

# Planet Stronghold Official Strategy Guide

## Bonus weapons

When you buy this guide, you'll get four exclusive weapons that you cannot otherwise obtain in the game. The new weapons are:

- **Special Scoped Pistol**, a pistol with very high accuracy and critical damage
- **Poison Sniper Rifle**, a sniper rifle that does acid damage, it is very useful early in the game
- **Raptor Mk III**, a very strong assault rifle with higher accuracy than the others
- **Psionic Amplifier "Omega"**, a very useful psionic amplifier: your Psionics will be able to do a lot of damage, too!

To get the new items, simply start the game and be sure that you're connected to internet. The items are available only if you start a new game, since they are very powerful early on, but later in the game you will find better weapons.

## Starting the game

The first thing you choose is your gender. Gender only influences which romance options will be available later in the game. If you play with Joshua, you'll be able to romance Rebecca Fox, Rumi Kai or Prince Cliff (homo). If you play with Lisa, you'll be able to romance Tom, Damien or Michelle (homo).

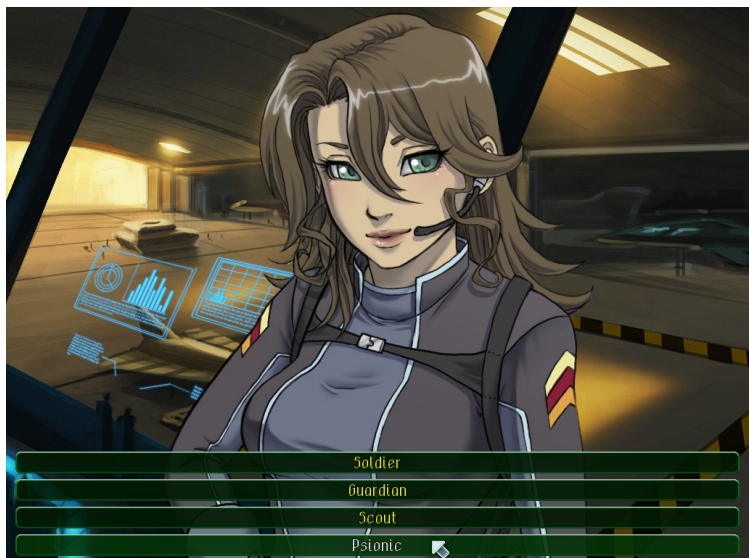
Your second choice is game difficulty. For people new to RPGs, I recommend easy settings. Hard settings should only be used by veteran RPG players.

Note that you can change the difficulty at anytime during the game, but once a battle has started, changing the difficulty will only effect the next battle.

## Picking a Class

Each class has its pros and cons, and they all will effect your style of play. In particular:

- **Soldiers** are the main "tank" class. It means they have a good armor skill, and are the ones that will have the most HP at higher levels. They're the best at taking damage, so having your main character be a Soldier can lead to a somewhat easier game experience.
- **Guardians** cannot take as much damage as Soldiers, but later in the game they can use powerful weapons. They are also more skilled at using Harm and Disrupt, which are essential to both damage-dealing and lowering enemy armor ratings.

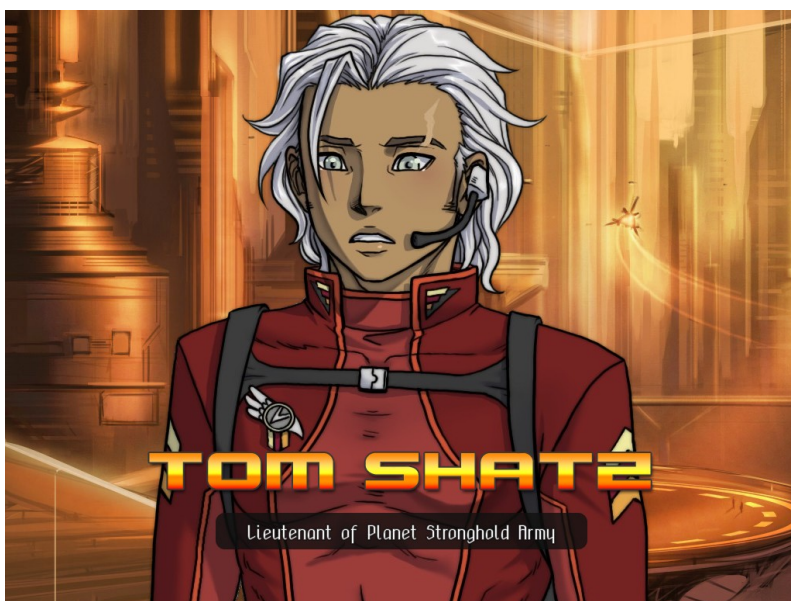


- **Scouts** have very few HP, but can deal a good amount of damage with their sniper weapons, and they rarely miss their target. They can also use Heal and Protect to buff the tank.
- **Psionics** are the most versatile class, since they are trained in all the Psionic Skills. You can raise Heal to have a powerful healer, or Harm to deal a lot of damage, and so on. They're the class that will gain more PP (Psionic Points) overall in the game.

This guide was written using the Soldier Class, but you can win the game by playing with any class you like.

## The Heroes of Planet Stronghold

During your game you'll be able to control 8 characters in total. Your main character, Lisa or Joshua Nelson, and seven other characters who will join you during the course of the game. Let's go over each of them and their individual strong points.



### Tom Shatz

He's the 1<sup>st</sup> lieutenant of Planet Stronghold's Army, and a Guardian.

He's a possible romance option for Lisa.

Has good starting stats, and in particular high HP, but like all Guardians, has low accuracy.

After chapter 4 you can find him in the hangar zone if you want to pursue him for romance/friendship.

Completing his subplot doesn't give any special items, but very good XP (500 pt).

### Rebecca Fox

Sergeant and head trainer of the colony.

Possible romance option for Joshua.

She is a sniper, and later in the game can become very powerful and useful for her survival/sneak skills.

Is one of the characters with the lowest HP.

She'll be in the training center after chapter 4, and she'll also give you access to the very useful Training Screen (see specific paragraph).

Like with Tom, completing her subplot gives you no special items, but good XP (500pt).







### **Michelle LaFleur**

She'll be your training partner if you play as Lisa, otherwise you meet her at the end of chapter 1.

Possible romance option for Lisa (homosexual).

She is a soldier, so despite her appearance she can have lots of HP. She is a very good tank, since she also has a good Evasion skill.

She'll be in the lounge after chapter 4.

Her subplot will reward you with the acid pistol "Bloodline", which is one of the most powerful pistols in

the whole game.

### **Jacob Miles**

He's a powerful Psionic and a competent scientist. You meet him at the end of chapter 1.

He is not a romance option.

Unless your main character is a Psionic as well, he'll be an essential element in your party. It is recommended to level him up as a healer.

He'll be in the science lab after chapter 4, with Lucille.

Completing his subplot will give him a special skill point bonus so that he can become even more powerful.



### **Philipp Koenig**

He'll be a Sniper unless you choose the Sniper class for your main character. In that case, he will be a Soldier instead.

As Sniper, he starts with a very powerful rifle called "Cecchino". Very powerful early in the game.

He'll be in the pub after chapter 4. You will obtain a lot of special items by completing his subplot, since he used to be a treasure hunter. Completing his subplot will give you access to the most powerful items in the game.

## Bellamy Dupont

A veteran of Planet Stronghold's Army, he will be a Guardian unless you have already chosen this class for your main character. In that case, he will be a Soldier.

In either case, he'll have a lot of HP and be a good tank.

He stays in the landing pad after chapter 4.

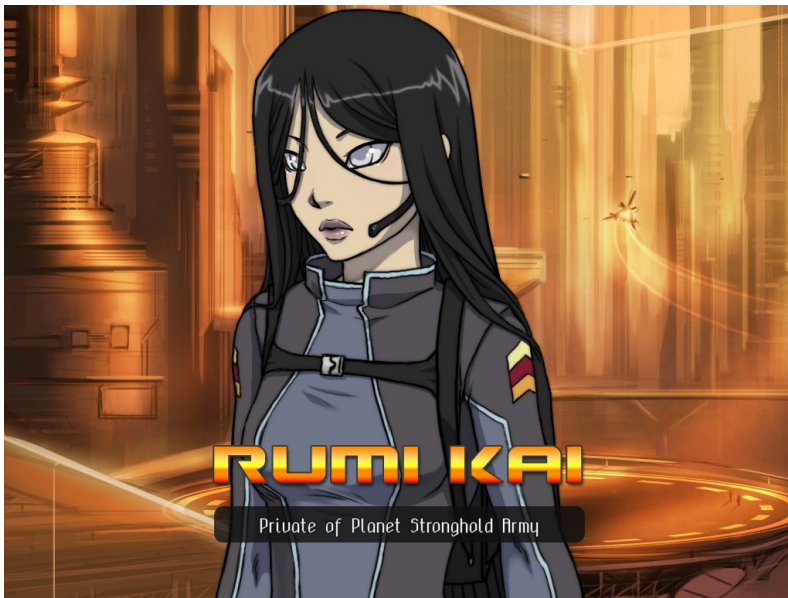
He can produce two types of grenades that are useful against either robots or creatures.

Completing his subplot gives you the heavy armor "Kronos,"

one of the best armors against acid damage of the whole game.



## Rumi Kai



You meet her only in chapter 2, in the landing pod. If you're a Psionic, she'll be a Soldier with good psionic skills. Otherwise she'll be a Psionic.

She is a potential romance option for Joshua.

She is very powerful as an offensive Psionic hero.

After chapter 4 you can visit her in the hospital, and she'll provide you with "Lifegiver", an item that can revive KO'd heroes and heal them.

Her subplot gives you good XP (500 pt), but no special item.



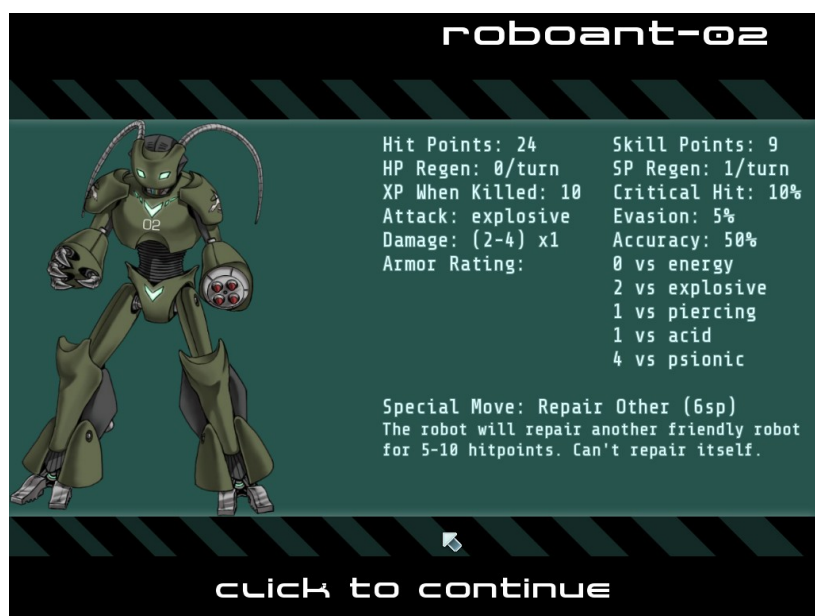
## Leveling Up & Skills

When you level up, you get some skill points (the amount changes based on your difficulty level). The maximum level in this game is set at 25, though you won't be able to reach more than level 15-16 even doing all the side quests. The level 25 cap was set in the event of future add-ons / expansions.

