



Introduction

Long have Humans and the Outland races been at war, the Humans with the Orb of Light and the Outland races with the Orb of Darkness. Both sides have skirmished for millennia, with no great gains made, but many sorrowing losses of life have been achieved in this stalemate. However, a war is brewing, a war that will see entire cities wiped clean of life, battles in harsh mountains and open fields and forests shrouded in mystery. This is not a war based in gain of territory but rather one of gaining possession of the other sides Orb, bringing about the Ninety-Nine Nights to end this Age and usher in a new one. Is it the work of these power hungry races, just a few overly zealous leaders, or something...more sinister?

Well, the battles are to be immense, with thousands of soldiers on each side clashing at one time, with conventional weapons, catapults, dragons, and magics, making for one tough road to the top of the heap. This is where IGN comes in, bringing all of the goods, bringing the needed info, and bringing you slickest strategies to help turn the tide of war in favor of whichever side you support. Moves and Combos are no problems to figure out with our full list. Learn how to identify each character when they are friend or foe on the battlefield, making use of the Character analysis to better understand how to use or abuse them in battle. Each character's campaign has been played through, with the step by step process for defeating the opposition laid out, offering the goods on how to survive fights against superior opponents.

With IGN on your side, the ultimate conclusion to this conflict will be reached with ease, bringing about a new day... and possibly a new Age!

In this Ninety Nine Nights strategy guide, you'll find:

- **CHARACTERS** // Background info on all playable characters.
- **BASICS** // General tips and strategy, plus, moves lists for the seven heroes.
- **WALKTHROUGH** // Complete Ninety Nine Nights walkthrough, including strategies for all seven campaigns.

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Characters

Inphy

A Temple Knight with a vicious streak that belies her 17 years, Inphy seeks revenge and no quarter with Goblins, as her father was slain by the Goblins during skirmishes in the past. A swordswoman of unparalleled skill, she also happens to be the brother of Assphar, a fellow Temple Knight.



Assphar

Assphar also lost his father to the Goblins (sensible as Inphy is his sister) but he has a far more compassionate side, seeing both sides of a conflict and wondering if physical justice is the only kind in the world to be had. A lancer by trade, Assphar is not as flashy as his younger sister for attacks, but he is better defensively in his positioning during and after attacks (could be due to his more experience at age 19).



Myifee

A mercenary by trade, Myifee has no banner he is loyal to, say his own, which is great for those who he considers friends as they fall under that banner. Loyal and unbelievably brave, the dual bladed sword using fellow has survived a long time to make it to 32 years of age, which is telling of his skills with his weapon.



Dwingvatt

Having witnessed his brother's death at the hand of a human warrior in red armor, Dwingvatt hates all humans and seeks to avenge his brother, should the day ever arise. Swift as wind itself, Dwingvatt makes use of his lithe frame and slashing attacks of his two swords to keep moving and maiming all that are foolish enough to enter into battle with the 15 year old Goblin.



Tyurru

A prodigy with the skills of water magic, Tyurru has received the greatest teachings the mighty Mylarrvaryss could offer. Although she is the end age of 12, she is more than capable of defeating large groups of monsters with her magical wands and their abilities.



Klarrann

A reformed criminal that found religion as the relief to his misdeeds, this 30 year old priest enters the war with the intention of discovering why now and why everything has come to a head in such a manner. Wielding an Icon of his church, Klarrann uses his brawling skills combined with his holy powers to punish enemies who dare oppose his noble questing.



VigkVagk

A gentle troll who lived his first 6 years in the forest in peace with the other animals, he is captured and forced by the Goblins to fight against the humans in the conflict. Although he abhors violence, his friend Dwinkle of the Goblins has given him a reason to fight, so he unleashes his brute strength and girth upon any soul who gets in his way.

Basics

General Tactics	Moves List
Tip #1	
Know what type of character you are playing. While Inphy, Assphar, and Myiffee benefit from long combo attacks, Tyurru is designed for long range attacking. Know the strength of each character, using them to best suit their style of play.	
Tip #2	
If a large group of enemies are attacking, try to make use of quick flowing combos, as opposed to slower but more powerful combos. This will leave less openings for opponents to land attacks, which can lead to multiple blows landing, leading to disaster.	
Tip #3	
On the opposite end of the spectrum, with a stronger, solo target to deal with, use of harder hitting combos will do damage to the stronger opponent while also increasing the chance of a hit landing and breaking through their defenses. It is also far less likely that the opponent can sneak an attack in due to the minimal amount of foes, so it is safer to use these harsher attacks.	
Tip #4	
Whenever a new Weapon/Item is found and snagged, check out the power it possesses in the status menu. This will not only help increase the quality of weapon or increase some stats, but it will also make your character that much stronger and thus make things easier to do in the game.	
Tip #5	
When fighting powerful foes, it is advisable to block their attacks and then counter attack, as they will be unable to land a blow and then be open to attack. The other option is to play defensively until the foe switches attention to a new target (provided at least one ally is in the fight), leaving the opponent open to attacks from the side or behind.	
Tip #6	
Take the time to learn about which combos are the most effective for each character, as planning out attacks ahead of time will make each battle go better, meaning that failure is far less likely to occur.	
Tip #7	
Concentrate on one character at a time in Campaign Mode. Although it can be boring at times to keep playing the same character, concentrating on one path will help to finish off that campaign, which will unlock more characters and get the game one step closer to the ultimate end it offers.	

