

Götterdämmerung RPG /  
Twilight of the Gods RPG  
Game Guide

**GÖTTERDÄMMERUNG**  
  
**Twilight of the Gods**

## Introduction

Welcome to the complete and exhaustive game guide for Götterdämmerung RPG / Twilight of the Gods!

This guide will help you solve all the game's quests, offer advice on how to best beat enemies, give you a complete list of all weapons and armor items along with their hidden bonuses, and help you find all the secret areas and bonus items.

If you have any questions or comments, contact us at [support@defaultgames.de](mailto:support@defaultgames.de) or visit the forum at <http://defaultgames.de/phpbb3>.

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## ***General Hints***

- \* If you're stuck on a puzzle, try talking to people around the puzzle or looking at the items blocking your way a second or third time – the game will give you additional hints if it detects that you're stuck.
- \* Talk to everyone you meet – even if they don't give you a new quest, they might still give you some important hints on where to go and what to do.
- \* Explore all maps carefully – there are hidden chests and other treasure items in many locations.
- \* If you're stuck and don't know what to do next, try talking to people you already talked to – they might give you some new information.
- \* If the enemies in the current area are too hard, consider backtracking to a previous area and fighting easier enemies until you have levelled up a bit. You should also always buy improved weapons and armor as soon as possible – this makes a huge difference in your fighting strength.
- \* Some enemies will be immune to certain skills and effects, but they might also have some weaknesses against other skills. If you cannot beat an enemy, experiment a bit, especially with Sheena's state effects.
- \* Once you've advanced a bit in the game, you will be able to use teleports to quickly move between major cities. This can save a lot of time, but you won't earn any money or experience from battles this way.
- \* Many of the accessory items you can equip will have hidden effects on your stats.
- \* Dave can equip various guitars from the items menu. These will have a huge effect on the effectiveness of his skills, but all the guitars have their strengths and weaknesses – a more advanced, more expensive guitar will not always be better for all skills. You'll have to experiment to find a guitar that suits your playing style.

## ***Tutorial***

The tutorial will familiarize you with the game's basic controls and the main menu functions. It should be rather self-explanatory; to finish it, follow these instructions:

- \* Talk to the woman to the left of you and let her join you.
- \* Go to the house to the left and talk to the guy in front of the house.
- \* Once inside the house, open the chest to find a knife and a key. Make sure you have Sheena equip the knife.
- \* Talk to the old man outside to get a quest.
- \* Open the gate to the North (you will need the key for that) and follow the path to the North.
- \*(optional) You can walk along the fence behind the houses to find a chest containing a pistol. This will make your first battle a bit easier.
- \* Fight the Marauder. You will get an assault rifle once you defeated him.
- \* Bring the assault rifle to the old man.

## Walkthrough

### Africa

#### Dikea

You are Marduk, a young farmboy bored with his village life.

Once the opening credits have rolled through, wait for your father to call you. Climb down the ladder to meet your father. He will tell you something about a strange object crashing into the cabbage patch; Marduk will not believe him but agrees to check out the cabbage patch.

Enter the house your father is standing in front of (yes, this is your house). You will find a hammer in the chest to the left; you will need to take it with you as Marduk will refuse to leave the village without a weapon. Remember that weapons need to be equipped in the menu before they can be used; without your hammer equipped, even the most basic enemies will be almost impossible to beat. You can also sleep for free in your bed; this completely heals you and restores your skill points (remember this once you start exploring the jungle).

Leave the house and go down. The mysterious hooded guy will ask you if you are looking for something. You are not (yet), so leave him be for the moment. The first house to the right contains your first quest: the herbalist is preparing a powerful poison and needs your help with finding enough scorpion stingers. You will find scorpion stingers in the jungle, but it will be a while before you can go there. The little flourish sound, by the way, is a notification that you just received a new quest. You can check on your quests in the menu, where (for this specific quest) you will also see how many more stingers you need to bring the herbalist. On the town square, you meet the carpenter who tells you he has lost his teddy bear in the jungle. Now you have two things to find in the jungle, but Marduk will not leave the village yet as his father has told him to check the cabbage patch first.



*In the herbalist's house, you can also find a secret area: push the slightly greenish-colored crate in the back room to reveal a hidden stairway.*

The cabbage patch is on the eastern (right) edge of town; the entrance is the gate behind the locked house. But alas, the gate is also locked; head back to your father to ask him for the key. Your father will brusksly tell you that you must have mislaid the key. You can check your house for the key, but it's nowhere to be found. Now, where could it be? Remember someone asking you whether you are looking for something? Head back to the hooded stranger and ask him about the key. He has apparently stolen it, but he will give it back if you get him something from the storage cave. Head there (it's on the northern edge of town, next to the water basin) to find a chest that apparently contains the mysterious stranger's object, but alas, it is also locked. Now it's time to head to the inn where you will witness the town drunkard telling a wild story about robots and flying things. Once he finished talking, you can enter the inn's basement from the kitchen and find a lockpick you can use to open the chest in the storage cave. You can also talk to the other guests in the inn to learn a bit more about the back story. Head back to the cave and open the chest to find...a rhino horn? Give it to the hooded stranger to receive your key.

