	200	3
Djinn	170	6



HALL OF SIN

This maze-like map may look like it limits your movement, but you have throwing skills and the enemy does not, so it is they who are limited, not you. Start with the first enemy along the path by bringing as many characters as you'll need to do the job out onto the base panel. After he's gone, when you end your turn, none of the others will move. Send your party up the steps and use long range magic to eliminate the next enemy. Avoid the space in front of the lowest step to avoid him advancing on you.

Follow the same technique of moving your party just outside the range of the enemy and attacking them with long range magic. Have some SP replenishing items with you in case you run low. Check the enemies' range and beware of long range enemy magic.

Bring out as many allies as will fit and combo attack the first enemy. Repeat.

Watch out for the enemies' long range magic attacks!



HALL OF PENANCE

ALT NETHERWORLD

ENEMY DATA

Name	Lv	Qty
Tao Tieh	400	1
Demonic Suit	350	4
Scarecrow	300	12

Hall of Penance is a fitting name since this map can easily bring your party to its knees.

Notice how the enemies are all standing on those square platforms that happen to match the shape of a Winged Slayer skill? Uh huh. Use it. Concentrate on one group of enemies at a time using attacks that affect panels in that 3x3 square shape. Move your party all to one side of the map so you'll be out of range of as many enemies as possible when you end your turn.

When you end your turn the nearby enemies which you didn't eliminate will come over to attack. Take them out before moving any closer to the other enemies so that you can spend some time healing your party as needed. The other enemies may move closer each turn, but it will take them long enough that you can heal.

When you're ready to go, repeat the same procedure until the map is clear.

Use Winged Slayer and other multi-panel attacks on one group at a time.

Move out of range to heal your party as needed.





ALT NETHERWORLD

ENEMY DATA

Name	Lv	Qty
Tiamat	900	1
Ahzi Dahaka	750	2



There is something here that these creatures don't want to allow you to access. How interesting!

Bring a character out, place them behind the base panel and end your turn to lure the enemy closer.

Once they've moved within range, check their magic vulnerabilities and take them out one at a time. With around a hundred thousand hit points apiece, if you're not on par with their levels, you'll need to focus the entire party's might on one foe to prevail.

When you end your turn, the remaining enemies will unleash some devastating magic skills on your party. If your allies aren't ready for it, they can be wiped out in a single turn.

Have a healer standing by out of range to take care of anyone who isn't wiped out instantly.

Move a character to behind the base panel and end your turn to lure them in.



Concentrate your entire party's force upon one enemy at a time.



ALT NETHERWORLD

ENEMY DATA

Name	Lv	Qty
Overlord Priere	2000	1
Carmilla	1500	1
Tailring	1500	1



Bring a character out onto the base panel and end your turn to lure them closer.

Concentrate on taking out the other Overlord 1st or she'll whip your behind.



What's this? Another Overlord? Ooooooh. She's a pretty one, too. And look how strong! Nice. Of course, she'll whip your ass if you come in here unprepared.

Let's do this thing. Bring a character out onto the base panel and end your turn to lure them in. When it's your turn again, go for the glory. Bring your whole party to focus upon her directly and spare no energy in attacking. Use all your best skills to wipe out her nearly half a million hit points.

If you're having trouble with this map, consider tossing the girls out onto one of those isolated panels and hit them with long range attacks while outside her attack range. If your attacks do no damage, try boosting your attackers with braveheart or Magic Boost.

When it's all over, you'll have a new member of your party and a new friend.

BEAUTY CASTLE



ENERGY DICTA

Name	Lv	Qty
Flamberg	1500	1
Chimera	1200	2



FOREBODING SEAL

Hey, it's another one of those maps where they're guarding the entrance to something. Wonder what it is? Let's find out.

Start by bringing one character out of the base panel, moving them off to the side and ending your turn. This will draw the enemies close so you can get the first strike in.

Bring your entire party out and have them attack the flamberg. He's got more than 200K HP. Hopefully, you're strong enough to take him out in your first turn. If not, he's going to do some Astral-damage to you in a big way.

After he's gone, the two chimera will do their dirty deeds to your party and you should return the favor in full.



Bring someone out of the base panel, move them to the side, and end turn.

Show no mercy. They say the pen is mightier than the sword. I say...



TOTAL DAMAGE 0



BEAUTY OF EVIL

BEAUTY CASTLE

ENERGY DICTA

Name	Lv	Qty
Witch Majorly	2500	1
Prophet (Male) (Staff)	1800	2



Whoa. This girl has got some major power and some really cool equipment(!). However, you won't be stealing any of her stuff unless your rogue is the Lord of Thieves himself (No, there isn't really one in the game.)

The enemies won't come to you unless you're within their attack range, so the old trick of bringing someone out around the base panel and ending the turn to lure them closer won't work. You can still do it, but you'll need to be tough enough to take a major wallop from the Witch Majorly. So, either do that or start throwing very strong characters over to meet her. With nearly three quarters of a million hit points, she'll take a trouncing and keep on, ummm... bouncing?

Her prophet consorts will most likely keep themselves busy casting enhancements on each other, so don't worry about them 'til the end.

When it's over, you'll have YANF (yet another new friend).

The prophets may be busy with more important concerns — themselves.



The Witch Majorly takes a pounding with no muss and only a little fuss.

BAAL CASTLE

ENEMY DATA

Name	Lv	Qty
Surt	2000	1
Efreet	1500	3



PATRIARCH'S SEAL

Check it out—another seal, and this time it's guarded by some creatures who look strangely familiar. Yes... except these guys are quite a bit beefier than the last group we ran into. Not to worry. If we're here, that means we've got more beef than a fast food joint.

Our old trick to lure the enemies closer doesn't quite work here, either, because you'll be within at least one of the enemies' range no matter where you end your turn. If you'd prefer to take damage with just one ally rather than a group of allies, go ahead and do it anyway.

When it's your turn again, show these wimps that you're going to barge your way right past their worthless seal whether they're in the way or not. You are the most powerful being in this realm or any other, and you don't stop for anyone. Right?

Use one character to lure them closer even though you'll take some damage.

You're so tough by now, these guys seem as weak as Prinnyes. (If not, run away!!)

BAAL CASTLE

ENEMY DATA

Name	Lv	Qty
Tyrant Baal	4000	1



LORD OF TERROR

This is it. This being is the most powerful, scariest, and just plain biggest enemy we've ever encountered. He's got a whopping 3M HP. (M=million.)

You may wonder if we really want to lure this giant closer, but yes, we really do. Bring a character out of the base panel, move them to the side and end your turn. If you can manage to steal his Super Robo Suit at some point, that will go a long way toward victory.

Gather your entire party around him and hit him with all you've got. If you're not strong enough to take him out in the first turn, he'll use some nasty sword skills that can take out allies instantly. Avoid grouping your allies or he'll use his Gran Sword mutli-panel attack to wipe out the bunch of them. When he's gone, it's over. You win. Sheesh, he was gnarly. Wonder what kind of Prinny he'd make!

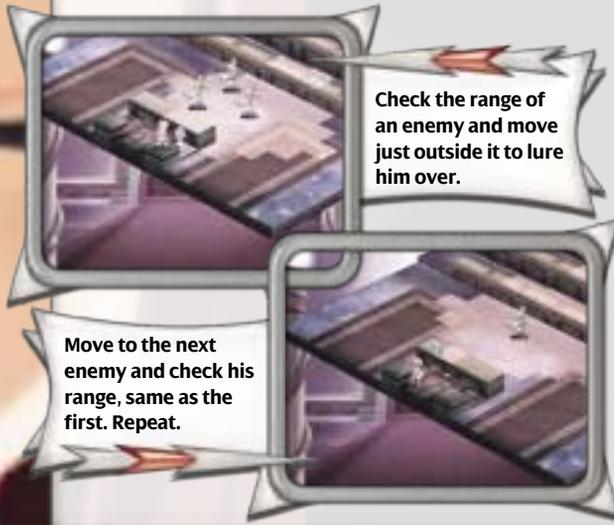
Maybe if you're really good at this game you can steal his stuff.

Spend the time needed to level up and you can take Baal in one turn.

PROMOTION EXAM 1

ENEMY DATA

Name	Lv	Qty
Ghoul	4	1
Zombie	2	3



Check the range of an enemy and move just outside it to lure him over.

Move to the next enemy and check his range, same as the first. Repeat.

Even though it may seem like these promotion exams are just a matter of your stats versus their stats, in reality, there's actually quite a bit of strategy involved. Often times you'll be taking these exams with characters who are weaker than those you are facing.

For most of the early exams, it's best to let only one enemy at a time attack you. The damage multiple enemies do to you will accumulate until you are wiped out. You're on your own in here, so you won't have anyone else you can pull out of the base panel to come heal you. Bring lots of healing consumables!

Start by checking the range of the enemies. Move your character to a panel that is one space outside their movement range and end your turn. The one single enemy that you checked will come over. Attack, eliminate, heal, repeat.



PROMOTION EXAM 2

ENEMY DATA

Name	Lv	Qty
Corpse	8	1
Ghoul	5	2

We'll walk you through this one step-by-step, so there can be no doubt about what you should be doing. Start by positioning your character on the raised platform to the left of your starting position and end your turn. An enemy will approach you and attack. When it's your turn, attack him and, if you don't eliminate him with one hit, move away to the left and end your turn. He'll come and attack. Do your stuff. Once he's gone, heal as needed and make your way back to your starting position.

This time, place your character on the panel one space to the right of your initial starting position. End your turn and another enemy will come over to attack you. Do the same to him as you did to the last enemy. Don't move forward after attacking or the third enemy may come and attack you before you have a chance to heal.

When you're healed, move to the space in front of your initial starting position, end your turn; repeat.

Lure the first enemy to your position. Attack, eliminate him and heal.

Repeat the same process for the other two enemies.

PROMOTION EXAM 3

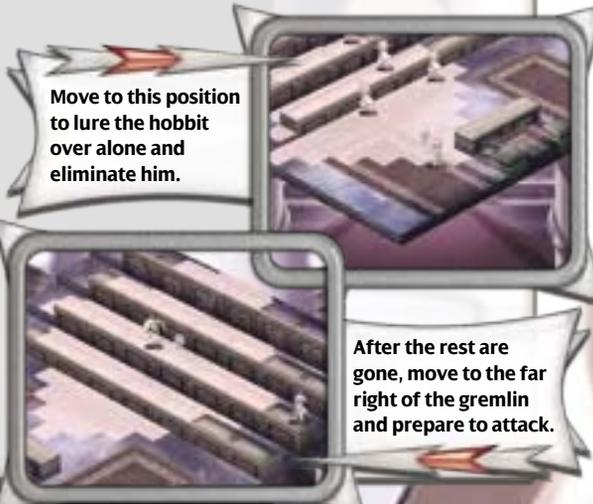


ENEMY DATA

Name	Lv	Qty
Gremlin	12	1
Hobbit	9	3

Start by checking the movement range of the hobbit to the left. Place your character diagonally one space up and to the left of his furthest reach. This will ensure that you don't attract one of the other enemies before you're ready. End your turn and the hobbit will approach. Eliminate the hobbit, heal, and repeat the procedure on the right-most hobbit, and again with the middle hobbit.

When it's time to deal with the gremlin, if you have an attack range of more than one space, you can get the first hit in on him, but you'll need to approach him from the far right side. Move all the way to the right and end your turn while you're two spaces from his furthest range of movement. When it's your turn, move in and attack him with your long range weapon. If you have only a single space attack range and a MV stat of 5 or less, he'll get the first hit on you and probably poison you.



Move to this position to lure the hobbit over alone and eliminate him.

After the rest are gone, move to the far right of the gremlin and prepare to attack.

PROMOTION EXAM 4

ENEMY DATA

Name	Lv	Qty
Guardian	20	2



Check range on the left enemy and move just outside of it to lure him over.

Get the first hit in on the enemy if you have the means.

You probably don't want these two fellows attacking you both at once. They have a tendency to paralyze you so you can't move, and that's no fun. Be sure to have some Faerie Dust in inventory to deal with this.

Check the movement range on the left enemy and pick a spot to move to that is well out of range of the second enemy. End your turn and he'll come over to do his business to you. When he's done, do your business to him. Keep an eye on your HP and use some healing items if you need to.

When the first enemy is gone, try to get the first hit in on the second enemy. If you have a MV stat of 6 or above (buy some nice shoes!) or an attack range of more than one space, you can hit him first. Otherwise, just end your turn within his range and he'll attack.

PROMOTION EXAM 5

ENEMY DATA

Name	Lv	Qty
Dark Knight	30	1
Nightmare	25	2



Check movement range on the dark knight and lure him away from the rest.

Either go for the first hit on the enemy to the right or lure one away from the other.



Start by luring the dark knight away from the other enemies so you can deal with him alone.

Check his range, move your character to the panel just outside it and end your turn. He'll come over to attack. Duke it out with him mano-a-mano (or womano-a-mano if the case may be). When he's gone, it'll be time to make a decision about the nightmares.

The nightmares have a very long range attack. You may be able to get the first hit in on one of them, but then the other will move in and they'll both be whacking you. If you don't mind, head to the far right and approach them as you did the last guardian in the previous exam. If you don't want to take them on both at once, check movement range of one and end your turn on the side farthest away from the other. This way you can deal with them one at a time, but they'll get the first hit in on you (as most of the enemies have been doing anyway).



PROMOTION EXAM 6

ENEMY DATA

Name	Lv	Qty
Ekim	40	1
Wraith	34	3

You can use the same techniques on this exam as you have been using up until now.

Check the range on the first wraith, move your character to just outside their movement range and end your turn. The wraith will move away from the rest and you can eliminate them in peace. Repeat this procedure for the other two wraiths, healing as needed, replenishing SP as needed, etc.

When you're all healed and full of SP, make your way over to the right side of the map. Use a few turns worth of moving to position yourself outside and below the ekim's farthest movement range. If you've got a MV stat of 6 or more, or you have an attack range of more than one space, you should be able to get the first hit in on him. If you don't take him out in one turn, he'll do a Golem Dunk or other mean golem-type things to you.

Lure away and eliminate the wraiths one at a time.



Sneak up on the ekim to get the first hit in on him.



PROMOTION EXAM 7



ENEMY DATA

Name	Lv	Qty
Majin (Sword)	50	1
Centurion (Male) (Spear)	45	1
Red Skull (Staff)	42	2

Our tried and true technique of luring an enemy away from the rest does not work on this level. The enemies here will start moving around you as soon as you end your first turn. If you have long range attack ability, you might try to get the first hit in from far back. If you don't, you can still get the first hit in. Pull your character out of the base panel and move them to the left and out of range of the enemies. End your turn, and when it's your turn again, move away once more and end your turn. When they're within your range, go after the weaker centurion first. You'll be able to eliminate him sooner than the stronger majin and reduce the number of enemies attacking you. Once you've eliminated them both, go clean up the red skulls who are off having a little self-help seminar by themselves.

PROMOTION EXAM 8

ENEMY DATA

Name	Lv	Qty
Serpent	70	1
Decoy	60	3



Past maps have had the enemies starting from further away. This time the enemies are arrayed around you. They're pretty tough, too, so make sure you're leveled up to around level 65-70 before attempting this one. Start by attacking the enemy to the far right. If you can't take him out in the first turn, you'll still have another turn to attack him before the other enemies arrive. On your second turn, attack him and move into the corner afterwards. This will give you one more turn before the others are upon you. After eliminating him, move forward. At this point, all the enemies will be able to reach you and you'll have to pull through on pure stats from here, with a little help from healing items. If you can't make it through, go level up more and try again later.

PROMOTION EXAM 9

ENEMY DATA

Name	Lv	Qty
Ahzi Dahaka	100	1
Dragon	80	2



Attack the dragon on the left. Hit him for 2-3 turns before the others get to you.

Run away after an attack. You may avoid the other two for quite a while.



There be dragons here. They're all within range of attacking you, too, so get the first hit in on at least one of them.

Send your character over to the dragon on the left and start working on him. When you end your turn, you'll have another chance to attack the dragon on the left before his buddies arrive. Hit him, then move as far left and forward as you can and you should be able to avoid the others. They have a MV stat of 5. If you are at 6, you may be able to repeat this enough times to pull away from them long enough to heal if you need it. If you can take out one dragon this way, you'll fare better when it's time to face the rest.

When it's time to face the rest, it's down to a stat battle again. Have some powerful healing items ready for when you get low on HP.



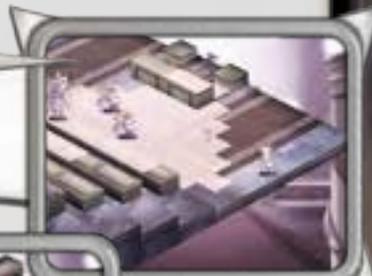
PROMOTION EXAM 10

ENEMY DATA

Name	Lv	Qty
Neuntoter	150	1
Lilim	120	3

These enemies stay put until you come within their attack range, so bring your character out of the base panel and move them as far to the right as possible. End your turn, then check the movement range of the nearest lilim. They have skills with an attack range of two spaces in front of them, in the shape of a "T" with the base at their feet, so as soon as you come within that area, they will attack. Make sure you don't accidentally attract more than one at a time. On your second turn, don't move away from the left edge of the map in this area or another lilim will come over and attack. Attack the one lilim and afterwards move along the edge, backwards, away from the others. After eliminating the first lilim, repeat this with the other two. When they're all gone, it's time for the pimp daddy. Unless you have a MV stat of 7, or a long range attack skill, you may not be able to get first hit on the neuntoter. It'll be a pure stat battle with occasional healing on your end.

Lure one enemy away from the others to eliminate them.



You may just barely be able to get the first hit in on the neuntoter.



PROMOTION EXAM II



ENEMY DATA

Name	Lv	Qty
Shaitan	250	1
Wight	200	4

Immediately move to the left and attack the left-most wight from as many spaces away as you can manage. This way you'll only have to deal with two of the wights at once (do two wights make a wong?) when you end your turn.

Attack them again and move further left if you can to avoid the possibility of attracting other enemies. Once you've eliminated those two enemies, move just close enough to one of the remaining wights and lure him toward you, away from the other so you can work on him alone. Once he's gone, go right on over to the last one and take him out too. Now heal up and prepare to battle the heavy duty shaitan, the most difficult examiner you'll face.

Try to get the first strike in on him. Use your deadliest skills. Ahh, you know the drill. Attack him until you're low on HP; heal; attack him some more. Work 'em!

After this, you should have less trouble getting proposals approved in the Dark Assembly. (About time!)

Lure two wights away from the others and work on them first.



When it's time to face the shaitan, show him the business!



Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Wristband	30	-	-	3	-	-	-	1	-	-	-	1	-	Soaks up sweat
2	Rock Fist	80	-	-	6	-	-	-	4	-	-	-	1	-	Loses to paper a lot
3	Double Slap	200	-	-	9	-	-	-	6	-	-	-	1	-	I rarely see someone get slapped
4	Leather Glove	500	-	-	15	-	-	-	10	-	-	-	1	-	Smells bad in the rain
5	Iron Claw	1100	-	-	19	-	-	-	13	-	-	-	1	-	Be careful not to let it get rusty
6	Power Gauntlet	1800	-	15	27	-	-	-	13	-	-	-	1	-	It might awaken latent super powers
7	Hyper Knuckle	3000	-	-	33	-	-	-	21	-	-	-	1	-	Not as hyper as it sounds
8	Lethal Knuckle	5000	-	-	40	-	-	-	26	-	-	-	1	-	Hit those weak spots right on the money!
9	Fake Fist	8000	-	-	48	-	-	-	32	-	-	-	1	-	More macho than your real fist
10	Cross Counter	12500	-	-	60	-	-	-	40	-	-	-	1	-	Replica of a glove worn by a famous boxer
11	Swift Knuckle	18000	-	-	72	-	-	-	48	-	-	-	1	-	Your punch will sting like a bee
12	Magic Cuff	24000	-	40	82	-	-	-	48	-	-	-	1	-	You get smarter. Be thankful
13	Poison Knuckle	32000	-	-	93	-	-	-	62	-	-	-	1	Alchemist	Try not to pick your nose with this
14	Megaton Punch	45000	-	-	105	-	-	-	70	-	-	-	1	-	Psssst, it doesn't really weigh a megaton
15	Fist of Fury	60000	-	-	116	-	-	-	77	-	-	-	1	-	From the master of Jeet Kune Do
16	Mach Punch	60000	-	-	128	-	-	80	80	-	-	-	1	-	Fast is good
17	Spiked Glove	80000	-	-	138	-	-	-	92	-	-	-	1	-	A dangerous glove with spikes
18	Bagh Nakh	90000	-	-	150	-	-	-	100	-	-	-	1	-	Pocket weapon from a foreign land
19	Mystic Hand	100000	-	70	165	-	-	-	110	-	-	-	1	-	Become a user of mystical powers
20	Metal Fist	120000	-	-	180	-	-	-	120	-	-	-	1	-	A metal fist worn by noble mistresses
21	Silver Arm	150000	-	-	195	-	-	-	130	-	-	-	1	-	Your arm turns silver. How embarrassing
22	Demonic Fist	200000	90	-	210	-	-	-	140	-	-	-	1	-	A demon will dwell in your hand. So?
23	Karate Chop	270000	-	-	225	-	-	-	150	-	-	-	1	-	Break rocks in one hit!!
24	Mistral Fist	350000	-	-	240	-	-	-	160	-	-	-	1	-	Grants the power of the Wind God
25	Jupiter's Fist	350000	-	-	262	-	-	-	175	-	-	-	1	-	Grants the power of the Thunder God
26	Straight Punch	450000	-	-	285	-	-	-	190	-	-	-	1	-	Strongest punch known to mankind
27	Mirage	600000	-	-	308	-	-	-	160	-	-	-	1	-	Can't even see it
28	Kwanca	800000	-	-	330	-	-	-	220	-	-	-	1	-	Sounds foreign, but I forget its origin
29	Bahamut's Fist	1100000	-	-	352	-	-	160	235	-	-	-	1	-	Grants the power of the Dragon God
30	Golden Arm	1500000	-	-	375	-	-	-	250	-	-	-	1	-	Your arm turns gold. I'm so envious
31	Crisis	1500000	-	-	405	-	-	-	270	-	-	-	1	Gangster	Causes disasters. You'll be feared and hated
32	Diabolic Fist	2000000	-	-	435	-	-	-	290	-	-	-	1	-	Grants the power of the Demon God
33	Platinum Arm	3000000	-	-	465	-	-	-	310	-	-	-	1	-	Your arm turns platinum. It won't bend...
34	Galactica	4000000	-	-	495	-	-	-	330	-	-	-	1	-	A deadly fist that makes the universe tremble
35	Terra Smasher	5000000	-	-	525	-	-	-	350	-	-	-	1	-	Enough power to split the earth in two!
36	Punisher	6000000	-	-	562	-	-	-	375	-	-	-	1	-	Will allow you to punish your enemies
37	Zodiac	7000000	-	-	650	-	-	-	400	-	-	-	1	-	Grants the powers of the stars
38	Infernal Fist	8000000	-	-	750	200	-	-	450	200	-	-	1	-	Grants the power of the Overlord
39	God's Hand	50000000	-	-	1000	-	-	-	500	-	-	-	1	-	Said to be able to vanquish Overlords...
40	Ultimus	800000000	-	-	2000	-	-	1000	1000	-	1	10	1	-	World's strongest fist, period

Swords

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Common Sword	30	-	-	4	-	-	-	-	-	-	-	1	-	Go buy something better
2	Short Sword	80	-	-	8	-	-	-	-	-	-	-	1	-	A sword that's kinda short
3	Swordbreaker	200	-	-	13	-	-	-	-	-	-	-	1	-	Known for its durability
4	Bronze Sword	500	-	-	19	-	-	-	-	-	-	-	1	-	A plain sword made of bronze
5	Long Sword	1100	-	-	26	-	-	-	-	-	-	-	1	-	A sword that's pretty long
6	Ninja Sword	1800	-	-	34	-	-	10	10	-	-	-	1	-	Non-ninjas can equip it, too
7	Sharp Edge	3000	-	-	43	-	-	-	20	-	-	-	1	-	It slices! It dices!
8	Bastard Sword	5000	-	-	53	-	-	-	-	-	-	-	1	-	Nice guys can use it too
9	Broad Sword	8000	-	-	65	-	-	-	-	-	-	-	1	-	I worked hard making this. Please buy it
10	Magic Sword	12500	-	15	80	-	-	-	-	-	-	-	1	-	A sword with a pinch of magic
11	2-Pronged Blade	18000	-	-	95	-	-	-	-	-	-	-	1	-	Cuts well, but hard to gut fish with
12	Great Sword	14000	-	-	110	-	-	-	-	-	-	-	1	-	It's not really THAT great
13	Taser Sword	32000	-	-	125	-	-	-	-	-	-	-	1	Witch Doctor	Paralyzes an adversary with electricity
14	Mortuus Blade	45000	-	-	120	-	-	-	-	-	-	-	1	-	Sounds like a meaningful name, but it's not
15	Psychic Sword	60000	-	25	155	-	25	-	-	-	-	-	1	-	A sword used by psychics, duh!

Swords

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
16	Stabbing Knife	60000	-	-	170	-	-	-	-	-	-	-	1	-	You really shouldn't stab people with this
17	Evil Thwarter	80000	-	-	185	-	-	-	-	-	-	-	1	Alchemist	Used in banishing demons. Covered in poison
18	Hibernal Sword	90000	-	-	200	-	-	-	-	-	-	-	1	Hypnotist	Sword that can induce sleep
19	Muramasa	100000	-	-	220	-	-	-	-	-	-	-	1	-	Legendary katana
20	Light Sabre	120000	-	-	240	-	-	-	-	-	-	-	1	-	The force may be with you
21	Vajra	150000	-	-	260	-	-	-	-	-	-	-	1	-	Legendary sword of an ancient demon
22	Mistral Sword	200000	-	-	280	-	-	-	-	-	-	-	1	-	Grants the power of the Wind God
23	Jupiter's Sword	270000	-	-	300	-	-	-	-	-	-	-	1	-	Grants the power of the Thunder God
24	Bloodlust	350000	-	-	320	-	-	-	-	-	-	-	1	-	Sword that sucks blood. Loves type O
25	Masamune	350000	-	-	350	-	-	-	50	-	-	-	1	-	Not a thing in the world it can't cut
26	Bahamut's Fang	450000	-	-	380	-	-	-	-	-	-	-	1	-	Grants the power of the Dragon God
27	Adamant Sword	600000	150	-	410	-	-	-	-	-	-	-	1	-	Your body will be filled with energy
28	Demon Killer	800000	-	-	440	-	-	-	-	-	-	-	1	-	Sacred sword used in slaying demons
29	Wyrm Slayer	1100000	-	-	470	-	-	-	-	-	-	-	1	-	Can slay dragons in a single blow
30	Laevateinn	1500000	-	-	500	-	-	70	70	-	-	-	1	-	Said to be able to slice through darkness
31	Diabolic Sword	1500000	-	-	540	100	-	-	-	-	-	-	1	-	Grants the power of the Demon God
32	Crusade	2000000	-	80	580	-	-	-	-	80	-	-	1	-	Holy sword crafted to seal the Demon God
33	Kusanagi	3000000	-	-	620	-	-	-	-	-	-	-	1	-	Sword used in defeating an 8-headed serpent
34	Excalibur	4000000	100	100	660	100	100	100	100	100	-	-	1	-	Some famous guy's sword. Used, of course
35	Shichishi-Tou	5000000	-	150	700	-	-	-	-	-	-	-	1	-	Works wonders. Try it out!
36	Infernal Sword	6000000	200	-	750	200	-	-	-	200	-	-	1	-	Grants the power of the Overlord
37	Arondight	7000000	200	200	900	200	200	200	200	200	-	-	1	-	Mysterious sword forged from a meteorite
38	Amano-Hahakiri	8000000	-	400	1200	-	400	-	-	-	-	-	1	-	Show it off to your friends
39	Cosmic Blade	50000000	300	300	2000	300	300	300	300	300	-	-	1	-	The universe is calling for you!!
40	Yoshitsuna	200000000	1000	1000	4000	1000	1000	1000	1000	1000	2	20	5	-	A sword unparalleled in strength

Spears

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Common Spear	30	-	-	3	-	-	-	-	-	-	-	2	-	Cheapest spear ever. Bleh
2	Iron Lance	80	-	-	6	-	-	-	-	-	-	-	2	-	An average spear. Popular among housewives
3	Knight's Lance	200	-	-	9	-	-	-	-	-	-	-	2	-	Knights use it, thus the name
4	Bogus Spear	500	-	-	15	-	-	-	-	-	-	-	2	Gangster	Spear of a legendary hero (not)
5	Long Spear	1100	-	-	19	-	-	-	-	-	-	-	2	-	A long spear... You get the picture
6	Koshimoto Spear	1800	-	-	27	-	-	-	-	-	-	-	2	-	Spear of a female warrior of the East
7	Bushido Lance	3000	-	-	33	-	-	-	-	-	-	-	2	-	Always remember the way of a warrior
8	Trident	5000	-	-	40	-	-	-	-	-	-	-	2	-	Latest trend among fishermen
9	Paralyzing Spear	8000	-	-	48	-	-	-	-	-	-	-	2	Witch Doctor	Just as the name implies, it causes paralysis
10	Falcon Lance	12500	-	-	60	-	-	20	-	-	-	-	2	-	Increases your speed for some unknown reason
11	Forgetful Spear	18000	-	-	72	-	-	-	-	-	-	-	2	Amnesiac	What type of spear were we talking about?
12	Black Spear	14000	-	-	82	-	-	-	-	-	-	-	2	-	Become a black knight! Now hiring
13	Silver Lance	32000	-	-	93	-	-	-	-	-	-	-	2	-	What if it's actually aluminum?
14	Kung Fu Spear	45000	-	-	105	-	-	-	40	-	-	-	2	-	Used by Kung Fu fighters everywhere
15	Venomous Spear	60000	-	-	116	-	-	-	-	-	-	-	2	Alchemist	If ingested, contact your physician
16	Moonlight	60000	-	-	128	20	-	-	-	-	-	-	2	Hypnotist	Charms those who see it
17	Skewer	80000	-	-	138	-	-	-	-	-	-	-	2	-	Useful in making shish kabobs
18	Mistral Spear	90000	-	-	150	-	-	-	-	-	-	-	2	-	Grants the power of the Wind God
19	Jupiter's Spear	100000	-	-	165	-	-	-	-	-	-	-	2	-	Grants the power of the Thunder God
20	Special Lance	120000	-	-	180	-	-	-	-	-	-	-	2	-	Limited edition, but plenty are available
21	Vile Brilliance	150000	-	-	195	-	-	-	-	-	-	-	2	-	One of the Netherworld's legendary spears
22	Golden Lance	200000	-	-	210	-	-	-	-	-	-	-	2	-	It's just gold plated
23	Bone Lance	270000	-	-	225	-	-	-	-	-	-	-	2	-	Made from dragon bone. Smells bad
24	Zephyr	350000	-	-	240	-	-	50	50	-	-	-	2	-	Its thrusts are as swift as a gust of wind
25	Bahamut's Horn	350000	-	-	262	-	-	-	-	-	-	-	2	-	Grants the power of the Dragon God
26	Benkei	450000	-	-	285	-	-	-	-	-	-	-	2	-	The renowned weapon-collector's favorite
27	Demonic Spear	600000	-	-	308	-	-	-	-	-	-	-	2	-	High-level demons love this spear
28	Pallas Athene	800000	60	60	330	-	-	-	-	-	-	-	2	-	Symbol of valor and chivalry

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
29	Kiyomasa	1100000	-	-	352	-	-	-	-	-	-	-	2	-	Engraved with a samurai's autograph
30	Hero's Spear	1500000	-	-	375	40	-	-	-	-	-	-	2	-	Makes you feel like a hero
31	Platinum Lance	1500000	-	-	405	-	-	-	-	-	-	-	2	-	Bright and shiny. Looks fancy
32	Li Shuwen	2000000	70	-	435	70	-	-	-	-	-	-	2	-	Ghost of an unmatched warrior dwells within
33	Diabolic Spear	3000000	-	80	465	-	80	-	-	-	-	-	2	-	Grants the power of the Demon God
34	Walkeure	4000000	-	-	495	-	-	100	-	-	-	-	2	-	You become quicker just by holding it
35	Gungnir	5000000	100	-	525	-	-	-	-	-	-	-	2	-	Even the gods can't laugh at you now
36	Gae Bolga	6000000	-	100	600	-	100	-	-	-	-	-	2	-	Please don't sell me
37	Chaladholg	8000000	-	-	700	150	-	150	-	-	-	-	2	-	Be the first on the block to own one!
38	Infernal Spear	10000000	200	-	800	200	-	-	-	200	-	-	2	-	Grants the power of the Overlord
39	Longinus	15000000	-	200	1000	-	200	-	200	-	-	-	2	-	King Krichevskoy's famed spear
40	Glorious	80000000	400	400	1500	400	400	400	400	400	-	-	2	-	The spear of all spears

Bows

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Common Bow	30	-	-	2	-	-	-	1	-	-	-	3	-	A bow made during an arts & crafts class
2	Hunter's Bow	80	-	-	5	-	-	-	2	-	-	-	3	-	Typical bow used in hunting
3	Longbow	200	-	-	8	-	-	-	4	-	-	-	3	-	Actually, it's not that long
4	Big Arrow	500	-	-	12	-	-	-	6	-	-	-	3	-	It's not as big as it sounds
5	Blessed Bow	1100	-	-	17	-	-	-	8	10	-	-	3	-	Bow made to dispel evil spirits
6	Pixie Bow	1800	-	-	22	-	-	-	11	-	-	-	3	Hypnotist	Bow with a fairy's mystical magic
7	Enchanted Arrow	3000	-	10	28	-	-	-	14	-	-	-	3	-	It'll pierce your heart
8	Warrior's Bow	5000	20	-	35	-	-	-	17	-	-	-	3	-	Holding it boosts your stamina
9	Sprite Bow	8000	-	-	43	-	10	-	21	-	-	-	3	-	You get slightly smarter during tests
10	Venomous Bow	12500	-	-	53	-	-	-	26	-	-	-	3	-	It's dangerous. What'd you expect?
11	Elven Bow	18000	-	-	63	-	-	-	31	-	-	-	3	-	Enables you to run like the wind
12	Spirit Bow	24000	-	-	73	-	-	-	36	-	-	-	3	-	Become best friends with the spirits
13	Master Bow	32000	-	-	83	-	-	-	41	-	-	-	3	-	You will feel like a master archer
14	Bow of Havoc	45000	-	-	93	-	-	-	46	-	-	-	3	-	Disappointing, considering the name
15	Bow of Justice	60000	-	-	103	-	-	-	52	-	-	-	3	-	You're now officially a defender of justice!
16	Silver Bow	60000	-	-	113	-	-	-	56	-	-	-	3	-	Bow made out of silver (maybe)
17	Flex Bow	80000	-	-	123	-	-	-	61	-	-	-	3	Amnesiac	Wpn-Bow?: Makes you want to exercise
18	Plasma Arrow	90000	-	-	133	-	-	-	66	-	-	-	3	Witch Doctor	May cause paralysis
19	Hero's Bow	100000	-	-	146	-	-	-	73	-	-	-	3	-	You can officially call yourself a hero!
20	Shining Arrow	120000	-	-	160	-	-	-	80	-	-	-	3	-	Rather lackluster, despite its name
21	Mistral Bow	150000	-	-	173	-	-	-	85	-	-	-	3	-	Grants the power of the Wind God
22	Jupiter's Bow	200000	-	-	186	-	-	-	94	-	-	-	3	-	Grants the power of the Thunder God
23	Golden Bow	270000	-	-	200	-	-	-	100	-	-	-	3	-	Bow made out of gold (perhaps)
24	Judgment Arrow	350000	-	-	213	-	-	-	106	-	-	-	3	Amnesiac	Person hit will face some sort of judgment
25	Remote Bow	350000	-	-	233	-	-	-	116	-	-	-	4	-	Shoots a bit farther than other bows
26	Platinum Bow	450000	-	-	253	-	-	-	126	-	-	-	3	-	Bow made out of platinum (or not)
27	Kuki	600000	-	-	273	-	-	-	136	-	-	-	3	Gangster	A cursed bow with a unique story
28	Bow of Virtue	800000	-	-	293	-	-	-	146	-	-	-	3	-	Ancient demon-slaying bow
29	Arcane Bow	1100000	-	40	313	-	-	-	156	-	-	-	3	-	Has magical powers
30	Yoichi's Bow	1500000	-	-	333	-	-	-	166	-	-	-	3	-	Replica of the bow used by a great archer
31	Bahamut's Aim	1500000	-	-	360	-	-	-	180	-	-	-	3	-	Grants the power of the Dragon God
32	Percival	2000000	-	-	385	-	-	-	190	-	-	-	3	-	Named after a legendary hero. Cool!
33	Prometheus	3000000	-	-	410	-	-	-	200	-	-	-	3	-	This bow is also known as "Foresight"
34	Starchaser	4000000	-	-	440	-	-	-	220	-	-	-	3	-	Said to be able to pierce the heavens
35	Diabolic Bow	5000000	-	-	500	100	-	-	250	-	-	-	3	-	Grants the power of the Demon God
36	Ull's Bow	7000000	-	100	550	-	100	-	300	-	-	-	4	-	The bow used by the god of archery himself
37	Fleche Enflammee	8000000	100	-	700	-	-	100	500	-	-	-	4	-	It may be powerful enough to slay an Overlord
38	Infernal Bow	10000000	200	-	750	200	-	-	600	200	-	-	4	-	Grants the power of the Overlord
39	Artemis	15000000	-	250	900	-	250	-	700	-	-	-	4	-	The goddess of the hunt dwells inside this bow
40	Galaxy	80000000	300	300	1500	300	300	300	1200	300	-	-	5	-	Greatest bow in the galaxy, hence the name

GUNS

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	RQ22 Common	30	-	-	-	-	-	-	3	-	-	-	4	-	Watch where you point it!
2	Model 24	80	-	-	-	-	-	-	6	-	-	-	4	-	It hurts if it hits. Well, duh!
3	RQ38 Custom	200	-	-	-	-	-	-	9	-	-	-	4	-	A 38-caliber gun with little recoil
4	Dolphin EX	500	-	-	-	-	-	-	15	-	-	-	4	-	Easy-to-use gun for everyone
5	RQ-P38	1100	-	-	-	-	-	-	19	-	-	-	4	-	It's got a retro look for all you geeks
6	Nether 35	1800	-	-	-	-	-	-	27	-	-	-	4	Hypnotist	Manufactured in the Netherworld
7	KLZ900	3000	-	-	-	-	-	-	33	-	-	-	4	-	Nicely balanced, has good aim
8	RQ44 Magnum	5000	-	-	-	-	-	-	40	-	-	-	4	Gangster	Monster tested, RQ approved
9	Model 48	8000	-	-	-	-	-	-	48	-	-	-	4	-	The feel of the grip is so comfortable
10	Dune Eagle	12500	-	-	-	-	-	-	60	-	-	-	4	-	Now that's a big gun!
11	Nether 58	18000	-	-	-	-	-	-	72	-	-	-	4	Alchemist	Carried by high-class demons for self-defense
12	ZK Auto 13	24000	-	-	-	-	-	-	82	-	-	-	4	-	The mainstream automatic
13	Ion 8k Ninja	32000	-	-	-	-	-	-	93	-	-	-	4	-	Ray gun that shoots out energy beams
14	Model 56	45000	-	-	-	-	-	-	105	-	-	-	4	-	Gun used by "professionals"
15	RQ57 Dragon	60000	-	-	-	-	-	-	116	-	-	-	4	-	Can kill dragons in one shot, IF it hits
16	LDT52-R	60000	-	-	-	-	-	-	128	-	-	-	4	-	You shouldn't be toting this around!!
17	Nether 72	80000	-	-	-	-	-	-	138	-	-	-	4	Amnesiac	The 72nd model of the gun, of course
18	P50-XX	90000	-	-	-	-	-	-	150	-	-	-	4	-	If you buy now, it comes with a free holster
19	Ion 9k Samurai	100000	-	-	-	-	-	-	165	-	-	-	4	-	This ray gun is NOT for laser tag
20	RQ66 Saint	120000	-	-	-	-	-	-	180	-	-	-	4	-	Custom version. A lot more accurate
21	GH401WZ	150000	-	-	-	-	-	-	195	-	-	-	4	-	An old gun made by a determined craftsman
22	H30k	200000	-	-	-	-	-	-	210	-	-	-	4	Witch Doctor	Very light because it's made partly from resin
23	PS-714	270000	-	-	-	-	-	-	225	-	-	-	4	Hypnotist	Uses the latest fad: sleep effect
24	RQ77 Godslayer	350000	-	-	-	-	-	-	240	-	-	-	4	-	As the name implies, it can kill Demon Gods
25	Nether 108	350000	-	-	-	-	-	-	262	-	-	-	4	-	Greatest gun of the Nether series
26	T-199X	450000	-	-	-	-	-	-	285	-	-	-	4	-	Major recoil, but powerful. Guaranteed
27	Kariten	600000	-	-	-	-	-	-	308	-	-	-	4	Hypnotist	Legendary gun used by some guy
28	RQ99 Omega	800000	-	-	-	-	-	-	330	-	-	-	4	Witch Doctor	The fruits of RQ's technology
29	Gilgamesh	1100000	-	-	-	-	-	-	352	-	-	-	4	-	Legendary gun used by Gilgamesh
30	Olympus	1500000	-	-	-	-	-	-	375	-	-	-	4	Gangster	Legendary gun. An ancient weapon
31	Odyssey	1500000	-	-	-	-	-	-	405	-	-	-	4	-	Gun found in a legendary sunken city
32	Phillipan	2000000	-	-	-	-	-	-	450	-	-	-	4	-	Legendary gun used by a famous traitor
33	Fujiyama	3000000	-	-	-	-	-	-	500	-	-	-	4	-	Fires with the force of Mt. Fujiyama erupting
34	Beowulf	5000000	-	-	-	-	-	100	600	-	-	-	5	-	Legendary gun used by Beowulf
35	Tiamat	6000000	-	-	-	-	100	-	650	-	-	-	5	-	Gun named after a legendary dragon
36	Brunhild	7000000	-	-	-	-	-	-	700	100	-	-	5	-	Legendary gun with the blessing of a goddess
37	Siegfried	8000000	-	-	-	100	-	-	750	-	-	-	5	-	Legendary gun also known as the "Dragon-Slayer"
38	Fenrir	9000000	-	100	-	-	-	-	800	-	-	-	5	-	Legendary gun also known as the "God-Slayer"
39	Infernal Gun	20000000	200	-	-	200	-	-	1000	200	-	-	5	-	Grants the power of the Overlord
40	Etoile	800000000	300	300	300	300	300	300	2000	300	-	-	6	-	Most powerful gun in the universe

