

VHEARTS

Stephen aka Sipos

COLLABORATORS

	<i>TITLE :</i> VHEARTS		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Stephen aka Sipos	December 31, 2022	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

Contents

1	VHEARTS	1
1.1	Vandal Hearts Faq	1
1.2	General Hints	2
1.3	Weapons List	2
1.4	List Of Armors	3
1.5	List Of Items	4
1.6	List Of Enemy Spells	5
1.7	List Of Spells	5
1.8	Chapter 1	6
1.9	Chapter 2	7
1.10	Chapter 3	10
1.11	Chapter 4	12
1.12	Chapter 5	14
1.13	Chapter 6	17

Chapter 1

VHEARTS

1.1 Vandal Hearts Faq

```
+-----+
|          VANDAL HEARTS GUIDE          |
|                                         |
|      Compiled by Wolverine Inc.      |
| URL:   www.ece.wisc.edu/~jeremiah   |
| mailto: jeremiah@ece.wisc.edu      |
|                                         |
+-----+
```

General hints

Table for weapons

Table for armour

Table for items

Table for enemy spells

Table for spells

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

Chapter 6

Back to Main Menu

Back to VWX SubMenu

1.2 General Hints

GENERAL TIPS:

- 1) Listen to the dojo man. Arrows work VERY well against flying creatures and mages. Magic works VERY well against heavily armored dudes (golems and such). Swords work VERY well against archers.
- 2) Look for secrets on EVERY board. I like to tilt the board up
- 3) Save your key battles for the following chapter once you've become better equipped EXCEPT for the last one. The sooner you make Ash into a Demigod (ahem... Vandalier) the better. He has access to EVERY spell in the game!
- 4) Use in-battle saves as needed on the later boards (one's with mages). However, only do it once the enemy has complete its turn.
- 5) I almost never used any items (maybe 3 or 4 megaherbs and 2 mage gems during the entire game and nothing else). This is NOT a good idea. Your characters gain experience. Sometimes a lot, especially if you're using an item on a higher level character!
- 6) Use your ability to know the enemies range of movement
- 7) Avoid exposing characters. Sticking together and using a phalanx
- 8) As soon as you can upgrade a characters equipment DO SO.

LEGEND:

ATK - Attack Value

DEF - Defense Value

COST/VAL - Cost of Item or Value of Item (if it can't be bought)

FFOUND - First Found for purchase (referfect to village numbers below),
in the case of secrets the chapter and scene are listed.

1 - Captial Shumeria

2 - Village of Yuzu

3 - Remote City

4 - Irusu Village

5 - Khanos City(?)

6 - Kerachi

7 - Glasgow City

G - Gift

S - Secret

V - Value

R - Range

F - Field

NOTE: Although the Gold Axe is equippable (w/ a +0 ATK) I didn't include it with the weapons since it's only good for its monetary value.

Back to Main Menu

Back to VWX SubMenu

1.3 Weapons List

WEAPONS

SWORDS				BOWS			
	ATK	COST/VAL	FFOUND		ATK	COST/VAL	FFOUND
Short Sword			1	Light Bow	3	110	1
Long Sword	4	120	1	Iron Bow	8	450	2
Iron Sword	10	500	2	Steel Bow	15	1800	5
Great Sword	18	2000	5	Great Bow	22	6660	7
Mastersword	26	7400	7	Rune Bow	25	V:3400	G:5.5
Caliburn	28	V:4000	G:6.1				
Vandal Heart	40	V: -	G:5.6				

STAFFS				AXES			
	ATK	COST/VAL	FFOUND		ATK	COST/VAL	FFOUND
Light Staff	2	100	1	Iron Axe	12	550	2
Iron Staff	5	400	2	Battle Axe	22	2200	5
Magic Staff	9	1600	5	Great Axe	27	8140	7
Arkstaff	13	5900	7	Ragnarok	39	V:4500	S:6.2
Spirit Staff	10	V:1000	S:3.6				
Runeward	14	V:3000	G:6.3				

SPEARS				CLAWS			
	ATK	COST/VAL	FFOUND		ATK	COST/VAL	FFOUND
Iron Spear	5	500	2	Iron Claw	9	450	2
Steel Lance	9	2000	5	Steel Claw	17	1800	5
Halberb	13	7400	7	Death Claws	24	6660	7
Dragon Spear	14	V:4000	S:5.4	Panzer Claws	20	V:1200	S:5.2

Back to Main Menu

Back to VWX SubMenu

1.4 List Of Armors

ARMOR

HELMS				BANDS			
	DEF	COST/VAL	FFOUND		DEF	COST/VAL	FFOUND
Leather Helm			1	Bandana			1
Light Helm	3	80	1	Leather Band	2	60	1
Iron Helm	7	350	2	Iron Cap	5	250	2
Steel Mask	12	1400	5	Steel Band	9	1000	5
Dragon Helm	18	5180	7	Royal Crown	13	3700	7
Leather Mask	11	V: 700	S:4.5				
Grimhelm	15	V: 900	S:3.6				
Vandal Helm	??	V: -	G: -				

SUITS OF				ROBES			
	DEF	COST/VAL	FFOUND		DEF	COST/VAL	FFOUND
Padded Leath	7	110	1	Cape			
Chain Mail	17	450	2	Wool Robe	4	70	1
Scale Mail	26	1800	5	Masters Robe	10	350	2

Kevlar	39	6660	7	Myst Robe	18	1400	5
Plate Armor	32	V:1200	S:5.1	Mojo Robe	26	5180	7
Vandal Armor	??	V:6660	G: -	Zen Robe	20	V: 900	G:3.7

Back to Main Menu
 Back to VWX SubMenu

1.5 List Of Items

PUCHASABLE ITEMS

NOTE: Many of these items may also be found along the way.