Now you can finally enter the cabbage patch. Inside the strange crashed object, you will find an even stranger amulet that hums whenever you touch it. You can use the amulet from the item menu to see it up close, but it will be quite a while before you find out what it can be used for. For now, head back to your father and show him the amulet. He will tell you to go to Nibiru and show the amulet to someone called Annuna. You can talk again to your father to ask him where and who that is, although your father will naturally assume that you know that already.

### The Jungle



Now it's finally time to head out to the jungle. The jungle is a rather disorienting maze full of wild animals; it will take a bit of levelling up before you can safely explore it. Fighting against enemies will give you experience (which will gradually make you stronger) and money (which you can use to buy supplies at the shop to last longer). Remember that you can always return to the village to sleep in your bed and be completely healed. You can also bring any scorpion stingers you find to the herbalist. For now, head straight west until you find the river and then south, following the river.

You will find the bridge across the river, but it has been damaged – you'll have to find a way to repair it before you can go to Nibiru. Continue following the river to the South until you reach a clearing where you will find a teddy bear. Head back to Dikea to give the teddy bear to the carpenter. He will give you a wooden plank in payment and finally go to sleep. Use the wooden plank to repair the bridge and continue through the jungle to Nibiru: from the bridge, head north, then west, south and west. There is a cave entrance in the North of the jungle, but you don't want to go there yet as the enemies in the cave are far too strong for you at the moment.

### **Nibiru**

Once you reach Nibiru, you will meet your friend Sheena who tells you that it will be impossible to reach Annuna because the river has fallen dry. Hmm, sounds like another quest... You can talk to the other people in the village to find out a bit more about what's going on. You should go to the shop and buy a knife and leather vest for Sheena (and for Marduk, if you haven't found the leather vest hidden in a chest in the jungle). In the northwestern corner of Nibiru, there is a ladder leading up the cliff – climb it to reach the place where the river is blocked. A bit further down the cliff, you will find a wooden stick you can use as a lever for unblocking the river. Go back to Nibiru and talk to everyone – the mayor will not be too eager about a reward for effectively saving the village, but at least the farmer will give you a cabbage. What a great reward. Good thing we haven't unblocked the river in hopes of a reward but to reach Annuna, so use the boat and go straight north, navigating the rapids on the way (just take care not to have your boat touch any of the waves) until you reach a landing pier. Get out of the boat and enter the cottage to meet Annuna.

Annuna will tell you some rather interesting things about the amulet and send you off to tell your father about it. So cross the jungle back to Dikea to meet your father. But much to your horror, as soon as you reach Dikea, a group of Marauders will appear from the desert and assassinate your father, apparently paid for by someone named "the Caliph" (who, as Sheena will tell you, is actually the ruler of the lands to the North and thus the boss of all those nasty Marauders). Marduk will swear to avenge his father's death, and Sheena will agree to help him, so your next destination will be the North. To get there, you will need Sheena's car, but it is still under repair and the repairman does not have any spare tires left. Head back to the jungle; now it is time to enter the caves. To survive in the caves, both Sheena and Marduk should be at least on level 4 or 5, and you should ideally have brought all scorpion stingers to the herbalist to receive some poison flasks. If you have not yet finished that quest, now is a good time to do it. You can buy more poison flasks from the herbalist once the quest is finished. The flasks can be used from the "Items" menu during battle and poison an entire group of enemies which makes them slowly lose health until they die. You should also have a good supply of snake oil as Marduk's and Sheena's skills are very effective against the cave monsters.

### The Caves

The caves are a labyrinth with three levels. You can freely explore the caves once you have levelled up a bit; here, I will only describe the direct way to the exit. Pass through the first room to reach a 3-way junction. Turn left and go straight on to the last exit; this will take you to a small chamber where you can find a pistol (this makes fighting against the bats much easier). Return to the main cave and take the exit directly below the one you've just taken; this will bring you to level 2. On level 2, head right and take the first corridor up; the exit there will lead you to level 3. On level 3, just walk straight on until you reach the final exit.



Once outside the caves, you will find a wrecked Marauder car. Inspect the tire, and a scorpion queen will appear – you will have to fight your first boss battle. Use your highest-level skills and maybe a poison flask or two to defeat it, then take the tire and get it back to the garage in Dikea to have Sheena's car repaired.