Specials

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
2	Stealing Hand	100	-	-	-	-	-	-	20	-	-	-	1	-	Useful in stealing items, especially for thieves
6	Plunder Hand	500	-	-	-	-	-	-	30	-	-	-	2	-	Useful in stealing items, especially for thieves
10	Cha-Ching Hand	2500	-	-	-	-	-	-	40	-	-	-	3	-	Useful in stealing items, especially for thieves
20	Bandit's Hand	12500	-	-	-	-	-	-	60	-	-	-	4	-	Useful in stealing items, especially for thieves
30	Awesome Hand	62500	-	-	-	-	-	-	80	-	-	-	5	-	Useful in stealing items, especially for thieves
3	Mr. Gency's Exit	2000	-	-	-	-	-	-	-	-	-	-	-	-	Escapes from Item World (restart on same floor)

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Common Axe	30	-	-	5	-	-	-	-1	-	-	-	1	-	Practically a toy
2	Villager's Axe	80	-	-	10	-	-	-	-2	-	-	-	1	-	Used in everyday village life
3	Battle Axe	200	-	-	16	-	-	-	-3	-	-	-	1	-	Used for battle. Heavy, but powerful
4	Bronze Axe	500	-	-	23	-	-	-	-5	-	-	-	1	-	Made of copper. Careful where you swing it
5	Iron Axe	1100	-	-	32	-	-	-	-7	-	-	-	1	-	Made of iron. Rusts easily
6	Tomahawk	1800	-	-	42	-	-	-	-9	-	-	-	1	-	Makes you look tough
7	Warrior's Axe	3000	-	-	53	-	-	-	-11	-	-	-	1	-	Warriors love this axe. Very manly
8	Mighty Axe	5000	-	-	66	-	-	-	-14	-	-	-	1	-	A powerful axe
9	Steel Axe	8000	-	-	81	-	-	-	-17	-	-	-	1	-	Not only strong, but rust-proof!
10	Stamina Axe	12500	-	-	100	-	-	-	-22	-	-	-	1	-	Boosts your HP just by holding it
11	Axe of Sorcery	18000	-	-	118	-	-	-	-25	-	-	-	1	-	Boosts your SP just by holding it
12	Pixie Axe	24000	-	-	137	-	-	-	-28	-	-	-	1	Hypnotist	Get hit and fall asleep... forever!
13	Falcon Axe	32000	-	-	156	-	-	20	-32	-	-	-	1	-	Speedy axe... Such an oxymoron, but it's true
14	Enchanted Axe	45000	-	20	175	-	20	-	-35	-	-	-	1	-	A magical axe. Buy now!
15	Silver Axe	60000	-	-	193	-	-	-	-40	-	-	-	1	-	Hopefully it's made of silver
16	Dwarven Axe	60000	-	-	212	-	-	-	-45	-	-	-	1	-	An axe made by dwarves
17	Bloody Axe	80000	-	-	231	-	-	-	-50	-	-	-	1	Gangster	Its blade is stained crimson with blood
18	Adamant Axe	90000	-	-	250	-	-	-	-53	-	-	-	1	-	A friggin' strong axe
19	Demon's Axe	100000	-	-	275	-	-	-	-55	-	-	-	1	Amnesiac	Great as a present
20	Dream Axe	120000	-	-	300	-	-	-	-60	-	-	-	1	Hypnotist	Sweet dreams
21	Headhunter	150000	-	-	325	-	-	-	-65	-	-	-	1	-	Great for chopping heads off
22	Hero's Axe	200000	-	-	350	-	-	-	-70	-	-	-	1	-	Turns even a coward into a hero
23	Mistral Axe	170000	-	-	375	-	-	-	-75	-	-	-	1	-	Grants the power of the Wind God
24	Jupiter's Axe	350000	-	-	400	-	-	-	-80	-	-	-	1	-	Grants the power of the Thunder God
25	Golden Axe	350000	-	-	437	-	-	-	-87	-	-	-	1	-	Let's hope it's made out of gold
26	Vigaro's Axe	450000	-	-	475	-	-	-	-95	-	-	-	1	-	A very, very powerful axe
27	Axe of Death	600000	-	-	512	-	-	-	-102	-	-	-	1	Alchemist	A lucky foe might win a poison death!
28	Rune Axe	800000	-	40	550	-	-	-	-110	-	-	-	1	-	Makes you smarter
29	Terra Firma	1100000	-	-	587	-	-	-	-118	-	-	-	1	-	Can't shake the earth, but still powerful
30	Hellish Axe	1500000	-	-	625	-	-	-	-125	-	-	-	1	-	Experience a living hell. Accepting volunteers
31	Bahamut's Talon	1500000	-	-	675	-	-	-	-135	-	-	-	1	-	Grants the power of the Dragon God
32	Platinum Axe	2000000	-	-	725	-	-	-	-145	-	-	-	1	-	Please let this be platinum
33	Axe of Slaughter	3000000	-	-50	900	-	-50	-	-180	-	-	-	1	-	Powerful as heck, but makes you stupid
34	Mercurius	4000000	-	-	825	-	-	-	-165	-	-	-	1	-	Overflowing with the energy of the universe
35	Diabolic Axe	5000000	-	-	875	-	-	-	-175	-	-	-	1	-	Grants the power of the Demon God
36	Empyrean Axe	6000000	-	-	937	-	-	-	-187	-	-	-	1	-	Fell from the sky
37	Balmung	7000000	-	-	1000	-	-	-	-200	-	-	-	1	-	Once belonged to some great warrior
38	Infernal Axe	8000000	200	-	1200	200	-	-	-240	200	-	-	1	-	Grants the power of the Overlord
39	Durandal	10000000	-	-	1500	-	-	-	-300	-	-	-	1	-	Strongest man in the Netherworld wielded this
40	Apocalypse	800000000	500	500	2500	500	500	500	-	500	-	-	1	-	THE axe. The end

Staves

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Wooden Staff	30	-	-	-	-	4	-	-	-	-	-	1	-	Used as a walking stick
2	Light Staff	80	-	-	-	-	8	-	-	-	-	-	1	-	Your run-of-the-mill staff. Ho-hum
3	Witch's Staff	200	-	5	-	-	13	-	-	-	-	-	1	-	The official staff of witches
4	Mage's Staff	500	-	7	-	-	19	-	-	-	-	-	1	-	A slight step up from the Witch's Staff
5	Smiting Rod	1100	-	-	10	-	26	-	-	-	-	-	1	-	Good for beating up on your enemies
6	Quality Staff	1800	-	-	-	-	34	-	-	-	-	-	1	-	A brand-name staff
7	Hibernal Staff	3000	-	-	-	-	43	-	-	-	-	-	1	-	A sleep-inducing scent surrounds this staff
8	Stamina Staff	5000	-	-	-	-	53	-	-	-	-	-	1	-	Holding it boosts your stamina
9	Swordstaff	8000	-	-	25	-	65	-	-	-	-	-	1	-	A staff with a sword hidden inside
10	Pixie Staff	12500	-	-	-	-	80	-	-	-	-	-	1	Hypnotist	Has fairy's magic cast on it
11	Forgetful Staff	18000	-	-	-	-	95	-	-	-	-	-	1	Amnesiac	Get hit and all your troubles will fade away
12	Mortuus Staff	24000	-	-	-	-	110	-	-	-	-	-	1	-	Haunted by the souls of the dead

Staves

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
13	Staff of Sorcery	32000	-	30	-	-	125	-	-	-	-	-	1	-	A staff that powers up your magic. How nice!
14	Silver Staff	45000	-	-	-	-	140	-	-	-	-	-	1	-	If it's made of real silver, I'll take it!
15	Elven Staff	60000	-	-	-	-	155	-	-	-	-	-	1	-	Has elven magic cast on it
16	Blessed Staff	60000	-	-	-	-	170	-	-	-	-	-	1	-	It doesn't mean that YOU will be blessed
17	Sage's Staff	80000	-	30	-	-	185	-	-	30	-	-	1	-	Owning this doesn't make you a sage instantly
18	Staff of Hope	90000	-	-	-	-	200	-	-	-	-	-	1	-	Don't get your hopes too high!
19	Enchanted Staff	100000	-	40	-	-	200	-	-	-	-	-	1	-	People will think that you're a mage
20	Mistral Staff	120000	-	-	-	-	240	-	-	-	-	-	1	-	Grants the power of the Wind God
21	Jupiter's Staff	150000	-	-	-	-	260	-	-	-	-	-	1	-	Grants the power of the Thunder God
22	Staff of Virtue	200000	-	-	-	-	280	-	-	-	-	-	1	-	Staff made to fend off evil
23	Golden Staff	270000	-	-	-	-	300	-	-	-	-	-	1	-	If it's made of real gold, I'll take it!
24	Prophet's Staff	350000	-	60	-	-	320	-	-	60	-	-	1	-	It takes more than this staff to be a prophet
25	Rune Staff	350000	-	-	-	-	350	-	-	100	-	-	1	-	It's the talk of the town
26	Rainbow Rod	450000	-	-	-	-	380	-	-	-	-	-	1	Gangster	Colorful goodness in every rod!
27	Bahamut's Wit	600000	-	-	70	70	410	-	-	-	-	-	1	-	Grants the power of the Dragon God
28	Holy Staff	800000	-	-	-	-	440	-	-	-	-	-	1	-	It's not like you'll gain holy power
29	Saint's Staff	1100000	30	30	30	30	470	30	30	30	-	-	1	-	Said to have been blessed by a saint
30	Gambantein	1500000	-	90	-	-	500	-	-	-	-	-	1	-	Some old geezer's staff
31	Diabolic Staff	1500000	-	-	100	100	540	-	-	-	-	-	1	-	Grants the power of the Demon God
32	Tainted Staff	2000000	-	-	-	-	580	-	-	-	-	-	1	Alchemist	Must-have for the perfect fallen angel costume
33	Polansky's Staff	3000000	-	120	-	-	620	-	-	-	-	-	1	-	Staff of the great sage Polansky
34	Yggdrasil	4000000	150	-	-	-	660	-	-	-	-	-	1	-	Staff carved from the world tree
35	Mjollnir	5000000	-	-	-	-	700	-	-	-	-	-	1	-	The staff of a famous bishop
36	Dark Matter	6000000	-	-	150	-	750	-	150	-	-	-	1	-	Contains the power of darkness
37	Kerykeion	7000000	-	-	-	-	800	-	-	-	-	-	1	-	Staff used by a powerful archmage
38	Infernal Staff	8000000	200	-	-	200	900	-	-	200	-	-	1	-	Grants the power of the Overlord
39	Galactic Staff	10000000	-	1100	-	-	1100	-	-	-	-	-	1	-	Contains astral powers
40	Omniscient Staff	8000000000	500	500	500	500	2000	500	500	500	-	-	1	-	The best a staff can get

Monster Only

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Paw Glove	30	-	-	5	-	-	-	-	-	-	-	1	-	So soft and furry...
2	Scratch Claw	80	-	-	10	-	-	-	-	-	-	-	1	-	Feels wonderful on the back
3	Crab Pincer	200	-	-	16	-	-	-	-	-	-	-	1	-	Great with butter and garlic
4	Shocking Grasp	500	-	-	23	-	-	-	-	-	-	-	1	-	Works wonders on tense shoulders
5	Poison Needle	1100	-	-	19	-	-	-	-	-	-	-	1	Alchemist	Guess what kind of poison it is
6	Bat Parasol	1800	-	-	42	-	-	-	-	-	-	-	1	-	Useful on rainy days. Compact, too
7	Cat's Claw	3000	-	-	53	-	-	-	-	-	-	-	1	-	You don't want to be scratched by this
8	Lizard Tail	5000	-	-	66	-	-	-	-	-	-	-	1	-	Still wriggling
9	Porcu-Spine	8000	-	-	81	-	-	-	-	-	-	-	1	-	Porcupine quills sting! Ouch!
10	Electric Eel	12500	-	-	100	-	-	-	-	-	-	-	1	-	Tastes like chicken
11	Cobra Fang	18000	-	-	120	-	-	-	-	-	-	-	1	Alchemist	Dripping with deadly venom
12	Spiked Shell	14000	-	-	135	-	-	-	-	-	-	-	1	-	Too many spikes to count
13	Wolf Fang	32000	-	-	150	-	-	-	-	-	-	-	1	-	Equip this, and you can be a lone wolf!
14	Tentacles	45000	-	-	170	-	-	-	-	-	-	-	1	Amnesiac	Good for groping all sorts of places
15	Vampire Fang	60000	-	-	193	-	-	-	-	-	-	-	1	-	I want to suck your blood!
16	Gorilla Foot	60000	-	-	212	-	-	-	-	-	-	-	1	-	You can kick like an angry ape
17	Lionheart	80000	-	-	231	-	-	-	-	-	-	-	1	-	Why is this classified as a weapon?
18	Bear Claw	90000	-	-	250	-	-	-	-	-	-	-	1	-	Fresh from the baker's oven
19	Tiger Fang	10000	-	-	275	-	-	-	-	-	-	-	1	-	This will bring out the tiger in you!
20	Panda Claw	120000	-	-	300	-	-	-	-	-	-	-	1	Hypnotist	Pandas rule!
21	Nessie Attack	150000	-	-	325	-	-	-	-	-	-	-	1	-	Sell pictures to the tabloids!
22	Medusa Eye	200000	-	-	350	-	-	-	-	-	-	-	1	Witch Doctor	A stone-cold stare. Literally
23	Brocken	270000	-	-	375	-	-	-	-	-	-	-	1	Amnesiac	Comes with a free curse!
24	Demon's Hand	350000	-	-	400	-	-	-	-	-	-	-	1	-	Your hand becomes demon-like
25	Fiendish Claw	35000	-	-	437	-	-	-	-	-	-	-	1	Gangster	Perfect for all your killing needs

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
26	Primal Force	450000	-	70	475	-	70	-	-	-	-	-	1	-	Enhances your magic power
27	Goblin's Fury	600000	-	-	512	-	-	-	-	-	-	-	1	-	Uppercut of a gigantic goblin
28	Mystic Eye	800000	-	-	550	-	-	-	110	-	-	-	1	-	Loook into my eyes...
29	Geo Saber	1100000	-	60	587	-	120	-	-	-	-	-	1	-	It is brimming with spiritual power
30	Destroy	1500000	-	-	625	-	-	-	-	-	-	-	1	-	Used in order to, uh, destroy
31	Lightning Fang	1500000	-	-	675	-	-	-	-	-	-	-	1	-	AKA "Fang of Nue"
32	Dragon Tooth	2000000	-	-	725	-	-	-	-	-	-	-	1	-	There's a cavity!
33	Enigma	3000000	-	-	775	-	-	-	-	-	-	-	1	Hypnotist	Treasure of a legendary demon city
34	Orichalch Claw	4000000	-	-	825	-	-	-	-	-	-	-	1	-	Forged from a mysterious metal
35	El Dorado	5000000	-	-	875	-	-	100	100	-	-	-	1	-	Named after the paradise of demons
36	Dragon Heart	6000000	-	-	937	150	-	-	-	-	-	-	1	-	Contains the soul of a dragon
37	Belial Force	7000000	200	-	1000	-	-	-	-	-	-	-	1	Witch Doctor	Rare Netherworld collectible
38	Amon Force	10000000	-	-	1200	-	-	-	200	-	-	-	1	Alchemist	Legendary Amon memorabilia item
39	Lucifer Force	100000000	300	300	1500	300	300	300	300	300	-	-	1	-	Signed by Lucifer himself!
40	Nyanko Soul	200000000	400	400	2000	400	400	400	400	400	-	-	1	-	A keepsake left behind by a vassal
41	Nemesis	1500000000	800	800	2500	800	800	800	800	800	-	-	1	-	The strongest monster weapon ever!
42	Nemesis Mk-II	2000000000	1500	1500	3500	1500	1500	1500	1500	1500	1	10	1	-	The strongest monster weapon ever! EX model

Armor



Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Amulet	30	-	-	-	3	-	-	-	-	-	-	-	-	Raises DEF ever so slightly
2	Protector	80	-	-	-	6	-	-	-	-	-	-	-	-	Baseball equipment
3	Bulletproof Vest	200	-	-	-	10	-	-	-	-	-	-	-	-	Can stop bullets. Watch out for head shots
4	Fancy Lid	500	-	-	-	15	-	-	-	-	-	-	-	-	Made of titanium. Keeps heat inside the pot
5	Leather Jacket	1300	-	-	-	21	-	-	-	-	-	-	-	-	Wanna be a rebel without a cause?
6	Chain Mail	1800	-	-	-	27	-	-	-	-	-	-	-	-	Can make your shoulders stiff
7	Dimensional Cape	2500	-	10	-	33	-	10	-	-	-	-	-	-	A cape that's like, dimensional
8	Power Jacket	3500	-	-	15	40	-	-	-	-	-	-	-	-	Wear it, and you become powerful
9	Bushido Armor	5000	10	-	10	47	-	-	-	-	-	-	-	-	Awaken to the way of the warrior
10	Magic Vest	20000	-	20	-	54	20	-	-	-	-	-	-	-	Uniform of the School of Magic
11	Muscle Armor	8000	30	-	-	62	-	-	-	-	-	-	-	-	Will make you buff like an action star
12	Steel Armor	17000	-	-	-	70	-	-	-	-	-	-	-	-	Just plain ol' armor
13	Fur Coat	18000	-	-	-	78	-	-	-	-	-	-	-	-	Armor of the rich and famous
14	Dandy Gown	24000	-	-	-	87	25	-	-	-	-	-	-	-	Makes you look just dandy
15	Stealth Cape	32000	-	-	-	95	-	30	-	-	-	-	-	-	Increases your speed
16	Stinky Jacket	45000	-	-	-	105	-	-	-	-	-	-	-	-	It stinks. It reeks. It's addicting...
17	Ghost Cape	60000	-	-	-	115	-	20	-	20	-	-	-	-	Great for use in scary movies
18	Prophet's Robe	70000	-	30	-	125	30	-	-	20	-	-	-	-	Secondhand coat of a great prophet
19	Silver Tux	80000	-	-	-	135	-	-	-	-	-	-	-	-	Worn by amateur comedians
20	Gritty Vest	90000	30	-	-	145	-20	-	30	-	-	-	-	-	Its sandpaper-like texture boosts bravery(?)
21	Mistral Armor	100000	-	-	-	160	-	-	-	-	-	-	-	-	Grants the power of the Wind God
22	Jupiter's Armor	100000	-	-	-	175	-	-	-	-	-	-	-	-	Grants the power of the Thunder God
23	Cactus Armor	120000	-	-	40	190	-	-	-	-	-	-	-	-	Don't hug anyone with this on
24	Hero Cape	150000	-	-	-	210	-	40	40	-	-	-	-	-	Undeniable proof of being a hero
25	Gold Tux	200000	-	-	-	230	-	-	-	-	-	-	-	-	Worn by funny comedians
26	Reaper's Cloak	250000	-50	50	50	250	50	-50	50	-50	-	-	-	-	You'll be cursed by the Grim Reaper himself
27	Black Armor	300000	-	-	-	270	-	-	-	-	-	-	-	-	Turns you into a black knight

Armor

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
28	Nine Tail Fur	500000	-	40	-	300	40	-	-	-	-	-	-	-	Expensive as a fur can get
29	Platinum Tux	1000000	-	-	-	330	-	-	-	-	-	-	-	-	Worn by hilarious comedians
30	Dragon Jacket	1200000	50	-	50	360	-	-	-	-	-	-	-	-	Worn by a legendary martial artist
31	Orichalc Shield	1500000	-	-	-	390	-	-	-	-	-	-	-	-	Recovered from an underwater city
32	Bahamut's Scale	2000000	-	-	-	420	-	-	-	-	-	-	-	-	Grants the power of the Dragon God
33	Evil Armor	3000000	-	-	-	450	-	-	-	-	-	-	-	-	Only the good die young... Muhahaha
34	Shield of Aegis	4000000	-	-	-	480	-	-	-	100	-	-	-	-	Legendary shield. Said to be miraculous
35	Celestial Armor	5000000	70	70	70	510	70	70	70	70	-	-	-	-	A gift from the heavens
36	Infernal Cape	6000000	-	-	-	550	-	150	150	-	-	-	-	-	Cape worn by generations of Overlords
37	Infernal Shield	7000000	-	150	-	600	150	-	-	-	-	-	-	-	Shield used by generations of Overlords
38	Infernal Armor	8000000	150	-	150	650	-	-	-	150	-	-	-	-	Armor worn by generations of Overlords
39	Nirvana	20000000	-	-	-	1000	-	-	-	500	-	-	-	-	Grants spiritual enlightenment
40	Super Robo Suit	2000000000	1000	1000	1000	2000	1000	1000	1000	1000	3	30	-	-	The galaxy's coolest-looking robot!