NAME	COST	FFOUND	NAME	COST	FFOUND	NAME	COST	FFOUND
Herb	200	1	Mage Oil	400	1	Fire Gem	2000	1
Megaherb	800	4	Mage Gem	1500	4	Mood Ring	4000	2
Elixir	100	1	Life Orb	9000	6	Aura Gem	8000	3
Holy H2O	9200	7				Wyrn Fang	16000	6?

SECRET ITEMS

	DESC.		VAL	FOUND
Bag Of Coin	Money Item		1000	3.3,3.7
Gold Axe	Money Item		4000	4.1,5.6,6.3
Mithril	Money Item		5000	4.5,5.2,5.5
Banana	Trade for Key #2 (Earth Key)		10	2.3
Macroman	1 of 3 Collector's Treasures		10	2.2
Tarot	1 of 3 Collector's Treasures		10	3.4
Ramen	1 of 3 Collector's Treasures		10	4.4
Mad Book	Hold R:5 F:0		200	1.1,2.2
Mushroom	Poison R:5 F:2		200	1.2,2.1
Moonpie	Healing R:0 F:0		???	2.1
Ironboot	Protect R:4 F:0		300	2.4,3.4
Unicorn	Attack R:4 F:2 (Rainbow Storm)		500	3.3
Kingfoil	Healing R:0 F:1		100	4.2
Helstone	Attack R:5 F:2 (Thunder Ball)		1000	5.2
Shivbook	Attack R:0 F:1 (Dagger Storm)		2000	5.5
Necklace	Attack R:6 F:1 (Dark Hurricane)		3000	6.1

HOW TO ACQUIRE KEYS

Nova Key Port City Monato Bar, for killing Death Ant in 1.5

Earth Key	Yuzu Bar, for finding Banana
Mana Key	Found in 3.7
Key of Chaos	Kerachi Tavern, Trade 3 Collector's Treasures for it
Logos Key	Found in 5.4
Key of Heaven	Glasgow City Tavern, Need 1st 5 prisms

NOTE: To get associated prism, give Ash the key and goto a dojo. Upon leaving you will be asked if you want to Transform, do so. It doesn't seem to matter which dojo or when you do it. For all I know you can hold on to all the keys until the end and do them all at once!

Back to Main Menu
Back to VWX SubMenu

1.6 List Of Enemy Spells

KNOWN ENEMY SPELLS

NOTE: (All except the healing spells are attack spells. No poison or paralysis or anything like that.)

R/F - Range/Field MP - Magic Point Cost

NAME	R/F	MP	NAME	R/F	MP	NAME	R/F	MP
Self Healing	0/0	2	Magic Arrow	5/1	5	Dark Fire	5/2	15
Healing	4/0	3	Thunder Ball	5/2	5	Explosion	6/0	15
Extra Healing	5/1	5	Dark Hurricane	6/1	8	Dynamo Hum	6/2	20
Hyper Healing	5/2	8	Rainbow Storm	4/2	7	Rolling Thunder	8/0	
Healing Circle	0/1	5	Dagger Storm	0/1	5	Harmful Wave	8/0	
Piercing Light	4/0	3	Plasma Wave	inf	15	Evil Stream	9/0	
Rainbow Stroke	6/0	5						

Back to Main Menu
Back to VWX SubMenu

1.7 List Of Spells

CHARACTER LEVELS SPELLS ACQUIRED

Sorcerer/Enchanter	Bishop/Archbishop	Monk/Ninja	Champion/Paragon
Roman Fire 16	Ultra Healing 18	Healing Circle 17	Faerie Star 18
Poison Cloud 19	Magic Charge 20	Perfect Guide 19	Delta Mirage 23

Spread Force	21	Holy Pressure	22	Thunder Flash	21
Avalanche	23	Supreme Healing	25	Healing Wave	23
Salamander	25			Mystic Energy	25

Back to Main Menu
Back to VWX SubMenu

1.8 Chapter 1

CHAPTER 1: A Premonition Of War

Section 1: Passage Of Thieves

Enemy: Zoot Gach, 2 Archers, 3 Brigands -- 700G

Chests: NONE

Secrets: 2

- 1) Long Sword (back side of mtn.),
- 2) Mad Book (dirt patch behind tree where Zoot starts)

Strategy: Have Ash attack rear brigand 1st. Move everyone back as far as they can go. Run around mtn. to get secret #1. Get secret #2 & clean up.

Section 2: Capital Shumeria: Dover District

Enemy: 4 War Ghosts (L2 22HP), 2 Hunter Imps (L3 25HP) -- 660G

Chests: 2

- 1) Herb 2) Herb

Secrets: 2

- 1) Long Bow (Circle of Grass @beginning)
- 2) Mushroom (Sidewalk crack btw 2nd house & rail by river)

Strategy: NONE (Easy)

SCENE: Claymore surrenders to Crimson Guard. Dolf sending you on secret mission.

Section 3: Palace Ruins

Enemy: 9 Clay Golems (L6 56HP) -- 810G

Chests: 2

- 1) Elixir 2) Herb

Secrets: 1

- 1) Fire Gem (Dirt Patch behind aqueduct in front of 2nd stairs)

Strategy: Split party (Ash up stairs, rest towards 1st chest). Have Diego & Clint get 1st chest & secret. Keep Ash @top of stairs until 2 golems start to chase him. Bring Diego & Clint up 2nd stairs to 2nd chest. Let golems chase Ash all the way back to 2nd chest then have reunited party finish them off.

NEW PARTY MEMBERS!