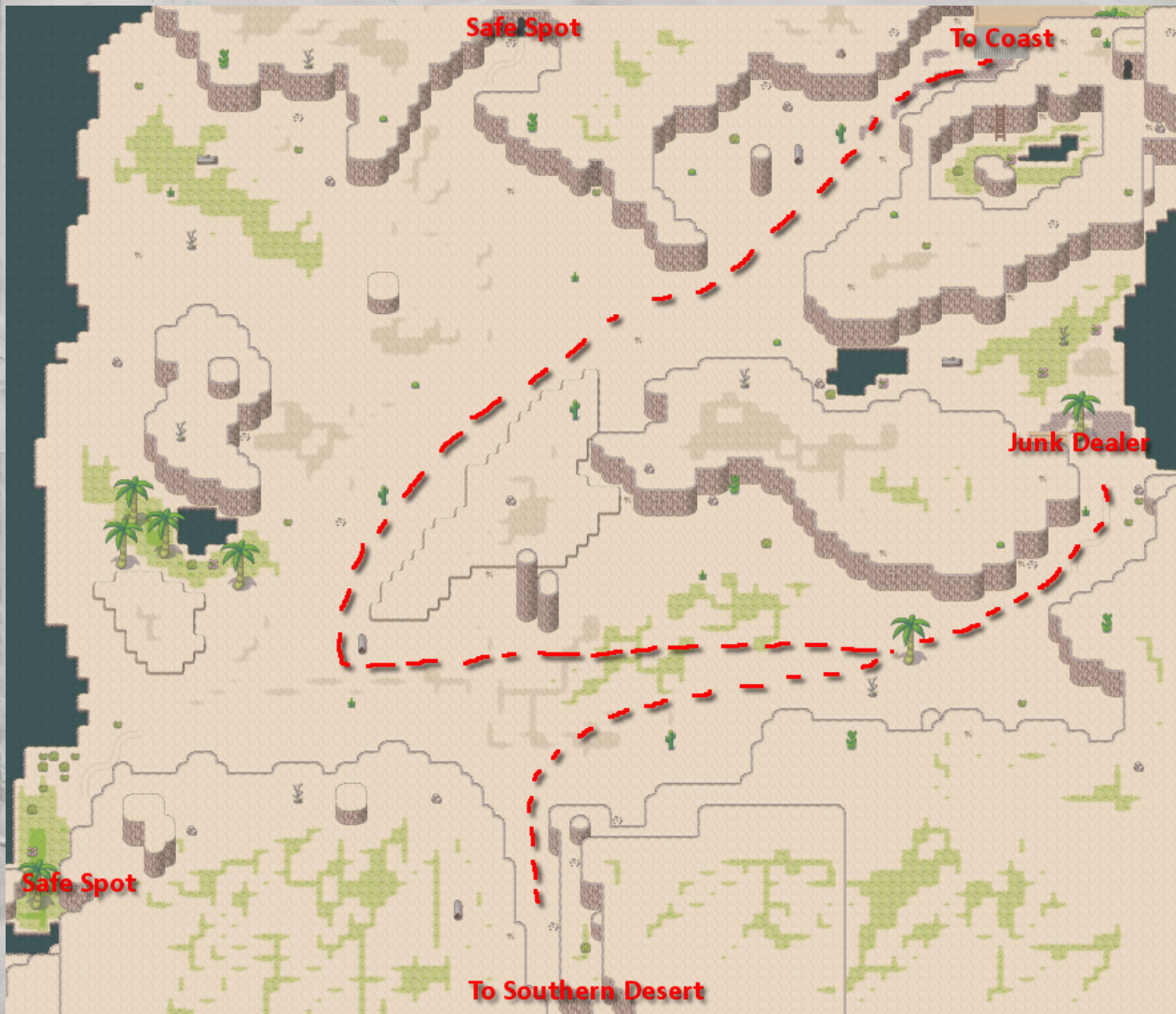
## The Desert

Once you're in the car, you will notice that it does not have skill points; you can use the car's ram skill as often as you want, but it will deal damage not only to enemies but also to your own car. You can repair the car once you have reached a safe spot where Marduk and Sheena will automatically leave the car; safe spots are marked by tire tracks in the sand. Enemy cars will drop scrap metal after a battle, but the shops in Dikea and Nibiru will not buy scrap metal.



On the northern edge of the desert, you will find a cliff face with an abandoned elevator cabin. You will have to find a way to get the car up the cliff, and for that you will need some rope and a stick of dynamite. Head back to Dikea and enter the shop. Between all the shelves full of junk, there is a table with a usable length of rope and a stick of dynamite; both are pretty expensive, but you should be able to afford them by now (if you're not, head back out to the jungle and fight some more monsters until you have enough money). You can buy the rope from the beginning of the game (provided you have enough money), but the dynamite will only arrive at the shop with a new shipment of goods once you have seen the elevator, so you definitely will have to go there first and then head back to the shop.

Once you have both the rope and the dynamite, head back to the cliff. Use the dynamite on the rock, then use the car and drive it into the elevator cabin. Now enter the cave, go up and push down the rock. Exit the cave on the middle level, put the rope on the rollers, tie it to the rock and push the rock down. Now you are free to explore the northern part of the desert. You will find a junk dealer in the East who will buy your collected scrap metal – finally you can start to make a bit more money. You can also buy an advanced autocannon for your car if you have enough money, and have your car repaired by the arms dealer.



In the North, there is a small wooden cabin used as a hideout by smugglers crossing the desert. The smuggler will offer to repair your car or to paint it in one of four different paint schemes. This does not affect game play at all, so you can select any paint job you like. Once out of the cabin, go up and turn left (the way to the right leads to a small cave with some bats and treasure). Head up and follow the road to the right to Darnis, the Marauder city.



## North Africa

### Darnis

Try entering the city through the main gates, but the guards won't let you enter – head back to the coastal cliff and climb the cliff immediately to the North to find a passage to the port. Inspect the fence at the right end of the quay, then enter the ship and talk to the sailor. To get the bridge key, get the diving suit from the storage shed directly south of the ship and use the machine at the ship's stern to dive into the water. Guns will not work under water, so Marduk will automatically equip his hammer – take care not to get involved in too many battles with sharks. Head to the right and enter the small cave to find an octopus guarding the key. Marduk refuses to fight the octopus, so you'll have to find another way to get rid of it – head back up to the storage shed, get the photo of a shark from the back wall and show it to the octopus to startle it. Take the key and bring it to the sailor – now you're able to move freely on the ship. Go out through the front door from the bridge to access the ship's cannon and use it to blast a hole in the fence (and anything else you want to blow up).