Generally you can experiment as you want, since there is no definite "best way" to level up your heroes. However, here are some tips:

- Soldiers – first skill you should level up is Accuracy, since their starting score is very low and the kind of weapons they use (pistols) aren't very accurate. With good accuracy they can become very powerful, since each hit also has more of a chance to be a critical one. Another skill to raise is Armor, so they can wear powerful armors early in the game. As for weapons, you can specialize in Light weapon (the most common choice) or decide to go for Heavy & Energy ones.
- Guardians – like Soldiers, raise Accuracy and Armor first. Then you can choose to focus on either Heavy or Energy weapons. Since many high end weapons require a skill of 80+, I would advise you to focus on only one weapon type. Another good move is to raise the Disrupt Psionic, as it is very useful in battles with highly armored enemies.
- Scouts – obviously raise Sniper Weapons and Accuracy, but don't forget about Evasion or Armor, since Scouts have very low HP. They can also Heal and Protect, so you might want to raise those Skills as well.
- Psionics – this is really a matter of personal tastes. It is highly recommended to raise the Heal Skill, though, since it will save your heroes more than once during the course of the game. Other than that, there are a lot of possibilities. You can raise Protect to make your tank impervious to enemies, or Shock to stun them for many turns. Raising Harm can also be useful, but remember that if you Harm an enemy for a large amount, the psionic aggro value will increase a lot!

## The First Battle



When the "New Enemy" screen comes up, pay particular attention to their type of attack, critical hit and evasion. If your heroes miss a specific enemy a lot, it might be because it has a large evasion bonus. Also, remember to look at its Special Move, since some enemies have particularly nasty ones.

The first battle is really simple. After the battle, simply pick all the dialogue options and move to the choice between playing through Training or Skipping it. If is your first time playing, I

recommend doing the Training section.

The Training section is quite simple. Here, you can read all the explanations on how to perform in battle, the aggro system and so on. The final test is fairly easy as well; even if you lose some battles, Lucille will give you more healing items or aqua pura, so you should be able to pass it after a few attempts.

Remember that you can switch to easy mode at any time if you find a specific battle too hard.

From now on we'll refer to negative relationship change with "-rel" and positive with "+rel".

### **Plot choices**

As Lisa:

- when asked if you want to examine her weapon, pick "wait for Michelle" to avoid -rel.

As Joshua:

- ignore Philipp's annoying attitude; when he says to follow him, just obey to avoid -rel

Choices for both:

- When you win your 1st training test and Tom comes to scold Fox, pick "defend Fox" to get +rel with Fox and -rel with Tom, or stay silent, but do not pick the bottom choice since you'll only get -rel with Fox
- if you pick the first option in the pub, you get +rel with Michelle or Philipp, but since you become drunk, Tom will order you to go back to your bedroom. Obey him to avoid more -rel with Tom.
- If you play as Lisa and get drunk, you won't get -rel with Bellamy
- If you don't get drunk, when you talk with Bellamy and ask about your partner, reply "unfortunately, yes". You'll get +rel with Michelle or Philipp
- when Bellamy joins the second training battle you'll get +rel if you win

## Chapter 2: Code Red

As soon as the chapter begins, head to the barracks and equip your team as best as you can.

Don't forget healing items.

Go to the science lab and defeat the robots.

Exit the lab and re-enter immediately to get the Holodisc quest.

To get it, talk with Lucille and ask why she's sad. Go to the hangar and prepare yourself to defeat more robots – use skill options if you can to face weaker enemies.

Once you have the holodisc, the safest option is to use the Science Skill. Pick Jacob and you'll have a good chance of fixing it.



Head back to Lucille to complete the quest and get the armor "Shining Force", one of the best possible this early in the game.

Now, head to the training center and pick the last dialogue option when talking with Fox. When you notice she is hiding something, "ask her angrily" to get +rel with her.

Go to the landing pod and pick the option to help them. You'll meet Rumi and will have to defeat a Matrick Worker.

To defeat the Matrick easily, use the Disrupt Psionic power to lower his armor.

Head to the Throne Room and you'll have to face two group of rebels. They're dangerous because their special attack can shock your party members, making them unable to attack for a few turns. The shocked ones can use healing items or psionics, or simply defend.

After you win the battle and watch some cutscenes, you can select your party by picking from a list. It is recommended that you pick a tank, so if you are a Psionic, be sure to put Rumi in your team.

Rest in the barracks, then go to the hangar. A good tip for battles is to always attempt to use a Skill if it appears in the dialogue options (like this one), as it will reduce enemy strength. When you do face the enemies, kill the Roboant-02 first, since they can repair others.

There are two battles in the hangar, and you can choose to rest between them, but remember that the quest "Cleaning Up" has a 4 turn limit. Every time you rest, you spend one turn!

After you clear the hangar, visit the Corridor, where the other team is pinned down by a group of rebels. The Rebel Gunner is an especially nasty opponent, so be careful. Once you have defeated the Rebels, you're ready to go back to the Throne Room. When

you get there, tell Tom and Rebecca that the colony is safe. Another battle with the Rebels will follow.

Tom gets injured, so you are now in charge of the team.

### **Plot choices**

As Lisa:

- when you met Jacob and Philipp, pick the option "you know we can be pretty vindictive" to gain +rel with Jacob

As Joshua:

- when you met Jacob and Michelle, pick the option "who told you that" to gain +rel with Michelle



## Chapter 3: Search For The Prince

First off, go to the Hospital to visit Tom. When you speak with him, pick the choice "I was surprised as well" to play modest and earn +rel. You can then visit Rebecca in the training center to see some tips on traveling in the wastelands (optional).

Go in the Science Lab and talk with Lucille, asking her about the supercomputers. She will give you the mission "Fix It" to retrieve 3 missing pieces. You can now travel in the wastelands!

Each minimap is randomly generated. The special locations and enemies are fixed, but their coordinates on the map change from time to time.

A few tips on traveling in the wastelands:

- Save often! It is easy to die here.
- If you're not sure you can win against a group of enemies, use the escape option. It will work in about 80% of cases.
- When you move you'll reveal more of the map. However, only the cell right in front of the direction your ship is heading in will uncover, so keep in mind that turning your ship can lead to surprises!
- If a particular enemy or special location is too tough, wander around a bit more, gain experience, and try again. In most cases there isn't a specific order in which you have to complete the missions.

### Sector A1

This is the first sector we recommend exploring, since you can find the following special locations:

**Alien artifact** – use Jacob's Science skill to open the artifact and retrieve the armor "The Protector," which is a very good starting armor

**Missing Piece in a Cave** – you'll find a cave. Use the option "Scout In" and pick Philipp. Use a distraction and pick Bellamy, then Philipp again. If you pass all the Skill checks, you get the missing piece without any combat. Of course, you may prefer to fight the Matricks and get experience instead.



**Dredans Guarding an Aexpora Plant** – a group of Dredans are guarding a plant that can heal Tom and solve the quest "The Remedy". Pick option "Try to reason with them", have Michelle speak, and accept their offer to get the quest "No more rebels". Kill all of the Rebel groups on the map, then get back to them. Talk with them to complete the quest and get XP, then prepare to fight the Dredans anyway, as they won't keep their word. Once you defeat the Dredans, you can pick a fruit from the plant, then receive the option

to get more fruits or not. If you leave the plant, you'll get -rel with Michelle and Bellamy. If you take another fruit, you'll get -rel with Rumi & Jacob.

**Give Cure to Tom** – once you have the fruit, get back to hospital and complete the quest “The Remedy”. Now, go to the training center and tell Fox that you found a cure for Tom, then pick the choice “You can take the lead if you want...” to get +rel with her. Now you can use Fox in your party!

## Sector B3

**Missing Piece in Collapsing Building** – this is a very hard mission, so I suggest that you save before entering. Only one person can retrieve the missing piece, and it has to be one of the females or Philipp. You'll have to face a Robobrain, which has a special skill that increases his evasion. I recommend a Sniper – that's why it's good to bring Fox along, especially if Philipp is a Soldier and your main character is Joshua.

You'll retrieve the powerful armor “Onyx”, but you'll have to face a new group of robots that have more Robobrains with them.



**Cave with Vause** – another special location is a cave with a Vause inside. When you met him, ask Rumi to talk with him to avoid -rel. You won't find anything useful inside, but you'll get 50XP.

## Sector C6

**Missing Piece in Abandoned Building** – you'll find Dredans fighting with Rebels inside here. You have several options:

- **Help Dredans** – you'll fight the Rebels, but the Dredans will then say that they want the piece, too. If you fight them, you get -rel with Rumi. If you try to convince them to leave, you might avoid combat and gain 25XP.
- **Wait Until the Fight Ends, then Attack the Survivors** – the easiest solution, but you gain no extra XP.
- **Sneak in and Take the Part** – another way of avoiding the fight, if you're successful.



**Shipwreck** – You can use the Explosives or Survival skill to avoid being injured and destroying the ship.

If you're successful, you'll get the armor "Barracuda". Be aware that if you fail the skill check, the ship will explode and you won't be able to get the armor. So save before you try it!

You can now get back to Lucille in the Science Lab, so tell her you found all the missing pieces. She will tell you to come back later. You can go to the barracks to rest and refill your healing items. Afterward, get back to the lab. Tom will be there, and will be healthy once more.

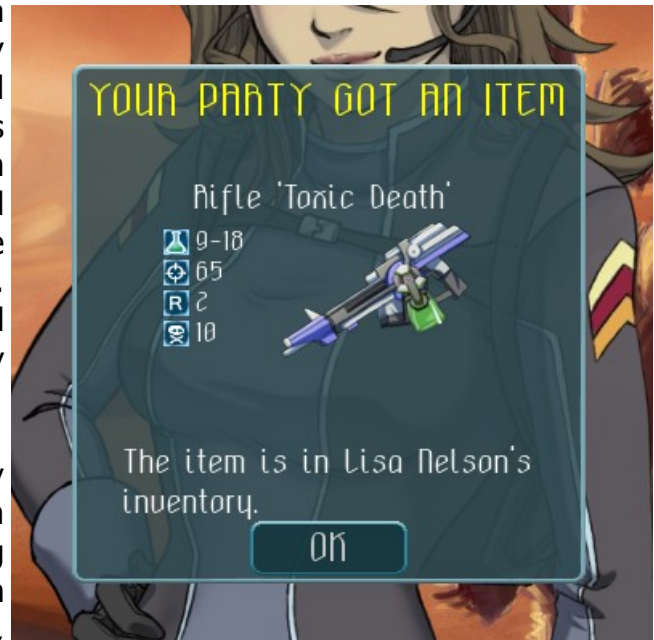
You're about to begin the next chapter!

## Chapter 4: The Choice

This is a crucial part of the game, since in this chapter you'll be able to decide which side you want to play on. First thing on the agenda is to head to the new blinking sector called "Prince Location." There are four special locations in this sector, and one of them is where the prince can be found. Remember that even if you find it first, you can still explore the other locations when you come back to this sector, to get their XP and items.

**Group of Rebels Fighting Over a Dredan Corpse** – here you can find a very powerful weapon; it is one of the first acid weapons that can inflict serious damage. As always, try the "Use grenade" or "Hit them from a distance" options, because they will weaken the enemy you'll have to face. There will be two groups of enemies, so be careful. Once you win both fights, you'll be rewarded with the rifle "Toxic Death", which is very useful for your Guardian heroes.

**Matrick Soldier** - this enemy is very tough, so it's best if you get the rifle from the "Dredan Corpse" quest before facing him. I recommend bringing two Psionics in this fight, or having a Psionic+Guardian, since you'll need to bring down his armor rating with the Disrupt Skill. Once you defeat it, you'll be awarded the armor "Stonewall", one of the best armors against explosive attacks.



**Endless Series of Caves** – you can either decide to send someone to Scout forward, or just move on. I recommend scouting forward, since you'll find a group of Dredan that you can choose to attack, if you wish. If you do attack them, you get +rel with Tom.

**Cave with Prince** – Here you'll meet two new key characters: Prince Cliff & the Marada Queen Shiler. After Shiler puts your whole party to sleep, you'll wake up and be able to speak with her to learn more about what's happening. None of the dialogue choices influence the plot, so pick whichever one you like. You'll also get an important update to the quest "My Origins" at this point. Shiler tells you that if you somehow manage to unify all the alien races on Planet Stronghold, you can be considered the true descendant of John Nelson.

Obviously, you'll also complete the "Missing Prince" quest and get the XP reward. Go to the barracks to prepare yourself; a tough battle awaits you.