- Eleni Dunbar (Mage, Level 7)
- Huxley Hobbes (Healer, Level 7)

Section 4: Rhine Bridge

Enemy: 6 Brigands (L5 42HP), 2 Hunters (L5 37HP), 4 Hell Bats (L5 45HP) -- 1560G
Chests: NONE
Secrets: NONE
Strategy: Move up 1 square 1st round (out of attack range). Take out Hell Bats then its easy as long as you keep your party in a tight phalanx. Kira must take out Bat w/boulder & attack. Finish quickly since Kira's probably poisoned

NEW PARTY MEMBER!

Kira Wulfstan (Archer, Level 8) at beginning of 3rd Round.

Goto Port City Minato equip & find out about Hassan & sand creature.
Goto Grog's house --> SCENE: Must defeat Sand Dune Monster for Grog to talk you to Gillbaris Island.

Section 5: Sand Dunes Of Sea

Enemy: inf. Ant Arms (L1 13HP), 1 Death Ant (L10 88HP) -- 900G
Chests: NONE
Secrets: NONE
Strategy: Have Diego take out 1st arm. Keep group tight, don't worry about arms
Death Ant will come right up to your group. Take him out fast.

NEW PARTY MEMBER!

Grog Drinkwater (Soldier, L9)

KEY #1 (Nova Key): Before Leving town, go back to the bar and talk to woman after defeating Death Ant. She will give you Nova Key.

NOVA KEY BATTLE:

Enemy: 2 Sparkles (L9 75HP), 2 War Ghosts (L9 75HP), 4 Hunterimps (L9 63HP), 4 Buccaneers (L9 70HP), 2 Dark Golems (L9 80HP) GOLD? Yeah Whatever!
Chests: NOVA PRISM
Strategy: I don't know that it was such a good idea for me to fight this battle before the end of Chapter 1. My suggestion is wait until Chapter 2 when your party is better equipped. This was absolutely insane to get right considering the state my party was in at the time (6 solid hours of hell!!!)

Section 6: Gadar Sea

Enemy: 8 Buccaneers (L8 49HP), 4 Corsairs (L6 44HP), 1 Hassan Madcaptain (L8 72HP) -- 2380G
Chests: NONE
Secrets: NONE
Strategy: Easy. Groups of 3 around end of each bridge & wait for opponent to attack. Keep Healer in middle of ship and arch at end of each bridge. Then go clean up.

Back to Main Menu
Back to VWX SubMenu

1.9 Chapter 2

CHAPTER 2: Island of Madness

Section 1: Village of Yuzu

Note: Keep villagers alive! (Lose 100G per villager killed)

Enemy: 7 Evil Statues (L5 33HP), 9 Villagers (L1 13HP) -- 1330G

Chests: 2

1) Mage Oil 2) 1 Herb

Secrets: 2

1) Moonpie (Under 1st box you need to push)

2) Mushroom (Dirt Patch on T-shaped piece of land on N edge of map)

Strategy: Leave Kira to deal w/1st statue from behind fence. Move all party to SW corner & let Diego take out statue. Push box through fence & off ledge the next round. Wait a round (gather party) & start to bring Kira around. Villagers will chase her. ROUND 4: have 2 mobile people push box to block middle fence opening. Deal with S statue and get secret #1. Leaving a couple of people behind (Eleni & Kira included) to deal w/statue in middle of map, move rest of party towards E statues. Kill off E. statues, get chest and push over box. ROUND 8: have fighter push middle box forward & get middle chest. Move Kira towards T-shaped piece of land to N. Move fighter & Diego around to last statue. Get secret & kill last statue in Round 9.

Equip party now that its a normal village again. Find out about weird fruit next to cross shaped poisonous from young man in bar.

Section 2: Ygdra Canyon

Enemy: 5 Guardogs (L6 45HP), 10 Madsoldiers (L8 63HP), -- 3150G

Chests: 2

1) Mood Ring 2) 1 Elixir

Secrets: 2

1) Mad Book (SW corner in crater near where characters start)

2) Macroman (NW corner in dry patch)

Strategy: Get secret #1 & keep party out of range 1st round. Move Dolan's party to boulder which they should line up single file next to. Hit switch, taken out soldiers and send one fighter after 1st chest. Move everyone else toward Dolan. Maintain a front line. Go after 2nd chest once enemy are drawn off. Kill off remains of 1st wave of Mad Soldiers advancing (defensively) as far as possible. Send your people towards NW corner & avoid killing rest of enemy until you get secret #2.

NEW PARTY MEMBERS!

Dolan (Soldier, L10)

Amon (Archer, L9)

Sara (Healer, L9)

Section 3: Loris Beach

Enemy: 3 Dark Golems (L9 80HP), 6 Madsoldiers (L9, 70HP), 3 Shooterimps (L9 63HP), 3 Bloodghosts (L9 75HP) -- 3600G

Chests: NONE

Secrets: 1

1) Banana (Center of cross-shaped poison swamp)

Strategy:

Bring 2 people sent to NW corner back to middle to help party fight golems+. Split off a archers to handle War Ghosts. After middle enemy destroyed. Move

party towards cross-shaped swamp. Kill off enemy coming from this swamp then send off someone to retrieve secret. Finish off the now poisoned rest of enemy

KEY #2 (Earth Key): Go back to Bar in Yuzu and give Banana to Young man.

EARTH KEY BATTLE:

Enemy: 2 Hunters (L11 75HP), 2 Hunterimps (L11 75HP), 3 Shooterimps (L11 75HP), 3 Corsairs (L11 75HP), 2 Grenadiers (L11 75HP), 2 Crimson Archers (L11 75HP)

Chest: ICE PRISM

Strategy: Just split party and sweep towards chest. You're archers and spellcasters will have to do most of the work on the last of the enemy.