*There is another secret to be found here: use the cannon to shoot at the crate, then once you're back on the quay, have a look at the chest to receive some bonus ammo.*

Leave the ship, go through the hole in the fence and follow the cave up to the city. On the cave's middle level, there is a small mine with a sidequest: talk to the miner, then get his pickaxe and enter the cave directly next to where you found the pickaxe. Fight the squid to get a wooden plank, place the plank over the abyss to be able to get back to the mine.



In Darnis, try entering the palace first – the guards will tell you to go to the recruitment office, so head there (the building with the flags to the right of the city gate) and talk to the recruitment officer. Have a look around town and talk to people – you will find a hacker who might be able to help you hack the Marauders' computer system, but he hasn't had breakfast yet so he won't be able to help you (yet). Try entering the Kitty Twister club directly below the hacker's house, but you'll find you need a ticket and they have long been sold out. Head back to the coastal cliffs, follow the road until the road sign and climb the cliff to the right of the sign. Head south into the mountains to find a renegade marauder willing to sell you his ticket – if you don't have enough money, fight for a while until you can afford it. With the ticket, you will now be able to enter the Kitty Twister club and enjoy the show. Talk to Fred (the big guy walking around at the kitchen door), and he'll tell you that he will give you a spoon if you beat his rabbit run highscore. Go over to the Carthage bar and play Rabbit Run in the arcade until you beat his highscore (if you're having trouble beating this minigame, the easy way to beat it is to sit in the lower left corner – there is only one fox running along the lower screen edge, all the other foxes leave that spot alone). Once you beat the highscore, tell Fred about your success and bring Fred's spoon to the hacker. Now you will be able to join the Marauder army in the recruitment office. Once you wear your Marauder uniforms, the Marauder soldiers on the coast will not attack you any more, and you will be able to enter and leave the city through the gate. You will also be able to buy some experience points by training in the little courtyard behind the barracks. Go to the barracks and sleep in one of the beds (sleeping in the barracks is free while you're a soldier).

Before you start the Marauder missions, there are a couple of sidequests you can take care of: First, talk to Rita (the red-haired woman walking around close to the barracks) and get her photo from one of the chests on the barracks' second floor. Then find a young graffiti artist directly north of the garage (walk down along the town wall from the weapons shop) – you won't be able to finish this sidequest for a very long time, but you'll have to trigger it at the beginning (before the third Marauder mission), or he will be gone. Next, talk to the Marauder walking his dog in the upper city who will give you a bucket to wake up his sleeping friend. Fill the bucket with water at any of the sinks, then find the sleeping Francis in the L-shaped building to the right of the Kitty Twister (where there's a map shop and a fortune teller). Finally, enter the attorney's office in the upper city and tell one of the attorneys about Marvin and Bretella back in Nibiru. All of these sidequests are optional, but the rewards will make the battles to come a bit easier.

## **The Marauder missions**

### ***Mission 1***

Once you're ready, enter the recruitment office to get your first assignment: bring a crate of smuggled goods to the shop in Dikea. Get to your car and drive through the desert to drop off the crate at Vilnor's shop. While you're there, you can also go to Nibiru and visit Marvin and Bretella to get a reward for finding an attorney for them. Once you're finished, report back to the recruitment officer and sleep in the barracks (you will have to do this after every mission to trigger the next assignment).

### **Mission 2**

For your second assignment, you will have to kill the arms dealer in the desert. Go to the junkyard in the northern part of the desert and confront the arms dealer. You now have the choice of either killing him to finish the mission quickly or letting him live for an additional reward (and an additional sidequest later on) – if you choose to let him talk, head to Dikea and ask Vilnor in the shop for a fake moustache, then bring the moustache to the arms dealer and enjoy the cutscene. Either way, head back to the recruitment officer for your next assignment.