Belts

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	Quasi-Power Belt	30	-	-	3	-1	-	-	-	-	-	-	-	-	Late-night infomercial closeout item
3	Power Belt	200	-	-	10	-3	-	-	-	-	-	-	-	-	Powers you up, but it sure is heavy
5	Endeavor Belt	1100	-	-	18	-5	-	-	-	-	-	-	-	-	Gives you the strength to persevere
7	Belt of Will	3000	-	-	30	-9	-	-	-	-	-	-	-	-	Strengthens your resolve
9	Mega-Power Belt	8000	-	-	45	-13	-	-	-	-	-	-	-	-	Hot item on the shopping channel
11	Monster Belt	18000	-	-	60	-20	-	-	-	-	-	-	-	-	Wearing it will make you more intimidating
13	Super Belt	32000	-	-	80	-25	-	-	-	-	-	-	-	-	Makes you feel somewhat super
15	Steel Belt	60000	-	-	100	-33	-	-	-	-	-	-	-	-	Belt crafted by a well-known artisan
17	Aura Belt	80000	-	-	120	-40	-	-	-	-	-	-	-	-	Has a pleasant aura around it
19	Love Belt	100000	-	-	140	-45	-	-	-	-	-	-	-	-	Never underestimate the power of love!
21	Spirit Belt	150000	-	-	160	-50	-	-	-	-	-	-	-	-	It'll lift your spirits
23	Hero Belt	270000	-	-	190	-60	-	-	-	-	-	-	-	-	Makes you feel like a hero, but nothing more
25	Soul Belt	350000	-	-	220	-70	-	-	-	-	-	-	-	-	Your soul burns with vigor when you wear it
27	Training Belt	600000	-	-	250	-80	-	-	-	-	-	-	-	-	Train to be an iron man!
29	Bravery Belt	1100000	-	-	300	-100	-	-	-	-	-	-	-	-	You feel like you've become a brave warrior
31	Guts Belt	1500000	-	-	350	-110	-	-	-	-	-	-	-	-	Allows you to have a lot of gut, er, guts
33	Shaolin Belt	3000000	-	-	400	-130	-	-	-	-	-	-	-	-	No, it won't improve your soccer skills
36	Black Belt	5000000	-	-	500	-150	-	-	-	-	-	-	-	-	Osui! Wax in, wax out
38	Chakra Belt	8000000	-	-	700	-200	-	-	-	-	-	-	-	-	You, too, can gain the power of the universe
39	Champion Belt	200000000	-	-	1500	-	-	-	-	-	-	-	-	-	Galactic Champion's trophy

Shoes

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
4	Slippers	1000	-	-	-	-	-	-	-	-	1	3	-	-	Warm and fuzzy
6	Cross-Trainers	3000	-	-	-	5	-	20	-	-	1	5	-	-	Will help you earn an "A" in PE class
8	Ninja Shoes	8000	-	-	-	12	-	50	30	-	1	7	-	-	Experience the speed and stealth of a ninja!
10	Falcon Shoes	20000	-	-	-	25	-	100	-	-	1	10	-	-	Falcons wear shoes?
30	Angel's Sandals	2000000	-	-	-	100	-	300	-	100	2	20	-	-	They smell heavenly
39	Accelerator	10000000	-	-	-	200	-	1000	-	-	3	30	-	-	Makes you faster. Don't ask, "Why teeth?"
40	Hyperdrive	800000000	-	-	-	-	-	-	-	-	100	100	-	-	Blazing speed. Where'd you attach it, though?

Glasses

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
2	Common Glasses	100	-	-	-	-	2	-	10	-	-	-	-	-	Improve accuracy
5	Magnifying Glass	300	-	-	-	-	7	-	25	-	-	-	-	-	You won't miss a single clue with this
8	Nerd Glasses	1000	-	-	-	-	14	-	50	-	-	-	-	-	Make you look smart
11	Plastic Nose	3000	-	-	-	-	24	-	90	-	-	-	-	-	Great for parties
14	Opera Glasses	10000	-	-	-	-	35	-	140	-	-	-	-	-	You can see the stage clearly from far away
17	Nightvision	30000	-	-	-	-	50	-	200	-	-	-	-	-	Infrared. Useful for late-night strolls
20	Crosshair Scope	100000	-	-	-	-	70	-	280	-	-	-	-	-	Perfect bow or gun accessory
23	Foresight	300000	-	-	-	-	100	-	400	-	-	-	-	-	You'll see the future if you look hard enough
26	Destiny Lens	1000000	-	-	-	-	150	-	550	-	-	-	-	-	It may reveal the mysteries of fate to you
30	Providence	3000000	-	-	-	-	250	-	800	-	-	-	-	-	Divine navigation system

Orbs

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
2	Common Orb	300	-	5	-	-	-	-	-	5	-	-	-	-	For magic users who want to accessorize
5	Psyche Orb	1000	-	15	-	-	-	-	-	15	-	-	-	-	Perfect for non-magic users!
8	Dark Orb	3000	-	30	-	-	-	-	-	30	-	-	-	-	Formed by the materialization of dark energy
11	Blood Orb	10000	-	50	-	-	-	-	-	50	-	-	-	-	Made from crystallized dragon blood
14	Star Orb	30000	-	80	-	-	-	-	-	80	-	-	-	-	An orb fashioned from a meteorite
17	Moon Orb	100000	-	120	-	-	-	-	-	120	-	-	-	-	Draws on the power of the moon
20	King Orb	300000	-	180	-	-	-	-	-	180	-	-	-	-	An orb carried by generations of Overlords
25	Holy Orb	1000000	-	260	-	-	-	-	-	260	-	-	-	-	An orb blessed with sacred power
35	Chaos Orb	5000000	-	400	-	-	-	-	-	400	-	-	-	-	An evil orb that brings about chaos
39	Universal Orb	20000000	-	800	-	-	-	-	-	800	-	-	-	-	Rumored to govern all things in the universe

Muscle

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
2	Muscle Brawn	100	10	-	-	-	-	-	-	-	-	-	-	-	Enhances your muscles
5	Muscle Hustle	300	25	-	-	-	-	-	-	-	-	-	-	-	Adds a little hustle to your muscles
8	Muscle Spirit	1000	60	-	-	-	-	-	-	-	-	-	-	-	Come on, flex those pecks!
11	Muscle Fight	3000	110	-	-	-	-	-	-	-	-	-	-	-	Makes you crave for hand-to-hand combat
14	Muscle Ace	10000	200	-	-	-	-	-	-	-	-	-	-	-	Turns you into a top-class pro-wrestler
17	Muscle Victory	30000	300	-	-	-	-	-	-	-	-	-	-	-	Claim victory with your beautiful muscles!
20	Muscle Dream	100000	500	-	-	-	-	-	-	-	-	-	-	-	You'll count muscles in your sleep
25	Muscle World	500000	1000	-	-	-	-	-	-	-	-	-	-	-	Welcome to the world of muscle!
33	Muscle Star	2000000	2000	-	-	-	-	-	-	-	-	-	-	-	Gives you muscles like the stars
39	Galactic Muscle	10000000	5000	-	-	-	-	-	-	-	-	-	-	-	THE muscle. So sweaty. So beautiful...

Others

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
15	Horse Wiener	8400	-	-	110	-	-	30	30	-	-	-	-	-	An item feared by even Laharl
15	Mahogany's Brain	8400	-	-	-	-	150	-	-	-	-	-	-	-	Brain of Mahogany, a master sorcerer
15	Hercules' Body	8400	250	-	-	50	-	-	-	-	-	-	-	-	Iron body of Hercules
40	Gao's Guts	50000000	3000	-	-	1000	-	-	-	-	-	-	-	-	A keepsake left behind by a vassal
40	Crowdia's Beauty	50000000	-	-	1000	-	-	1000	1000	-	-	-	-	-	A keepsake left behind by a vassal
40	Myao's Cat Ears	50000000	-	1000	-	-	1000	-	-	1000	-	-	-	-	A keepsake left behind by a vassal
41	Prinny Costume	2000000000	5000	-	-	2500	-	-	-	2500	-	-	-	-	Prinny skin
40	Astro Suit	50000000	500	-100	800	400	-300	100	100	200	-	-	-	-	A failure of modern science

Emblems

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
5	Imperial Seal	4000	20	10	10	10	10	10	10	10	-	-	-	-	An emblem that signifies demon nobility
10	Dark Rosary	14000	40	20	20	20	20	20	20	20	-	-	-	-	An emblem that signifies demon nobility
14	Devil Ring	30000	70	35	35	35	35	35	35	35	-	-	-	-	An emblem that signifies demon nobility
18	Feather Token	75000	110	55	55	55	55	55	55	55	-	-	-	-	An emblem that signifies demon nobility
22	Sofia's Mirror	170000	160	80	80	80	80	80	80	80	-	-	-	-	An emblem that signifies demon nobility
26	Pravda Necklace	400000	220	110	110	110	110	110	110	110	-	-	-	-	An emblem that signifies demon nobility
30	Royal Ring	1000000	300	150	150	150	150	150	150	150	-	-	-	-	An emblem that signifies demon nobility
34	Testament	3000000	400	200	200	200	200	200	200	200	-	-	-	-	An emblem that signifies demon nobility
38	Exodus	10000000	540	270	270	270	270	270	270	270	-	-	-	-	An emblem that signifies demon nobility
40	Arcadia	100000000	100	500	500	500	500	500	500	500	-	-	-	-	An emblem that signifies demon nobility

Consumables

Rank	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
1	ABC Gum	6	10	-	-	-	-	-	-	-	-	-	1	-	Recovers HP
1	Mint Gum	30	40	-	-	-	-	-	-	-	-	-	2	-	Recovers HP
3	Candy	90	100	-	-	-	-	-	-	-	-	-	2	-	Recovers HP
5	Cotton Candy	240	200	-	-	-	-	-	-	-	-	-	2	-	Recovers HP
7	Taiyaki	750	500	-	-	-	-	-	-	-	-	-	3	-	Recovers HP
9	Chocolate	2000	1100	-	-	-	-	-	-	-	-	-	3	-	Recovers HP
11	Flan	4800	2300	-	-	-	-	-	-	-	-	-	3	-	Recovers HP
13	Eclair	10000	4500	-	-	-	-	-	-	-	-	-	4	-	Recovers HP
20	Shortcake	25000	8000	-	-	-	-	-	-	-	-	-	4	-	Recovers HP
30	Sundae	120000	20000	-	-	-	-	-	-	-	-	-	5	-	Recovers tons of HP
1	Opened Drink	10	-	5	-	-	-	-	-	-	-	-	1	-	Recovers SP
2	Unopened Drink	50	-	20	-	-	-	-	-	-	-	-	2	-	Recovers SP
4	Garlic Water	150	-	40	-	-	-	-	-	-	-	-	2	-	Recovers SP
6	Yam Starch	600	-	70	-	-	-	-	-	-	-	-	2	-	Recovers SP
8	Barbeque Sauce	1250	-	130	-	-	-	-	-	-	-	-	3	-	Recovers SP
10	Egg Yolk	3000	-	250	-	-	-	-	-	-	-	-	3	-	Recovers SP
12	Protein Shake	6500	-	480	-	-	-	-	-	-	-	-	3	-	Recovers SP
14	Bloody Mary	13500	-	900	-	-	-	-	-	-	-	-	4	-	Recovers SP
22	Sake	27500	-	1600	-	-	-	-	-	-	-	-	4	-	Recovers SP
33	Mushroom Soup	250000	-	9000	-	-	-	-	-	-	-	-	5	-	Recovers tons of SP
2	Dried Worm	50	15	7	-	-	-	-	-	-	-	-	3	-	Recovers HP and SP
3	Caterpillar Egg	150	30	12	-	-	-	-	-	-	-	-	3	-	Recovers HP and SP
5	Charred Newt	300	60	25	-	-	-	-	-	-	-	-	4	-	Recovers HP and SP
7	Rooster Blood	600	150	50	-	-	-	-	-	-	-	-	4	-	Recovers HP and SP
9	Snake Kidney	1500	300	85	-	-	-	-	-	-	-	-	4	-	Recovers HP and SP
12	Bat Soup	3500	750	160	-	-	-	-	-	-	-	-	4	-	Recovers HP and SP
15	Frog Sweat	7500	1650	310	-	-	-	-	-	-	-	-	5	-	Recovers HP and SP
20	Immortal's Pill	16000	3450	600	-	-	-	-	-	-	-	-	5	-	Recovers HP and SP
28	Soma	50000	6750	1125	-	-	-	-	-	-	-	-	5	-	Recovers HP and SP
38	Elixir	500000	20000	9000	-	-	-	-	-	-	-	-	6	-	Recovers tons of HP and SP
39	Veggie Burger	100000	20	10	-	-	-	-	-	-	-	-	2	-	A veggie burger is NOT a hamburger!
1	Faerie Dust	50	-	-	-	-	-	-	-	-	-	-	2	-	Cures ailments

Stats

Rnk	Name	Price	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Mv	Jm	Rng	Residents	Explanation
	Item Name	The price of the standard item. If there are Specialists in there, the price will go up.	The Item's base stats. Add this with the Specialists and the item type to get the final stats. Rare = 25% boost, Legend = 50% boost. Some items will only appear as Legend, like the Yoshitsuna. Aptitude will also have an affect and WM will affect weapon Stats.										If there is a Specialist that always lives in the item, it will be displayed here.	The explanation for the item.	

Weapon Skills

Name	Weapon Mastery	Element	Height	Power	SP	Effect	Explanation
Fist							
Triple Strike	1	-	12/12	E	3	-	Victim is crippled by 3 lethal blows
Tiger Charge	3	-	12/12	D	7	-	Modeled after a tiger falling upon its prey
Lion's Roar	6	-	12/12	D	80	-	Martial artists' specialty move!
King of Beasts	10	-	12/12	A	32	-	Blindingly fast aerial combo
Rising Dragon	15	-	12/12	S	65	-	Enemy is thrust into space and slammed back to earth
Big Bang	20	Fire	64/64	A	150	-	Head-on collision with the sun
Sword							
Blade Rush	1	-	12/12	E	3	-	Dash attack that slices enemies in half
Hurricane Slash	3	-	6/6	D	7	-	Target is at the mercy of a raging hurricane
Wind Cutter	6	-	12/12	D	20	-	Powerful swing which causes a razor-sharp whirlwind
Winged Slayer	10	-	16/18	C	90	-	A devastating strike from the sky
Nightsever	15	-	12/12	S	65	-	Sword slash that severs the dark of the night
Dimension Slash	20	Star	24/24	A	120	-	Its power echoes throughout the universe
Spear							
Impaler	1	-	24/36	E	3	-	A jump attack that aims for the enemy's head
Sky Lunge	3	-	6/6	D	7	-	A vicious lunge at a helpless enemy
Asteroid Drop	6	-	24/18	D	15	-	Attacks enemies with the fury of a falling asteroid
Avalanche	10	-	24/24	A	45	-	Overwhelms the enemy like a crashing avalanche
Turbulence	15	Wind	24/24	C	90	-	Mighty spear thrust that pierces the heavens
Spear Storm	20	Fire	24/24	A	120	-	Rain of fiery spears consumes all
Bow							
Poison Arrow	1	-	12/12	E	3	Poison	Shoots an arrow with a poisoned tip
Dark Flash	3	-	12/16	E	10	Deprave	Strikes fear in the hearts of enemies
Delta Split	6	-	14/14	C	20	Sleep	Attacks from three directions at once
Sturmhimmel	10	-	14/12	D	32	Paralyze	Shoots electrically charged arrows
Zielregen	15	Fire	12/12	C	65	Forget	Unleashes a rain of arrows
Doppelganger	20	-	15/15	S	100	-	Mirror images wreak total havoc
Gun							
Tri-Burst	1	Ice	20/20	E	3	-	Fires three shots in a row
Rapidfire	3	Fire	8/8	D	7	-	Shoots a target as it is lifted into the air
Proximal Shot	6	Star	12/12	C	15	-	A gunshot at point-blank range
Bullet Storm	10	-	12/12	B	32	-	A torrent of gunshots rips through the target
Totenkreuz	15	Fire	18/18	A	65	-	Incinerates an enemy in a cross of flame
Inferno	20	-	15/15	S	120	-	Splits into four and blasts the enemy away
Axe							
Boulder Crush	1	-	12/12	E	3	Enemy DEF 10% down	A blow powerful enough to pulverize rock
Skull Splitter	3	-	12/12	D	7	Enemy DEF 12% down	Lands a mighty four-hit combo on the enemy
Colossal Fissure	6	-	12/14	C	25	Enemy DEF 15% down	An attack so powerful that it cracks the earth
Violent Storm	10	-	8/8	A	32	Enemy DEF 18% down	A violent flurry of axe strikes
Graviton Bomb	15	Fire	16/12	S	65	Enemy DEF 20% down	Creates a gigantic gravitational explosion
Calamity Drive	20	-	15/15	S	120	Enemy DEF 25% down	Each swing tears the fabric of space