Section 4: Castle Ruins

Enemy: 6 Madsoldiers (L11 84HP), 4 Shooterimps (L9 63HP), 2 Evil Statues (L11 66HP), 2 Dark Golems (L11 96HP), 2 Bloodghosts (L11 90HP) -- 4590G

Chests: 2

1) Mage Oil 2) Moodring

Secrets: 1

1) Ironboots (W end of platform in strange tile)

2) Chain (cross shaped piece of land in NE corner W of moat)

Strategy: Beginning is VERY TOUGH! Split party exactly in half. Use everything you can to your best advantage. Namely, keep along wall as much as possible, heal often and move your characters so they can't be ganged up on. Keep fighters up front (better arrow defense). Don't let your hawknight (assuming you have one) out in the open since the Shooterimps will waste him/her!!! Carefully take out Madsoldiers as efficiently as possible. Once they're gone, move entire party to elevators. Get up and kill off Shooterimps. Grab the chests and send someone to get secret #1. Kill off statues and let rest of enemy come to you. Get secret #2 and move to Ruins entrance.

Section 5: Castle Ruins II (Inside Ruins w/Magnus)

Enemy: 4 Madsoldiers (L12 91HP), 3 Bloodghosts (L12 97HP), 3 Shooterimps (L11 75HP), 2 Dark Golems (L12 104HP), 1 Magnus Dark Lord (L15 128HP) -- 4200G

Chests: NONE

Secrets: NONE

Strategy: Split party in two and bring them up both sets of stairs against the wall where they can easily take the Shooterimps & War Ghosts. Once done, move them back down steps to deal with Madsoldiers then up again for Golems. Keep healer near Eleni & Ash at all times. Nail Magnus.

SCENE: Magnus dying tells of attempt to retrieve magic stone before arrow put in him by Kane. Ash backs down from Dolf & Kane allowing them to take Magnus. (Bullied by his own past) Troops rally around Ash who decides to go after Magnus, Eleni & Huxley. Kira watches from behind tree.

Section 6: ??Prison Entrance??

Note: Must complete in 6 turns.

Missing: Kira, Huxley, Eleni

Enemy: 12 Guard Dogs (L1 13HP) -- 3960G

Chests: NONE

Secrets: 1

1) Mage Gem (Dirt path in SE corner)

Strategy: Start w/ 5 pronged advance. Send 1 fighter left & right to cut off

retreat paths, send archer/hawknight diagonally left & right, send rest up middle. Split middle contingent and converge on dogs in each corner. Pick up secret in final round before killing off rest of dogs.

Back to Main Menu
Back to VWX SubMenu

1.10 Chapter 3

CHAPTER 3: Escape to Tomorrow

SCENE: Ash & companions on Plain of Sorrow. Magnus dies and tells Ash to go after Hel and stone.
open space/time right

Section 1: Plain of Sorrow

Enemy: 5 Sparkles (L8 67HP) - 1850G
Chests: NONE
Secrets: NONE
Strategy: NONE (Trivial)

NEW PARTY MEMBER!

Zohar Abu Sa'id (Mage, Level ?)

Section 2: Plain of Sorrow II

Note: Keep at least one tower safe for 5 rounds.

Enemy: 6 Sparkles (L8 67HP) to start, filling in with Sparkles (L10 82HP) as the computer has need. (11 of these showed up for me). GOLD: 410G/Sparkle, -100G/Tower Lost

Chests: NONE
Secrets: NONE

Strategy: Pick a tower and surround it with your 4 characters. Simple. I wouldn't suggest trying to defend more than one tower, you'll thin your forces and lose.

Section 3: Irusu Village

Enemy: 3 Blood Bats (L12 97HP), 3 Grenadiers (L11 75HP), 5 Centurions (L12 91HP), 1 Deacon (L14 75HP), 1 Warlock (L14 82HP), 1 Zoot Gach (L17 126HP) -- 6450G

Chests: 2

1) Megaherb 2) Elixir

Secrets: 2

1) Unicorn (Crater S of Ash's party)

2) Bag Of Coin (Dirt Patch on E side of hill Zoot is standing on)

Strategy: Get secret #1 & hold back Ash's party. Send Diego to handle bat & Clint after chest nearest him. Slowly advance Ash's party over bridge taking out as many Grenadiers as possible. Send Clint after dirt patch w/coin once he's got chest. Send fighter after 2nd chest & kill off everyone else but Deacon (you might need another enemy alive). Protect last enemy from Clive until 2nd chest has been opened.

Section 4: Basil Gate

Enemy: 2 Grenadiers (L14 94HP), 4 Centurions (L14 105HP), 2 Blood Bats (L14 112HP), 1 Deacon (L14 75HP), 1 Warlock (L14 82HP) -- 5000G

Chests: 2

- 1) Megaherb
- 2) Mage Gem

Secrets: 2

- 1) Tarot (Cross-shaped dirt in SE corner of map)
- 2) Ironboot (Cross-shaped stone in middle of N. tower)

Strategy: Keep party together. Move them to their right positioning Ash behind boulder. Make sure everyone is one square back from the little castle so they can't get hit in the 1st round. ROUND 2: push boulder, move fwd & Rolling Fire 3 enemies. Move mage & use Piercing Light on 3. Move everyone else behind & next to Ash forming a tight phalanx. Kill off everyone but the Deacon. Get the chests and secrets at your leisure then kill the Deacon.

Section 5: Reed Highway

Note: Keep Enemy from Escaping.