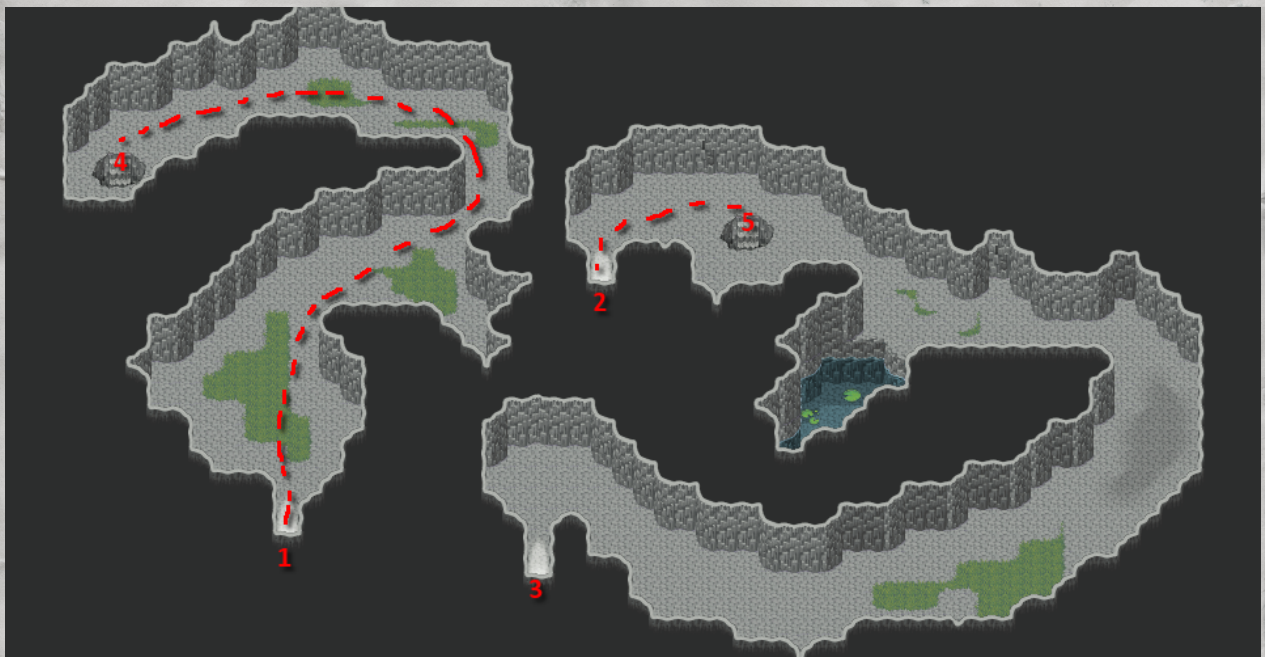
### **Mission 3**

Before you start the next mission, make sure you have talked to the graffiti artist near the garage – this is your last chance to trigger a sidequest that will give you a great reward later on.

Your next task will be to partake in a night raid on an enemy city. It will be night as soon as you leave the recruitment office (what a lucky coincidence), so head straight to the garage on the western end of town, talk to the officer there and enter the green car. Once you arrive, you will find the others engaging in battle with enemy cars – so much for a surprise raid. Try to fight the car guarding the ramp up the cliff, but you will lose this battle – don't worry, you'll have to sneak inside the city on foot anyway. Sneak past the cars and enter through the gate. You will find some matches in a chest in the city's upper left corner. Take them and head to the shed in the lower right corner (the one with the torch next to the door). Blow up the fuel shed using the matches and sneak out of town without being seen by the enemy guards. Get to the wreck of your car to have Sheena repair it, but it will break down on the way home – time for some unexpected family reunion in Azrak's prison. Once you're freed from prison, you can move freely in Azrak. Talk to Uncle Alfred (in his house North of the barracks) to learn a bit more about what's going on and get a sidequest from the guy living in the house on the platform to the left (just bring his letter to the hotel in Darnis and bring back the reply letter). Get back to Darnis for your next assignment.

### **Mission 4**

The recruitment officer will inform you that some renegade Marauders have stolen one of the Caliph's most prized possessions – the blood diamond. You have already met the renegade marauders before when you bought the concert ticket, so head back to the mountains and fight your way through their hideout. The most direct way to the diamond's hiding place is to go all the way to the left, down, into the cave, then all the way to the right on the cave's lower floor, up the stairs and out through the exit directly left of the stairs. You will have to fight the renegade boss before being able to take the diamond – use Smack Talk if Sheena has learned it from Rita, otherwise stun grenades, poison flasks and Sheena's Shriek skill will be very effective. Get the diamond from the blue chest and head back to Darnis.







### **Mission 5**

Your final assignment will be to steal one of Azrak's cars. Go to Uncle Alfred and ask him for one of his cars. He will agree, but for a price – find a rare pearl in the ocean. Go to Darnis's port and talk to the captain to be taken to Pirate Bay. Dive from there and fight oysters until you find a black pearl (if the oysters are giving you trouble, try using stun grenades on them – having Marduk wear the padded leather vest instead of the black coat might also be a good idea). Talk to the captain again to go back to Darnis, but there is an enemy submarine circling the port. Use the ship's cannon to sink the submarine (don't aim directly at the periscope but a bit below). Once the submarine is taken care of, don't forget to open the chest that was washed up on the shore – the map you find in that chest will be very useful later on. Head back to Azrak and give the black pearl to Alfred to be allowed to use one of his cars. You will be automatically taken back to Darnis, and your superior officer will finally promote you to Palace Guards.

### **The Palace and beyond**

Now you can finally enter the palace, but the Caliph is in a sour mood because his tapirs are unhappy. Talk to the zookeeper in the basement to find out what's going on. Hm...apparently they don't like their food – time to learn a bit about tapirs. Remember the attorneys who allowed you to use their computer for research? Go there and do some research about tapirs. Bring the cabbage to the tapirs (if you haven't taken the cabbage from the farmer in Nibiru, you'll have to make another trip there), and you'll finally be able to confront the Caliph.

After the cutscene, instead of heading straight for India, as Dave suggests, get back to Darnis to find the city in the middle of a civil war. Leave the palace through the main entrance and talk to your superior officer, then get up on the ledge through the palace's side exit and have a look at the battle from above. Get a volume of the Encyclopedia from the library and throw it at the renegade leader (you can get additional volumes if you missed him).