General Tactics		Moves List
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Inphy	
Name	Command
Crimson Impact	Level 1. During Orb Attack, press X
Crimson Nova	Level 1. During Orb Attack, press Y
Wing Ring	Level 1. X+Y
Mistral Attack	Level 1. X+X+X+X
Double Fang	Level 1. X+X+Y+Y
Dancing Sword	Level 1. Y+Y+Y
Sword Slash	Level 1. Y+X
Stamping	Level 1. A
Rising Slash	Level 1. R Trigger, then X
Bloody Storm	Level 1. Jump, X+X
Red Rising	Level 1. Jump, press Y
Stamping Needle	Level 1. During headstomp, X
Stamping Dance	Level 1. During headstomp, Y
Red Break	Level 1. Y+Y+Y+X+X
Air Blade	Level 2. Jump, press X+Y
Bloody Rose	Level 2. X+Y+Y
Bloody Sword	Level 2. X+X+X+Y
Bloody Moon	Level 2. X+X+X+Y+Y
Impact Attack	Level 2. Y+Y+X
Dancing Sword	Level 2. Y+Y+Y+Y
Scarlet Break	Level 2. Y+Y+Y+X+X+X
Impact Slash	Level 2. When stabbing an enemy, press X
Crimson Moon	Level 2. Jump, press X+X+X+X
Fang Slash	Level 3. X+X+Y+Y+Y
Mistral Attack	Level 3. X+X+X+X+X
Crimson Break	Level 3. Y+Y+Y+X+X+X+X
Rising Break	Level 3. R Trigger, then Y
Impact Break	Level 3. While stabbing enemy press Y
Needle Slash	Level 4. X+Y+Y+X
Ring Fang	Level 4. X+X+Y+Y+X
Scarlet Symphony	Level 4. X+X+X+Y+Y
Scarlet Spiral	Level 4. X+X+X+Y+X
Bloody Slash	Level 4. Y+Y+Y+X+X+X+Y Drains Orb Gauge
Vermillion Moon	Level 4. Jump, press X+X+X+X+X
High Jump	Level 4. Jump, press A
Bloody Cyclone	Level 4. Double Jump, press X
Red Rising	Level 4. Double Jump, press Y
Scarlet Prelude	Level 5. X+X+X+Y+Y+Y
Vermillion Full Moon	Level 5. Jump, press X+X+X+X+X
Fly Highland	Level 6. Jump, press X+X+X+X
Scarlet Finale	Level 6. X+X+X+Y+Y+X
Mistral Slash	Level 6. X+X+X+X+X+X

Mistral Rush	Level 7. X+X+X+X+X+X
Scarlet Nova	Level 7. X+X)+X+Y+X Drains Orb Gauge
Bright of Bright	Level 8. Y+Y+Y+X+X+X+Y+X Drains Orb Gauge
Mistral Rush	Level 8. X+X+X+X+X+X
Seraph Butterfly	Level 9. Jump, press A+Y Drains Orb Gauge

Assphar	
Name	Command
Upper Swing	Level 1. X+X+Y+Y
Gaia Impact	Level 1. Jump, press Y
Shining Flare	Level 1. During Orb Attack, Y
Swing Rush	Level 1. X+X+X+X
Slide Slash	Level 1. Y+Y+X
Sonic Impact	Level 1. R Trigger, then X
Charge	Level 1. R Trigger
Tornado Slash	Level 1. Y+Y+Y+X+X
Divine Knight	Level 1. During Orb Attack, X
Destroyer Chain	Level 1. Y+Y+Y+Y
Lancer Storm	Level 1. X+X+X+Y(repeatedly)
Dead-End Strike	Level 2. Y+X
Dead-End Break	Level 2. When stabbing an enemy with Y+X, then press X
Spiral Dive	Level 2. Jump, press X
Flash Lance	Level 2. X+Y (repeatedly)
Dead-End Turn	Level 3. Y+X+A
Tornado Impact	Level 3. Y+Y+Y+X+X+X
Double-Slide Slash	Level 4. Y+Y+X+X
Upper Slash	Level 4. X+X+Y+Y+Y
Shining Spear	Level 4. Y+Y+Y+X+X+Y Drains Orb Gauge
Spiral Charge	Level 4. Jump, press X+X
Sonic Strike	Level 4. R Trigger, then +Y
Divine Burst	Level 4. X+X+X+Y (repeatedly)+X Drains Orb Gauge
Upper Flash Lance	Level 5. X+X+Y+Y+X
Dead-End Cyclone	Level 5. When stabbing an enemy with Y+X, then press Y
Upper Twist Slash	Level 6. X+X+Y+Y+Y+Y
Dead-End Swing	Level 6. Y+X+R Trigger+X
Dead-End Charge	Level 6. Y+X+R Trigger
Dead End Burst	Level 6. Y+X+A Drains Orb Gauge
Triple Slide Slash	Level 7. Y+Y+X+X+X
Double-Spiral Charge	Level 7. Jump, press X+X+Y
Dead-End Impact	Level 7. Y+X+R Trigger+A
Holy Spear	Level 8. Y+Y+Y+X+X+Y \n* Drains Orb Gauge
Shining Blast	Level 9. X+X+X+Y+X Drains Orb Gauge

Myiffee	
Name	Command
Bull Fireball	Level 1. During Orb Attack, X
Max Volcano	Level 1. During Orb Attack, Y

Man On Fire	Level 1. X+X+X+X
Flame Back Knuckle	Level 1. X+Y
Double Deathscythe	Level 1. X+X+Y+Y
Double Hand Flame	Level 1. X+X+X+Y
Brave Swing	Level 1. X+X+X+X+Y
Round Swing	Level 1. Y+X
Howling Flame	Level 1. Y+Y+Y+X+X (repeatedly)+X
Flying Edge	Level 1. Jump, press X
Burst Slash	Level 1. R Trigger+ X or Y
Calling Terror	Level 2. Y+Y+X
Destroyer Throw	Level 2. While stabbing enemy, X
Deadly Throw	Level 2. While stabbing enemy, Y
Flame Slash	Level 2. X+X+X+X+X
Myifee's Rage	Level 2. X+X+X+Y+Y
Flame Rain	Level 2. Y+Y+Y+Y
Death Down Head	Level 2. Y+X+X
Dancing Wiz Flame	Level 3. X+X+X+X+X+X
Triple Deathscythe	Level 3. X+X+Y+Y+Y
Raging Bull	Level 3. X+X+X+X+Y+Y
Myifee Dynamite	Level 3. Jump, then Y
Deadly Typhoon	Level 3. X+Y+Y
Charging Bull	Level 4. Y+Y+Y+X+X (repeatedly)+Y Drains Orb Gauge
Deathscythe Dawn	Level 4. X+X+Y+Y+Y+Y
Final Slash	Level 5. X+X+X+X+X+X+X
Volcano	Level 5. X+X+X+Y+Y+Y
Flying Deathscythe	Level 6. Jump, then X
Hellfire	Level 7. X+X+X+Y+Y+Y
Inferno	Level 8. X+X+X+Y+Y+Y+X ln* Drains Orb Gauge
Bull's Fury	Level 9. X+X+Y+Y+Y+X Drains Orb Gauge