Monster Skills

Monster Race	Name	LV	Type	Element	Height	Power	SP	Effect
Faerie	Petit Flare	5	Magic	Fire	12/12	E	6	
	Demon's Breath	15	Physical		18/6	D	28	Sleep
	Camaraderie	30	Physical		48/48	C	55	Poison
	Chomper Combo	50	Physical		12/12	A	70	
Spirit	Pixie Magic	5	Magic		12/12	E	10	
	Shock Magic	15	Magic	Star	12/12	D	18	
	Bomb Magic	30	Magic	Fire	14/14	C	42	
	Ice Magic	50	Magic	Ice	12/12	B	58	
Golem	Golem Dunk	5	Physical		12/6	D	8	
	Golem Cannon	15	Physical	Fire	36/36	C	27	
	Psionic Wave	30	Magic		12/12	C	45	Paralyze
	Golem Smash	50	Physical		12/12	A	70	
Treat	Putrid Breath	5	Physical		12/12	E	6	Poison, Paralyze
	Stomp-o-rama	15	Physical		20/20	D	24	
	Pounding Spree	30	Physical		12/12	B	42	
	Paranoia	50	Physical		12/12	A	64	
Winged	Hell Pepper	5	Physical		18/12	E	5	Poison
	Holy Dust	15	Heal		18/12	D	22	
	Ionize	30	Magic	Star	12/12	C	45	
	Air Assault	50	Physical		12/12	B	64	
Dark Knight	Power Slice	5	Physical		12/12	E	6	
	Lightning Slash	15	Physical	Star	12/6	C	25	
	Gigantic Slash	30	Physical		22/6	B	45	Enemy DEF 5% down
	Blade Frenzy	50	Physical		8/8	S	72	
Lantern	Jackknife	5	Physical		12/12	E	6	
	Jack the Ripper	15	Physical		12/12	D	25	Enemy DEF 5% down
	Jack Rush	30	Physical		12/12	C	48	
	Jackpot	50	Physical		12/12	B	65	
Gargoyle	Minimize	5	Physical		24/24	E	6	Paralyze
	Soul Eater	15	Magic		12/12	D	24	HP syphon
	Cannonball	30	Physical	Fire	10/10	C	55	
	Eruption	50	Magic	Fire	24/12	A	78	
Shadow	Fire Dance	5	Magic	Fire	12/12	E	18	
	Ice Dance	15	Magic	Ice	12/12	D	36	
	Light Dance	30	Magic	Star	12/12	C	64	
	Fire & Ice	50	Magic		24/24	B	96	
Serpent	Flap Dance	5	Physical		12/6	E	8	
	Quadra Nosedive	15	Physical		12/12	D	28	
	Death Drop	30	Physical	Wind	6/6	C	42	
	Supernova	50	Physical		12/12	B	75	Enemy DEF 5% down

Monster Race	Name	LV	Type	Element	Height	Power	SP	Effect
Galactic Demon	Magnetic Wave	5	Physical		12/12	E	18	
	Magnetic Blast	15	Physical		12/12	D	35	
	Magnetic Field	30	Physical		12/12	B	60	
	Magnetic Flash	50	Physical		12/12	B	60	
Dragon (Dragon)	Bloody Talons	5	Physical		12/12	D	23	
	Ice Breath	15	Physical	Ice	12/12	D	32	Enemy DEF 5% down
	Blue Nova	30	Physical	Ice	18/18	B	48	
	Dragonic Furor	50	Physical	Wind	18/18	A	75	
Dragon (Fafnir)	Bloody Talons	5	Physical		12/12	D	23	
	Ice Breath	15	Physical	Ice	12/12	D	32	Enemy DEF 5% down
	Blue Nova	30	Physical	Ice	18/18	B	48	
	Dragonic Freeze	50	Physical	Ice	18/18	A	75	
Dragon (Nidhogg, Ahzi Dahaka)	Bloody Talons	5	Physical		12/12	D	23	
	Fire Breath	15	Physical	Fire	12/12	D	32	Enemy DEF 5% down
	Red Nova	30	Physical	Fire	18/18	B	48	
	Dragonic Flare	50	Physical	Fire	18/18	A	75	
Dragon (Tiamat)	Bloody Talons	5	Physical		12/12	D	23	
	Ice Breath	15	Physical	Ice	12/12	D	32	Enemy DEF 5% down
	Blue Nova	30	Physical	Ice	18/18	B	48	
	Dragonic Flare	50	Physical	Fire	18/18	A	75	
Dragon (Bahamut)	Bloody Talons	5	Physical		12/12	D	23	
	Ice Breath	15	Physical	Ice	12/12	D	32	Enemy DEF 5% down
	Red Nova	30	Physical	Fire	18/18	B	48	
	Dragonic Flare	50	Physical	Fire	18/18	A	75	
Undead	Zombie Puke	5	Physical		12/12	E	7	Poison
	Zombie Twister	15	Physical	Wind	12/12	D	18	
	Zombie Gatling	30	Physical	Fire	12/12	C	29	
	Zombie Swarm	50	Physical		24/24	B	48	Poison, Paralyze
Nether Noble	Spinning Slash	5	Physical		12/12	E	10	
	Darkness Slash	15	Physical		18/12	D	30	
	Earthshaker	30	Physical		18/12	C	45	
	Megaton Crush	50	Physical		12/12	A	72	
Beast	Stinger Strike	5	Physical		12/12	E	8	HP syphon
	Beast Rend	15	Physical		12/12	D	24	
	Devour	30	Physical	Fire	12/12	C	46	
	Beast Ray	50	Magic		8/12	B	65	
Succubus	Hip Attack	5	Physical		12/12	E	8	HP syphon
	Thunderbolt	15	Physical	Star	12/12	D	24	
	Evil Healing	30	Heal		24/24	C	38	
	Flying Sparks	50	Physical		12/12	B	62	Deprave

Monster Skills

Monster Race	Name	LV	Type	Element	Height	Power	SP	Effect
KitCat	Rapid Kick	5	Physical		12/6	E	7	
	Fists of Fury	15	Physical		12/6	C	28	
	Mystic Blast	30	Physical		12/6	B	46	
	Delta Kick	50	Physical		12/6	S	64	
Nosferatu	Chaos Fire	5	Magic	Fire	18/6	E	18	
	Chaos Swarm	21	Physical		24/12	D	35	
	Chaos Force	30	Physical		12/12	C	64	
	Chaos Plasma	50	Magic	Star	24/24	A	88	
Great Wyrm (Efreet, Hino Kagutsuchi)	Fiery Dance	5	Physical	Fire	10/10	D	36	
	Fiery Column	15	Physical	Fire	18/12	C	52	
	Fiery Roar	30	Physical	Fire	12/12	A	76	
	Fiery Burst	50	Physical	Fire	18/12	S	102	
Great Wyrm (Shaitan)	Raging Dance	5	Physical	Wind	10/10	D	36	
	Raging Column	15	Physical	Wind	18/12	C	52	
	Raging Roar	30	Physical	Wind	12/12	A	76	
	Raging Burst	50	Physical	Wind	18/12	S	102	
Great Wyrm (Marid)	Frigid Dance	5	Physical	Ice	10/10	D	36	
	Frigid Column	15	Physical	Ice	18/12	C	52	
	Frigid Roar	30	Physical	Ice	12/12	A	76	
	Frigid Burst	50	Physical	Ice	18/12	S	102	
Great Wyrm (Flamberg)	Astral Dance	5	Physical	-	10/10	E	36	
	Astral Column	15	Physical	-	18/12	C	52	
	Astral Roar	30	Physical	-	12/12	A	76	
	Astral Burst	50	Physical	-	18/12	S	102	
Great Wyrm (Surt)	Diabolic Dance	5	Physical	-	10/10	D	36	
	Diabolic Column	15	Physical	-	18/12	C	52	
	Diabolic Roar	30	Physical	-	12/12	A	76	
	Diabolic Burst	50	Physical	-	18/12	S	102	
Prinny	Prinny Barrage	5	Physical	-	12/12	E	10	
	Prinny Dance	20	Magic	-	24/24	E	30	Poison, Paralyze, Forget
	Prinny Bomb	35	Physical	Fire	12/12	C	58	
	Pringer Beam	50	Physical	Star	24/12	S	96	

Character Skills

Character	Name	LV	Type	Element	Height	Power	SP	Effect
Laharl	Blazing Knuckle	5	Physical	Fire	36/12	E	156	-
	Overlord's Wrath	20	Physical	-	18/18	C	40	-
	Meteor Impact	50	Physical	-	24/24	S	150	-
Etna	Prinny Raid	5	Physical	-	20/20	E	15	-
	Sexy Beam	20	Magic	-	12/12	C	40	Deprave
	Chaos Impact	50	Physical	-	20/20	A	100	-
Flonne	Power of Love	5	Heal	-	8/18	C	15	-
	Holy Arrows	20	Magic	-	18/4	C	40	-
	Divine Ray	50	Magic	-	24/24	A	100	-
Gordon	Gordon Spark	5	Physical	-	6/6	D	12	-
	Gordon Punch	20	Physical	-	10/10	B	30	-
	Gordon Blitz	50	Physical	-	20/20	S	70	-
Jennifer	Star Buster	5	Physical	-	8/10	D	15	-
	Cosmic Arrow	20	Physical	-	18/18	C	30	-
	Terminus Omega	50	Physical	-	20/20	S	70	-
Thursday	Robo Attack	5	Physical	-	12/12	D	18	-
	Robo Crush	21	Physical	-	12/6	C	35	-
	Robo Bazooka	30	Physical	-	18/18	A	72	-
	Arigato Roboto	50	Physical	-	24/24	S	200	Self-Destruct
Kurtis	Rocket Punch	5	Physical	-	8/8	D	18	-
	Final Punch	20	Physical	-	18/12	C	42	-
	Nuclear Fusion	35	Physical	Fire	15/15	B	68	-
	Pringer Beam	50	Physical	Star	24/12	S	96	-

Strider Skills

Name	SP	Effect
Geo Change	20	Works only on already-cleared stages and in the Item World. Shuffles all the Geo Panels around.
Dark Cannon	30	Summons a cannon. Use the crosspad or analog stick to control the aim and X button to fire. You can fire as long as you have time and ammo. After your turn is over, the cannon will become an NPC. The level of the cannon varies on the summoner's level.

Magic Skills

Name	Element/Effect	Power	SP	Area of Effect	Up	Down
Fire Magic						
Fire	Fire	E	4	1-6	36	36
Mega Fire	Fire	C	10	1-6	36	36
Giga Fire	Fire	B	25	1-6	36	36
Omega Fire	Fire	A	60	1-6	36	36
Tera Fire	Fire	S	150	1-6	36	36
Wind Magic						
Wind	Wind	E	4	1-6	36	36
Mega Wind	Wind	C	10	1-6	36	36
Giga Wind	Wind	B	25	1-6	36	36
Omega Wind	Wind	A	60	1-6	36	36
Tera Wind	Wind	S	150	1-6	36	36
Ice Magic						
Ice	Ice	E	4	1-6	36	36
Mega Ice	Ice	C	10	1-6	36	36
Giga Ice	Ice	B	25	1-6	36	36
Omega Ice	Ice	A	60	1-6	36	36
Tera Ice	Ice	S	150	1-6	36	36
Star Magic						
Star	Star	D	6	1-6	36	36
Mega Star	Star	C	16	1-6	36	36
Giga Star	Star	B	40	1-6	36	36
Omega Star	Star	S	100	1-6	36	36
Tera Star	Star	S	200	1-6	36	36
Heal Magic						
Heal	Heal	D	4	1-6	24	24
Mega Heal	Heal	B	15	1-6	24	24
Giga Heal	Heal	A	40	1-6	24	24
Omega Heal	Heal	S	100	1-6	24	24
Espoir	Heals ailments	-	10	1-6	24	24
Support Magic						
Braveheart	Raises ATK		8	1-6	24	24
Shield	Raises DEF		8	1-6	24	24
Magic Boost	Raises INT		8	1-6	24	24
Magic Wall	Raises RES		8	1-6	24	24

Magic Levels

Leveling data		Fire, Wind, Ice					Star					Heal					Support			
Class	Element	-	Mega	Giga	Omega	Tera	-	Mega	Giga	Omega	Tera	-	Mega	Giga	Omega	Espoir	Brave-heart	Shield	Magic Boost	Magic Wall
Red Skull	Fire	1	8	20	40	100	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Green Skull	Wind	1	8	20	40	100	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Blue Skull	Ice	1	8	20	40	100	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Star Skull	Star	-	-	-	-	-	1	12	25	50	120	-	-	-	-	-	12	-	9	-
Prism Skull	Fire, Wind, Ice	1	8	20	40	-	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Galaxy Skull	Fire, Wind, Ice, Star	1	8	20	40	-	1	12	25	50	-	-	-	-	-	-	12	-	9	-
Red Mage	Fire	1	8	20	40	100	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Green Mage	Wind	1	8	20	40	100	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Blue Mage	Ice	1	8	20	40	100	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Star Mage	Star	-	-	-	-	-	1	12	25	50	120	-	-	-	-	-	12	-	9	-
Prism Mage	Fire, Wind, Ice	1	8	20	40	-	-	-	-	-	-	-	-	-	-	-	12	-	9	-
Galaxy Mage	Fire, Wind, Ice, Star	1	8	20	40	-	1	12	25	50	-	-	-	-	-	-	12	-	9	-
Healer	-	-	-	-	-	-	-	-	-	-	-	1	10	25	50	7	-	9	-	15
Rune Knight	Fire, Wind, Ice (1 of 3 only)	1	10	25	50	-	-	-	-	-	-	-	-	-	-	-	10	9	7	6
Celestial Host	Fire, Wind, Ice (1 of 3 only)	1	12	30	-	-	-	-	-	-	-	2	15	36	-	9	-	-	-	-

Class	Character	Fist	Sword	Spear	Bow	Gun	Axe	Staff
-	Laharl	A/20	A/20	A/20	A/20	C/10	A/20	B/15
-	Etna	B/15	B/15	A/20	B/15	C/10	B/15	B/15
-	Flonne	D/5	C/10	C/10	A/20	B/15	D/5	S/30
-	Gordon	B/15	B/15	C/10	D/5	S/25	S/25	D/5
-	Jennifer	S/25	C/10	B/15	C/10	A/20	D/5	C/10
Martial Artist (Male)	Brawler	A/20	E/4	E/4	E/3	E/1	E/4	E/1
	Pugilist	A/21	E/4	D/5	E/3	E/1	D/5	E/1
	Fighter	A/22	D/5	D/5	E/3	E/2	D/5	E/2
	Black Belt	A/23	D/5	D/6	E/4	E/2	D/6	E/2
	Wushu Master	A/24	D/6	D/6	E/4	E/3	D/6	E/3
-	Eternal Fist	S/25	D/6	D/7	E/4	E/3	D/7	E/3
Martial Artist (Female)	Brawler	A/20	E/4	D/5	E/3	E/1	E/3	E/1
	Pugilist	A/21	D/5	D/5	E/3	E/1	E/4	E/2
	Fighter	A/22	D/5	D/6	E/3	E/2	E/4	E/2
	Black Belt	A/23	D/6	D/6	E/4	E/2	D/5	E/3
	Wushu Master	A/24	D/6	D/7	E/4	E/3	D/5	E/3
-	Eternal Fist	S/25	D/7	D/7	E/4	E/3	D/6	E/4
Warrior (Male)	Warrior	E/3	A/20	E/3	D/5	E/2	A/20	E/2
	Battler	E/4	A/21	E/3	D/5	E/2	A/21	E/2
	Centurion	E/4	A/22	E/3	D/5	E/3	A/22	E/3
	Champion	D/5	A/23	E/4	D/6	E/3	A/23	E/3
	Hero	D/5	A/24	E/4	D/6	E/4	A/24	E/4
-	Cosmic Hero	D/6	S/25	E/4	D/6	E/4	S/25	E/4
Warrior (Female)	Warrior	E/3	A/20	A/20	D/5	E/2	C/12	E/2
	Battler	E/4	A/21	A/21	D/5	E/2	C/12	E/2
	Centurion	E/4	A/22	A/22	D/5	E/3	C/13	E/3
	Champion	D/5	A/23	A/23	D/6	E/3	C/13	E/3
	Hero	D/5	A/24	A/24	D/6	E/4	C/14	E/4
-	Cosmic Hero	D/6	S/25	S/25	D/6	E/4	C/14	E/4
Majin	Majin	S/25	S/25	S/25	S/25	S/25	S/25	S/25
	Mega Majin	S/26	S/26	S/26	S/26	S/26	S/26	S/26
	Giga Majin	S/27	S/27	S/27	S/27	S/27	S/27	S/27
	Omega Majin	S/28	S/28	S/28	S/28	S/28	S/28	S/28
	Tera Majin	S/29	S/29	S/29	S/29	S/29	S/29	S/29
-	Divine Majin	S/30	S/30	S/30	S/30	S/30	S/30	S/30
Ninja	Ninja	S/25	B/15	C/10	D/8	E/2	A/20	E/3
	Adept Ninja	S/26	B/16	C/11	D/8	E/2	A/21	E/3
	Elite Ninja	S/27	B/16	C/12	D/9	E/3	A/22	E/4
	Shadow Ninja	S/28	B/17	C/13	D/9	E/3	A/23	E/4
	Master Ninja	S/29	B/17	C/14	C/10	E/4	A/24	D/5
-	Shinobi	S/30	B/18	B/15	C/10	E/4	S/25	D/5
Samurai	Ronin	D/5	S/25	S/25	D/9	E/2	S/25	E/3
	Samurai	D/5	S/26	S/26	C/10	E/2	S/26	E/3
	Bushi	D/6	S/27	S/27	C/10	E/3	S/27	E/4
	Kengo	D/6	S/28	S/28	C/11	E/3	S/28	E/4
	Blademaster	D/7	S/29	S/29	C/11	E/4	S/29	D/5
-	Shogun	D/7	S/30	S/30	C/12	E/4	S/30	D/5
Rune Knight	Knight	D/5	B/15	D/7	D/7	E/2	C/12	B/15
	Vanquisher	D/6	B/15	D/8	D/8	E/2	C/12	B/16
	Rune Knight	D/6	B/16	D/8	D/8	E/3	C/13	B/16
	Chaos Knight	D/6	B/16	D/9	D/9	E/3	C/13	B/17
	High Knight	D/7	B/17	D/9	D/9	E/4	C/14	B/17
-	Space Knight	D/7	B/17	C/10	C/10	E/4	C/14	B/18
Archer	Archer	E/3	E/4	D/6	S/25	D/8	E/3	D/5
	Sniper	E/3	E/4	D/7	S/26	D/8	E/4	D/5
	Striker	E/3	D/5	D/7	S/27	D/9	E/4	D/6
	Valkyrie	E/4	D/5	D/7	S/28	D/9	D/5	D/6
	Ace Archer	E/4	D/6	D/8	S/29	C/10	D/5	D/6
-	Freischutz	E/4	D/6	D/8	S/30	C/10	D/6	D/7
Skull	Red Skull	E/2	E/2	E/2	D/5	D/6	E/2	S/30
	Green Skull	E/2	E/2	E/2	D/5	D/6	E/2	S/30
	Blue Skull	E/2	E/2	E/2	D/5	D/6	E/2	S/30
	Star Skull	E/3	E/3	E/3	D/6	D/7	E/3	S/33
	Prism Skull	E/3	E/3	E/3	D/6	D/8	E/3	S/34
-	Galaxy Skull	E/4	E/4	E/4	D/7	D/9	E/4	S/35

Class	Character	Fist	Sword	Spear	Bow	Gun	Axe	Staff
Mage	Red Mage	E/2	E/2	E/2	D/6	D/5	E/2	S/30
	Green Mage	E/2	E/2	E/2	D/6	D/5	E/2	S/30
	Blue Mage	E/2	E/2	E/2	D/6	D/5	E/2	S/30
	Star Mage	E/3	E/3	E/3	D/7	D/6	E/3	S/33
	Prism Mage	E/3	E/3	E/3	D/8	D/7	E/3	S/34
-	Galaxy Mage	E/4	E/4	E/4	D/9	D/8	E/4	S/35
Healer (Male)	Cleric	E/3	E/4	E/4	B/15	D/6	E/2	S/25
	Priest	E/4	E/4	E/4	B/16	D/7	E/2	S/26
	Bishop	E/4	D/5	D/5	B/16	D/7	E/2	S/27
	Sage	D/5	D/5	D/5	B/17	D/8	E/3	S/28
	Prophet	D/5	D/6	D/6	B/17	D/8	E/3	S/29
-	Savior	D/6	D/6	D/6	B/18	D/9	E/3	S/30
Healer (Female)	Cleric	E/3	E/4	E/4	B/15	D/6	E/2	S/25
	Priest	E/4	E/4	E/4	B/16	D/7	E/2	S/26
	Bishop	E/4	D/5	D/5	B/16	D/7	E/2	S/27
	Sage	D/5	D/5	D/5	B/17	D/8	E/3	S/28
	Prophet	D/5	D/6	D/6	B/17	D/8	E/3	S/29
-	Savior	D/6	D/6	D/6	B/18	D/9	E/3	S/30
Strider	Scout	D/7	D/8	C/13	D/6	A/20	C/11	D/9
	Surveyor	D/7	D/9	C/13	D/7	A/21	C/12	D/9
	Ranger	D/8	D/9	C/14	D/7	A/22	C/12	C/10
	Strider	D/8	C/10	C/14	D/8	A/23	C/13	C/10
	Geo Master	D/9	C/10	B/15	D/8	A/24	C/13	C/11
-	Lord	D/9	C/11	B/15	D/9	S/25	C/14	C/11
EDF Soldier	Recruit	A/20	D/5	D/5	E/4	S/25	A/20	E/2
	Officer	A/21	D/6	D/5	D/5	S/26	A/21	E/2
	Cyborg	A/22	D/6	D/6	D/6	S/27	A/22	E/2
	Psi-Soldier	A/23	D/7	D/6	D/6	S/28	A/23	E/3
	Space Police	A/24	D/7	D/7	D/7	S/29	A/24	E/3
-	Space Marine	S/25	D/8	D/7	D/7	S/30	S/25	E/3
Celestial Host	Angel	D/9	A/20	A/20	A/20	E/2	B/15	A/20
	Angel Cadet	C/10	A/20	A/20	A/20	E/2	B/15	A/20
	Angel Soldier	C/10	A/21	A/21	A/21	E/3	B/16	A/21
	Crusader	C/11	A/21	A/21	A/21	E/3	B/16	A/21
	Avenger	C/11	A/22	A/22	A/22	E/4	B/17	A/22
-	Paladin	C/12	A/22	A/22	A/22	E/4	B/17	A/22
Thief	Rogue	E/3	D/7	E/2	E/4	D/8	E/2	E/3
	Thief	E/4	D/7	E/3	D/5	D/9	E/2	E/3
	Bandit	E/4	D/8	E/3	D/5	D/9	E/3	E/4
	Prowler	D/5	D/8	E/4	D/6	C/10	E/3	E/4
	Raider	D/5	D/9	E/4	D/6	C/10	E/4	D/5
-	Space Pirate	D/6	D/9	D/5	D/7	C/11	E/4	D/5

REFERENCE

Ranks are E, D, C, B, A, and S

As the rank progresses to the right the easier it is to level up the WM

The number after the slash indicates the amount of experience you get for the weapon when you use it

Stat bonuses from weapons are affected by the character's Weapon Mastery (and Aptitude). The formula is (Stat) x (1 + .05 x (WM)) x (Aptitude).