Move to the Throne Room, where after some talking, the choice is clear: you can either side with King Oscar or Prince Cliff. **I strongly recommend that you save at this point**, since you might want to complete the whole game on one side, and then go back to try with the other.

If you're interested in the romance subplots, and are playing as Joshua, you should side with the Prince, since you cannot get his romance if you side with the King.



- **If you side with the King** – you'll face three Marada Soldiers, but they shouldn't be particularly tough. Before the fight starts, pick a party with one Psionic and two snipers. They don't do much damage and have weak armor, but do have very high evasion and Psionic resistance, so your Psionic will be useful as a healer and your snipers will hit them easier.
- **If you side with the Prince** – you'll face three Warui Sentinel C70s. Their special attack makes your heroes tired, so they won't be able to use Psionics. I recommend a party without any Psionics at all.

Even if the main goals of unifying the planet under one ruler and finding more about the disturbance signal are the same no matter which side you choose, the various quests will have very different strategy and style.

If you side with the King, you'll start "Operation Scanner", which basically means you have to locate all the alien races and submit them with force. In this path, you'll also have to kill Queen Shiler.

If you side with the Prince, you'll need to impress Shiler by unifying all the other alien races, and so will instead receive the quest "The Revolution." You'll have to use force in some cases, but in general this is a more peaceful route.

## Chapter 5: Operation Scanner / The Revolution

First order of business is to go to the Science Lab and talk with Lucille. She'll update you on the quest "Find the Source" and give you a new quest: "Destroy The Amplifiers". If you sided with the King, you'll also have the quest "The Marada" that involves eliminating Queen Shiler.

**If you play on King's side** – Lucille will be your reference on finding the locations of the new colonies, so come back here from time to time and ask her "Is there any news on alien colonies?" until she has given you the position of all of the races. You still need to report back to the King whenever you finish an alien-related quest.

**If you play on Cliff's side** – Everything will happen in the Throne Room. Shiler will tell you the locations of the new colonies and you'll need to report back here whenever you finish an alien related quest.

When you first enter the throne room, if you pick "what is Shiler doing here?" and then "I don't think your presence is appropriate" you'll get a big -rel with Shiler, so be careful not to pick this option.

Remember that even if the races you discover follow a specific pattern, you can do them in any order you want. You'll discover the Dredans, then the Vause, then the Matrick and lastly the Arnoux and Apex. However, after you discover the Matrick I suggest that you wait before asking for more news from Lucille/Shiler, because the quests for the Arnoux (if you are with the Prince) or the Apex (if you are with the King) will have a time limit of 10 turns that starts when you get them. So it is better to first finish the other three races, since the end will have the most dangerous battles.

From this chapter onward, you'll also be able to start the romance subplots. Even if you're not interested in the romance, it is still a good way to get extra XP and powerful items, so I recommend pursuing them. They also make a nice diversion from the main plotline.

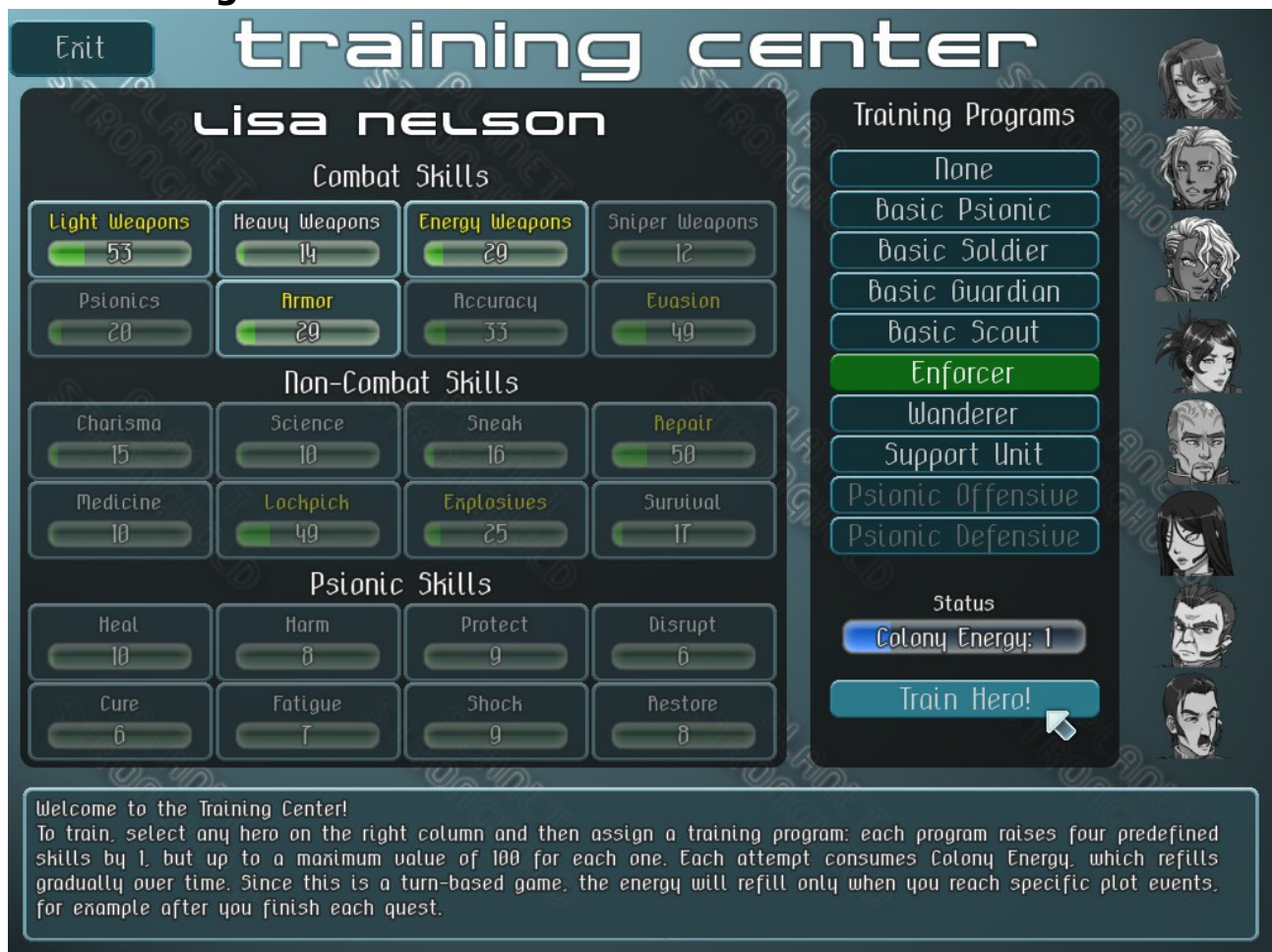
You can just jump straight into the main quest, but there are definitely three things you should do to have an easier playthrough:

- **Visit Rumi in the Hospital**, you'll discover she can produce a very powerful healing item called "Lifegiver", which restores a KO'd hero and heals him for 50% of his total HP!
- **Visit Bellamy in the Landing Pod** and he'll give you some grenades. They are one-use items, but very useful against groups of enemies!
- **Visit Rebecca in the Training Center** and you'll discover the Training Screen, where you can train your heroes between each quest and increase their skills. There will be more information on this shortly.

Also, you might also want to go to the Living Quarters location (the corridor image) after you speak with Lucille about the quest "Find The Source". You'll meet some Rebels that will reveal the location of Damien Vargas, the Rebel Leader. Damien is useful in many ways, so I'll dedicate a separate chapter to him, but remember that you can visit him while doing the quests in the arena. This will improve your skills and, if you're good, you

can also win some powerful items.

## The Training Screen



To gain access, go into the Training Center and approach Rebecca. Ask her for more info about training and she'll give you some explanations. You can't start the training immediately after you talk with her, but it will open up after a few battles, or after you talk with other characters and come back. You should once again have the dialogue option "ask about training". The Training Center uses Colony Energy, which refills over time. Since Planet Stronghold is a turn based game, it will refill whenever you advance in any quest, and not just when you complete them, even if you get "Quest Updated" message. It has a maximum value of 5, so you should check back here often if you don't want to waste the opportunity to raise your heroes skills.

You can choose from a series of predefined training programs, each one consisting of four skills that will be raised by 1 every time you click on "Train Hero". It might not seem like much, but if you use it carefully throughout the game, you can get a single hero to raise four skills by 30-40 points!

Obviously the best strategy is to distribute the training evenly amongst various heroes, since in many points of the game you'll have to use all your team members. This also means that it's not a good idea to level up four team members and ignore the others completely.

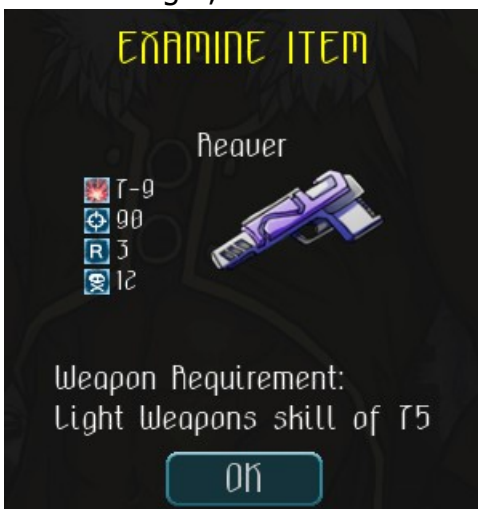
## Rebel Leader Damien Vargas

As mentioned before, you gain access to this location by going to the Living Quarters zone after talking with Lucille, and getting updated on the quest "Find The Source". You'll see a new location on the bottom of the map, go there and you'll meet Damien.



If you pick the dialogue option "Let him speak," you'll get -10 rel with Rebecca, while if you attack him you get +10 rel, so I recommend fighting him. Even if you lose, you won't get a game over. He is very agile and hard to hit, and has a special attack which hits for 50hp, but he gives you 200XP if you win. Attacking him with a full team should be an easy victory.

After the fight, listen to what he has to say. You'll be able to come back to this location when you like from now on. Do so, and you'll be able to ask him about special weapons. He'll show you several very good weapons that you can get by performing particular tasks:



**The Reaver** – this is one of the most powerful guns in the game. To get it you must defeat Damien in a duel, and it won't be very easy.

There are several strategies for winning against him. If you have a Psionic, you can try to use Shock to stun him for several turns, then destroy him with attacks and Harm.



If you have a Soldier or a lot of HP, you can equip yourself with many healing kits and try to beat him this way. In any case it won't be an easy fight, especially if you're under level 8.

**The Peacebringer** – this weapon has the highest attack rating of the game, even if, like all Heavy Weapons, it lacks accuracy.

It is a deadly weapon in the right hands!

To obtain it you'll have to win the "Peacebringer Challenge" by fighting in the Rebel's Arena. It won't be an easy task, especially if your average party level is under 10.

It consists of a series of battles against rebel teams with "named" rebels that are more powerful than the standard ones.



**The Leviathan** – the strongest psionic amplifier of the game. With it, even your Psionic can deal good damage with simple attacks!

This one requires some work, but is not really difficult to get: Damien has no clue how precious it is, so he is willing to part with it in exchange for 5 lifegivers.

Lifegivers can be obtained from Rumi at the Hospital location.

Producing 5 of them will require some time, but apart from that it won't be particularly hard to get this item.

Also, even with this item you should be very careful when attacking with Psionics, since they must not get high aggro or they'll be KO'd easily by enemy fire!

Damien is also a possible romance option for Lisa Nelson. To know how to romance him, refer to the specific section of the guide "Romance Subplots".

For now, know that to romance him you'll absolutely need to beat him in a duel. This makes Damien's romance one of the hardest to get, but the associated CG (scene) is one of the most beautiful of the whole game, so it's worth it!

## The Arena Battles

You'll be able to fight several battles in the arena, and each battle follows specific rules. To win a challenge, you need to win three fights in a row against specific enemies. Since the challenge disappears once you complete it, a good strategy is to win 2 battles and lose the last one on purpose, to maximize the amount of XP you'll get!