Dwingvatt	
Name	Command
Small	Level 1. Jump, then Y (land)+X
Flash	Level 1. X+X+X+X+Y
Sky	Level 1. Jump, then Y
Disorder	Level 1. During Orb Attack, press X
Blade	Level 1. X+X+X+X+X
Cruelty	Level 1. X+Y
Remorse	Level 1. Y+Y+Y+Y
Soft	Level 1. Jump, then X
Faithful	Level 1. X+X+X+Y
Brink	Level 1. R Trigger+X
Pound	Level 1. X+X+Y
Zenith	Level 1. During Orb Attack, press Y
Justice	Level 1. Y+Y+X
Fly	Level 1. During headstomp, press A
Chase	Level 2. X+X+X+X+Y+Y+Y

Bind	Level 2. Y+X+X+X
Cross	Level 2. During headstomp, press X
Erupt	Level 2. R Trigger+Y
Blaze	Level 2. X+X+Y+Y
Phosphorus	Level 3. X+X+Y+Y+Y
Fang	Level 3. During headstomp, press Y
Dig	Level 3. X+X+X+Y+Y+X
Swallow	Level 3. X+X+X+Y+Y+Y
Trial	Level 3. Y+Y+X+X+X
Sense	Level 3. Y+Y+Y+Y+Y+Y
Tension	Level 3. Y+Y+Y+X+Y
Poke	Level 3. R Trigger+X+X
Chaos	Level 3. Y+Y+Y+X+X
Pierce	Level 4. X+X+X+X+Y+Y+Y
Defy	Level 4. R Trigger+X+X+X
Hate	Level 4. X+X+X+X+Y+Y+Y+X Drains Orb Gauge
Storm	Level 5. Y+Y+Y+X+X+X
Temper	Level 5. X+X+X+X+Y+Y+Y+Y+Y
Grief	Level 5. Y+Y+X+X+Y Drains Orb Gauge
Shade	Level 6. X+X+X+X+Y+Y+Y+Y+Y (repeatedly)
Trust	Level 7. Y+Y+X+Y+X
Woe	Level 8. Y+Y+X+X+Y

Tyurru	
Name	Command
Hydra Shot	Level 1. X (repeatedly)
Treat	Level 1. X (repeatedly)+Y
Wave	Level 1. Y
More Waves	Level 1. Y+Y
Even More Waves	Level 1. Y+Y+Y
Dragon Wave	Level 1. Y+Y+Y+Y
Ba'al Rage	Level 1. Y+Y+Y+Y+X
Puffy Liva-tan	Level 1. L Trigger+X
Jump	Level 1. A
Remora Shot	Level 1. Jump, then X (repeatedly)
Water Geysers	Level 1. During Orb Attack, press X
Water Splash	Level 1. During Orb Attack, press Y
Puffier Liva-tan	Level 1. Jump, then Y
Outta here!	Level 2. L Trigger+Y
Heavy!	Level 2. Move while pushing water
Scylla Trip	Level 2. A (repeatedly)
Triton Smash	Level 3. X (repeatedly)+Y (hold)
Take that!	Level 3. While pushing water, press X
Needle Nereid	Level 3. A (repeatedly), then X
Water Wave	Level 4. Y+Y+Y+X
Siren Wave	Level 4. While pushing water, press Y

Lizardman and Ba'al	Level 5. L Trigger+Y (hold)
Really heavy!	Level 5. Move while pushing water
Take THAT!	Level 5. While pushing water, press X
Kraken Bash	Level 5. While pushing water, press Y
Liva-tan Burst	Level 5. Burst water, press X
Lorelei Shower	Level 6. Jump, then A (repeatedly)+Y
Another Water Wave	Level 7. Y+Y+Y+X (hold) Drains Orb Gauge
Water Wave Special	Level 8. Y+Y+Y+X (hold) Drains Orb Gauge
Water Wave Gorgeous	Level 9. Y+Y+Y+X (hold) Drains Orb Gauge

Klarrann	
Name	Command
Take This Sword	Level 1. During Orb Attack, press X
Judgment	Level 1. During Orb Attack, press Y
Be as Dust	Level 1. X+X+X+X
Die Without Straying	Level 1. X+X+X+X++Y
Moan	Level 1. Y+X+X
Thou Shalt Perish	Level 1. X+X+Y
Perish Together	Level 1. X+X+Y (walk during attack)
Pray!	Level 1. X+X+Y+X
Salvation	Level 1. X+X+Y+X+X
Sin's Burden	Level 1. X+X+Y+R Trigger
Fall from Grace	Level 1. X+X+Y+R Trigger+ X or Y
Repent	Level 1. X+Y
Flee	Level 1. R Trigger
Punishment	Level 1. R Trigger+ X or Y
Kneel Before Spirits	Level 1. A
Have No Thirst	Level 1. Y+Y+Y
You worthless...!	Level 2. Y+X Drains Orb Gauge
Shout	Level 2. Y+X+X+X
Thou Art Forgiven	Level 2. X+Y+Y
To Thy Rest	Level 2. X+X+X+Y
To Thy Journey	Level 2. X+X+X+Y (walk during attack)
Trial from Spirits	Level 2. X+X+X+Y+X
Bequeath Unto Thee	Level 2. X+X+Y+Y+Y
Return to the Soil	Level 3. X (repeatedly)+X
You Wish To Die?!	Level 3. Y+Y+X Drains Orb Gauge
Struggle	Level 3. Y+Y+X+X+X
Writhe in Agony	Level 3. Y+Y+X+X
Quake with Fear	Level 3. Y+Y+X+(A Pad L Small)
Fall To Hell	Level 3. X+X+X+Y+Y
Have No Hunger	Level 3. Y+Y+Y+Y
Flick	Level 4. R Trigger+Y
Don't Anger Me	Level 4. Y+Y+Y+X Drains Orb Gauge
Die That Way	Level 4. Y+Y+Y+X+(APad L Small)
Repent Before Spirits	Level 4. X+X+X+X+X+Y Drains Orb Gauge

No Mercy	Level 4. Y+Y+Y+X+X+X
No Escape	Level 4. Y+Y+Y+X+X
Sublimation	Level 5. X+X+X+Y+Y+X Drains Orb Gauge
Disappear!	Level 6. X+X+Y+X Drains Orb Gauge