Enemy: 4 Guardogs (L18 123HP), 2 Centurions (L15 112HP), 2 Crimson Archers (L15 100HP), 1 Lando Hitman (L19 126HP) -- 5500G

Chests: NONE

Secrets: 1

- 1) Magic Staff (Crater @ E. end of map)

Strategy: Wait 4 turns & attack, hitting them as hard as possible (lots of spells with fields). Let one fighter start moving to E. end of map after secret killing only those left escaping east. Have Huxley lower bridge and start heading to crate at W. end of map. Push it onto walkway when he gets there. Bring in party from rear and trap remaining enemy on other side of walkway.

NEW PARTY MEMBER!

Darius (Archer, Level ?)

Section 6: Prison Fortress

Enemy: 8 Juggernauts (L13 112HP), 2 Mimics (L18 123HP)

Chests: 6

- 1) Mimic (nearest - left of entrance)
- 2) Megaherb (by N. gate)
- 3) Mimic (1st inside N. Gate heading E)
- 4) Spirit Staff (2nd inside N. Gate heading E)
- 5) Megaherb (E. side of map, 1st S of NE Gate)
- 6) Grimhelm (SE corner)

Secrets: NONE

Switch Pattern:

- 1) Middle of map --> SW Gate
- 2) SW switch --> N Gate
- 3) S switch --> NE & S Gate
- 4) NE switch --> Middle Gate

Strategy: Follow switches in order starting w/ middle as they're available. As Darius says, it's worthless to hit the Juggernauts anywhere but from behind. I like to split up party & play ring around the rosie with entrance stone circle. Just beware of Juggernauts' movement range. Don't mix in mimics until the Juggernauts' in the immediate area have been dispatched. Send Darius to SW switch and rest of part to N Gate. Once inside N Gate, let the

remaining Juggernauts chase Darius. Get all the chests and catch up to him in the middle. Easy!

Section 7: Prison Yard -- Escape of Clint

Enemy: 3 Blood Bats (L16 127HP), 2 Centurions (L14 105HP), 2 Grenadiers (L12 81HP), 2 Centurions (L13 98HP), 2 Juggernauts (L14 120HP), 2 Deacons (L15 80HP), 2 Warlocks (L15 88HP), 1 Dumas Jailmaster (L18 152HP) -- 11800G

Chests: NONE

Secrets: 2

1) Bag of Coin (S side of map down stairs in shell)

2) KEY #3 (Mana Key) (NW corner in cracked hole)

Item: Zen Robe for defeating Dumas!

Strategy: VERY TOUGH!!! Have Eleni get on platform in middle and cast Phase Shift. Take down Centurion to Clint's left. ROUND 2: Assuming Eleni survived, bring her a Megaherb! Either park her under Dumas' overhang to cast a couple of Roman Fires on Bats & Grenadiers or pull her back to wall where Ash & Co. come in. Move Ash & Co. (The arrive in ROUND 2) around wall, keeping Healer to inside wall to take care of people in yard. Take out Warlock by Ash ASAP. Split off someone to get secret #1, hit switch to lower wall. Move Archer/Hawknight to secret #2 as fast as possible cleaning up any enemy descending the stairs. This should leave Dumas. Play hit and run with him if he comes after Clint or back up if he comes after Ash until secret #2 is found if he comes after Ash). Whatever you do, DO NOT corner Dumas. Make sure he's in the open, then hit him with everything you have.

Back to Main Menu

Back to VWX SubMenu

1.11 Chapter 4

CHAPTER 4: The Successor

SCENE: Eleni learns of Magnus' death. Clive informs of victories. Hel moving to fight resistance on 2 fronts. Ash is told to go to Kerachi to find out about the Royal Ring. Diego disturbed by this. Clive heading East. Ash whines about past.

MANA KEY BATTLE:

Enemy: 1 Brigand (L18 133HP), 19 Mimics (L18 123HP)

Chest: MANA PRISM

Strategy: The key is to try to get to the SE corner chest ASAP w/o killing ALL of your enemies. If you kill all visible enemies you leave battle w/o your prize! Split party in all directions opening chests and killing Mimics along the way. Have a hawknight get to SE quickly, making a direct thru the chests. I like to keep the Brigand for last.

* Note: MAKE SURE YOU'RE FULLY EQUIPPED (Steel Armor/Weapons) before leaving Khanos City to do battle w/Crimson Guard!!!!

Section 1: Khanos City

Enemy: [2 Crimson Armor (L19 160HP), 1 Dallas Greatarmor (L21 176HP)], [2 Crimson Knights (L19 140HP), 1 Kurtz War Master (L21 143HP)],

[3 Crimson Knights (L19 140HP), 1 Kane Assassin (L22 161HP),
1 Crimson Hawk (L18 142HP)], 2 Crimson Knights (L19 140HP),
[3 Crimson Knights (L19 140HP), 1 Sabrina Valkyrie (L18 119HP),
1 Crimson Hawk (L18 142HP)] -- 15840G

Chests: 2

1) Holy H20 2) Aura Gem

Secrets: 1

1) Gold Axe (Near lamppost in NE corner is stone with 3 dimples)

Strategy: This is pretty bad, but NOT if you stick together and heal after every round!!! Push box to East so Kurtz's men can't come thru. Move party to E. island leaving a Guardsman (or Ash) in middle of each plank bridge. You may have to clear a couple of soldiers to position yourself on the island. (A couple of Roman Fires & arrows should butter them up enough to take the island). Get 1st chest. Now, play the waiting game, picking off attackers (Let them attack 1st!!!) slowly. Try to take care of the Crimson Hawks 1st. ROUND 5: Phase Shift as much as possible as a large # of attackers should now be in range. After a couple more rounds of winnowing down the enemy w/spells, archers & attacks, only a couple bosses & misc. enemies should be left. (You should have taken out Kane when you took the island.) Make sure you pick them off one at a time. Let them come to you, being very aware of their attack ranges. Have a Guardsman take the hits from Dalls & Kurtz then nail them in the following rounds. (NOTE: Ash isn't too good against Dallas). Have Hawnknight get secrets and 2nd chest then move party to entrance.