Residents

Name	Explanation	Pow Max	Name	Explanation	Pow Max
Dietician	Adds HP bonus to the item.	1998	Pharmacist	Raises resistance to poison effect.	100
Master	Adds SP bonus to the item.	1998	Coffee Maker	Raises resistance to sleep effect.	100
Gladiator	Adds ATK bonus to the item.	1998	Medicine Man	Raises resistance to paralyze effect.	100
Sentry	Adds DEF bonus to the item.	1998	Psychologist	Raises resistance to forget effect.	100
Teacher	Adds INT bonus to the item.	1998	Social Worker	Raises resistance to deprave effect.	100
Coach	Adds SPD bonus to the item.	1998	Firefighter	Raises resistance to fire.	140
Marksman	Adds Hit bonus to the item.	1998	Aeronaut	Raises resistance to wind.	140
Physician	Adds RES bonus to the item.	1998	Cryophile	Raises resistance to ice.	140
Alchemist	Adds poison effect to attack.	100	Broker	Raises money gained by killing enemies.	300
Hypnotist	Adds sleep effect to attack.	100	Statistician	Raises EXP gained by killing enemies.	300
Witch Doctor	Adds paralyze effect to attack.	100	Manager	Raises amount of Mana gained.	300
Amnesiac	Adds forget effect to attack.	100	Armsmaster	Speeds up weapon mastery.	1900
Gangster	Adds deprave effect to attack.	100			

The actual maximum Pow value for each resident may be higher than listed, but exceeding the listed value has no effect and is therefore pointless. Stat bonus max values can be exceeded by having multiples (i.e. two Gladiators @ 1998 = 3996 bonus), the rest can not. The maximum number of residents (population) for an item is random, with a max of 16. To achieve the max population limit for an item, you must kill the Item Kings and the Item God 2 if he is present.

Characters

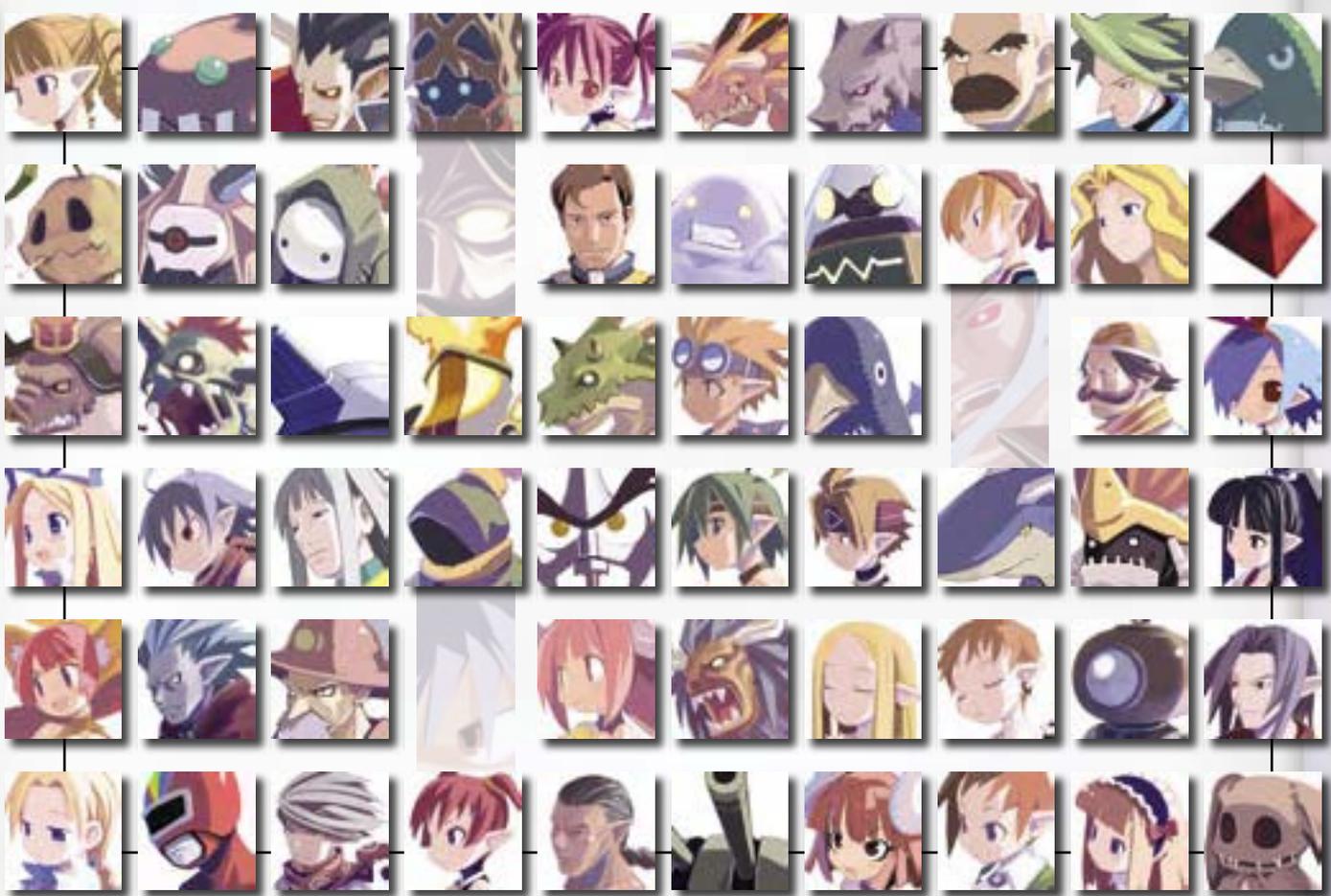
Class	Character	MV	Jm	Counter	Throw	EXP	HL	Mana	Magic	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Note
Martial Artist (Male)	Brawler	6	20	2	4	10	10	10	4	16/10	5/5	12/10	4/5	6/6	12/10	12/10	4/5	Prerequisites: None
	Pugilist	6	22	2	4	11	11	13	4	17/10	6/5	13/10	5/5	6/6	13/10	12/10	4/5	Prerequisites: Level 5
	Fighter	6	24	3	4	12	12	16	5	18/10	6/6	14/10	5/6	6/6	13/10	13/10	4/5	Prerequisites: Level 12
	Black Belt	6	26	3	4	13	13	19	5	19/10	6/6	15/10	6/6	7/7	14/10	13/10	5/6	Prerequisites: Level25
	Wushu Master	6	28	4	4	14	14	22	6	20/10	7/7	16/10	6/6	7/7	14/10	14/10	5/6	Prerequisites: Level 50
Martial Artist (Female)	Eternal Fist	6	30	4	4	15	15	25	6	21/10	7/7	17/10	7/7	7/7	15/10	14/10	5/6	Prerequisites: Level 100
	Brawler	6	20	2	4	10	10	10	4	16/10	5/5	12/10	4/5	6/5	12/10	12/10	4/6	Prerequisites: None
	Pugilist	6	22	2	4	11	11	13	4	17/10	6/5	13/10	5/5	6/5	13/10	12/10	4/6	Prerequisites: Level 5
	Fighter	6	24	3	4	12	12	16	5	18/10	6/6	14/10	5/6	6/6	13/10	13/10	4/6	Prerequisites: Level 12
	Black Belt	6	26	3	4	13	13	19	5	19/10	6/6	15/10	6/6	7/8	14/10	13/10	5/7	Prerequisites: Level25
Warrior (Male)	Wushu Master	6	28	4	4	14	14	22	6	20/10	7/7	16/10	6/6	7/7	14/10	14/10	5/7	Prerequisites: Level 50
	Eternal Fist	6	30	4	4	15	15	25	6	21/10	7/7	17/10	6/7	7/7	15/10	14/10	5/7	Prerequisites: Level 100
	Warrior	5	15	1	4	10	10	10	5	14/10	6/6	11/10	8/10	8/7	11/8	11/8	8/7	Prerequisites: None
	Battler	5	16	1	4	11	11	13	6	15/10	6/6	12/10	8/10	8/7	11/8	12/8	9/7	Prerequisites: Level 5
	Centurion	5	17	1	4	12	12	16	6	16/10	7/6	12/10	9/10	9/7	12/8	12/9	9/7	Prerequisites: Level 12
Warrior (Female)	Champion	5	18	2	4	13	13	19	7	17/10	7/7	13/10	9/10	9/7	12/9	13/9	9/8	Prerequisites: Level25
	Hero	6	19	2	4	14	14	22	7	18/10	8/7	13/10	10/10	9/8	13/9	13/9	10/8	Prerequisites: Level 50
	Cosmic Hero	6	20	2	4	15	15	25	8	19/19	8/7	14/10	10/10	10/8	13/9	14/9	10/8	Prerequisites: Level 100
	Warrior	5	15	1	4	10	10	10	5	14/10	6/6	11/10	8/10	8/6	11/8	11/8	8/8	Prerequisites: None
	Battler	5	16	1	4	11	11	13	6	15/10	6/6	12/10	8/10	8/6	11/8	12/8	9/8	Prerequisites: Level 5
Majin	Centurion	5	17	1	4	12	12	16	6	16/10	7/7	12/10	9/10	9/6	12/9	12/8	9/8	Prerequisites: Level 12
	Champion	5	18	2	4	13	13	19	7	17/10	7/7	13/10	9/10	9/7	12/9	13/9	9/8	Prerequisites: Level25
	Hero	6	19	2	4	14	14	22	7	18/10	8/7	13/10	10/10	9/7	13/9	13/9	10/9	Prerequisites: Level 50
	Cosmic Hero	6	20	2	4	15	15	25	8	19/10	8/8	14/10	10/10	10/7	13/9	14/9	10/9	Prerequisites: Level 100
	Majin	6	25	3	5	20	20	100	15	25/11	12/11	18/11	13/11	15/11	13/11	15/11	13/11	Prerequisites: See page 91
Ninja	Mega Majin	6	27	3	5	21	21	110	16	25/11	12/11	19/11	14/11	16/11	13/11	16/11	13/11	Prerequisites: Level 25
	Giga Majin	6	29	4	5	22	22	120	17	27/11	13/11	20/11	14/11	17/11	14/11	16/11	14/11	Prerequisites: Level 60
	Omega Majin	6	31	4	5	23	23	130	18	28/11	13/12	20/12	15/12	18/12	14/12	17/12	14/12	Prerequisites: Level125
	Tera Majin	6	33	5	5	24	24	140	20	29/11	14/12	21/12	15/12	19/12	15/12	17/12	14/12	Prerequisites: Level 250
	Divine Majin	7	35	5	5	25	25	150	25	30/11	14/12	21/12	16/12	20/12	15/12	18/12	15/12	Prerequisites: Level 500
Samurai	Ninja	6	25	3	5	12	12	20	8	15/10	7/7	12/10	6/8	9/8	18/11	13/10	8/7	Prerequisites: See page 91
	Adept Ninja	6	27	3	5	13	13	24	9	16/10	7/7	13/10	6/8	10/8	19/11	14/10	8/7	Prerequisites: Level 7
	Elite Ninja	6	29	4	5	14	14	28	9	16/10	8/8	13/10	7/9	10/8	20/11	14/10	8/8	Prerequisites: Level 18
	Shadow Ninja	7	31	4	5	15	15	32	10	17/10	8/8	14/10	7/9	11/9	21/11	15/10	9/8	Prerequisites: Level37
	Master Ninja	7	33	5	5	16	16	36	10	17/10	9/9	14/10	8/9	11/9	22/11	15/10	9/8	Prerequisites: Level 75
Rune Knight	Shinobi	7	35	5	5	17	17	40	11	18/10	9/9	15/10	8/10	12/9	23/11	16/10	10/9	Prerequisites: Level 150
	Ronin	5	20	2	4	12	12	20	6	16/10	7/7	14/11	7/10	8/7	11/10	14/10	9/7	Prerequisites: See page 91
	Samurai	5	21	2	4	13	13	24	7	17/10	7/7	15/11	7/10	9/7	12/10	15/10	9/7	Prerequisites: Level 7
	Bushi	5	22	2	4	14	14	28	7	17/10	8/7	15/11	8/10	9/8	12/10	15/10	9/8	Prerequisites: Level 18
	Kengo	5	23	3	4	15	15	32	8	18/10	8/8	16/11	8/10	10/8	13/10	16/10	10/8	Prerequisites: Level37
Archer	Blademaster	6	24	3	4	16	16	36	8	18/10	9/8	16/11	9/10	10/8	13/10	16/10	10/8	Prerequisites: Level 75
	Shogun	6	25	3	4	17	17	40	9	19/10	9/8	17/11	9/10	11/9	14/10	17/10	11/8	Prerequisites: Level 150
	Knight	4	15	0	4	12	12	20	10	14/8	10/9	10/9	6/6	11/9	8/7	9/8	10/9	Prerequisites: See page 91
	Vanquisher	4	15	0	4	13	13	24	11	14/8	11/9	11/9	6/6	12/9	8/7	9/8	11/9	Prerequisites: Level 7
	Rune Knight	4	16	1	4	14	14	28	11	15/8	11/9	11/9	7/6	12/9	9/8	10/9	11/9	Prerequisites: Level 18
Skull	Chaos Knight	4	16	1	4	15	15	32	12	15/9	12/10	12/9	7/6	13/9	9/8	10/9	12/9	Prerequisites: Level37
	High Knight	4	17	1	4	16	16	36	12	16/9	12/10	12/9	8/7	13/10	10/8	11/9	12/10	Prerequisites: Level 75
	Space Knight	4	17	1	4	17	17	40	13	16/9	13/10	13/10	8/7	14/10	10/9	11/9	13/10	Prerequisites: Level 150
	Archer	4	15	0	3	10	10	12	8	13/7	7/7	11/10	7/7	9/7	12/10	14/11	8/7	Prerequisites: See page 91
	Sniper	4	15	0	3	11	11	15	9	14/7	7/7	12/10	7/7	9/7	13/10	15/11	8/7	Prerequisites: Level 6
Mage	Striker	4	16	0	3	12	12	18	9	14/7	8/8	12/10	8/7	10/8	13/10	15/11	9/7	Prerequisites: Level 14
	Valkyrie	5	16	0	3	13	13	21	10	15/8	8/8	13/10	8/7	10/8	14/10	16/11	9/8	Prerequisites: Level30
	Ace Archer	5	17	1	3	14	14	24	10	15/8	9/8	13/10	9/8	11/8	14/10	16/11	9/8	Prerequisites: Level 60
	Freischutz	5	17	1	3	15	15	27	11	16/8	9/8	14/10	9/8	11/8	15/10	17/11	10/8	Prerequisites: Level 120
	Red Skull	4	12	0	3	10	11	10	20	9/4	13/10	6/5	3/4	13/11	10/7	9/8	13/11	Prerequisites: None
Healer (Male)	Green Skull	4	12	0	3	10	11	10	21	9/4	13/10	6/5	3/4	13/11	10/7	9/8	13/11	Prerequisites: None
	Blue Skull	4	12	0	3	10	11	10	22	9/4	13/10	6/5	3/4	13/11	10/7	9/8	13/11	Prerequisites: None
	Star Skull	4	13	0	3	11	12	15	23	10/5	14/10	7/5	3/5	14/11	11/8	10/9	14/11	Prerequisites: R, G & B @ Level 5
	Prism Skull	5	15	0	3	14	15	20	24	11/5	15/10	7/6	4/5	15/11	11/8	10/9	16/11	Prerequisites: Star @ Level 35
	Galaxy Skull	5	17	0	3	16	17	25	25	12/5	16/10	8/6	4/5	16/11	12/8	11/9	18/11	Prerequisites: Prism @ Level 50
Healer (Female)	Red Mage	4	12	0	3	10	11	10	20	9/4	13/10	6/5	3/4	13/11	10/8	9/7	13/11	Prerequisites: None
	Green Mage	4	12	0	3	10	11	10	21	9/4	13/10	6/5	3/4	13/11	10/8	9/7	13/11	Prerequisites: None
	Blue Mage	4	12	0	3	10	11	10	22	9/4	13/10	6/5	3/4	13/11	10/8	9/7	13/11	Prerequisites: None
	Star Mage	4	13	0	3	11	12	15	23	10/5	14/10	7/5	3/5	14/11	11/9	10/8	14/11	Prerequisites: R, G & B @ Level 5
	Prism Mage	5	15	0	3	14	15	20	24	11/5	15/10	7/6	4/5	15/11	11/9	10/8	16/11	Prerequisites: Star @ Level 35
Healer (Male)	Galaxy Mage	5	17	0	3	16	17	25	25	12/5	16/10	8/6	4/5	16/11	12/9	11/8	18/11	Prerequisites: Prism @ Level 50
	Cleric	4	12	0	3	10	10	11	15	12/7	12/10	10/8	4/6	12/10	10/7	11/8	11/10	Prerequisites: None
	Priest	4	13	0	3	11	11	13	16	13/7	12/10	11/8	4/6	13/10	10/7	11/8	12/10	Prerequisites: Level 5
	Bishop	4	14	0	3	12	12	16	17	13/8	13/10	11/8	5/7	14/10	11/8	12/9	13/10	Prerequisites: Level 12
	Sage	5	15	0	3	13	13	19	18	14/8	13/10	12/9	5/7	15/10	11/8	12/9	14/10	Prerequisites: Level25
Healer (Male)	Prophet	5	16	0	3	14	14	22										