VigkVagk	
Name	Command
URRRGH!!!	Level 1. X+X+X+X+X
Urgh?	Level 1. X+Y
Urgh!!	Level 1. X+X+Y
RARR!!	Level 1. R Trigger
YARGH!!!	Level 1. During Orb Attack, press X
YAARGH!!!	Level 1. During Orb Attack, press Y
URGH!!	Level 2. X+X+X+Y
Grr	Level 2. Y to pick up a tree trunk/boulder/enemy
Aaargh	Level 2. R Trigger (tree trunk)
Yaargh	Level 2. X+X+X (tree trunk)
Graah!	Level 2. Y (tree trunk)
GARGH!!	Level 2. Jump (tree trunk)
%\$#+	Level 2. R Trigger (tree trunk)
GRR!	Level 2. Jump, then X (tree trunk)
Dogh	Level 2. Jump, then Y (tree trunk)
Agh	Level 2. R Trigger (Enemy)
Aaagh	Level 2. X+X+X (Enemy)
Buh	Level 2. Y (Enemy)
Urrrgh!?	Level 3. X+X+X+X+Y
Raargh	Level 3. R Trigger (Rock)
Argh-agh	Level 3. X+X+X (Rock)
Arrgh	Level 3. Y (Rock)
Jump	Level 3. A (Rock)
GRAH!	Level 3. X (Rock)
Nnnngh	Level 4. X+Y (hold) (tree trunk)
Aargh	Level 4. R Trigger (tree trunk)
Oogh	Level 4. X+X (tree trunk)
Urrgh	Level 4. Y (tree trunk)
Yaargh	Level 4. X (tree trunk)
Grrrr	Level 4. Y (Enemy)
Dodosko	Level 4. R Trigger (Enemy)
Dodoskoskosko	Level 4. X+X+X+X+X (Double Enemy)
Grah!	Level 4. Y(Double Enemy)
GRAAAARGH!!!	Level 5. X+X+X+X+X+Y Drains Orb Gauge

Walkthrough

Inphy	Assphar	Myifee	Dwingvatt	Tyurru	Klarrann	VigVagk
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Divine Varrfarrinn



Facing an army that charges forward, go with the troops and start using combo attacks to start laying waste to the massed forces. Keep moving back and forth through their ranks, cutting them down with sweeping sword strokes, taking down 50 enemy units. After this is completed, leave the two flanks to deal with the remaining melee units while Inphy goes alone to take down the archers on the hill. Once they have been subdued, return to help the units with their battle, getting them to follow here once the enemy is defeated, going to take out the second set of archers and their commander.



This will force the General of the opposing force to appear, so go charge into battle again, cutting a path towards the blue clad foe, using combo attacks to keep him on the ground. Keep using hit and run tactics to weaken him, taking him down for good with the repeated attacks, ending the level!

Eaurvarria Mountains



Go into the Goblin ranks and start cutting them down, moving through their ranks steadily to leave less around to beat on your allies. Steadily take out Goblins, causing them to flee, so run with them and keep cutting them down until the landslide occurs. After battling the initial onslaught, go around the pathways here to rejoin Assphar, fighting through each group of enemies carefully, keeping the allies of the humans alive.



Continue to brawl and move up the slope, arriving at an open area with a nasty Troll, so use hit and run tactics, trying to get behind the foe to attack it without coming right into the range of it's stronger attacks. After the cut scene, immediately run away from the troll as it will be nearby and primed to strike, continuing the battle, with help from Assphar. The jump and double X attack will definitely take the foe down in a hurry, as it has trouble defending that particular angled attack.

Outside Wyandeeek



Start off by chasing down the fleeing foes, cutting through the trees to gain ground, cutting down as many as possible before the reinforcements come down the hills. After wiping out the first attackers, continue forward to battle more foes, reaching the Goblin Camp. Tackle the multitude of foes that populate this area, fighting with hit-all combos (three light attacks, two heavy attacks is a great way to clear entire crowds in one attack), utilizing the orb attacks to also lessen the time spent battling.



Once enough damage has been inflicted, it is time to take out the enemy leader. If an orb bar is completely filled, use it to take down a lot of the Goblin Commander's health, followed by using hit and run tactics to topple the foe (jumping attacks are a great entry attacks to know the foe off of his feet). With him out of the picture, it is time to resume the sprint for fort Wyandeeek, so use the radar to get moving in the right direction, finishing the mission shortly after!

Fort Wyandeeek

Start out by slaughtering the lesser Goblins to get an org gauge filled, turning it on two Goblin Captains that lead the troops, switching to conventional attacks to take them down quickly. However, they are spread out along the battlefield, so move along the floor of this deep chasm, dodging the rolling rocks the Goblin use as weapons, leading the troops into the teeth of the enemy, taking as many down as possible before the regular troops join the battle, setting the odds in the

favor of the humans.



The Goblin Captains are slightly tougher than the grunts they lead, so try to use juggling attacks in the air to sap their life quickly, as a one on one ground battle will cause too much damage to Inphy. After taking down the two Goblin Captains, head for the now open central gate, passing through to find a horde of Orcs that puts the previous groups to shame. Defeat the attackers while advancing through the pathways, finding the Orc Corporal, where another round of fighting techniques similar to the ones that downed the Orc Captains to finish the foe easily.



Mop up the attackers before heading through the next central gate position, finding a new mission, this time the goal is to eliminate all enemy archers. Go after them while the main bulk of regular troops entertain the melee fighters, forcing the archers to turn to melee tactics, taking down each group before moving on to the next set. After taking down the last set, go through the now open central gate, this time facing another Orc Corporal (same battle plan as before).



Head through the next central gate that opens after the defeat of the Orc Corporal, finding a mass of Orcs to cut through to reach an altar where Goblin Wizards must be stopped. Use the map to go after the wizards at the altar, leaving no enemy behind, arriving to avoid rocks while charging, taking out the guards. After the final set of lesser foes are gone, turn to the wizards to try and tackle them one on one, as they are deadly with their magic if given the chance to attack. Take them all down to take the fort!

Pholya Flatlands

Charge down the hill to tackle the enemy in the river, awaiting the arrival of the enemy Ogres. Use the jumping slash attacks to take them down quickly, remembering to run clear if an attack fails to connect, not allowing them to hurt Inphy. Work over the grunts of the enemy as well, building up the orb gauge to help in taking down the tougher Ogres.