*If you're patient, here's another chance to get a unique bonus item – keep fetching books from the library and throw them everywhere except at the renegade leader. Once the whole map is filled with books, you'll get the bonus item.*

Back inside the palace, it's time to say goodbye to your superior officer. Before you finally leave for India, head to Dave's apartment (on the second floor above the hacker's apartment) to get his gear – Dave can equip different guitars that will affect the effectiveness of his skills. The Radiocaster you find in Dave's apartment is an excellent choice for Dave's first two skills, later on you'll find a number of different guitars with radically different stats – just experiment to see what works for you. You should also get some armor for Dave and stock up on Serum. In one of the bookshelves in the tower next to the attorney's office, you will find a pouch of seeds – you don't really need them, but they will make life in India a bit easier.

Now, leave Darnis through the palace and inspect the ruined tower next to the city. Inside, you will find a teleport chamber which you can use to go back to Dikea. As you progress through the game, you will find more teleport chambers that will allow you to travel large distances in an instant.

Ignore the pyramids for the time being (we will visit them a bit later) and use the balloon to go straight east to India.

## India

Ignore the little cave in the mountains for the moment – we will return there much later in the game.

### The Jungle and Anandapur

Instead, enter the jungle and head east, then south until you find the exit to Anandapur. The snakes in India will poison you, so it is important to have a good supply of Serum with you. The tigers are very resistant to skill attacks – if you can't defeat them with attacks and grenades, try to avoid them until you have bought some better guns in Anandapur.



You can do the quests in India in any order you like, I am listing them in an order that requires a minimal amount of walking around.

You can find Dave's grandmother in front of the house with the courtyard straight down from the city entrance. Talk to her to get to know a very, err, nice old lady and to learn she demands some tobacco before she helps you – you'll need to head north to Dharmsala to find that.

Before you head out, talk to everyone in Anandapur to get a number of quests. There are two musicians looking for a job (remember this for later), a composer looking for inspiration (a sidequest, but well worth the trouble), a sick cow to be healed, a thief wanting you to steal something, and a very expensive translator to be bought at the market. You can also bring an offering to the gods in the temple to increase your battle strength.

### **Dharmsala**

Back in the jungle, head straight north until you reach the village of Dharmsala – when you try to talk to the people there, you will realize it is impossible to understand their language. Enter the first house to find an inn and open the chest in the bedroom to find some tobacco – you'll have to pay for it, but you should be able to afford it easily. Enter the pig enclosure behind the inn and get the nettle seeds from the chest. Next, head north to have an encounter with a ghost-like creature who calls himself Mendelsson – he will tell you to enter the caves to the north, but you won't be able to until you understand the guard's language. Go back to the jungle and head east at the first intersection. Follow the road to a garden and ask the gardener to plant the nettle seeds (and the mystery seeds from the tower in Darnis, if you brought them).

Now go back to Anandapur and give the tobacco to Dave's grandmother. You will now be able to enter the Sultans's palace. You will also find that the lottery office is now open.

First, let's take care of the thief: enter the palace and go to the basement. There is an open crate sitting on top of one of the shelves – pull the crate to distract the guard, then quickly steal the Star of India before the guard returns. With the key you receive as a reward from the thief, you can open the locked blue chests that will contain more powerful treasures than the regular chests.

Talking to the Sultan will reveal that he's looking for his testament, and also for his son who set out to find the lost testament.

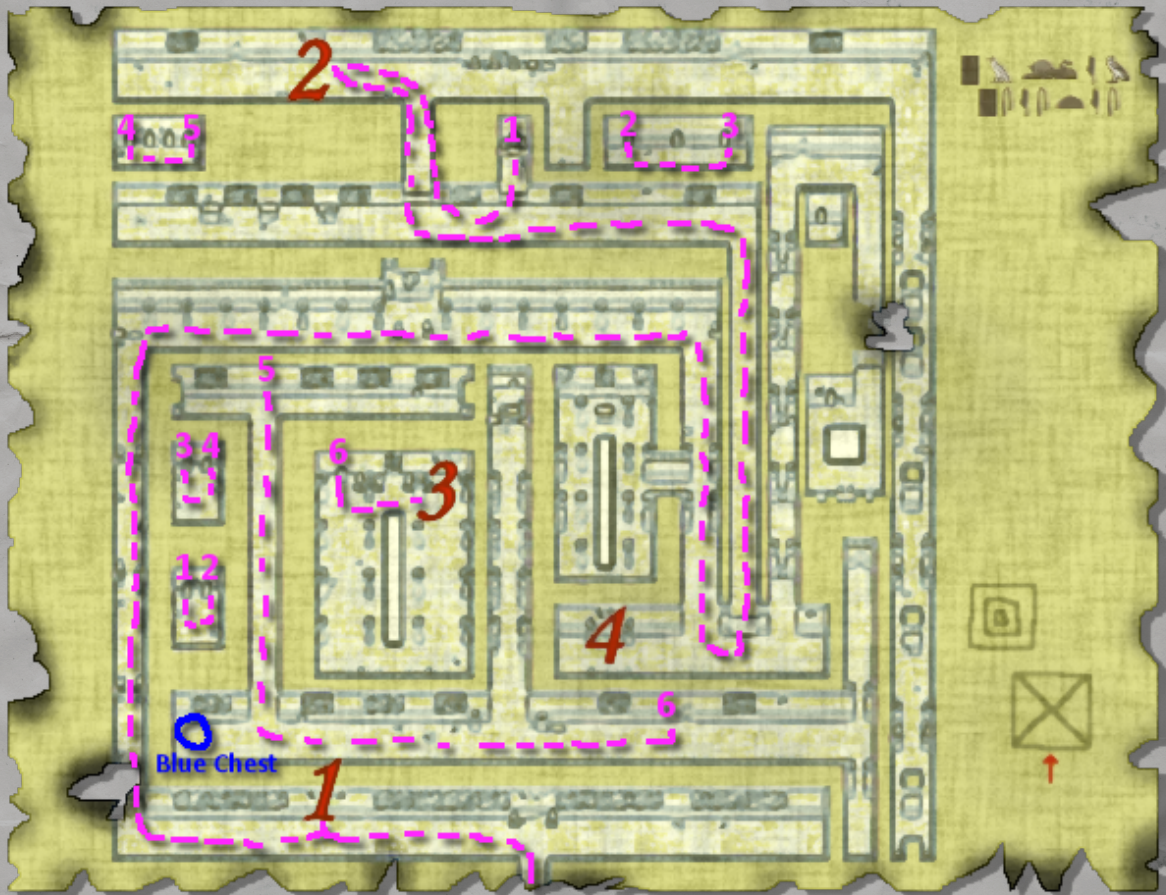
Next, try playing the lottery. You will notice that it is impossible to win – unless you can look into the future. Remember the fortune teller back in Darnis? It is time to pay her another visit - she will tell you the winning numbers for the lottery's next drawing.