- **Robots-2 Challenge** – this is rather easy. Any kind of hero combination will work, my favorite is Soldier / Sniper or Soldier / Psionic. Win this one to get 100 XP and +10 rel with Damien
- **Alien-2 Challenge** – this is more difficult, since you'll encounter tough aliens like Matricks. Any kind of hero combination will work, but you should definitely have a Psionic or a Guardian with you. The first battle is Matrick Worker+Dredan Soldier, so make sure you equip acid weapons. The second is Spitter Robobrain and Vause Psionist, so bring energy/explosive weapons. The third is Matrick Soldier+Dredan Shaman so have acid/psionic attacks ready. Win this one to get 200 XP and +10 rel with Damien
- **Mixed-3 Challenge** – this challenge mixes several opponents. It starts easy, but will become harder as it goes on. Use grenades if you have them! The first fight is simple, take out the Arnox Scout first, then the others. In the second, eliminate the Rebel Commando first and the Soldier last. The last battle is very tough, since it has an Apex Raider, a Spitter Robobrain and a Vause Psionist. Kill the Robobrain, then the Apex and finally the Vause.  
Win this one to get 300 XP and +10 rel with Damien
- **Peacebringer Challenge** – to unlock this one, you first need to ask Damien about the special weapons, and how to obtain the Peacebringer. The three fights all involve Rebels, so there is only one main rule: take out the "named" rebel (one in each fight) first, since he'll be the most dangerous. The only exception is the last battle, since the named Rebel can also heal himself, so depending on your party's offensive capabilities you might want to eliminate the other rebels first. Win this one to get 400 XP and +10 rel with Damien



After winning the first three battles, you'll unlock the achievement "King Of The Arena".

## The Dredans

**Large Camp of Dredans** – after you explore the whole minimap, you'll find only one special location, a large Dredan camp with a Dredan Healer in it (a boss battle). Pick "approach them", then "we only wish to speak with you". You'll update the quest "The Dredans" and two new locations will appear: Dredan mining camps.

In this quest, the only difference is that if you are with Prince, you'll free the Matricks slaves from the mines. If you're with the King, your goal will be to cause havoc in the mines to piss the Dredans off.

**Dredans with Enslaved Matricks Workers** – in this location, Jacob will suggest using a small team of two members to avoid getting noticed. TWO fights will follow, both of which are 2 vs 2, so be careful! I recommend a tank (Soldier, Guardian) and a Psionic, but you can experiment with other formations. Note that you can change teams between fights.

**Dredans Nearby a Giant Outpost, with Arnox scouts** – Rebecca warns you that there are Arnox Scouts patrolling the area. You have several possibilities, which are:

- **Ignore advice and move closer** – if you ignore the warning, they'll spot you. At this point you can either try to reason with them (Charisma Skill), attack them, or run away (and you'll be able to restart this location from the beginning). If you decide to attack, be careful, since their special attack can both tire and confuse, making you unable to heal!
- **Send someone to scout** – if your skill check is successful, you'll avoid the Arnox combat completely

Once inside the outpost, you'll be ambushed by Dredans. They'll shoot you with a mining laser and your whole party will be damaged, then an attack will follow. **However, remember that you can go into your inventory and heal your party with items before the battle starts.**

After you have destroyed both mines, you can get back to the large camp of Dredans where the Dredan Healer is. Be sure to prepare yourself, since **this is a very tough battle!** Unless you play on easy mode you should go on with other quests, do a romance side-plot, or go visit Damien to play some Arena battles, raise your party levels, and get better equipment.



## Boss Battle: Dredan Healer

The strategy here varies depending on which items you have and the level of your heroes, however, like in most boss battles, having a Psionic or a Guardian is essential due to the ability to lower their armor ratings.

The suggested formation includes a Soldier, two Snipers and a Psionic (or alternatively two Psionics and one Sniper). This battle is tough, because the two Dredan Soldiers use the special skill "Holy Sword" that halves the target's HP, while the Dredan Healer can heal himself and all his allies up to 75% of their max HP. In general, you can use one of these two strategies:

- **Quickly take out the two Dredan Soldiers:** use snipers and the Harm Psionic to deal high damage. It is likely that the Dredan Healer will manage to heal them before you kill them off, but if you keep hammering the two Soldiers, you should be able to do more damage than the Healer can heal. Once the two Soldiers are gone, concentrate your focus on the Healer, possibly using Shock or Fatigue to prevent him using Group Heal
- **Take out the Healer first.** To do this, you must successfully use the psionic Shock or Fatigue on him, otherwise it will be really hard to bring his HP down. If you feel gambling and your party is around level 10, you can try using Harm on the Healer for 2-3 turns and you might take him out completely!

The screenshot shows the boss battle interface for the Dredan Healer. At the top, three enemy status boxes are displayed:

- Dredan Soldier (A):** HP: 150-150, SP: 2-8, Weapon (T-10) n2
- Dredan Healer (B):** HP: 14-200, SP: 9-15, Weapon (10-15) n3
- Dredan Soldier (C):** HP: 150-150, SP: 2-8, Weapon (T-10) n2

A central text box indicates: "Lisa Nelson shoots Dredan Healer (B) and hits for 2 damage! Dredan Healer (B)'s armor absorbed 10 points of acid damage." Below this, the three enemies are shown in a 3D environment. At the bottom, the player's party status is shown:

- Lisa Nelson:** 50% HP, HP: 131-162, PP: 20-20
- Rumi Kai:** 33% HP, HP: 33-65, PP: 11-92
- Philipp Koenig:** 16% HP, HP: T2-T2, PP: 26-26
- Jacob Miles:** 16% HP, HP: T-T2, PP: T-88

At the bottom of the screen, a message reads: "Move the mouse over any text or button on the screen to see more information displayed here."

In this battle, using Grenades won't be particularly useful since the Healer can group heal, unless of course you have 2-3 heroes that can use them..

Remember that the Soldiers use their Holy Sword attack on the party member with the lowest HP, so be ready to heal/restore them on the next turn.

If you find this battle too tough, don't worry, it's because it is the first "Boss Battle" you're facing in the game. If your party's overall level is below 9, it will be very hard to win this battle playing on normal difficulty.



After you defeat this group you'll get your hands on the "Legionnaire", a good armor against acid attacks. Head back to the Throne room and report to the King or the Prince, depending on your side, to get +rel and 300XP points!

## The Vause

If you sided with Shiler and Cliff, your task will be to install several projectors to broadcast an apology message to try to regain their favor, while if you side with the King, you'll have to destroy the Vause's cult locations to push them away from the planet.

- **If you play as loyal to the King** - When you get the Vause quest from Lucille, Bellamy will disagree with the offensive strategy against the Vause. Pick the dialogue "We can't take back what's been done" to get +rel with him (the other choice would result in -rel).

The Vause don't have very high HP, but do have very high armor resistance against acid, piercing and psionic attacks, so be sure to equip energy or explosive weapons to fight them effectively.

**Hill to Climb with Robots Nearby** – you'll have to climb a hill to place the projector (Cliff) or destroy the cult stone (King). This place is the same no matter which side you are on. You can climb the rock using the Sneak or Survival Skill. If you fail the skill check, you'll have to fight a group of robots.

**Big Rebel Outpost Attacked by Vause** – this is where you'll encounter the Vause boss, and there are several possible choices depending on your side:

**If you play as loyal to the King** – You can attempt to destroy the giant cult stone with a grenade (Explosives) or with a mining laser (Repair). If you pass the skill check you'll avoid a fight with a group of Vause. Once you destroy the stone, the rebels will ask you for help because a Vause Soulsucker (boss enemy) is attacking them. It is completely optional, but if you help them you'll have to fight a boss battle! However, you'll be rewarded with the sniper rifle "Cobra," which is a very powerful acid weapon!

Also, if you decide not to help the rebels and leave, you'll get -rel with Rumi.

**If you play as loyal to the Prince** – Things will be more difficult, since you have to place the transmitter right in the middle of the battlefield. You have several choices:

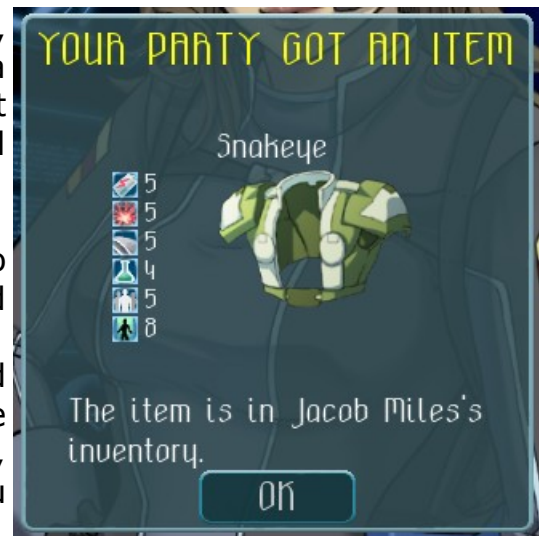
- **Use Charisma to try to convince both sides to stop fighting** – this will be very hard, but if you succeed you will get 250XP and won't have to fight the Vause Soulsucker. If you fail the skill check, it will trigger the boss battle.
- **Help the Vause** – you decide to help the Vause against the rebels. Be aware that this will cause -rel with Michelle and Jacob. You'll face three consecutive fights against the rebels, but when you try to place the transmitter afterward the Vause Soulsucker will attack you, since this is a holy place for them. This is probably the toughest choice, but it's also the one that will net you the most XP.



- **Help the Rebels** – this choice will cause -rel with Rebecca and Bellamy. You'll face the Soulsucker in a boss battle and get the "Cobra" sniper rifle as a reward from the rebels.

**Giant Tech Lab – if you play siding with King,** you need to destroy a holy stone that is inside a very tough cylinder (a sort of safe), so you'll first have to get the stone out of it. You have several skill choices: Science, Explosives and Lockpicking.

**If you play siding with the Prince,** you'll have to place the transmitter inside that cylinder and need to use either the Science or Repair skill to do so. Be careful, because it will be hard to succeed and **every time you fail a skill check,** you'll be attacked by a group of robots and Vause! However, if your party health is particularly low, at least you can leave and come back later.



If you manage to destroy the stone, you'll get the Armor "Snakeye" which is a decent armor.

**Robobrain Nest** – another location is an abandoned outpost that has been infested by Robobrain. **If you are with the King,** you'll encounter a locked door that you can try to lockpick or blow up with explosives. If you use explosives and pass the check, you'll destroy the door and the stone, otherwise you'll have to go out and try again. No matter if you're successful or not, you'll be attacked by a group of Robobrain. If you use Lockpicking instead, you will never attract the Robobrain's attention even if you fail. So if you want to avoid the fight, you might want to use this method.

**If you are with the Prince,** you'll encounter a locked door, but this time you won't be able to use Explosives since there is flammable gas in the building. So the only option is to use Lockpicking. After you open the door, you might encounter some Robobrain (it is random, but also more than a 50% chance), then you'll see a big terminal that you need to activate using the Science skill. Once you make it, the projector will be placed and you'll be able to leave. You may encounter another group on the way out (there is less than a 50% chance this time).

**Tunnel to Reach Mountain Top** – in this location, you'll have to either place a projector or destroy the stone on the top of the mountain, but the only way to get up there is through a tunnel inside of the mountain itself.

**If you are with King,** you'll be able to just enter the tunnel and use Explosives to destroy the stone. Every failed attempt will call a group of Vause to attack you.

**If you are with Prince,** things will be different: Tom warns you that the tunnel might collapse, and recommends that you place someone on guard outside of it.

- **If you listen to his advice,** and place a group outside to guard the entrance, you'll have to fight two group of Vause, one inside the the tunnel and one with the heroes you left outside. The group of Vause you fight inside the tunnel will be more powerful than the ones you meet outside, so remember this when selecting who to



put in which group.

- **If you ignore his advice**, you'll see one of the few cases in the game where you can die without fighting. The entrance will collapse and the tunnel will slowly fill with gas, leaving you with only three attempts to clear the entrance with explosives. If you fail three times in a row, you'll lose the game.

## Boss Battle: Vause Soulsucker



In this boss battle, you'll face all three types of Vause. The most dangerous is the Soulsucker, because his attack steals HP from a target! So he can both do damage and heal himself at the same time. His normal attacks do a lot of damage as well.