Enemy reinforcements and dragon troops will quickly appear after the last Ogre falls, so look for the enemy controlling the dragons, taking him out when he finally appears by using the same jumping attacks. However, focus on the magic users on the hill first, as their attacks are devastating to Inphy if they are allowed to keep coming after he unchecked. After this annoyance goes down, Dwykfarrio is up next, so enter the fight with full health (look for treasure chests on the battlefield to break open to refill upon). When he raises his arms into the air, get clear as he is about to a proximity blast attack, remembering to counter his attacks after he does an attack. Pour it on to force Dwykfarrio to withdraw, completing the mission!

Ywa-Ue-Uar Forests



Head forward and take out the troops there, followed by heading up the left path to tackle some archers. Continue to fight up the long slope here to reach another fork, going left up the hill to move toward the one snaking passage in the forest that connects the two large areas. When Inphy arrives here, the enemy will be reinforced by Pwucks, including their leader, Ppakk The Third. Take out the lesser Pwucks and Goblins before turning to Ppakk The Third, using the jump and spinning slash attack to weaken the foe, taking him out with measured attacks.



Run down the hill to face the Armies of Darkness, forcing them to flee by taking down some of their numbers. After having a nightmarish vision, go after Dwykfarrio, cutting down his defensive forces to finally reach a plateau where the monster will stop running. Go after his lackey forces first, using Orb Gauge attacks to take down a lot of their number, leaving just Inphy and Heppe to tackle Dwykfarrio. Use the same jump slash to take him down, blocking his attacks first before counter attacking. Keep the pressure going to take him down, ending Inphy's quest!

Inphy	Assphar	Myifee	Dwingvatt	Tyurru	Klarrann	VigVagk
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Divine Varrfarrinn



Start off by beelining right for Heppe, taking him down with continual attacks, leading in with a jump attack to take him off his feet, followed by nailing him with combo after combo to defeat him easily. After creaming the enemy forces that remain, Inphy will soon run in to help out the opposing side, so go after her, using the exact same strategies to knock her out quickly, ending the mission!

Eauvarria Mountains



Run ahead and cut up as many Goblins as possible before the landslide, followed by moving out along the detour trail to fight more foes. Once the outpost is reached, battle through the forces, detouring down the long dead end area for a shot at a new weapon being available after the level, but locate and destroy the Goblin Wizards to advance.



Move northeasterly to tackle more Goblin groups, encountering Inphy in battle with more Goblins, so assist her. Soon after this occurs, an Ogre will attack, so defeat the Ogre through combo stacks on the ground before the timer runs out, but if he is concentrating on Assphar too much, leave him alone so he shifts his focus to another character, leaving him wide open to full combo attacks. After defeating the foe in the time allotted, a choice must be made, to continue on to Fort Wyandeek or to go save Castle of Varrvazarr.

Castle Of Varrvazarr



Rush headlong into battle, taking out the foes as quickly as possible, allowing Assphar and the Temple Knights to go after the newly appeared Gewg Forces. Now rush to the aid of the forces under attack by the Pwucks, cutting down the Goblins along the way, encountering the bloated Ppakk The Third. Let him attack another soldier before attacking from behind with simple combinations, whittling his large girth down to size!



Next up are the Arrphan and their fearsome dragons, so go in swinging, taking down enough foot soldiers to force the Dragons to withdraw. Next up is a quick run down the hill, heading straight for a massive Orc invasion, lead by General Leuu, so wipe out the lesser forces he boasts before turning around and using jump slashes to keep him on the ground, weakening him enough to send him running off. Now Dwingvatt will appear with another force of Goblins, so take him out quickly while cutting his overall forces number down, driving them off with some ease.

Fort Wyandeek



In the first area of Fort Wyandeek, seek out the two Goblin Captains (one in the east, one in the west), destroying them and all Goblins, opening the gate into the next portion of the fort. A mass of Goblins will attack here, so hold them off and seek out the Orc Corporal, as he is the key to opening the next gate, moving deeper into the Goblin stronghold.



Large groups of Archers are the next key unit to destroy, so work through the area methodically, taking out one group at a time, not allowing them gang up on the Temple Knight forces. The next area is another smashing of Goblin troops, focusing on the Orc Corporal to open the gates ahead, entering the final area of the fort.



Focus on going up the center pathway, battling past the mass of Goblin grunts and Pikemen. Once the summit is reached, go after the Goblin Wizards one at a time, as they can do a lot of damage to Assphar if they manage to team up. After clearing them out, the mission will end!

Pholya Flatlands



Charge into the battle and get as many Goblins slain as possible, clearing the river area before the enemy reinforcements appear. Led by two Ogres, these two brutes will need to be downed as soon as possible, so use slashing attacks and hit and run techniques, remembering to combo attack from behind the Ogres to deal the most damage.



When the Gewgs come into support the Orcs, go after them as soon as possible, as they can call in dragons to attack, which do devastating damage to the support troops of Assphar's forces. After these forces are cleaned out, go up the hill towards the indicator on the map, finding Orc Chieftain Leuu, taking him on with vicious combo attacks to put an end to his participation in the battle.



Head up the hill to face more Goblins and Dwingvatt, taking him out much in the same way Leuu was handled, attacking from behind and getting him distracted with other troops before landing shots. After taking him down, it is time to duel with Dwykfarrio himself! Dwykfarrio is incredibly nasty, so be really choosy on when you are attacking him, as he can quickly deplete your health. Use the X + Y + Y + Y to inflict good damage while not leaving Assphar open to counters, remembering to block when not engaging the foe directly in battle (avoids cheap hits). Drive off Dwykfarrio to finish the mission!

Ywa-Ue-Uar Forests



A maze like forest exists here, trying to keep the forces of Light from finding the Goblin King. Fight towards the central area of the map, taking the pathways on the map, locating the Pwucks. When the Pwucks appear, take out Ppakk The Third by using the same techniques used on Dwykfarrio and other tough creatures (hit and run, block and counter attack), but first eliminate the majority of the lesser Pwucks, as they are tough and able to sap Assphar of his health in very short order.