Class	Character	Mv	Jm	Counter	Throw	EXP	HL	Mana	Magic	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Note
Healer (Female)	Cleric	4	12	0	3	10	10	10	15	13/8	12/10	9/7	5/7	12/10	11/8	10/7	11/10	Prerequisites: None
	Priest	4	13	0	3	11	11	13	16	14/8	12/10	10/7	5/7	13/10	11/8	10/7	12/10	Prerequisites: Level 5
	Bishop	4	14	0	3	12	12	16	17	14/9	13/10	10/7	6/8	14/10	12/9	11/7	13/10	Prerequisites: Level 12
	Sage	5	15	0	3	13	13	19	18	15/9	13/10	11/8	6/8	15/10	12/9	11/8	14/10	Prerequisites: Level 25
	Prophet	5	16	0	3	14	14	22	19	15/10	14/10	11/8	7/8	16/10	13/9	12/8	15/10	Prerequisites: Level 50
	Savior	5	17	1	3	15	15	25	20	16/10	15/10	12/9	7/8	17/10	13/10	12/8	16/10	Prerequisites: Level 100
Strider	Scout	6	25	1	5	10	12	20	10	13/9	7/6	10/8	5/7	8/8	12/10	15/11	7/8	Prerequisites: See page 91
	Surveyor	6	26	1	5	11	13	24	10	14/9	8/6	10/8	5/7	9/8	12/10	16/11	7/8	Prerequisites: Level 6
	Ranger	6	27	2	5	12	14	28	10	14/10	8/7	11/9	6/8	9/8	13/10	16/11	8/8	Prerequisites: Level 14
	Strider	6	28	2	5	13	15	32	11	15/10	9/7	11/9	6/8	10/9	13/10	17/11	8/8	Prerequisites: Level 30
	Geo Master	6	29	2	5	14	16	36	11	15/10	9/8	12/10	7/9	10/9	14/10	17/11	9/9	Prerequisites: Level 60
	Lord	6	30	2	5	15	17	40	11	16/10	10/8	12/10	7/9	11/9	14/10	18/11	9/9	Prerequisites: Level 120
EPF Soldier	Recruit	4	12	1	5	10	10	30	4	19/11	2/8	14/10	10/11	6/8	9/10	15/12	7/6	Prerequisites: See page 91
	Officer	4	13	2	5	11	11	35	4	20/11	3/8	14/10	10/11	7/8	9/10	16/12	7/6	Prerequisites: Level 10
	Cyborg	4	14	2	5	12	12	40	4	20/11	3/8	15/10	11/11	7/9	10/10	16/12	8/6	Prerequisites: Level 24
	Psi-Soldier	5	15	2	5	13	13	45	4	21/11	4/9	15/10	11/11	8/9	10/10	17/12	8/7	Prerequisites: Level 50
	Space Police	5	16	3	5	14	14	50	5	21/11	4/9	16/10	12/11	8/9	11/10	17/12	9/7	Prerequisites: Level 100
	Space Marine	5	17	3	5	15	15	55	5	22/11	5/9	16/10	12/11	9/9	11/10	18/12	9/7	Prerequisites: Level 200
Celestial Host	Angel	5	15	1	5	12	13	30	14	18/10	11/10	13/10	9/10	12/10	11/10	11/10	14/11	Prerequisites: See page 91
	Angel Cadet	5	16	1	5	13	14	35	15	19/10	12/10	14/10	9/10	13/10	11/10	11/10	15/11	Prerequisites: Level 10
	Angel Soldier	5	17	2	5	14	15	40	16	19/10	12/10	14/10	10/10	13/10	12/10	12/10	15/11	Prerequisites: Level 24
	Crusader	6	18	2	5	15	16	45	17	20/10	13/10	15/10	10/10	14/10	12/10	12/10	16/11	Prerequisites: Level 50
	Avenger	6	19	2	5	16	17	50	18	20/10	13/10	15/10	11/10	14/10	13/10	13/10	16/11	Prerequisites: Level 100
	Paladin	6	20	2	5	17	18	55	19	21/10	14/10	16/10	11/10	15/10	13/10	13/10	17/11	Prerequisites: Level 200
Thief	Rogue	5	20	0	6	4	20	10	6	9/6	4/5	7/6	3/4	7/6	9/10	9/10	3/5	Prerequisites: See page 91
	Thief	5	21	0	6	5	21	13	6	10/6	5/5	7/7	3/4	7/6	9/10	10/10	3/5	Prerequisites: Level 6
	Bandit	5	22	0	6	6	22	16	7	10/7	5/5	8/7	4/5	8/6	10/10	10/10	4/5	Prerequisites: Level 14
	Prowler	5	23	0	6	7	23	19	7	11/7	5/6	8/7	4/5	8/7	10/10	11/10	4/5	Prerequisites: Level 30
	Raider	6	24	0	6	8	24	22	8	11/7	6/6	8/7	4/5	8/7	11/10	11/10	5/6	Prerequisites: Level 60
	Space Pirate	6	25	0	6	9	25	25	8	12/7	6/6	9/7	5/6	9/7	11/10	12/10	5/6	Prerequisites: Level 120
Faerie	Hobbit	5	15	0	-	10	10	10	7	17/10	6/10	14/10	8/10	8/10	11/10	11/10	6/10	-
	Puck	5	17	1	-	11	11	13	7	18/10	6/10	15/10	8/10	9/10	12/10	11/10	6/10	-
	Brownie	5	19	1	-	12	12	16	8	19/10	6/10	15/10	9/10	9/10	12/10	12/10	7/10	-
	Koropokkuru	5	21	1	-	13	13	19	8	20/10	7/10	16/10	9/10	10/10	13/10	12/10	7/10	-
	Lilliput	5	23	1	-	14	14	22	9	21/10	7/10	16/10	10/10	10/10	13/10	13/10	8/10	Invincible to ailments
	Phooka	5	25	1	-	15	15	25	9	22/10	7/10	17/10	10/10	10/10	14/10	13/10	8/10	Invincible to ailments & stat effects
Spirit	Ghost	4	15	0	-	10	10	10	12	15/10	8/10	12/10	7/10	13/10	9/10	10/10	9/10	-
	Boggart	4	16	0	-	11	11	13	13	16/10	8/10	12/10	7/10	14/10	9/10	11/10	10/10	-
	Specter	4	17	0	-	12	12	16	14	17/10	9/10	13/10	8/10	15/10	10/10	11/10	10/10	-
	Wraith	5	18	0	-	13	13	19	15	18/10	9/10	13/10	8/10	15/10	10/10	11/10	11/10	-
	Fiend	5	19	0	-	14	14	22	16	19/10	10/10	14/10	8/10	16/10	11/10	12/10	11/10	Invincible to ailments
	Phantom	5	20	0	-	15	15	25	17	20/10	10/10	14/10	9/10	16/10	11/10	12/10	12/10	Invincible to ailments & stat effects
Golem	Golem	4	12	1	-	11	11	25	6	23/10	6/10	15/10	7/10	9/10	8/10	10/10	6/10	-
	Spriggan	4	13	1	-	12	12	30	6	25/10	6/10	16/10	8/10	10/10	9/10	10/10	7/10	-
	Ekim	4	14	2	-	13	13	35	6	27/10	6/10	16/10	8/10	10/10	9/10	11/10	7/10	-
	Djinn	5	15	2	-	14	14	40	7	29/10	7/10	17/10	9/10	10/10	9/10	11/10	8/10	Invincible to ailments
	Ullikummi	5	16	2	-	15	15	45	7	31/10	7/10	17/10	9/10	11/10	10/10	12/10	8/10	Invincible to ailments & stat effects
	Gogmagog	5	17	2	-	16	16	50	7	33/10	7/10	18/10	10/10	11/10	10/10	12/10	9/10	Invincible to ailments & stat effects
Treant	Man-Eater	4	12	0	-	10	10	12	9	16/10	8/10	13/10	9/10	12/10	10/10	10/10	8/10	-
	Oakrot	4	13	1	-	11	11	15	10	17/10	8/10	14/10	9/10	12/10	11/10	10/10	9/10	-
	Treant	4	14	1	-	12	12	18	10	18/10	9/10	14/10	10/10	13/10	11/10	11/10	9/10	-
	Zakkum	4	15	1	-	13	13	21	11	19/10	9/10	15/10	10/10	13/10	11/10	11/10	10/10	-
	Erl King	4	16	1	-	14	14	24	11	20/10	10/10	15/10	11/10	14/10	12/10	11/10	10/10	Invincible to ailments
	Yggdrasil	4	17	1	-	15	15	27	12	21/10	10/10	16/10	11/10	14/10	12/10	12/10	10/10	Invincible to ailments & stat effects
Winged	Imp	6	30	1	-	10	11	15	11	15/10	10/10	13/10	10/10	14/10	12/10	9/10	10/10	-
	Gremlin	6	32	1	-	11	12	18	12	16/10	10/10	14/10	10/10	15/10	13/10	9/10	11/10	-
	Agathion	6	34	1	-	12	13	21	12	17/10	11/10	14/10	11/10	15/10	13/10	10/10	11/10	-
	Alp	6	36	1	-	13	14	24	13	18/10	11/10	15/10	11/10	16/10	13/10	10/10	12/10	-
	Incubus	6	38	1	-	14	15	27	13	19/10	12/10	15/10	12/10	16/10	14/10	10/10	12/10	Invincible to ailments
	Daemon	6	40	1	-	15	16	30	14	20/10	12/10	16/10	12/10	17/10	14/10	11/10	13/10	Invincible to ailments & stat effects
Dark Knight	Killer Armor	4	15	1	-	13	11	20	7	18/10	7/10	17/10	10/10	9/10	11/10	12/10	7/10	-
	Dark Knight	4	16	1	-	14	12	24	7	19/10	7/10	18/10	10/10	9/10	12/10	12/10	7/10	-
	Dullahan	4	17	2	-	15	13	28	7	20/10	8/10	18/10	11/10	9/10	12/10	13/10	7/10	-
	Avenger	4	18	2	-	16	14	32	8	21/10	8/10	19/10	11/10	10/10	12/10	13/10	8/10	-
	Demonic Suit	4	19	2	-	17	15	36	8	22/10	9/10	19/10	12/10	10/10	13/10	14/10	8/10	Invincible to ailments
Executioner	4	20	2	-	18	16	40	8	23/10	9/10	20/10	12/10	11/10	13/10	14/10	9/10	Invincible to ailments & stat effects	

Characters

Class	Character	Mv	Jm	Counter	Throw	EXP	HL	Mana	Magic	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Note
Lantern	Pumpkin	5	12	1	-	6	17	10	10	16/10	8/10	13/10	9/10	12/10	10/10	10/10	8/10	-
	Decoy	5	13	2	-	7	18	13	11	17/10	8/10	14/10	9/10	12/10	11/10	10/10	9/10	-
	Mandrake	5	14	2	-	8	19	16	11	18/10	9/10	14/10	10/10	13/10	11/10	11/10	9/10	-
	Scarecrow	5	15	2	-	9	20	19	12	19/10	9/10	15/10	10/10	13/10	11/10	11/10	10/10	-
	Jack	5	16	2	-	10	21	22	12	20/10	10/10	15/10	11/10	14/10	12/10	11/10	10/10	Invincible to ailments
Gargoyle	Halloween	5	17	2	-	11	22	25	13	21/10	10/10	16/10	11/10	14/10	12/10	12/10	10/10	Invincible to ailments & stat effects
	Gargoyle	5	15	1	-	12	13	20	8	20/10	6/10	15/10	11/10	12/10	10/10	9/10	12/10	-
	Guardian	5	16	1	-	13	14	24	9	21/10	6/10	15/10	12/10	12/10	11/10	9/10	12/10	-
	Nebiros	5	17	1	-	14	15	28	9	22/10	7/10	16/10	12/10	13/10	11/10	10/10	13/10	-
	Balrog	5	18	2	-	15	16	32	10	23/10	7/10	16/10	13/10	13/10	12/10	10/10	13/10	Invincible to ailments
Shadow	Seth	5	19	2	-	16	17	36	10	24/10	8/10	17/10	13/10	14/10	12/10	11/10	14/10	Invincible to ailments & stat effects
	Pazuzu	5	20	2	-	17	18	40	11	25/10	8/10	17/10	14/10	14/10	13/10	11/10	14/10	Invincible to ailments & stat effects
	Nightmare	4	15	0	-	11	14	15	18	18/10	9/10	12/10	7/10	16/10	10/10	9/10	14/10	-
	Shade	4	16	0	-	12	15	18	19	19/10	9/10	12/10	8/10	17/10	11/10	9/10	14/10	-
	Lich	4	17	1	-	13	16	21	20	20/10	10/10	13/10	8/10	17/10	11/10	10/10	15/10	-
Serpent	Chernobog	4	18	1	-	14	17	24	21	21/10	10/10	13/10	9/10	18/10	12/10	10/10	15/10	-
	Death	4	19	1	-	15	18	27	22	22/10	11/10	14/10	9/10	18/10	12/10	11/10	16/10	Invincible to ailments
	Thanatos	4	20	1	-	16	19	30	23	23/10	11/10	14/10	10/10	19/10	13/10	11/10	16/10	Invincible to ailments & stat effects
	Serpent	5	15	2	-	13	13	30	7	22/10	5/10	17/10	11/10	10/10	13/10	11/10	9/10	-
	Mizuchi	5	16	2	-	14	14	35	7	23/10	5/10	18/10	12/10	10/10	13/10	12/10	9/10	-
Galactic Demon	Sea Dragon	5	17	3	-	15	15	40	8	24/10	6/10	18/10	12/10	10/10	14/10	12/10	9/10	-
	Rahab	5	18	3	-	16	16	45	8	25/10	6/10	19/10	13/10	11/10	14/10	13/10	10/10	Invincible to ailments
	Leviathan	5	19	3	-	17	17	50	9	26/10	7/10	19/10	13/10	11/10	15/10	13/10	10/10	Invincible to ailments & stat effects
	Midgardsorm	5	20	4	-	18	18	55	9	27/10	7/10	20/10	14/10	11/10	15/10	14/10	10/10	Invincible to ailments & stat effects
	Cyclops	2	12	2	-	40	5	100	5	20/10	5/10	16/10	25/15	5/10	10/10	10/10	25/15	Invincible to ailments & stat effects
Dragon	Sentinel	2	13	2	-	43	6	120	5	22/10	5/10	16/10	26/15	5/10	10/10	10/10	26/15	Invincible to ailments & stat effects
	Nataku	2	14	2	-	46	7	140	6	24/10	6/10	17/10	27/15	5/10	11/10	11/10	27/15	Invincible to ailments & stat effects
	Talos	2	15	3	-	49	8	160	6	26/10	6/10	17/10	28/15	6/10	11/10	11/10	28/15	Invincible to ailments & stat effects
	Ravana	2	16	3	-	52	9	180	7	28/10	7/10	18/10	29/15	6/10	12/10	12/10	29/15	Invincible to ailments & stat effects
	Argus	2	17	3	-	55	10	200	7	30/10	7/10	18/10	30/15	6/10	12/10	12/10	30/15	Invincible to ailments & stat effects
Undead	Dragon	5	20	1	-	15	15	40	11	25/10	8/10	16/10	10/10	13/10	10/10	10/10	10/10	-
	Fafnir	5	21	1	-	16	16	45	12	27/10	9/10	16/10	10/10	14/10	10/10	11/10	11/10	-
	Nidhogg	5	22	1	-	17	17	50	12	29/10	9/10	17/10	11/10	14/10	11/10	11/10	11/10	-
	Ahzi Dahaka	5	23	2	-	18	18	55	13	31/10	10/10	17/10	11/10	15/10	11/10	12/10	11/10	Invincible to ailments
	Tiamat	5	24	2	-	19	19	60	13	33/10	10/10	18/10	12/10	15/10	12/10	12/10	12/10	Invincible to ailments & stat effects
Nether Noble	Bahamut	5	25	2	-	20	20	65	14	35/10	11/10	18/10	12/10	16/10	12/10	13/10	12/10	Invincible to ailments & stat effects
	Zombie	4	15	0	-	10	10	10	4	21/10	5/10	13/10	4/10	6/10	8/10	9/10	8/10	-
	Ghoul	4	16	1	-	11	11	13	4	22/10	5/10	14/10	4/10	7/10	8/10	9/10	7/10	-
	Corpse	4	17	1	-	12	12	16	5	23/10	6/10	14/10	5/10	7/10	9/10	9/10	7/10	-
	Ghast	4	18	1	-	13	13	19	5	24/10	6/10	15/10	5/10	7/10	9/10	10/10	7/10	-
Beast	Wight	4	19	1	-	14	14	22	5	25/10	6/10	15/10	6/10	8/10	10/10	10/10	8/10	Invincible to ailments
	Zombie King	4	20	2	-	15	15	25	6	26/10	7/10	16/10	6/10	8/10	10/10	11/10	8/10	Invincible to ailments & stat effects
	Brute	4	15	1	-	7	20	30	6	24/10	7/10	15/10	8/10	11/10	11/10	14/10	8/10	-
	Death Boar	4	16	2	-	8	22	35	6	25/10	7/10	15/10	9/10	12/10	11/10	14/10	8/10	-
	Minotaur	4	17	2	-	9	24	40	7	26/10	8/10	16/10	9/10	12/10	12/10	15/10	8/10	-
Succubus	Humbaba	4	18	2	-	10	26	45	7	27/10	8/10	16/10	10/10	13/10	12/10	15/10	9/10	Invincible to ailments
	Archdemon	5	19	3	-	11	28	50	8	28/10	9/10	17/10	10/10	13/10	13/10	16/10	9/10	Invincible to ailments & stat effects
	Behemoth	5	20	3	-	12	30	55	8	29/10	9/10	17/10	11/10	14/10	13/10	16/10	9/10	Invincible to ailments & stat effects
	Manticore	5	20	1	-	13	11	30	11	30/10	7/10	14/10	4/10	11/10	7/10	10/10	11/10	-
	Nue	5	22	1	-	14	12	353	12	32/10	8/10	14/10	5/10	12/10	7/10	10/10	12/10	-
KittCat	Myrmecoleo	5	24	1	-	15	13	40	12	34/10	8/10	15/10	5/10	12/10	8/10	11/10	12/10	-
	Chimera	5	26	1	-	16	14	45	13	36/10	9/10	15/10	6/10	13/10	8/10	11/10	13/10	Invincible to ailments
	Tao Tieh	5	28	2	-	17	15	50	13	38/10	9/10	16/10	6/10	13/10	9/10	12/10	13/10	Invincible to ailments & stat effects
	Sphinx	5	30	2	-	18	16	55	14	40/10	10/10	16/10	7/10	14/10	9/10	12/10	14/10	Invincible to ailments & stat effects
	Empusa	5	15	1	-	9	13	15	11	16/10	11/10	14/10	9/10	15/10	9/10	10/10	13/10	-
Noferatu	Lilim	5	16	1	-	10	14	18	11	17/10	11/10	15/10	9/10	15/10	10/10	10/10	14/10	-
	Succubus	5	17	1	-	11	15	21	12	18/10	12/10	15/10	10/10	16/10	10/10	11/10	14/10	-
	Carmilla	5	18	2	-	12	16	24	12	19/10	12/10	16/10	10/10	16/10	11/10	11/10	15/10	-
	Hecate	5	19	2	-	13	17	27	13	20/10	13/10	16/10	11/10	17/10	11/10	12/10	15/10	Invincible to ailments
	Lilith	5	20	2	-	14	18	30	13	21/10	13/10	17/10	11/10	17/10	12/10	12/10	16/10	Invincible to ailments & stat effects
Great Wyrn	Nekomata	6	25	3	-	14	10	20	5	21/10	5/10	16/10	9/10	6/10	14/10	16/10	6/10	-
	Cait Sith	6	26	3	-	15	11	23	5	22/10	5/10	17/10	9/10	7/10	15/10	17/10	7/10	-
	Werecat	6	27	3	-	16	12	26	6	23/10	6/10	18/10	10/10	7/10	15/10	17/10	7/10	-
	Talring	6	28	4	-	17	13	29	6	24/10	6/10	18/10	10/10	8/10	16/10	18/10	8/10	-
	Elbacky	6	29	4	-	18	14	32	7	25/10	7/10	19/10	11/10	8/10	16/10	18/10	8/10	Invincible to ailments
Prinny	Bastet	6	30	4	-	19	15	35	7	26/10	7/10	19/10	11/10	9/10	17/10	19/10	9/10	Invincible to ailments & stat effects
	Vampire	6	20	2	-	18	18	50	10	21/10	12/10	17/10	11/10	14/10	11/10	13/10	13/10	Invincible to ailments & stat effects
	Strigoi	6	21	2	-	19	19	55	10	22/10	12/10	18/10	11/10	14/10	12/10	13/10	13/10	Invincible to ailments & stat effects
	Neutotter	6	22	2	-	20	20	60	11	23/10	13/10	18/10	11/10	15/10	12/10	14/10	14/10	Invincible to ailments & stat effects
	Varcolaci	6	23	3	-	21	21	65	11	24/10	13/10	19/10	12/10	15/10	13/10	14/10	14/10	Invincible to ailments & stat effects
Pvt. Prinny	Nosferatu	6	24	3	-	22	22	70	12	25/10	14/10	19/10	12/10	16/10	13/10	15/10	15/10	Invincible to ailments & stat effects
	Unholy King	6	25	3	-	23	23	75	12	26/10	14/10	20/10	12/10	16/10	14/10	15/10	15/10	Invincible to ailments & stat effects
	Efreet	5	15	1	-	20	20	40	7	28/10	8/10	16/10	10/10	12/10	9/10	11/10	11/10	Invincible to ailments & stat effects
	Shaitan	5	16	1	-	22	22	45	8	30/10	9/10	17/10	11/10	13/10	10/10	12/10	12/10	Invincible to ailments & stat effects
	Marid	5	17	1	-	25	25	50	8	32/10	10/10	18/10	12/10	14/10	11/10	13/10	13/10	Invincible to ailments & stat effects
Prinny God	Flamberg	5	18	1	-	28	28	55	9	34/10	11/10	19/10	13/10	15/10	12/10	14/10	14/10	Invincible to ailments & stat effects
	Surt	5	19	1	-	30	30	60	9	36/10	12/10	20/10	14/10	16/10	13/10	15/10	15/10	Invincible to ailments & stat effects
	Kagutsuchi	5	20	1	-	33	33	65	10	38/10	13/10	21/10	15/10	17/10	14/10	16/10	16/10	Invincible to ailments & stat effects
	Pvt. Prinny	5	15	0	-	10	10	10	7	15/10	5/10	10/10	7/10	7/10	9/10	9/10	6/10	-
	C																	