This encounter has enemies with strong offensive capabilities and powerful special attacks, so it's essential to use an aggressive tactic as well, or have lots of healing items.

If you have lots of healing items, you can fight this battle without Psionics, to maximize the damage done.

An ideal formation is two Soldiers and two Guardians, the Soldiers equipped with healing items and the Guardians with grenades. Another one involves two Psionics, with which you'll try to use Harm and quickly take down the Vause Psionicist, the Corrosive Vause, then finally the Vause Soulsucker.

A few more tips:

- Be sure to have explosive or energy weapons equipped to inflict maximum damage.
- The psionicist is the Vause with least HP. You might want to try destroying him with

Harm on your first turn, as it would make the battle easier.

- If you have a lot of points in Shock, it might be a good idea to try shocking the Vause Soulsucker so that you can avoid his powerful attack for a few turns
- Get lots of healing items, especially Lifegivers. You won't be able to finish this battle without at least one of your members being KO'd (unless you have a 13+ level party, but it is still difficult to do).
- Plasma grenades will be also very useful in this battle

As always, once you finish the Vause quest remember to head back to the Throne room and report to either the King or the Prince to get +rel and 300XP!

## The Matrick

No matter what side you are on, your goal will be to eliminate King Rock. The main difference is in how you'll approach the other Matricks that live under the tyranny of King Rock.

In this quest you'll also have the opportunity to use Psionic skills to put the unaware Matrick to sleep and avoid fights completely. This will be possible only in the underground tunnels where the Matrick live, not on the exploration map.

Psionics and Guardians will be absolutely essential because of the Disrupt Psionic skill, which will be very useful for lowering the Matrick's powerful armor values.

King Rock is extremely powerful, so whenever you enter any special location in the Matrick region, Jacob will step up and explain an alternative path:

- **Siding with the King**, Jacob will suggest eliminating the Matrick Breeders, giving you the quest "Destroy the Breeders".
- **If you side with Cliff and Shiler**, Jacob will tell you about the possibility of using Psionics to submit King Rock's most powerful Soldiers, giving you the quest "Submit the Soldiers".

In the Breeder quest, the only drawback will be some -rel. However, in the Soldiers quest, both Rumi and Jacob won't be present in the final battle against King Rock. You also won't have to face a group of Soldiers before King Rock, so you will avoid one battle. Still, this subquest is effectively harder to complete when playing on Cliff's side, even if it gives you 300XP vs the 150XP of the Breeders one.

Please Note: since King Rock has a very high armor rating, it is very risky to confront him without any Psionics, because you'll need to use the Disrupt Psionic power fairly often. The only exception is if your main hero is a Psionic, or if you have two high level Guardians, in which case you should be able to defeat him easily enough.

- **If you side with Prince Cliff** - Accepting the extra quest will cause -rel with Bellamy and Philipp, who think it is not wise to face King Rock without Psionics. If you refuse to use this alternative path, you'll get +rel with Bellamy and Rebecca.
- **If you side with the King** – Agreeing to kill the Breeders will cause -rel with Rumi and Michelle, who don't like the idea of killing them. If you refuse to do it, you'll get +rel with both Rumi and Michelle.

Now it is time to explore the map. There are three main entrances, and one of them leads to King Rock. Once you're inside, both Rumi and Jacob will sense a strong energy and warn you, so if you accepted the side quest or simply don't want to challenge King Rock yet, don't worry, you won't stumble into him unaware!

**Tunnel where Rebecca suggests sending someone to scout ahead** – after she recommends you do this, you can either leave or follow her advice. If you send someone to scout ahead, there are two possibilities:

**Successful skill check** – if you accepted the side quest, there will be two choices:

**King's side** – after killing the Breeders, both Rumi and Rebecca will argue about which is the right direction to the exit. Both will be right, so this choice only gives you some +rel

with Rumi or Rebecca, depending on who you follow.

**Prince's side** – before you can submit the Soldiers, you'll have to fight a group of Matrick that spotted you and are about to set off the alarm. Once you defeat them, you'll be able to use your Psionics to submit the Matrick Soldiers peacefully

**Unsuccessful skill check** – the scout is surrounded by Matricks, and you'll have an extra fight on your hands. Afterward, the story will follow the same path as above.

**Tunnels with Breeders or Soldiers** – there will be another tunnel where Rebecca will immediately spot either Breeders or Soldiers (or just a mixed Matrick group if you didn't accept the side-quest). This will play like the one above.

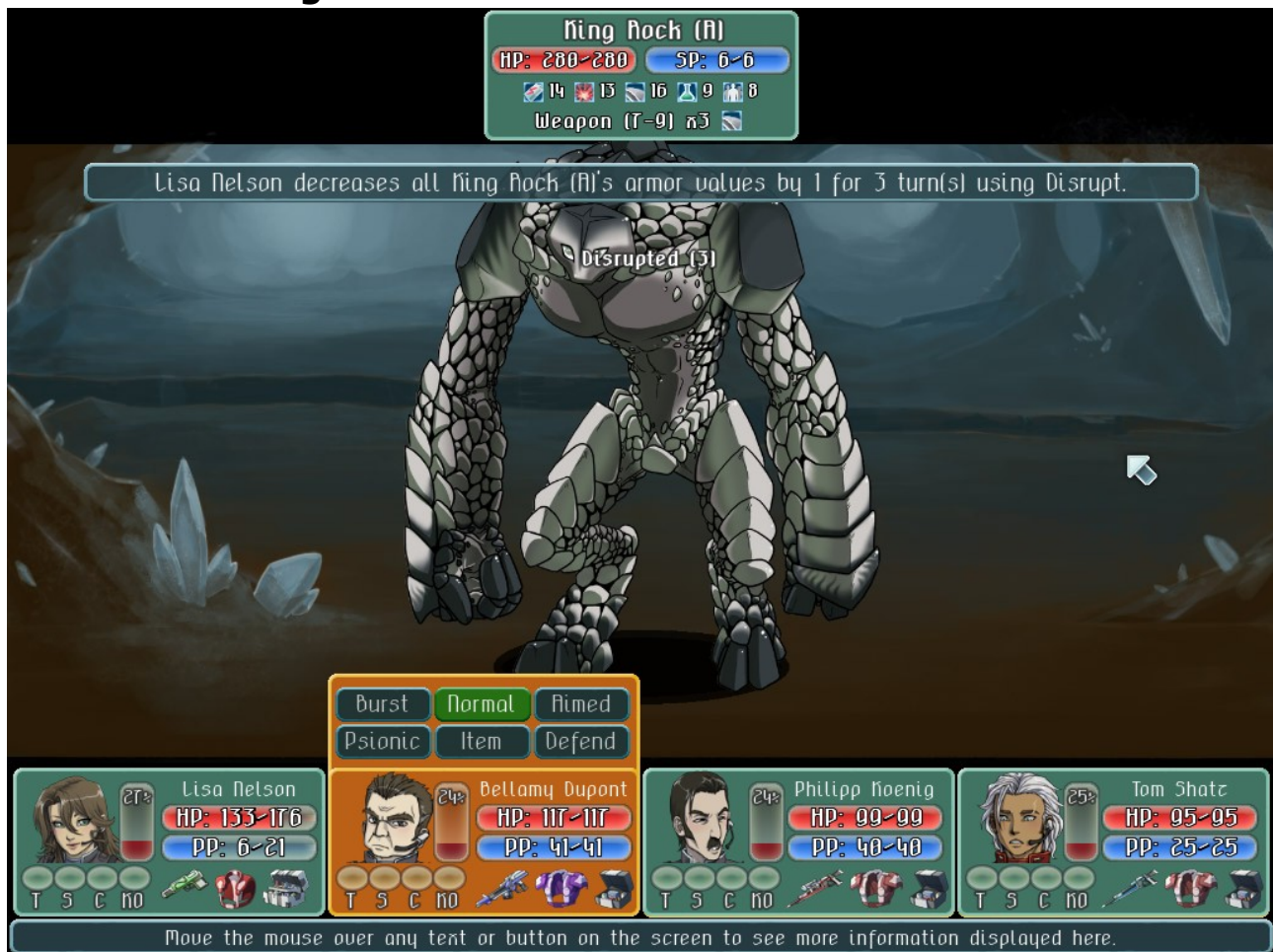
If you don't accept the side quest, instead of the various encounters with Breeders and Soldiers, you'll stumble into a mixed Matrick group. You'll be able to either control them with Psionics (gaining random +rel from Bellamy, Rumi, Michelle or Jacob), or attack them (you'll be scolded by Bellamy, Rumi, Michelle or Jacob but praised by Rebecca or Philipp).

**King Rock's tunnel** - as said before, if you used Rumi and Jacob to submit the Soldiers, they'll be unavailable in this fight. When you've made up your mind to face King Rock, enter the tunnel. You'll arrive at a point where the tunnel divides into three directions: left, straight and right.

- **Left tunnel** – after scouting ahead, Rebecca will inform you that there's a group of young Matricks (a weaker version of the Matrick Worker) on your path, and if you go on, you'll have to eliminate them. If you choose to attack them you get -rel with Bellamy and Michelle. If you decide to turn back you'll get -rel with Tom. No matter what you choose, this tunnel is a dead end.
- **Middle tunnel** – this is the right way to go. If you have already explored the other two, you'll have no option but to go forward. If you haven't, you can still go back and explore the other two. Going forward, you'll encounter a friendly Matrick patrol. They say that without their help you'll never find the path to King Rock. Follow them and they'll indeed bring you to King Rock, who will kill them for being traitors.
- **Right tunnel** – after walking for few minutes into the tunnel, you'll see a group of Matrick, and they will spot you as well. You can choose to try to outrun them or fight. However, even if you run away from them, this tunnel is a dead end, so you will end up fighting either way.



## Boss Battle: King Rock



In this boss battle, your enemy will fight alone, but don't be fooled by this. He is a very tough opponent! First, he'll try sending his minions against you, but if you have done the quest "Kill the Breeders" or "Submit the Soldiers" and then came to fight him within 5 turns, you'll skip this battle completely.

As soon as the battle starts, the first thing to do is lower King Rock's defenses using Disrupt. Don't waste time trying to attack him with normal weapons unless you have some very strong ones.

His special attack can shock all your heroes at once, but fortunately it takes some turns to regenerate. When shocked, there's not much you can do except use Psionics. Be careful when using Harm, since your Psionic will not be able to survive many hits from King Rock if they get too much aggro.

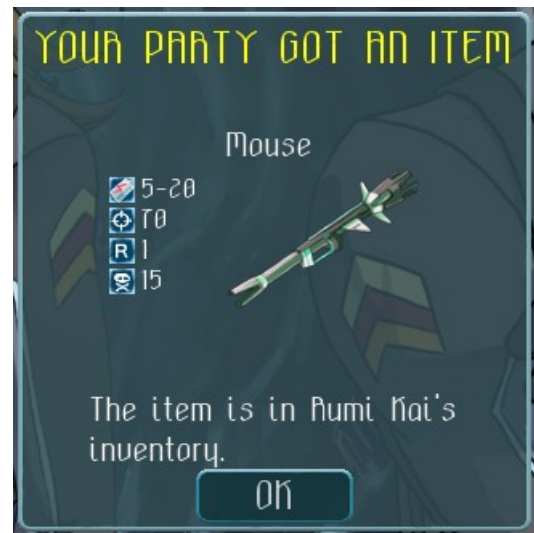
Basically, to win this battle you'll need to have a lot of patience, keep his armor disrupted, and attack whenever you can. If you have Psionics available, another option is to try using Shock on him in the first turn. If you're successful, this will make the battle much easier.

This is probably one of the toughest battles for you if you cannot rely on good Psionics. If you want to try defeating him without even one Psionic in the party, you'll need to at least have collected some of the special weapons you can find in the game, from things like doing the arena battles or Philipp's subplot. King Rock's only weakness is acid weapons, so try to equip as many of them as you can.