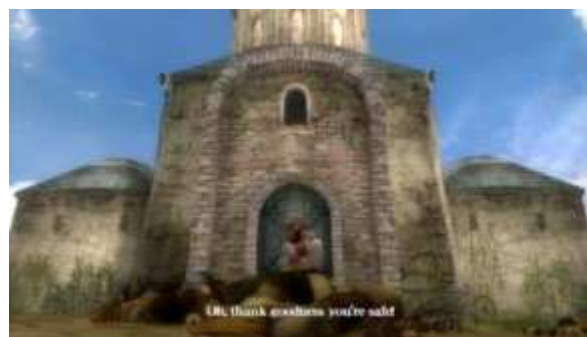
Head down the path to encounter the Armies Of Night; tackling them quickly to drive them away, but if they have time to begin attacking. Block their nasty energy shots before counter attacking once again. Continue along the pathway ahead to take on more foes (not as tough as that last group), meeting a new hero who seems to be on Assphar's side! Continue to destroy the Arrphan, bringing out their Commander, so use block and counter attacks to take her down, being wary of her combo energy blasts.



Now it is time to go along the trails of the map, heading for the northeast corner of the forest, fighting to reach Inphy. Once she has been found, fight through the forces ahead (watch out for the Goblin Wizards, they can really sap Assphar's strength) to finally locate Dwykfarrio! Dwykfarrio makes use of several combos and energy blasts, so if he is focused on Assphar, it is best to just block until he shifts focus to an ally, at which point a double or triple X attack will remove some of his health, followed by going into the defensive pose again. Although boring, it does provide a reasonable way to fight an overpowered foe.

Inphy	Assphar	Myifee	Dwingvatt	Tyurru	Klarrann	VigVagk
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Village Of Felppe



Start out by going after the trolls harassing the girl, followed by going up the hill towards the church. Battle as many of the Troll units as you wish (though killing some may result in a good reward later), while going up the hill to reach the church, battling the foes outside the entrance.



Once they are vanquished, look around the sides of the church for a treasure chest that contains a better weapon (Double Sword) for Myfee, followed by trashing the next set of Trolls near the church. After the cut scene, head down the hill and unleash the Orb Spark upon the mass of enemies below, followed by finishing up any survivors to end the mission!

Bastide of Varrgandd



Head right over to the catapults, only cutting foes down who are directly in the way, making sure to bust treasure chests to gain Org Gauge fillers. Once Myfee arrives, make use of his Orb Gauge and hard hitting attacks to bust all the catapults, saving the castle walls from crumbling. Next up is a courtyard to fight through, killing all of the Goblins, followed by rushing into the marketplace to start destroying all the Orcs that are inside the castle.



As the castle is being cleared, be sure to move through each area methodically, eliminating all troops. Also bust any treasure chests as well because one holds a better weapon (Tornado) for Myfee. Soon after snagging Tornado, a thief named Tea Tea will attack the unit, so let him lock onto others before sneaking in to hit from behind right after he attacks an ally, as he will be wide open to the attack. Repeat the pattern as necessary to take him down; remembering the ranged attacks work best as he only has a rapier for a weapon (no range but it pierces defenses easily if he gets close enough).



Fight into the large courtyard, taking out the elite Orc units while doing so. This will be a long fight as the Goblin forces are great in number, so be patient and pick off the enemy one group at a time, not letting them get so many forces into the battle that it becomes impossible to wipe them out. While battling, be sure to look to the large trio of statues holding a globe, as the Tempest weapon can be found lying near the feet of the giants. After defeating the trio of Orc Elites, the mission will be a success!

Ice Gate



Head through the small group ahead to find Vyarrhartenn under attack, so lift him of his Orcly troubles to receive thanks. However, immediately following this step is to take on the Gewgs, who are both inside and outside the gate, so fight through the interior forces before moving outside to take on the remaining numbers.



After taking out the Gewg Chieftain, head down the hill to encounter the Arrphan and their vicious chieftain Pyurrot, taking her on with hit and run tactics, forcing her to withdraw after she takes substantial damage. After the Arrphan and their Dragons retreat, Lord Vydenn is injured and requires a save, so head down the hill to engage the enemy, driving them off. This will lead into the final stage of the battle, when all the enemy races will begin to pour through the gates, so fight defensively, using the Orb Gauges to drive them from the battlefield, defeating every last unit (or enough so the enemy will retreat) to complete the mission!

Everr Mountains

The Arrphan will be the main opposition here, so be ready for some Dragon attacks in the near future. Head down the hill and slaughter the Goblins, followed by continuing down the pass to entertain the mass of Goblins that are foolishly charging upwards. If the end of the path has been reached when the Dragons begin to attack, try to attack them when

they swoop, as they can be defeated. Otherwise, stay clear of the flames and wait for the Arrphan to come into range of your attacks, beating them senseless as soon as they enter the battlefield. Once the Ogre and the grunts on the ground are defeated, the mission will end!

Pholya Flatlands



Start out by rushing through the opposing forces (only using short combos to kill some in your way while not deviating from your course) to reach the Temple Knights, saving them from doom. At this point the massive fight to destroy the enemy begins, to start using hard hitting combos to take down the mass of Goblins, continuing to do so until enemy reinforcements appear. This is the signal for Myifee to go to the marked spot on the map to hold the bridge against the incoming enemy. While fighting the foe, try to fight up the slope on the far side, watching for a treasure chest that holds a supreme weapon (the Ansalar), which will surely help in the fight.



When prompted, abandon the bridge and go to Epharr, joining her on the far side of the battlefield after defeating the massive Ogre VigkVagk (use others as decoys to allow Myifee to sneak in from the side to land harmful combos). After this is a visit from Leuu the Orc Chieftain, so much like VigkVagk, it is again time to use others to draw his attention, allowing for sneak attacks on the giant before retreating to start the pattern again. Do not get caught against a tree or Leuu will make mince meat out of Myifee. Beat down the chieftain to end the mission!

Inphy	Assphar	Myifee	Dwingvatt	Tyurru	Klarrann	VigVagk
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Bastide Of Varrgandd



Charge into the fray, landing blows upon all humans, but try to cut a path of destruction straight to the captain of the

defenders, taking a shot at taking him down. After cutting down the main force, continue onwards, locating the captain, using an overpowering barrage of quick, constant attacks to take him down easily.