NOTE: Even after defeating enemy you can't go back to Khanos City!!!

Section 2: Great Masai Forest

SCENE: Band meets Xeno (Zohar's pupil)

Enemy: 12 Bugaboos (L10 69HP), 10 Wights (L11 84HP) -- 17160G

Chests: NONE

Secrets: 2

1) Kingfoil (Hole in NE corner of map)

2) Aura Gem (Shell @top of falls)

Strategy: Relatively easy except for Bugaboos which tend to gang up on a character from a VERY long distance! Send a small contingent (I sent 3) which contains at least one highly mobile character to NE bridge. Send a couple guys to deal w/Bugaboos on little hill SE of start. Have them join rest of party moving over the bridge W. of start. Get secrets and kill off rest of enemy targeting Bugaboos 1st.

Go to Kerachi - to Carlo's Mansion - SCENE: Carlo revealed to be Diego's father. Carlo in purchase of Royal Ring. Diego has forsake family name due to contempt for father. Exchange for Ring in Old Town Warehouse

Section 3: Kerachi: Old Town Warehouse

Enemy: 4 Gold Golems (L16 136HP), 8 Skeletons (L16 119HP), 4 Eggworms (L13 88HP) -- 13760G

Chests: NONE

Secrets: NONE

Strategy: Only beginnning is difficult. Pick a corner and move entire party there. Have mages take out a golem & skeleton. Continue by keeping part on one side of map (fewer Eggworms in attack range). Just avoid allowing a party member to get ganged up on and its easy. Let ground enemeis come to you. Hit them hard then clean up the worms.

SCENE: Turns out to be a set-up due to Carlo & Xeno (Surprised? Yeah - sure you are) Carlo interrupts party getting swallowed by fire. Carlo's past. Ring being taken back to Shumeria by train. Diego & Carlo make up (sorta.)

Section 4: Magic Train Station

(Defeat of Dallas)

Enemy: 8 Crimson Knights (L17 126HP), 4 Crimson Armors (L18 152HP),
4 Crimson Shooters (L17 113HP), 1 Dallas Greatarmor (L21 176HP) -- 16920G

Chests: NONE

Secrets: 1

1) Ramen (grate on head car)

Strategy: EASY. Just keep moving fwd, keep tight. Don't let your Hawknight(s) get nailed. MAKE sure you get the secret before defeating Dallas.

NOTE: Go back to tavern in Kerachi & trade Ramen, Macroman & Tarot for KEY #4 (Key of Chaos).

Section 5: Fort Dain

(Destroy Devices in 8 turns)

Enemy: 3 Skeletons (L20 147HP), 2 Eggworms (L19 126HP), 4 Acid Ghosts (L20 157HP), 2 Deathangels (L19 110HP), 3 Gold Golems (L20 168HP),
8 Death Devices (L1 14HP) -- 16400G

Chests: 2

1) Life Orb 2) L. Mask

Secrets: 1

1) Mithril (Shell in SE corner)

Strategy: SAVE Battle Often. Time's NOT as much of a problem as you might think, but the Deathangels ARE. Send all straight ahead to NW corner in 1st round. staying out of range of Deathangels Harmful Wave spell. Take out skeletons and split party. Send a couple of people towards the golems (I used Ash, a Sorcerer and a Hawknight). Don't let these people break the line of sight of far Deathangel until rest of party enters its line of sight from opposing corner. Send everyone else W. PAUSE @each corner to keep out of Deathangel range. Make sure an Archer is with you to handle the Death Angels. Keep tight. Keys: Hawkknights on Skeletons & mages, Eggworms nail Hawkknights, magic on Golems.

Back to Main Menu

Back to VWX SubMenu

1.12 Chapter 5

CHAPTER 5: The Legacy

CHAPTER SCENE: Ash's party sailing to Torog mountains.

Section 1: Wart Bay

Enemy: 2 Acid Ghosts (L19 150HP), 4 Eggworms (L18 119HP), 4 Gold Golems (L19 160HP), 2 Deathangels (L18 104HP), 2 Skeletons (L19 140HP),
1 Mimic (L21 143HP) -- 17100G

Chests: 1

1) Plate (NE corner, other chest is a Mimic)

Secrets: NONE

Strategy: Only the 1st 2 rounds are nast. Move party to left (W.) side of ship putting Sorcerers @front & archers behind. Only step on 1st plank off ship! Next round go in blazing w/a couple of Phase Shifts right in the middle of the enemy. Concentrate on taking out the Deathangels 1st, Eggworms 2nd. Bring up everyone else & cleanup. Leave one golem alone (the one farthest E.) Bring party to land & play keep away from golem as you use your most mobile characters to get crate on ship and push and push it all the way to the NE corner to get chest.

NOTE: I saved this one for Sorbo in Chapter V!

CHAOS KEY BATTLE:

Enemy: 18 (Clay, Dark & Gold) Golems (L21 176HP)

Chest: CHAOS PRISM

Strategy: NOTE: Need ALL 3 boxed to form bridge to chest. Golems are easy. Just do a bunch of phase shifts and a couple of attacks and you're done. Push the lowest tier box to wall so characters can get up to 2nd level. Leave 3 golems @top alone. Spend the next couple of rounds pushing 1st tier box ALL the way around by chest. The trick is NOT to get the 1st tier box trapped in a corner. Once you've got the 1st box in place, move a character (or 2) w/healing ability (I used Ash) to 3rd tier. DON'T ATTACK the golems. Push the 2nd tier box thru aqueduct on top of 1st box. Push the 3rd tier box to the spot the 2nd one started. Push it through aqueduct on top of other two and VOILA, instant bridge (Beauty, eh?). Get Prism & Kill Golems.