Once you have defeated him, you'll find the "Vanguard" armor, which is one of the strongest in the game against energy damage, and the bazooka "Mouse", that is an unusual heavy weapon. It does energy damage, has good accuracy and critical chance, but also has a very wide damage range, from 5 to 20, so every shot is going to be a bit of a gamble, since you could do a lot of damage or very little.

Once you defeat King Rock, head back to the throne room and inform the King or the Prince about your success to get 300 XP.

You should go to the armory to rest and equip yourself, since the next two races will be very tough and one of them has a time limit. It is better not waste a turn resting once the timer starts ticking, if you can help it.



## The Arnox & Apex Rahn

Once you discover the last two races I recommend that you save the game, since one of the two quests has a time limit. Which one has it depends on who you're siding with. The Apex have captured the Arnox warchief and brought him to their main lair, so depending on you sided with, you'll:

**King's side** – in this case, your primary goal will be to kill the three new possible candidates for the role of Arnox Warchief. The candidates are Arnox Sentinels, which are very dangerous opponents. Optionally, you'll also need to exterminate the Apex Rahn race by defeating the Alpha Apex, or by placing a ion bomb in their main lair, hopefully also killing the Arnox Warchief who should be inside as well. However, this second quest is completely optional and not required to win the game, and has a limit of 10 turns to be completed.

**Prince's side** – playing with the Prince and Shiler your main goal will be to set the Arnox Warchief free before they torture and kill him (10 turns limit) and optionally gain the respect of the Apex Rahn race by defeating their Alpha Apex.

As you can see, the primary/secondary goals are almost reversed depending on which side you play. Both are difficult, though when playing on the King's side you can avoid fighting the Alpha Apex completely if you use the sneak skill.

The quest that has a turn limit will reward you with 500XP, so it's definitely worth completing. No matter which side you pick, the main quest will need to be done in the Alpha Apex region, so you should head there first. If you go in the Arnox region, and you've side with Prince, every special location you visit will trigger your main character to tell you that you shouldn't be wasting your time here. If you side with the King instead, you'll be able to eliminate the candidates, but since this quest has no time limit, it's not good to use your precious time here. You should instead go straight to the Apex territory.

## The Apex Rahn Region

The Apex region is really dangerous, since it has some very strong random map encounters, so it is really wise to save often. The bright side of this is that you'll be able to level up your party quickly by just fighting the map encounters. It's really good to get some party members to a high level, since the Alpha Apex Rahn is a formidable opponent.

All of the Apex have a lot of HP, and their special attack "Harpoon" deals 25hp of unblockable damage, so they're extremely dangerous! They often use their special attack to finish off heroes with low HP, which are not always the ones with highest aggro, so beware of leaving heroes with low HP, since they'll be an easy target for the Apex.

Let's see the various special locations you'll find here:

**A small group of Arnox Scouts is attacking an unknown type of Apex** – they're fighting over a powerful weapon, the "Purple Rain". It is a very powerful heavy SMG that delivers tremendous piercing damage, but is not very accurate. You have several choices.

**If you leave**, you'll lose the possibility of getting the weapon, so obviously this is not a good option.

**Watch them fight each other** – the Arnox will use a grenade and blow up everything, including the special weapon! Again, not a good choice

**Help the Arnox** – you'll fight the Apex Mercenary, which shouldn't be a tough battle. His weak spots are energy and psionic resistance. Once you have defeated him, the Arnox will thank you. If you play on the Prince's side, nothing special happens. If you play on the King's side, you can let them go and get -rel with Rebecca and +rel with Michelle, or attack them. In any case, the weapon will be yours. If you fail to defeat the Mercenary you won't get game over, but you won't be able to get your hands on that weapon.



**Help the Apex** – if you're on the King's side you'll get +rel with Rebecca, if you're on the Prince's side, you'll get +rel with Rumi. Once you defeat the Arnox, you can:

- **attack the Apex** - defeat him and get the weapon
- **demand his weapon** - he'll leave, saying that it's in bad shape. You'll have only one attempt at using Repair Skill to fix it, and if you fail you won't get the weapon!
- **Ignore him and leave** – the Apex will tell you to wait and give you the weapon

**Tunnel with Robot Parts Scattered on the Ground** – if you decide to enter, the door closes behind you and you realize that it's some kind of trap. After fighting a Robobrain group, you'll have to use the Repair skill to fix the door mechanism. Then you either use the Unlock Skill or the Science Skill. Remember, you'll be attacked by a Robobrain again and again until you get out of the place. You get no reward for escaping, so you can skip this place completely unless you want to get the combat experience.

**The Apex main lair** – You'll find a tunnel much bigger than the others; this is the Apex Rahn lair!

You'll overhear two Apex speaking, and find out the Arnox Warchief and the Alpha Apex are in the lair. You have two different options:

- **small group of two people** – you'll try to sneak inside to free the warchief (Prince) or place the bomb with only two people (King)
- **split into two groups of four people** – you'll face the Alpha with one group, and with the other group you'll place the ion bomb (King) or try to free the Arnox Warchief (Prince)

**Two people approach** – if you choose this path, be sure that one of the two party members has a high Sneak / Survival skill. The Explosives skill will be useful on both sides. After a few minutes inside the lair, the path will divide and you'll have to use the Sneak/Survival skill to find out the right path, otherwise a wall will collapse and injure your party.



- **King's side** – you'll find an appropriate spot to place the bomb, but it will require a good knowledge of the Science or Explosives skill. After every failed attempt you'll have to fight an Apex – it will be alone, but since you have a party of only two people, it can be very dangerous.

If you're heavily injured you can decide to leave the tunnel at anytime and you'll be able to come back later. You can repeat this until you run out of turns to do the Apex Rahn quest.

If you're successful, you'll run out and jump on the hovercraft while the Apex lair explodes, killing everyone and everything inside it. You'll get an extra 200 XP , but as Bellamy says, there could have been some valuable items inside that you'll never get using this path. Also, you'll get -rel from Rumi, who disapproves of this strategy, while Tom likes it (+rel).

- **Prince's side** - your main goal will be to set the Arnox Warchief free before he gets executed. You'll find his cellar, but there are some Warui Sentinels guarding him. They're very tough opponents, especially for a party of only 2 members, so besides attacking them, you can also use an ion grenade with Explosives Skill or a magnetic field to trap them using the Repair Skill.  
Once you deal with the Warui, the Warchief will be free. You'll run outside and he'll thank you before he leaves. Shortly after, you'll have to face the Alpha Apex!

**Two groups approach** – the first four members, including you, will form the team that will face the Alpha Apex and it should be the strongest team (however, if you play on the King's side, the other team will have to face the Arnox Warchief, which is a strong opponent as well!).

You'll fight two group of Apex, then you'll discover that the Alpha is not inside the lair yet, so your team will head back outside. The story will follow the secondary team (the one without Nelson) which is still deep inside the lair.

- **King's side** – you'll encounter the Arnox Warchief who managed to escape – but when he sees what you're going to do with the Apex (placing a bomb to destroy the whole lair) he'll attack you! See below for a detailed strategy against this boss battle.
- **Prince's side** – you'll have to defeat a group of Warui Sentinels, but much stronger than the one you met if you entered with only two people. Once you defeat the guards, the Warchief will be free and he'll run away to safety.

Either way, once you are back outside you'll get to control the first group with Nelson and face the Alpha Apex. Note that as soon as you see Nelson saying "I don't think so!" you will be able to change your party formation again. Make sure to select your best party to fight the Alpha Apex, since it's a particularly tough battle.

### **Prince's side only**

If you arrive late, and the Warchief has already been executed, you will overhear some Apex saying that the Alpha will leave soon. You then have several options:

- **use Charisma to challenge the Alpha Apex** – if you're successful, the Alpha will indeed come out and confront you. If you fail, you'll fight a normal group of Apex and then fall back to reconsider your options
- **start killing every Apex** – a safe way to get the Alpha out, and this will always work, but you'll have to fight 2-3 groups of Apex before you go face to face with the Alpha, so be sure to be well equipped!

## Boss Battle: Arnox Warchief (King's side only)



This boss battle triggers only if you decide to split into two groups and play on the King's side. Also, this is the only boss battle which you'll fight without Nelson in your party! So without your strongest hero, and depending on your other heroes' level, this battle can be difficult.

The Arnox Warchief's special attack is very tricky: it will tire, confuse and shock a single hero for a long amount of time. So while it's not essential, it is recommended for you to have a Psionic that can use the Cure Psionic skill to eliminate the negative effects from the affected hero as soon as possible, otherwise the afflicted party member will be out of play for long time (effectively he'll be only able to use the Defend option and nothing else!).

The Warchief's attack is also very good, he can hit 3 times for 9-15 explosive damage, so he can bring down even the toughest tank rather quickly.

Fortunately, he is not particularly sturdy, and he has average damage resistances, so you should be able to hit him with almost any kind of weapon.

So, if you have at least a Psionic in your party, things should be okay. With this opponent, the tank strategy works particularly well: have a tank get high aggro, then use the Protect skill on him to raise his resistance by a good amount. The Arnox will focus all of his attention on him, allowing your other party members to attack without fear of repercussion.

## Boss Battle: Alpha Apex



At first the Alpha will send a group of three Apex to attack you. So this boss battle is particularly difficult, since you'll also have to deal with this Apex group before confronting with the Alpha.

Once you win the first fight, take time to heal your party and perhaps switch heroes if some are too injured, since the Alpha Apex battle is really tough.

The Alpha Apex has 750HP (in normal mode), attacks twice for 18-24 psionic damage, has high accuracy and critical, and his special attack does 50HP of damage to a single target!

The only good news is that he is extremely vulnerable to acid attacks, so if you can equip all your party members with acid weapons, this battle will be considerably easier and you

won't even need to spend PP on Disrupt.

You need to take in particular consideration the Alpha's special attack, since it can KO any hero with 50HP or less. So try to keep all your heroes over 50HP, otherwise be ready to lose any of them as soon as the Apex has enough Skill Points to execute his attack.

This battle is best approached with a strong offensive party. It is different from other boss battles, because the Alpha has a lot of HP but low armor resistances. This fight will be more of a race to see who does more damage, more quickly! Using Psionics and Scouts in this battle will be very risky, since the Alpha Apex's unavoidable attack can easily KO them.

The item reward for defeating the Alpha Apex is a very powerful armor called "Phoenix". It is one of the best armors of the game against armor piercing damage.



Once you defeat the Alpha, pay a visit to the Throne room, since no matter which side you play with, you'll be rewarded by a good amount of XP.



## The Arnox Region

The Arnox region is essential only if you play on the King's side, since you'll have to make sure the three new candidates to replace the Arnox Warchief are eliminated. Playing on the Prince's side, you can still come here for experience and to complete the "Arnox Rebellion" quest.

**Prince's side only** – as soon as you visit any special location in this region, if you helped the Arnox Warchief escape from the Apex lair, he'll come and meet you and you'll be able to complete the Arnox quest, getting 500 XP! If you didn't save him, Jacob will explain the situation to you, instead.

The situation is that there is a small group of Arnox, led by three Arnox Sentinels, that refuse to collaborate with the humans. So you'll need to try to convince them to join, or if they won't listen, eliminate them. This quest cannot be unlocked if you haven't defeated the Alpha Apex first.

You can accept the quest immediately or take some time before doing it. It will always be available. The three sentinels are the same ones in the King's quest to eliminate the candidates.

**Sentinel with Crowd Around Him** – if you play on the King's side, your only option will be to attack the Arnox Sentinel. Playing on the Prince's side, you can attempt to use your Charisma skill to change their minds. If you're successful, you'll avoid a fight with a group of Arnox Scouts and get 50XP.

This sentinel attacks with two Arnox Scouts, and it can be a difficult battle. They will use their special attacks combined, which will fatigue, confuse and shock your heroes.

You could find yourself with all of your heroes unable to fight effectively, so as soon as one or more of your party members gets a negative effect, I recommend using the Psionic Cure power to clean him/her of the effect, otherwise they could start to stack up and you'll lose the fight!

**Sentinel hiding with robots on his side** – in this case the battle will be the same on either side. Be sure not to underestimate this battle, since all the enemies have a special attack that damages all your party heroes, so you could end up with lots of heroes with low HP or negative effects. Still, if you're careful this battle should be nothing difficult.