The next target for Dwingvatt is the mighty Myiffee the mercenary, but first Dwingvatt must fight his way through the mass of enemies that are in the narrow passage to the temple. Fight through the enemy with ease, using great speed to take them down, remembering to watch out for treasure chests, as one holds a better weapon (Assassin's Dagger). When fighting Myiffee it is best to use all out constant attacks, only breaking away to go hunt down refills on health from the nearby treasure chests. After Myiffee is done in, it is time to go after the gatekeeper, but first head down the dead end path to the west of the triple prong shaped building in this courtyard, finding a treasure that holds another weapon for Dwingvatt (a Khukuri), though it is not going to be equippable just yet. With the new weapon in storage, turn around and fight all the way back to the spot indicated on the map, taking out as many soldiers as so desired along the way.



After the gate is opened, head to the next checkpoint, where a battle with Klarrann and the Varrgandd castellan Ugor will occur next. These two are much like the other tough opponents Dwingvatt has had to face, so come at them with everything you have, dropping away when the health meter drops low (go locate treasure chests to refill), followed by continuing to attack. Beat these last two into dust, and the mission will be a success!

Ice Gate



Start off this area by blasting all troops as they pour through the gate, building up the Org Gauge to unleash upon the group with the enemy commander, taking down the large group before focusing the lightning strikes of Dwingvatt upon Vyrrhartenn. Next up is a battle through all the ground forces between Dwingvatt and Gate Two, arriving to help the Orcs there to take on the enemy waves, forcing Vyden to engage the hordes, at which point the same all out flurry of attacks will floor him, taking the gate for the outlanders.



Next up is Gate Three, so go assist the Arrphan, battling the lesser troops to force the commander of this gate (Vyertenn) to engage the force in battle (once again, make use of all out attacks to bring the enemy down without him getting a moment to throw a counter attack). With the third gate in control of the allies, lead the charge to the Ice Gate, protecting the Arrphan long enough to allow the Dragons to bombard the gate (take down troops and the reinforcements to get the gate open).



As the battle continues, take on the gate commander and the archer hero, trashing them to bring out Lord Vydenn and mercenary Myiffee, so take these two out by trying to separate the two before trying to focus on just one at a time, bringing them down with ease with continual slashing attacks. Keep up the pressure, and the Ice Gate will be the property of the outland tribes, completing the mission!

Castle Of Varrvazzar



Begin the battle by sweeping the fields ahead clean of enemies, aiding the Gewgs to minimize their losses. After meeting the King of the Gewgs, go up the snowy pass in the east to assist the Pwucks in their battle before cutting a path through the forces ahead, arriving at the Orc positions to support their attacks. Once the lesser foes are gone, go engage Assphar in battle, once again hitting him with a harsh combo before retreating, allowing others to draw his attention before repeating the pattern to take him down.



Extend the front by going out in front of the Orcs, taking down all comers while advancing, reaching the castle. Once here, a fantastic weapon can be found by going into the fog east of the castle, but note it is nearly impossible to actually locate the chest. When ready, engage each flank of the enemy, facing off with a son of Varrvazzarr at each area. Use quick slashing attacks and retreating when the enemy breaks free of the flurry, setting up again when an ally distracts them. After they fall in battle, Lord Vydenn will enter the fray, so use the same tactics to destroy him, ending the mission!

Pholya Flatlands



Charge into the humans with swords a flying, cutting down troops at a great rate. Once Myiffee and the mercenaries appear in the south, fight towards those forces, taking Myiffee down again, using the swift cutting attacks that Dwingvatt excels so well at. After Myiffee is defeated, Dwykfarrio will be taken captive, so rush to his aid in the south, followed by tangling with and taking down the out of control VigkVagk!



Not long after the VigkVagk encounter begins, the Temple Knights will enter the fray, with both Assphar and Inphy needing to be killed. They will likely try to double team Dwingvatt if he takes them on by himself, so go find some allied fighters to distract them with, that way one at a time can be battled. Attempt to get them into an attacking pose, allowing Dwingvatt to attack from the side or behind, taking them down with repeated quick hits and runs, ending the mission with both of their deaths!

Inphy	Assphar	Myifee	Dwingvatt	Tyurru	Klarrann	VigVagk
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Bastide Of Varrgandd



Start off by getting used to the attacks of Tyurru, washing away all of the foes outside the walls. When the troll attacks, try to get it distracted with other allies before attacking with strong attacks from the side, washing away its health before running away to hide once more, allowing the troll to focus on other targets.



Now inside the walls, tackle the enemy by the north gates, taking them down with a combination of spells, followed by moving into the streets of the castle to keep wiping out each group of Goblins as they appear. Find more allies while exploring, fighting through the forces to reach and liberate the East Gate.



When VigVagk comes to play, try to get the Orb Gauges built up to use against him in addition to thinning out the mass of enemies that will accompany him. To take down VigVagk do not go toe to toe with him, but hit him and then run off to let him forget about Tyurru, meaning she can again come in to sneak attack. Repeat the pattern to take him down, ending the battle and the mission!

Eaurvarria Mountains

Fight through the enemy ahead, using the double jump wand ride to clear large expanses of spikes. While fighting through the mountainous area, look for a Goblin Captain, using constant X attacks to hurt him while using the R Button to hop backwards when he attacks. After taking him down, look for a nearby dead-end area, taking out the foes and flying over the spikes to reach a bevy of treasure chests, one of which holds a Divine Armband.



After brawling through the various enemy groups ahead and also making sure to safely traverse the spike traps and boulders, Tyuruu will find herself face to face with a Troll. Use retreating movements and constant use of the L Button and X Button attack, switching to the R Button shield hop when the Troll draws near to attack. Whittle down the massive amount of health the Troll boasts, and the mission will be completed!

Fort Wyandeek



Start off by clearing the hills ahead of Goblins, clearing the entire area to open the gate into the next section of the fortress. Backtrack to the starting area, saving the troops there from the Goblins, followed by moving north through the gate that opened, taking on more Goblin troops.



Once the cut scene is reached, take out the Goblin Wizard to unleash the Temple Knights upon the Goblins, moving out with the reinforcements to go up the northern slope, fighting through the enemy to find a better wand (a Prime Key). After this is accomplished, return to the spot where the path branches in three, moving up the both slopes to face off with the final Goblin Wizards, blasting them non-stop to take them out. However, they will revive themselves, so go to the altar and kill them once more, this time for good as the mission ends!

Pholya Flatlands

Start off by trashing the entire enemy around the Temple Knights, fighting from outside the swarm and just picking the enemy off with rapid X Button attacks. When the Gewgs appear, go destroy them quickly to draw out Dwingvatt, letting him be distracted by other allies and just lay into him unmercifully with X Button water sprays, which will deplete his health in short order.