Section 2: Torog Mountains

(Defeat of Kurtz)

Enemy: 4 Crimson Armors (L26 216HP), 6 Crimson Hawks (L23 180HP), 2 Crimson Priests (L21 110HP), 1 Crimson Warlock (L21 121HP), 2 Crimson Shooters (L21 138HP), 1 Kurtz War Master (L23 156HP) -- 21420G

Chests: NONE

Secrets: 2

1) Helstone (NE corner in tracks in snow)

2) Mithril (W end of map in tracks in snow)

Items: Get Panzer Claws for defeating Kurtz

Strategy: Take out the Armors & Priest behind you (They are VERY susceptible to magic). Get secret #1. Move about 1/2 way across the bridge & wait for Hawks to get in close. Take them ALL out before moving everybody across the bridge. Keep your Hawkknights close to the hill so they can't be hit by the Shooters. Have them move towards the Warlock. As soon as no more than one Shooter can hit your Hawknight, have him/her take out the Warlock. Don't kill Kurtz yet! Hug wall & keep group tight for easy healing. Get in close to hill and nail the Shooters (an Avalance & arrow work perfect!) Don't bother w/the Shooters unless you KNOW you can take one out in one round (Damn Priest!) Move your Hawknight(s) around to get secret #2 and to kill Priest. Finish off Kurtz.

Go to Frontier Village -- SCENE: Eleni warns of flames devouring village.

Section 3: Tsukue Plains

Enemy: 3 Eggworms (L22 144HP), 2 Acid Ghosts (L22 172HP), 6 Gold Golems

(L22 184HP), 2 Skeletons (L22 161HP), 2 Deathangels (L22 126HP),
1 Mimic (L23 156HP)

Chests: NONE

Secrets: NONE

Strategy: Keep party together & move to hill on left (E. side). Take out 1st Deathangel group then move towards chest & clean up. Beware of Deathangels & Eggworms and everything should run smoothly.

NOTE: Told to search center of smallest lava lake in Dragon's Lair while you're in the Tavern.

Section 4: Smoking Bones Cave

(Defeat Dragon)

Enemy: 3 Eggworms (L23 151HP), 3 Acid Ghosts (L23 180HP), 4 Skeletons (L23 168HP), 4 Gold Golems (L23 192HP), 1 Salamander (L23 202HP) -- 22800G
(Sorry, I missed an Eggworm!)

Chests: 1

1) D. Spear

Secrets: 1

1) KEY #5 (Logos Key) (Middle of small lave lake nearest dragon)

Items: Get Wyrn Fang for defeating Salamander.

Strategy: EASY! Split group @first to take care of immediate enemies. Send off Hawknights to deal with chest. Once front enemies have been dealt with, move everyone (but Hawknights) up middle. Make sure you get chest & secret before killing dragon (He's terribly easy to kill even in self-defense!)

Section 5: Frontier Village

(Defeat Sabrina)

Enemy: 9 Crimson Armors (L29 240HP), 3 Crimson Priests (L25 130HP),
2 Crimson Warlocks (L25 143HP), 4 Crimson Shooters (L25 163HP),
1 Sabrina Valkyrie (L28 182HP) -- 44820G

GROUP 2: 1 Kane Assassin (L29 210HP), 2 Crimson Hawks (L24 187HP),
3 Crimson Knights (L25 182HP)

Chests: NONE

Secrets: 2

1) Mithril (crack in sidewalk on SW corner of house next to riverbed)

2) Shivbook (in sidewalk crack on N side of house @end (E.) of board)

Items: Get Rune Bow for Sabrina.

Strategy: 1st part is EASY. Move party towards Shooters and out of riverbed. Send someone to get secret #1. Taken them out as you can (MUST defeat them in 1 round to be effective) Ignore guards. ROUND 4: Kane's maen show up & all guards now in riverbed. Flood them by pressing switch. Clean up surrounding enemies. Now things get NASTY. Stick close to house on N. side of map & move party together toward Sabrina's group. Move fighters in phalanx on ground. DON'T leave Hawknights out in the open! Once all enemy are drawn together, hit them hard. This should leave Sabrina & Priest. Get secret #2 and END IT.

Section 6: Orome Lake

(Move Leena to Entrance of Temple)

Enemy: 1:[2 Guardians (L25 208HP), 2 Basilisks (L24 157HP)]
2:[2 Basilisks (L23 151HP), 4 Guardians (L24 200HP)]
3:[2 Guardians (L24 200HP),

4:[2 Guardians (L25 208HP), 2 Basilisks (L24 157HP)] -- 29120G
 Chests: 2
 1) Gold Axe
 2) Wyrmfang
 Secrets: NONE
 Items: Get Vandal Heart after battle.
 Strategy: NONE (Too Easy)

Back to Main Menu
 Back to VWX SubMenu

1.13 Chapter 6

CHAPTER 6: A Fool's Epitaph

Go to Glasgow City tavern and talk to Man who asks if I am hero eternal?

LOGOS KEY BATTLE:

 Enemy: 13 Guardians (L26 216HP), 5 Basilisks (L26 170HP), 7 Salamanders
 (L26 202HP), 2 Dark Mages (L26 148HP)

Chest: LOGOS PRISM

Strategy: Assuming your fully equipped this is EASY. It may be easy but its also extremely tedious and boring! (around 25 rounds worth of tedium). This board is simply a huge spiral staircase tower w/monsters. Don't waste your attack spells until closer to end. Stay single file against tower wall as you climb. Pause only to put an arrow thru the Mages.