**Sentinel Caught in a Robobrain Trap** – you'll find that a Sentinel is trapped inside a Robobrain building with a group of them attacking him. You have three different options:

- **Abandon Sentinel** – this is the quicker solution and you will get +rel with Philipp, but -rel with Rumi.
- **Help the Sentinel** – you'll have to fight a group of Robobrain; you'll also get +rel with Tom and -rel with Rebecca
- **Watch the fight** – the Sentinel will manage to defeat the Robobrains, but being severely injured, he'll ask you to end his life. If you ease his suffering, you'll get +rel with Jacob and -rel with Rebecca. If you leave him, you'll get +rel with Bellamy and -rel with Michelle

After eliminating all three Sentinels, if you play on the King's side, you can go talk with him to complete the quest. If you play on the Prince's side, as soon as you dispose of the last Sentinel you'll complete the quest.

## Boss Battle: Marada Queen Shiler



This boss battle is obviously only available if you side with the King (siding with the Prince makes Shiler your ally). The Marada Queen Shiler is a very tough opponent, and she'll fight you with two of her Marada Soldiers.

She has 500HP (playing at normal difficulty) and hits for 15-20 psionic damage. But what makes her a very hard enemy is her special move: she can resurrect a fallen ally from battle, and heal her for 50% of her HP.

This means that as soon as you kill a Marada Soldier, Shiler will be able to resurrect her with 50% HP! The only solution to win this fight is to concentrate your attacks on Shiler and kill the two soldiers later.

You might think that the best strategy is to Disrupt Shiler, but you need to be careful, since she has a very high Evasion rating. It will be extremely hard to hit her with any Psionic special power.

In this battle I would recommend bringing one Psionic and two Scouts, since their accuracy will be essential to successfully hit Shiler.

The Psionic shouldn't even bother trying to use their offensive psionic powers, but rather use the defensive ones: healing and reviving allies, or Protect to make the tank very resistant to enemy attacks.

After defeating her, Michelle will feel compassion for her while Rebecca tells her there's no space for compassion in war: if you agree with Michelle you get +rel with her, while if you agree with Rebecca you get +rel with her.

If you go to the Throne room and tell the King, he'll be pleased and reward you with 500XP. The quest "The Marada" will be completed.

## Completing the alien races quest

Once you have finished all the alien race quests, head back to the Throne room and select the dialogue option: "I have unified all the alien races".

If you play on the Prince's side, this will also complete the quest "The Marada" and you'll get 500 XP. If you play on the King's side, to complete "The Marada" quest you'll have to kill the Marada Queen Shiler instead.

You can then ask if you can be considered the true descendant of John Nelson, and you'll also complete the quest "My Origins" giving you another 500XP. Most of your heroes will gain a full level after turning in those two quests.

Please note that if you haven't completed the optional quest (Arnox for the Prince or Alpha Apex for the King), you can still do it later, though it is recommended to do it before you visit the throne room, since the final battles will all be timed quests as well.



After you complete the "My Origins" quest, you'll get a very powerful weapon as a reward:

- **the King** will reward you with the sniper pistol "The Owl", which despite being a pistol, will require a sniper skill of 90 to be used. It's one of the best explosive weapons of the whole game.
- **Queen Shiler** will reward you with the Energy SMG "Ray Of Hope", which requires an energy weapon value of 90 to be used. It's one of the best energy weapons of the whole game.

If you ask the Prince or the King "What happens now" they'll tell you that you still have to locate the origins of the disturbance signal. To do this, explore Sector A12.

## Sector A12

This sector becomes available early in the game, after you speak with Lucille about the disturbance signal and she gives you the quest "Destroy the Amplifiers".

The problem is that as soon as you enter the region, you'll be attacked by a strong group of Warui Sentinels, so it is not recommended to come here before you're level 10.

After you win this battle, Jacob will analyze the situation and tell you that you need to



destroy three groups of enemies consecutively to be able to neutralize the amplifier disturbance signal.

As the game warns you, once you start this battle you won't be able to pursue any other hero specific subplot, so if you want to know more about each character, you must do it now.

Since many character subplots give you a powerful item as a reward, it is wise to wait and do them first.

To destroy the amplifiers, you'll have to kill 3 groups of enemies in succession. They're all robots, so ion grenades will be helpful. The robots have the bad habit of using soporific grenades, so your heroes will be tired for almost all of the battles. This means that unless you have some Lifegivers, you won't be able to use restore to revive a KO'd party member.

Apart from this, if you have all your heroes at level 10+, you shouldn't have any trouble defeating the three groups of robots, since you can change your party between the battles.

After you win the last battle you'll complete the quest "Destroy the Amplifiers," and you can get back to the science lab to talk with Lucille again and get an update. You'll discover that the disturbance signal was sent from a big fortress of the Descoria race, a race made of giant robots.

Lucille then tells you that there's still time before they attack the base, and that you should finish other tasks first. So if you haven't completed the alien races quest, you can do it now.

The next time you speak with her you'll start the final missions, which are all time based, so save the game and get yourself ready for some very tough battles!

## Chapter 6: The Final Battle

Lucille will give you ion grenades. Use them wisely, since you won't get so many again (apart from Bellamy's).

The ion grenades that Lucille gives you are better than Bellamy's because they are smaller, so you can carry 10 of them at once without filling up your inventory.

If you have other "normal" ion grenades, it is recommended to use those first and save Lucille's for the really tough battles (for example, the final battle with the Descoria Commander).

Remember that only heroes with an Explosives skill of 35 and above can use the grenades in battle. All Guardians will have enough knowledge of explosives to use them, and you can easily raise a Soldier's Explosives skill.

After she gives you the quest "The Final Battle", you'll go to the throne room, where depending on your choice, you'll talk with Prince & Shiler or the King and the Queen. They'll wish you good luck in this final effort to save Planet Stronghold!

### Sector C8

This sector becomes available now, and as soon as you enter, you'll see a robot strike force heading to your colony to destroy it. You have 5 game turns to destroy the robot strike force, group by group.

Don't worry if you lose a battle though, you'll be able to escape and reorganize.

The various groups are:

- **low level robot group** – this will be really easy; destroy the Laser Robobrain first, then the others
- **the Robobrain group** – this is more difficult, because there is a Master Robobrain in it and several Laser Robobrains. Don't even attempt to damage the Master Robobrain, since the Laser ones will repair him fairly quickly. Instead, take out each Laser Robobrain one by one, and save the Master Robobrain for last.
- **the Warui Sentinels group** – this group is made up of four Warui Sentinel F90s! They can deliver a tremendous amount of acid damage, and their special attack hits all the heroes, so it is essential to take them out quickly. Psionics will see their PP drained fast by the Warui's special attack, so the best classes for this battle are Guardians or Scouts.  
You can use some ion grenades to make things easier, but remember to save some, since you'll need them later, and much more badly!
- **The Descoria Chaser group** – you'll encounter this new enemy here. First dispose of the two minor robots, then concentrate your attacks on the Chaser.

His special attack, Gatling Laser, will severely damage your heroes by halving their HP!

His normal attack does 10-15 acid damage, but they have very good accuracy and will often score tremendous critical hits, like the one in the picture below.



After you defeat all the robot groups, you'll complete the "Stop Them!" quest and get 300 XP. Afterward, you'll be able to visit Lucille again to plan your next move.

You'll get the quest "No more robots", which involves sabotaging the Descoria's main robot production facility. You will only be able to bring four party members on this mission, so you won't be able to change your party.

As always, equip yourself as best you can before going to battle, and remember that you'll need a member with good Explosives or Science skill to complete it.

You will have two ways to get inside:

- **sneak in the facility during the night** – if you pick this option, you'll first have to pass a skill check for Sneak, then once inside, you'll find yourself in front of five doors. Only one will lead you to the mainframe that you must sabotage! The right door is randomly picked each game, so you must hope and be careful. However, if you don't mind cheating you can save and reload!  
Every time you pick the wrong door, you'll face a small group of robots.
- **enter by force during the day** – you'll have to fight several groups of robots, but

none of them are particularly tough. Even in this case, you'll see the same five doors, of which only one leads to the mainframe.

The main difference now will be that if you sneaked in during the night, you will have as many attempts to sabotage the mainframe as you need, while if you entered during the day you'll have only 5 chances to do it!

Once you manage to sabotage the mainframe, you'll run to the exit with the alarm ringing in the background. On the way, you'll notice a very powerful armor lying on the ground. It's the "Omicron," the most powerful armor of the whole game!

But it's not over yet. You'll see two Descoria Chasers blocking the main exit, and you'll have no choice but to fight them.

This will be a very tough battle, especially if you entered during the day, since you have already fought several battles before this one.



Once you defeat the Descorias guarding the exit, you'll be able to escape and get 300XP. Get back to Lucille and tell her you disabled the production facility. She will inform you that the Descoria Commander is launching a frontal assault on the colony! Prepare yourself, since this will be the toughest battle of the whole game.

## Boss Battle: The Descoria Commander



This is the last battle of the game, and also the toughest. You'll face two Descoria Chaser and the powerful Commander, who has 800HP, super-tough armor resistances and a special attack that can both drain all the Psionic Points of a single target and confuse him! This can effectively make a Psionic useless, since they will be unable to use Psionics or items.

The two Chasers need to be eliminated quickly, since their special attack combined can lower the HP levels of the whole party to a dangerous level. By this point in the game, you should have plenty of different weapons and armors, so there isn't any one way to win this fight. However, some good tricks are:

- **Shock Power** – if you have a very powerful Psionic you can try to use Shock on the Commander to make him useless for several turns. Repeat this for a Chaser, and even if you use all your PP in two turns, you'll be able to concentrate your attacks on only one enemy, since the other two will be shocked and harmless
- **Ion Grenades Assault** – if you saved all of the ten special grenades Lucille gave you, and have even more "regular" ones from Bellamy, this battle will be considerably easier. Be sure to have at least two heroes with 35 in Explosives, so that you can throw two grenades each turn, inflicting 40-60 damage each time. If you can survive for 4 turns, you should have almost taken out the Chasers and seriously damaged the Commander



In any case, remember that you'll absolutely need to use Disrupt to lower the Commander's armor ratings, otherwise your regular attacks will do very little damage. If you have collected some of the most powerful weapons, though, like "The Peacebringer," which have a very high accuracy rating, you might be okay without it.

After defeating the Commander, you'll get two quests solved for a total of 1000XP, and the game will run the Epilogue.

Before the epilogue starts you will have the opportunity to save your game, in case you want to keep your current hero, items, and skills for a future add-on.

Congratulations, you've saved the colony of Planet Stronghold! But as the epilogue says, not everything seems to be going smoothly... leaving the possibility of an add-on/sequel!

## Character friendship/romance subplots

Most characters have a friendship/romance subplot that can be explored. Some of them reward you with an extra scene to add to the gallery, while others also give you extra items or special bonuses.

To start a character's subplot, you need to have a minimum amount of relationship with him/her. If you don't have the option to talk with her, you probably need to raise their relationship first. You can find all your party members in the colony, each one has a specific place where he/she can be always found. See the beginning of the guide for each character's location.

After you speak with a character, you need to wait a few minutes before you can talk with him/her again. The best choice is to pursue the heroes' subplots alternately (if you want to see them all) or alternate them with the main plot (if you're only interested in a few). Besides your own team, there are two extra romanceable characters: Prince Cliff and Damien Vargas.



**Note:** Once you get a romantic scene with a character, you cannot get it for another one! However, you can still help them in their quest and get their special items as friends.

### Prince Cliff

You can pursue this character only playing as Joshua (though there are already plans for an add-on where you can also date him as Lisa). If you choose to side with the King, the Prince is imprisoned, so you won't be able to talk with him.

You can find him in the Throne

Room throughout the game.

### Damien Vargas

You first need to discover the location of the Rebel leader. To do this, simply visit the Private Quarters location and you'll find a rebel that wants you to meet with Damien. It will unlock a new location, and from now on you'll have access to it.

Damien can be pursued only playing as Lisa.