After Dwingvatt goes down, all sorts of enemies will attack, including the Armies of Darkness, so try to be with the rest of the Temple Knights or face a quick death. After dealing with these monstrosities, it is time to go hunt down Dwykfarrio. Once again, the best way to handle the fight is to let others distract the King of Goblins while Tyurru destroys the King from afar. Keep pouring in the pressure to take him down.



After the Arrphan come after the crew (without their dragons for once), go to the spot indicated to find Yesperratt as she appears to be in trouble. However, it turns out she just slayed her own teacher and is now out to control the orb, so use the standard attack from afar while allies draw her attention, but be ready to go into a block mode if she gets a magic spell off (this will contain the damage she is intending to inflict). Take down the traitor and the mission will be complete!

Inphy	Assphar	Myifee	Dwingvatt	Tyurru	Klarrann	VigVagk
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Bastide Of Varrgandd



After demolishing a few Goblins, go save the civilians that are under siege by the Goblins, taking them out quickly and without incident for the humans. After chopping down all the Goblins, lead the civilians to the West Gate (follow the map to the west) to get them free from attack, saving them whenever Goblins appear. When the Troll enters the battle, use Y Button attacks to take it down quickly, remembering to take out lesser Goblins to keep the civilians alive, allowing them to escape.



With the Roar weapon now in possession (it is liberated from the fallen Troll), head towards the southern end of the castle, destroying all the Goblins en route, arriving to face off with the White Goblin. Use X Button combos to hit him, retreating from battle when he lands too many blows, going to locate health refills. It is also advisable to let him focus on other characters before attacking, as he will be more apt to be open to a combo attack from a source he is ignoring. Take him down to end the mission!

Fort Wyandeeck



Start off the brawl by clearing out all of the Goblins in the area ahead, using Orb gauges as they fill up. Head up the hill past the boulders, taking out the first two parties of Pwucks, followed by a meeting with a massive gathering of Pwucks, along with their king Ppakk The Third. After taking out the lesser Pwucks, it is time to take on Ppakk The Third, so block his attacks before counter attacking a couple quick attacks or one hard attack, followed by returning to the blocking position. Although it is slow, it will neutralize the strength of the opponent, allowing Klarrann to take him down.



Head through the now open gate to tangle with more Goblins as Inphyy and Assphar meet Klarrann for the first time, taking out five enemy battalions to force the enemy to send a Troll to do battle. Use the same block and heavy attack strategy from the first area of his missions, remembering that the distract with others and sneak attack strategy can also work quite well. When Klarrann gets through the next gate, head west and look for a treasure chest that holds a Sentinel weapon, followed by joining the Temple Knights to trash the enemy. Another Troll battle will soon occur, leading into a charge up the hill to find two more Trolls that need defeating. When they go down, the Fort will also fall, ending the mission!

Pholya Flatlands



Start out by killing the Army of Darkness forces that attack Klarrann, obtaining the Slumber weapon in the process. After this are some brief Goblin sorties, which are soon accompanied by more Armies of Darkness and Dwingvatt, so use Orb Gauges to take out the dangerous Armies of Darkness, followed by using the distract and sneak attack method of harming Dwingvatt.



More Armies of Darkness will pour into the battle, meaning that Klarrann must keep slaying these terrible creations as fast as he can, or face their terrible energy attacks. The good news is that the Org Gauges will just speed to all full, so keep unleashing the attacks to take down the foe quickly. The Arrphan (led by Pyurrot) will attack, using Dragons to take down any allies that may remains for Klarrann, so focus on taking down Pyurrot to help alleviate the pressure, sending the Arrphan packing from the battlefield!

Inphy	Assphar	Myifée	Dwingvatt	Tyurru	Klarrann	VigVagk
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Battle Of Varrgandd



Rush into battle and smash every last human soldier, protecting the catapults of the Goblins so they can bust down the walls of the castle unhindered. After the reinforcements appear, Myifée will appear, so take him down quickly before he can smash the catapults with his superior strength and technique (use constant X attacks to smash him into a bloody pulp).



After fighting at the north gate (where a level up should occur, which allows the plucking of tree trunks, rocks, and opposing troops to use as weapons), Tyurru will appear in the castle. Fight through the enemy positions to reach Tyurru, where a constant barrage of punches and not leaving any space will take the small sorceress out. Next up is to go locate the Goblin Commander, so head east to do so, learning that the massive statue in the square ahead must be destroyed. Thin out the troops first, as it will make it less likely sneak attacks on VigkVagk will occur, allowing him to trash the statue, ending the mission!

Pholya Flatlands



Start off by taking down Myifree, eliminating the greatest threat through brute force attacks, followed by laying waste to any humans foolish enough to take on VigkVagk. After getting sent away by Lord Dwykfarrio, trash more human enemies until Assphar of the Temple Knights appears, using the same brute force attacking style to force him into an early retirement.



Head for the spot indicated, turning on all units within range (Goblin or Human), brawling until Inphyy comes into range. Turn the same mindless ferocity that has served so well already upon her, bashing her unrelentlessly, knocking her down for good. By this point Dwykfarrio should be arriving at VigkVagk's location, so it is time to make him pay as well, taking him on again with mindless ferocity, but note that the two trolls accompanying him can be a real pain, so they should possibly be taken care of first. If health becomes an issue, break away and locate a treasure chest or two, as they often contain health refills on this battlefield. Defeat Dwykfarrio to complete the mission!



To get to this mission, Load Inphyy's file after Dwykfarrio is defeated AND all other campaigns have been completed, which will open this in her level selection area. With the sole responsibility of Inphyy being to find the King of Night, feel free to skip by certain enemies if they prove too tough. However, this only applies to Trolls and other large, slow moving creatures (the Armies of Darkness should be taken out as soon as they enter the scene). Move through the paths carefully, arriving at the large plateau at the northern part of the area.



The King of Nights is incredibly powerful, boasting long range energy blasts, teleportation, really high defense, and he can also use a portal attack that sucks in your character to hurt them greatly. The best way to whittle down this foe is to block until it attacks, followed by using some Heavy Attacks (the A+A+Y attack) or the spinning jump attack (A+X+X+X+X+X attack). Keep working the foe over, making use of the collected items in the status menu, and the ultimate evil will go down in defeat, ending the game!