### The Pyramids

Before you head back to Anandapur, enter the pyramids on the Nile. Enter the back pyramid and use the map you got from the submarine to navigate the maze. There are four hidden switches on the walls – the switches are labelled with numbers on the map, look for a specific group of hieroglyphs on the walls to find them – the hieroglyphs appear on your map in the top right corner. Push the switches in order from 1 to 4 to unlock the lower pyramid. On your way through the maze, you will find a locked blue chest containing a song book – this is why I told you to ignore the pyramids until you received the key from the thief. Once you have unlocked the lower pyramid (you will hear a deep rumbling sound and a sound as if from a door opening somewhere), go there and fight the scarab queen to get a very high-powered armor item.



*Search through the rubble behind the scarab queen to find a key – use this key on the sun disc in the temple to get another very high-powered item.*



*The red numbers indicate the order in which the switches have to be activated, the pink numbers indicate the passages (1 leads to 1, etc). After having pushed the third switch, just track back to get to switch number 4.*

### **Back to Anandapur**

Head back to the Indian jungle and go back to the garden to collect your nettles (and pomegranates, if you brought the mystery seeds from Darnis – pomegranates work just like smelling salt but are quite a bit more effective). Head back to Anandapur and play the lottery once again, making sure you play the numbers the fortune teller gave you (otherwise you have to pay another visit to Darnis to get the numbers for the next drawing). With the insane amount of money you win, you can afford the translation computer from the market. Bring the songbook to the composer to learn a very useful skill for Dave. Give the nettles to the farmer to heal the sick cow and receive an oar. Now it's time to go looking for the Sultan's lost son.

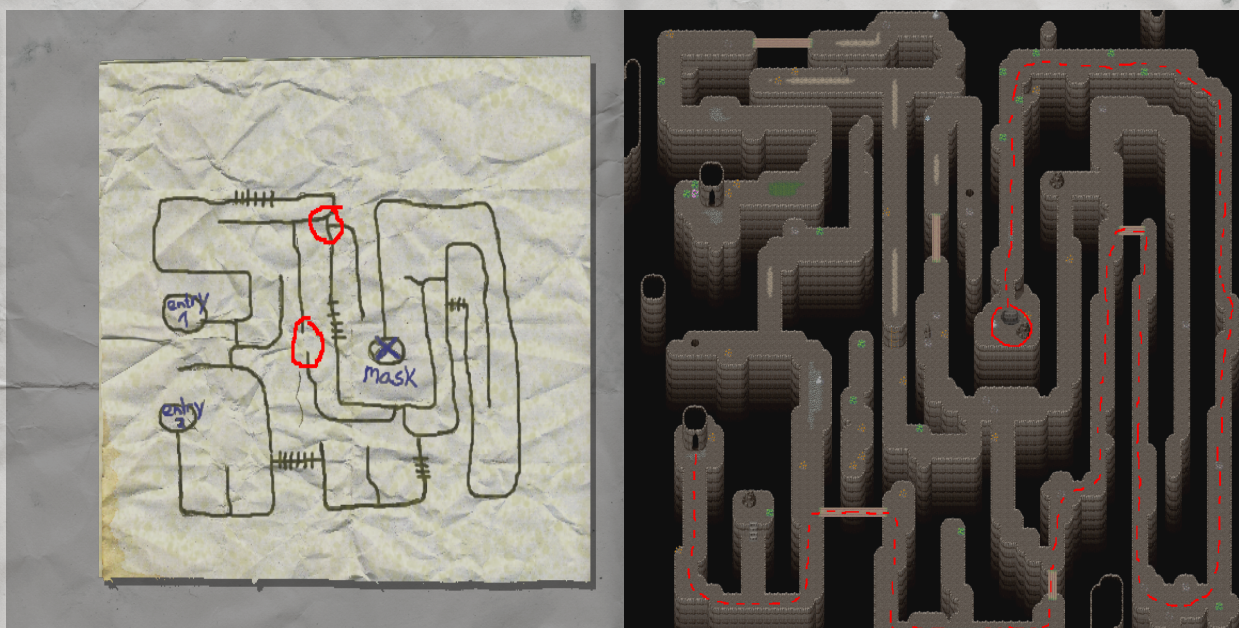
Go back to the jungle and go all the way to the Northeast. Climb the cliff and enter the small cave to find a lady imprisoned by bandits. Leave the cave and go west a bit to find a battle going on – talk to the prince and offer to help him. Once you defeated the bandits, you can go back to the cave and free the lady (this is not necessary, but it will give you an additional reward). Go west to the lake and use the boat (using the oar the farmer gave you), and you will find the Sultan's testament in the cave on the small island. Bring the prince and the testament to the Sultan.