## Hero subplot: Tom Shatz

To get maximum relationship with him, pick the following dialogue options:

1. "Tell me, how are you?" - "Don't you trust my decisions?" - "You know, I think you're just envious."
2. "What are you doing here?" - "Honestly, I always thought those races were pointless"
3. "Can I ask you a personal question?" - "Because I'm interested in her too." (Joshua) or "Are you going to answer my question?" (Lisa)
4. "I wanted your opinion on something" – "Agree"
5. "Sure, it would be a pleasure to join you!" - "Let him pay for you."
6. "You look rather excited. What happened?" - "Very well, I will help you."

You'll discover that Tom has found his old hovercraft in the desert, and needs your help to recover it. If you accept, you'll have to deal with some Dredan Soldiers who want to disassemble the hovercraft to sell the pieces. You can attack them, use Explosives, or use the Sneak skill. Using a skill successfully will make for an easier fight.

A second group of Dredans will come, with a Shaman in it. Once you defeat this one, you can attempt to repair the ship. It will require a good Repair Skill, and luckily with Tom being a Guardian, he has good knowledge of that skill.

Each time you fail to repair the ship, you'll have to face a new group of Dredans, so this mission can be particularly difficult.

If you manage to fix it, Tom will express his gratitude, and if you play as Lisa, will invite you to... check the hovercraft's cockpit with him!

The quest will reward you with 500XP, but no special item.

## **Hero subplot: Rebecca Fox**

To get maximum relationship with her, pick the following dialogue options:

1. "Ask about the training."
2. "Ask if she ever changes clothes."
3. "Actually, I wanted to know why you behave that way."
4. "I wanted to ask you out."
5. "Flirt with her."
6. "Join them"
7. "Ask her more about her sister"

You'll find out that Rebecca wants to avenge the death of her sister, Cassidy, and to do this, must kill an Apex Mercenary. This encounter will be quite tough, since the Apex Mercenary can deliver serious damage and has lots of HP, but if you have good equipment, you should be able to make it.

This quest doesn't give you any item rewards, but if you win the fight, you'll get 500XP and unlock the romance scene if you play as Joshua.

## Hero subplot: Michelle Lafleur

To get maximum relationship with her, pick the following dialogue options:

1. "Not really. You know, someone in my position can't relax too much."
2. "Because I felt it was the right decision. I trusted my instinct on this!"
3. "I think you made the right decision"
4. "To be honest? No, I don't."

You'll discover that Michelle wants to go where her ex-boyfriend was found dead, to recover three pieces of a powerful acid pistol, the "Bloodline." The three pieces are: in a cave guarded by some Young Matricks, in a outpost guarded by some Robobraines and over a hill guarded by some rebels.

Each battle is not particularly difficult, but since you have to do them all without being able to rest, it can be challenging if you're under level 9.

Once you retrieve all of the pistol pieces, you'll get 300XP and Lucille, with the help of Bellamy, will be able to reassemble the weapon.

The acid pistol "Bloodline" is without doubt one of the most powerful pistols in the game, if not the best one.

If you go visit Michelle after completing this quest, she will invite you to the pub with Rumi, and if you play as Lisa, you'll unlock a special romance scene with her after you pick the option "Confess your attraction to her".

**Note:** If you leave the quest location without completing the three requirements, you won't be able to go back, and will fail the quest!





## Hero subplot: Jacob Miles

To get maximum relationship with him, pick the following dialogue options:

1. "Shouldn't you be training instead of messing around here?" - "I agree."
2. "You look excited. What are you reading about?" - "No, I meant related to our current mission"
3. "Where are you from, Jacob?" - "You couldn't have been birthed by an android, though."
4. "All right. But please remember that you're asking a lot of me, Jacob." - "I suppose you need some time to think..."
5. "How is it for you, to fight all those aliens...? It must be hard..."
6. "You look excited. Discover something?" - "I have no more questions for now." - "That's fine for me, if that's what you want!"

You'll discover that Jacob built a sort of device that can extract knowledge from a Master Robobrain, and wants to try it on himself! If you accept his quest, you'll follow him into a zone where you can find lots of Robobrain. After two battles with Spitter and Laser Robobrain, you'll finally meet with a Master Robobrain.

After defeating him, Jacob will try his device on the dead Master Robobrain, and will gain 10 skill points to assign on himself! However, his device will break afterward and become unusable.

This quest doesn't give any reward items, but you get 300 XP. Also, the 10 bonus skill points you can use on Jacob make him one of the most powerful party members to take with you in the final battle!

## Hero subplot: Rumi Kai

To get maximum relationship with her, pick the following dialogue options:

1. "Your help on the battlefield is essential."
2. "You should relax a bit..."
3. "It would have been a real pity if you killed yourself, Rumi."
4. "Yes, you're right. I'll try to be gentler with him in future." (Lisa) or "I... cannot deny that I find you an interesting person, but..." (Joshua)
5. "All right. I'll help you."

You'll find out that Rumi plans to go in an abandoned training facility to disable it. If you offer to help, you'll join her in her quest.

The two of you alone will travel to the facility and have to fight several waves of robots.

While the first wave is low-level, and will be rather easy, the second features a Warui Sentinel E54 that can repair itself, so you'll need to use Shock or Fatigue to prevent him from using his special move.

The third will have only one opponent, but it is a Warui Sentinel F90, which can be quite dangerous with its high offensive capabilities.

Once you defeat all the enemies, you'll unlock the romance scene with Rumi if you play as Joshua. In any case, you will gain 500XP but won't get an item from this subplot.

**Note:** If you lose a battle you will fail this quest! So be sure to save before you start the mission!

## Hero subplot: Bellamy Dupont

To get maximum relationship with him, pick the following dialogue options:

1. "What are you doing here?" - "All the best things are forbidden, aren't they?"
2. "This planet is just a giant desert. I prefer the Earth much more!"
3. "Approach him." - "I'm really sorry about this!"
4. "Approach him." - "No, not really"
5. "Let's say I am interested..."

You'll find out that there's an alien spaceship in the hangar that is sealed by a magnetic field, and has a powerful armor inside. But the official orders are to keep it sealed, since the robots inside are dangerous, so you'll have to sneak into the hangar and do everything on your own, just the two of you (you and Bellamy).

Accept, and you get the quest "Treasure Lost". This quest is a bit tricky, since the first step involves using the Sneak skill to disable security cameras. Bellamy's sneak skill is very low, so unless you're a Scout or have attained a high sneak skill, you'll have a hard time passing this skill check. However, if you fail, you can retry an unlimited amount of times.



Guarding the armor is a group of Robobrain and a Warui Sentinels. If Bellamy is above level 6, you shouldn't have problems winning both fights.

The reward is the heavy armor "Kronos," one of the best armors against acid damage of the whole game.

Completing the quest will also give you 300 XP.

## Hero subplot: Philipp Koenig

To get maximum relationship with him, pick the following dialogue options:

1. "All right. I'll buy the next round!"
2. "All right. Start answering then!"
3. "Only if you tell me the truth."

You'll discover the quest "The Treasure Map", which will let you to retrieve very useful items from several dangerous spots on the planet. Philipp's quests are different from the other character subplots, since they can be completed using a full team (four team members, without possibility of changing the party once in a mission).

The only restriction is that Philipp and Nelson must always be present in the party.  
The items are:

**Wasp** – an acid submachinegun. To get it, first you'll have to defeat a group of Dredans plus a Matrick Soldier, which can be a tough fight if you have a party under level 10.

After you win this fight, you'll have to use the Lockpicking skill to open the bunker door.

If you fail you'll have to come back here later and fight the guardians again. If you are successful, you'll get your hands on the Wasp!



The Wasp is one of the most powerful light weapons of the whole game. While its base damage isn't very high, it has good accuracy for a light weapon, and can fire four times!



**Pulsar** - To get this item you'll have to fight two waves of robots, and you'll also need a high Science Skill to open an electronic lock.

The waves of enemies get progressively difficult, so this mission is going to be very hard to complete, since some enemies are quite powerful, like the Master Robobrain.

Once you get to the terminal, use the Science skill to open it. Like with the first mission, if you fail the skill check you'll have to come back and fight the robots again.

The Pulsar is the most powerful energy sniper rifle in the whole game!

**Nucleus** – this heavy armor is the last item in Philipp's quest. To obtain it, you'll have to enter a cave and fight a group of three Apex Rahn. When the path splits into three directions, take the straight one to find the armor!

The Nucleus is one of the most powerful armors against Psionic attacks.

This also concludes "Treasure Map", so you will earn 300 XP and get the achievement "Treasure Hunter".





## **Hero subplot: Prince Cliff**

Prince Cliff is a possible romance subplot for Joshua (possibly also for Lisa in a future add-on). You can talk with him after chapter 4, but only if you side with him, as he won't appear in the King's side of the story.

To start talking with him, you need a relationship of 60 or higher. That will be easy to get, since every time you complete a race quest your relationship with him will increase.

Once he speaks with you, pick the following choices:

1. She is so beautiful that she could be manipulating us!
2. He was kind to you? I mean, when you were young...
3. "Yes, I believe in some greater force driving everything."
4. "I like you too, Cliff." (only with Joshua)

## **Hero subplot: Damien Vargas**

Romancing Damien requires winning several battles in the arena and dueling him with your main character. You can only romance him with Lisa.

First, you should win some of the arena challenges – this should bring his relationship value up pretty well. Then, if you win against him in a duel, you will have the option to talk with him. Until you beat him in a duel with Lisa, you won't be able to talk.

Once you can talk with him, pick the following dialogue options:

1. "Clearly you are envious of John Nelson's success as a leader!"
2. "I don't agree. Knowledge is power!"
3. "No, I'll leave you now. Bye."
4. "Scold Rebecca"
5. "Tell him what love is"
6. "Kiss him"

**Level Up Experience Points Table**

Level	Experience Required
1	0
2	100
3	250
4	500
5	750
6	1000
7	1000
8	1000
9	1000
10	1000
11	1500
12	1500
13	1500
14	1500
15	1500
16	2000
17	2000
18	2000
19	2000
20	2000
21	2500
22	2500
23	2500
24	2500
25	2500

## Generic Battle Tips

- **Equip yourself** – always know what your enemy's weak spots are. Equip the right weapons to inflict maximum damage, get a good stock of healing items and Aqua Pura, and don't forget Lifegivers and Grenades, as they can completely change a battle's outcome!
- **The aggressive strategy** – this consists of trying to take out enemies as quickly as possible. Use Harm and Disrupt to effectively reduce enemy HP and armor, then take them out fast. Focus on the ones with low HP first, or the ones that do the most damage.
- **The Tank strategy** - Another good strategy is to focus all aggro on the tank and use the Protect skill to beef up his resistance to enemy attacks. Be careful though, if the enemy sees that his attacks are doing no damage, they'll attack someone else instead! So don't overdo the amount of Protect you use on the tank.

## Generic Tips / Cheats

- **"Grinding" cheat** – many times when there's a non-vital skill check, you can pick heroes with the lowest skill level on purpose, since failing the check will trigger a fight. In some cases (like many locations in the Vause quests), you can repeat this as many times as you want. This is a reliable way to get more XP, even if can be a bit tiring in the long run!  
Be careful, though, since if you lose a fight, you lose the game.
- **Do the Arena and Philipp subquest** – without doubt, the best items in the game can be obtained by fighting the arena (Peacebringer & Leviathan) and doing Philipp subplot (Wasp, Pulsar, Nucleus)
- **Slower but safer** – if you don't mind waiting, you can fill your stocks of Lifegivers and Grenades as much as you want after chapter 4 from Rumi & Bellamy. Those two items makes the battles much easier, even if you have to wait to get them.
- **Experiment with skills** – what if you assign to an hero a value of 100 in evasion? What if you raise Psionic Protect at maximum so your Psionic can protect all party members in 4 turns? There are lots of variations to try!
- **Specialize your hero** – Jack-of-all-trades don't work really well in this game. Have one hero reach 100 in all the various weapon types, so you'll be able to use all the weapons in the game. And remember to save some points for Accuracy & Armor, which are very important skills as well