KEY #6 (Key of Heaven): Go back to Glasgow City tavern and talk to Weird Man (this is assuming that you have the other 5 prisms!)

Section 1: Fort Gareth

 (Defeat of Kane)

Enemy: 3 Crimson Shooters (L26 170HP), 5 Crimson Knights (L27 196HP),
 5 Crimson Armors (L27 224HP), 3 Crimson Priests (L27 224HP),
 3 Crimson Warlocks (L26 148HP), 1 Kane Assassin (L29 210HP) who becomes
 AARRRGH!!! 1 Kane Black Knight (L30 217HP) -- 48000G

Secrets: 1

1) Necklace (grate just S of NE far tower flag)

Items: Get Caliburn for Kane

Strategy: The beginning is relatively easy. Take out the Warlock & Priest. Don't leave your Hawknights out in the open. Have your archers take out the Warlock & Priest on the next tower. Don't move party until they're dead. Now.. Here's where life gets interesting. After clearing all enemy off the ground, take ou the Shooter on top of the wall w/ your archers. DO NOT push the boulders yet. Once he's dead, position your party tightly against the wall leaving one lane open for a boulder (either one, it doesn't matter). Make sure all of your are at full health. Once you're ready to storm the castle, push a boulder down into the wall as the FIRST move of your round (I recommend a Hawknight). Move the entire party towards the castle wall. Keep them tight, THINK HEALING ZONES! Once the wall is down, Xeno pops by to turn Kane into a Black Knight. He now has a TRULY NASTY spell called Plasma

Wave which, apart from the fact that it has infinite range will RIP your party apart (50-150HP per depending on class!) This is by far THE nastiest spell in the ENTIRE game. In the next round hit all enemy but Kane HARD (Salamander works well on armour guys). Make sure you nail that Warlock w/your archers or he will make your lives XTRA miserable! Keep tight, heal every turn and hed to the N. stairway. Hopefully, only Kane and that damn Priest will be left. Once you start up the steps, Kane will give up on the magic and come after you (what a dolt!) Surround hime w/your best fighters. Dispatch your Hawknights & Archers to take the Priest and get the secret. Now just ... kill... KANE!

Section 2: Cobalt Beach

Enemy: 4 Blood Bats (L28 217HP), 4 Grenadiers (L28 182HP), 7 Centurions (L28 203HP) -- 33000G

Chests: 3

- 1) Life Orb (SW Corner)
- 2) Holy H2O (E. Plateau)
- 3) Ragnarok (NE Corner)

Secrets: NONE

Strategy: What can I say about this board??? PATHETICALLY EASY!

Section 3: Captial Shumeria

(Defeat Xeno)

Enemy: 4 Bahamuts (L29 225HP), 4 Hellknights (L29 210HP), 4 Dark Mages (L29 165HP), 2 Mega Cannon (L28 182HP), 2 Mega Guards (L30 248HP), 1 Xeno (L34 192HP) -- 43200G

Chests: NONE

Secrets: 2

- 1) Mojo Robe (Manhole Cover directly in front of party)
- 2) Gold Axe (Manhole Cover in NE corner)

Items: Get Runewand for killing Xeno

Strategy: Wait a turn. Then have archers take out 1st Dark Mage. Pull rest of party to SE corner by lamppost. The key is to wait for them to come to you, then when a Dark Mage is in range nail him w/long range shots. The other enemies are easy. Dealing w/more than one mage @ a time is VERY difficult!!! It's a good bet to keep Ash & your spellcasters exposed, they can handle it. When the 4th Dark Mage is almost in range and Xeno takes his 1st steps toward you, start heading up right side of fountain. Send off a Hawknight to grab secret #2. Clean up, Xeno's a pathetic wimp under all those robes.

HEAVEN KEY BATTLE:

Enemy: 4 Zoot Thief Lords (L29 210HP), 4 Dumas Jailmasters (L29 240HP), 2 Lando Hitmans (L29 189HP), 4 Kurtz War Masters (L29 195HP), 4 Sabrina Valkyries (L29 189HP), 4 Dallas Greatarmors (L29 240HP), 4 Dark Mages (L29 165HP), 2 Evil Statues (L29 165HP)

Chest: HEAVEN PRISM

Strategy: Talk about your ghosts from Christmas Past! Pretty easy as long as you keep your together. Keep good fighters (Ash) up front. Approach the Mages carefully and its a walk in the park.

Before leaving the Dojo make sure to advance Ash to a Demigod (uh .. Vandalier)

Section 4: Captial Shumeria

SCENE: Arris, it turns out, was Dolf's father. Dolf ticked that the people have forgotten him (blah, blah, blah...). Unclean must be cleansed by fire! A really moving litany by Ash...

(Defeat Dolf)

Enemy: 3 Mega Guards (L30 248HP), 3 Bahamuts (L30 232HP), 3 Hellknights (L30 217HP), 2 Dark Mages (L30 170HP), 1 Dolf Doom Lord (L34 280HP) who becomes ... 1 Dolf Dark Angel (L32 165HP) -- 45900G (as if it really mattered)

Chests: NONE

Secrets: NONE

Strategy: Wade in and kick their sorry butts!!! Dolf is REALLY Easy. If you work it right, you can finish him AND kill off his Dark Angel form before your turn ends.

ENDING: Well, I have to leave something...

NOTE: The basic ending is the same whether you become Vandalier or not. If you're a Vandalier you get an extra couple screens about how you're a Vandalier genius or some such nonsense

Copyright 1997 by Wolverine Inc. All Rights Reserved.
Wolverine Inc.:jeremiah@ece.wisc.edu

Back to Main Menu
Back to VMX SubMenu