Class	Character	Mv	Jm	Counter	Throw	EXP	HL	Mana	Magic	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Joins where?	Note
Humanoid	Laharl	6	20	2	5	10	10	10	10	18/10	8/10	12/10	8/10	9/10	11/10	12/10	9/10	default	-
Humanoid	Etna	5	20	1	5	10	10	10	12	16/10	10/10	11/10	7/10	10/10	12/10	11/10	10/10	default	-
Humanoid	Flonne	5	15	0	4	10	10	10	20	13/10	13/10	7/10	5/10	14/10	10/10	9/10	12/10	End of Episode 2	-
Humanoid	Gordon	5	35	2	6	10	10	10	8	21/10	6/10	13/10	7/10	7/10	12/14	14/10	4/10	End of Episode 9	-
Humanoid	Jennifer	5	20	2	4	10	10	10	8	16/10	7/10	12/10	6/10	10/10	14/10	13/10	6/10	End of Episode 9	-
Super Robot	Thursday	5	12	1	-	10	10	10	4	15/15	4/15	10/15	12/15	6/15	6/15	6/15	4/5	End of Episode 9	-
Prinny	Kurtis	6	20	2	-	10	10	10	10	17/10	7/10	12/10	9/10	9/10	11/10	11/10	8/10	Final Episode Area Map "Inner Sanctum"	-
Rich Demon	Hoggmeiser	4	15	1	-	10	20	10	6	24/10	7/10	15/10	8/10	11/10	11/10	14/10	8/10	End of Episode 3	-
Demon Sire	Maderas	6	20	2	-	15	20	50	10	22/10	12/10	17/10	11/10	14/10	11/10	13/10	13/10	End of Episode 5	Invincible to ailments & stat effects



REFERENCE

EXP	HL	Mana	Magic	HP	SP	ATK	DEF	INT	SPD	HIT	RES	Note
Parameter that effects how much EXP you get when defeating an enemy. The higher the number, the more EXP you get.	Parameter that effects how much HL you get when defeating an enemy. The higher the number, the more HL you get.	Parameter that effects how much Mana is needed to Transmigrate	Parameter that effects how much magic experience you get from using magic	Initial Status/Item Aptitude							Invincible to ailments: Poison, Paralyze, etc do not effect character stat effects: Unaffected by Magic and Specials that lower stats	

SECRET STUFF AND HIDDEN THINGS

SECRET ENDINGS

Disgaea has eight potential endings, depending on your actions during the game, and here's how to trigger all eight of them.

Good Ending: Play through the entire game without accidentally killing a single ally. You can't just strive for perfection to trigger this ending; you have to achieve it.

Fionne Tragedy: Kill 50 or more allies by Episode 3 (Dinero Palace/Lavish Hall), and select "Kill Hoggmeister."

Etna Heroine: Kill 100 or more allies by Episode 5 (Jotunheim/Ice Queen), and select "Kill Maderas."

Overthrowing Earth: Clear the map Human World/EDF Headquarters.

Mid-Boss: Lose to the Mid-Boss in Episodes 1, 4, 6, or 10.

Bad Ending 1: Use "Persuade by Force" 100 or more times in the Dark Assembly.

Bad Ending 2: Defeat the Item God in Item World B100.

Normal Ending: Play through the game without fulfilling any of the conditions for the Good or Bad Endings.

You can fulfill the conditions for the Good Ending and one or both Bad Endings, in which case you receive the Good Ending. If you fulfill the conditions for both Bad Endings, you receive Bad Ending 1.

SECRET ITEMS

Mr. Gency's Exit • Episode 3 • Overlord's Castle
Talk to the Dimensional Gatekeeper.

Staff of Sorcery • Episode 8 • Overlord's Castle
Talk to Gargo.

Vile Brilliance • Episode 11 • Overlord's Castle
Talk to Manty.

Infernal Sword • Last Episode • Overlord's Castle
Talk to Ghoss.

Testament • Last Episode • Etna's Room (see next heading)
Read an entry before the end of each Episode up to Episode 13.

Longinus • Overlord's Castle
Any character must have a spear Weapon Mastery of 25 or higher. Enter the Dark Assembly, then exit and talk to Longinus.

God's Hand • Cave of Ordeal
Clear the Cave of Ordeal 5.

Hyperdrive • Item World B100
Defeat the Item God 2 in floor B100 of a Rank 40 item.

ETNA'S ROOM

Go behind the throne in the throne room and press \otimes to discover a hidden switch. Select "Yes" to press the switch. Now walk to the skull on the counter of the Rosen Queen Company and press \otimes to discover a second hidden switch. Again, select "Yes." Now enter the room with Ghoss, Gargo, and Longinus. Go to the lower floor and walk into the upper corner, above Ghoss and Gargo. Press \otimes to enter Etna's secret chambers.

There is more than one ending to the game.

Special endings come from doing special things.

There are a number of secret items to be had throughout the game.

Extra maps can be accessed by passing certain proposals in the Dark Assembly.

Secret classes of characters can be unlocked by meeting certain conditions.

Etna has been keeping a diary of her secret thoughts and feelings.

SECRET STUFF AND THINGS WE DIDN'T PUT ELSEWHERE

EXTRA MAPS

Prinny Land

Pass the proposal "Prinny Land" at the Dark Assembly after Episode 9.

Cave of Ordeal

Pass the proposal "Cave of Ordeal" at the Dark Assembly.

Human World

Pass the proposal "Human World" at the Dark Assembly after Episode 13.

Alt. Netherworld

Pass the proposal "Alternate Netherworld" at the Dark Assembly.

Baal Castle

Clear Alternate Netherworld and The Mysterious Seal.

Beauty Castle

Pass the proposal "The Mysterious Seal" at the Dark Assembly.

SECRET CLASSES

When there are multiple conditions, they all must be fulfilled at the same time (eg, for Rune Knight, you can't just have a warrior, then transmigrate into a magician. You have to have both conditions fulfilled at that time.) Once the hidden job is available, you no longer need to keep on fulfilling the conditions. (You can delete or transmigrate the old character.) You can use any character of the indicated class (fighters, warriors, etc.).

Strider

Have 2 fighters/warriors (male or female) at level 5 or higher

Ninja

Total level of 20 or higher with a male warrior and male fighter

Rune Knight

Female warrior, female magician each at level 10 or higher

Samurai

Total level of 20 or higher with a female warrior and female fighter

Thief

Have a fighter and warrior (either) at level 5 or higher

Archer

Have a Weapon Mastery of 5 or higher with the Bow

Celestial Host

Female Cleric, Rune Knight and archer all at level 100

Majin

Male warrior, male fighter, ninja, thief, ranger all at level 200

EDF Soldier

Weapon Mastery of the Gun at level 30.

MONSTER BONUS

Monsters get a bonus added to their Weapon's stats once they pass level 100. The formula (thanks Zepy!) is:

lvl 101 - 500: $((\text{lvl} - 100) / 2 + 100)\%$

lvl 501 - 2000: $((\text{lvl} - 500) / 5 + 300)\%$

lvl 2001 and above: $((\text{lvl} - 2000) / 10 + 600)\%$

RARITY BONUS

If you equip items with the same rarity value, you'll get a hidden stat boost. Two items with identical rarity give a 10% boost. Three give a 20% boost and four gives a 30% boost. "Legend" items have the smallest rarity range (like, between 0 and 6), so it is easier to match them.



INTERVIEW WITH ATLUS

If you could interview Atlus about Disgaea, what would you ask?

Around the middle of July, we went onto the *Disgaea* message board at www.gamefaqs.com, where we found that the die hard RPG gamers like to hang out and chat. For this strategy guide, we wanted to interview the folks at Atlus responsible for bringing the game out in the U.S., but we wanted to be sure to ask the questions that were burning in fans' minds. Well, what better way to do that than to let the fans ask the questions themselves? So, we posted an invitation on the message board to send us questions for inclusion in this guide. The following are questions which we received and the screen names of those who submitted them. (We had a few burning questions of our own, which we added at the end).

From:Darkmoon27 — What are the factors that you take into consideration when you decide whether or not you are going to localize a game for the American market?

Atlus replies: Game evaluation is a process that involves the entire Atlus USA localization staff. We must consider factors such as fan following, projected sales, marketability, expected ESRB rating, competition, price point, release date and of course the overall quality of the game.

In regards to the last criterion, each person's method of game evaluation is different. International Project Coordinator Yu Namba explained his personal evaluation process:

"First and foremost, I check to see if the game is fun to play. Then I consider the game's qualities — graphic, sound, control, etc. And finally, I need to think about the ease/difficulty of localization. This can be anywhere from how large the text message window is, to whether the game content (settings, theme, etc.) is acceptable to the US audience."

Before making a final decision, we will usually have a meeting to review any data and discuss everyone's opinions. Then, we decide whether or not it is in the best interest of the company to release the title.

From:biquTS — Why are so few S-RPGs released in the US? Any chance of a Marl box set or a re-release of *Rhapsody*? (*From the Editor: Could you also answer for our readers who don't know, what Marl and Rhapsody are?*)

Atlus replies: In comparison to other genres, not that many strategy RPGs are being developed. And of those titles which are available for licensing, in our opinion, only a handful are of suitable quality to release here.

Nippon Ichi Software's Marl series consists of two PS1 titles, a PS2 title, a puzzle game, and a mahjong game. Atlus USA published the first game of the series, US-titled *Rhapsody*. The games in the series are in some ways hybrids of Strategy RPGs and traditional RPGs. The battle system is not as intricate as a typical Strategy RPG, and not as strategy-oriented.

At this point, we have no plans to publish other titles in the Marl series or of re-releasing *Rhapsody*.

From:Darkmoon27 — I know another game that is very similar to *Disgaea* is *La Pucelle*. It's still in the Marl series, and I've seen some screenshots, and the stat screens look very similar.

I wonder if *Disgaea* does well, if that'll get a chance at localization.

Atlus replies: *La Pucelle*, Nippon Ichi Software's PS2 Strategy RPG title, is not part of the Marl series, even though they are set in the same universe. This was the precursor to *Disgaea*, hence the similarity between the two (the settings and the storylines are loosely linked as well). Atlus USA has no plans for publishing *La Pucelle* at this time.

From:Rationalise — Where did you get the inspiration to do this game? What makes it stand out from the other SRPGs?

Atlus replies: *Disgaea* had many new, innovative features (Geo Panels, lifting characters, the Item World, the Dark Assembly, etc.) that really impressed us. Also, unlike most other SRPGs, *Disgaea* is full of laughs. And besides, how many games let you become the prince of the Netherworld!

From:The Jive Shogun — What has been changed, removed or improved when tweaking this game for the American market?



INTERVIEW WITH ATLUS

Atlus replies: Nothing was removed from the game, and the game balance has been kept the same. The only additions were English voiceover, several icons to compensate for lack of text space, and a couple of new BGMs that are available when you play in the USA Voice Mode (JPN Voice Mode has all the original BGMs).

From:Neo Phoenix 15 — How is it decided what kind of things get edited or removed from games when they're being brought over from Japan?

Atlus replies: The most common challenge we face is that because of cultural differences, some jokes and expressions won't make sense to the American audience if they are translated directly. In these cases, we try to convey the original idea as closely as possible while still making it sound natural or funny. Also, depending on the rating that we are seeking from the ESRB, the language used in the game (ie curse words) may be slightly toned down if we feel that it will not affect users' enjoyment of the game. In some cases, we will contact the ESRB for assistance in selecting language appropriate for a particular audience. In the case of *Disgaea*, we felt that a Teen rating was suitable for the game considering the humor and themes. Space limitations may also necessitate using abbreviations or concise descriptions where the original Japanese text may have been slightly more detailed.

From:RPG Jake — I have always thought you guys have done a fantastic job with voiceovers in your games, and I am looking forward to hearing the English talent for *Disgaea*. My question is what goes into consideration when picking voice actors?

Atlus replies: Thanks for the compliment! To answer your question, there are a number of factors that go into choosing the voice actors for our games. We'll pour over dozens of demo tapes in order to find just the right actor, but sometimes it's just not that simple. Since all of our games have been previously released in Japan, we can use the Japanese versions to help us select English voice actors with appropriate voices and personalities. However, we're not completely tied to mirroring the Japanese voice acting. If we feel that a character would work better or be funnier with an accent or certain type of speech pattern, then we have the option of doing something completely different. In some cases, we'll think of famous actors or characters that we know of and try to find voice actors that can sound similar.

Of course, an actor's voice quality is what's most important. We want to make sure that it matches the on-screen persona of a character. That pretty much goes without saying, because if you have a young female character, then obviously you're not going to pick someone that sounds like Arnold.

Finally, an actor's acting ability is given careful consideration when trying to match a voice actor to a particular character in a game. Great acting makes the gaming experience that much more memorable. And, believe it or not, a talented actor can sometimes do the parts of several different characters and make them sound totally different.

From:RPG Jake — What went into the decision to have Tsunami Bomb do a song for *Disgaea*?

Atlus replies: When it came time to create the trailer for the game, we wanted a piece of music that would fit the theme of the game, yet have more of an upbeat, aggressive tone that would get the audience pumped. Unfortunately, the in-game music just wasn't what we were looking for.

Gail Salamanca, Atlus' marketing manager, explained, "Being a fan of Tsunami Bomb, I remembered the organ intro to 'The Invasion From Within' and immediately thought it would fit the gothic setting of the game."

We approached Tsunami Bomb to license the song, and fortunately, since the members of the band are really big gamers, they were excited to have their song included in the game.

At first, we only planned to use the song in the trailer for distribution over the net, for promoting the game at the Electronic Entertainment Expo, and possibly in the game as a bonus. But, then we decided that we wanted to take it one step further and actually include the song as part of the in-game soundtrack. Since the game includes a dual language option, we figured that we could offer an alternative soundtrack for the game, while not upsetting the purists out there that prefer the game to be as close to the original Japanese version as possible.



INTERVIEW WITH ATLUS



From:RPG Jake — The Dual Voice over option is great to see, and more companies should do this option. My question is what came to the decision to do it?

Atlas replies: This isn't the first game that we've published with a dual language option. If you recall, *Rhapsody: A Musical Adventure* had this feature. More recently, the option was included in *SkyGunner*. We realize that many fans of our games prefer to hear the original Japanese voice overs, and we're simply giving them what they want. The same is true for fans who would like to play the game with English voice overs. It's all about letting our fans customize their gaming experience so that they'll get the most enjoyment out of the game.

From:PlatinumThrax — What's the process like for localizing games?

Atlas replies: Localization is roughly divided into three parts. First, we translate, edit, and proofread the game text, as well as the manual and packaging. Once the English text is incorporated into the game by the developer, we start debugging. At this stage, a team of testers will play through the game and report any errors or inconsistencies that they find. While often we can fix text-related bugs on our end, system-related bugs (graphic, sound, game freezes, etc.) must be reported to the developer for the programming team to fix. Lastly, we submit the game to the 1st Party (Sony, Nintendo or Microsoft...) for approval.

From:Pyrotechnic — What kind of problems/setbacks did you run in to while doing the U.S. translation and localization for *Disgaea: Hour of Darkness*???

Atlas replies: Programming issues arose due to our decision to include the dual language option in the game, so there were some restrictions regarding the number of text windows that could be used and translation length which we had to comply with. Also, to conserve text space, new icons were created and used in places where space was limited (e.g. weapon icons and ailment icons in the skill descriptions, color icons for Geo Panel/Symbol/Effect).

And now for a few questions we had ourselves...

From:djpubba — Some of the videos of the Japanese version of *Disgaea* show some things which are not in the U.S. version, like Laharl jumping the lava gap in the throne room and another area where you could walk around, that is nowhere to be seen. Were these things removed and if so, why?

Atlas replies: Those videos were probably from an incomplete version of the game. Often in video game development, features are added and removed before the final version is released, just like a film is edited to achieve the best result. These videos were most likely recorded earlier in the development process so that the game could be promoted prior to its release date in Japan.

From:djpubba — Was the difficulty changed at all? We read that some people were complaining that the game was too hard, but we suspect that's because they were playing the Japanese version and couldn't read a lot of the instructions or tutorials.

Atlas replies: The difficulty level of the US version is the same as the Japanese version. Finishing the game is relatively easy, but if you get stuck on an area map, you can always go back to the previous area maps to raise your characters' levels or visit the Item World to strengthen your weapons. You can also submit a proposal to the Dark Assembly to make enemies stronger or weaker according to your preference.

From:djpubba — Some of the writing and ideas in the game are hilarious! A horse wiener?! LOL! Was most of the humor present in the Japanese version and then translated to English, or was it added during the translation? Who's brain thought of this stuff?

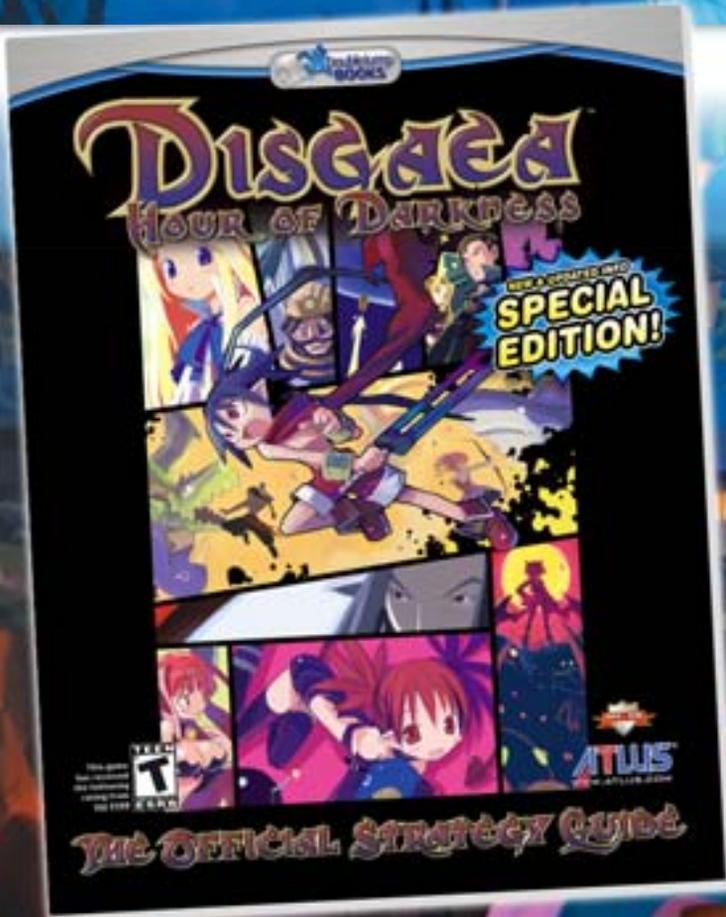
Atlas replies: In regards to the humorous lines, I would say that about 2/3 are in the original text, and we came up with the other 1/3 (many of these lines would have been difficult to understand if they had been translated directly). It was a group effort, involving the entire localization team.

We would like to thank Gail, Yu, and everyone else at Atlus who made it possible to create this guide. We have great respect for Atlus and what they do. It was a pleasure working with them, and we look forward to making guides for many more future Atlus titles.

*Happy gaming!
-DoubleJump Books staff.*



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