Now you have the translation computer and the lamp the Sultan gave you, it's time to head north again to Dharmsala – now you will be able to talk to people there and buy a couple new food items in the shop. Go north to the cave entrance and fight the guard to enter the caves.

## Cave Empire (first visit)

### Entering the caves

You will automatically light the lantern once you enter the caves. Go straight up and enter the small cave in the tower-like structure. Follow the stairs to the top to find a group of workers, one of whom has been hurt by a falling rock. Offer to help them, then go down the stairs, turn right and take the stairs down. To the right is the entrance to the cave dwellers' city, but you won't be able to breathe there – you'll have to find some sort of breathing apparatus. Go up to the entrance cave and head down and right, taking one of the two cave entrances on the right wall. Navigate the maze (if you want, you can go up to the hurt cave dweller and have one of his friends draw a map of the labyrinth, but be careful – the map he gives you is a bit inaccurate) until you find the breathing apparatus in a chest in a small cave.



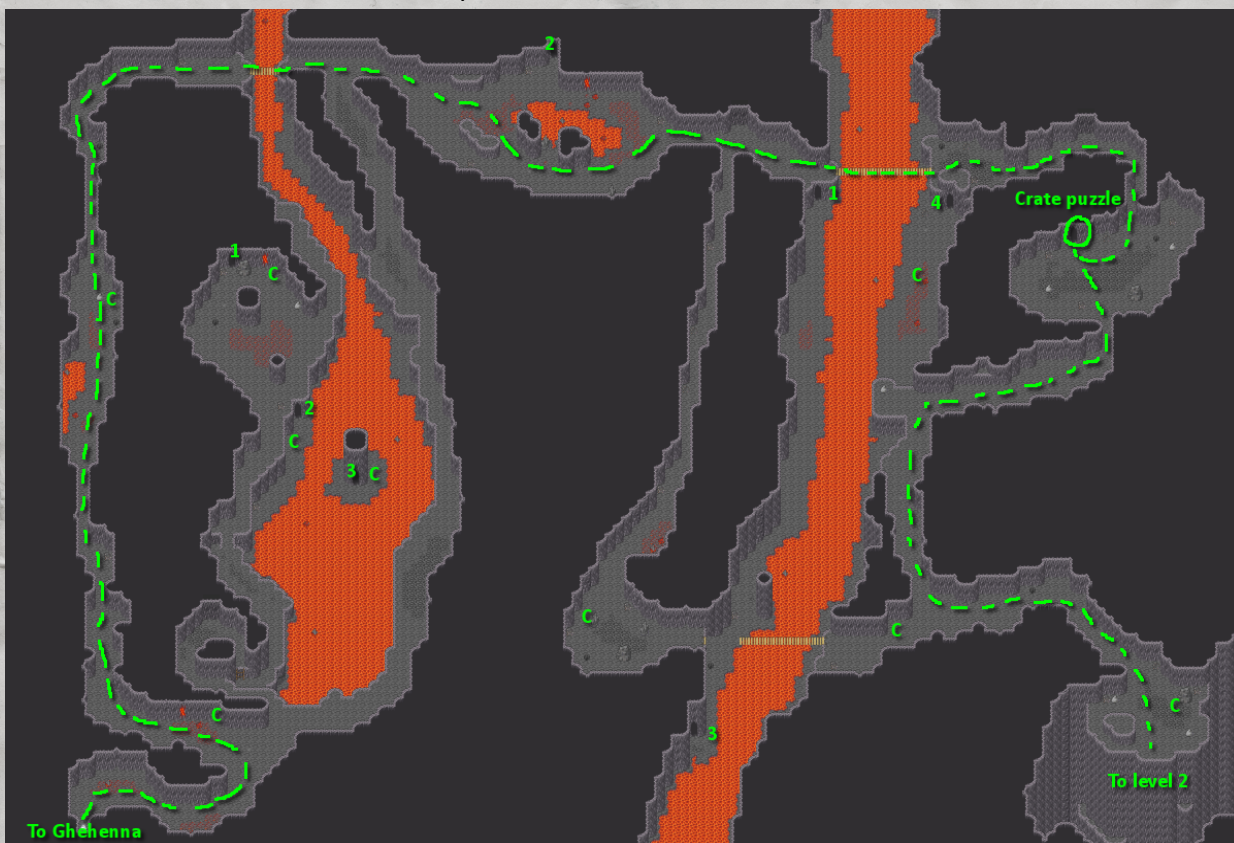
*The cave dweller's map and the real labyrinth side by side – circled in red are the inaccuracies on the cave dweller's map.*

### Ghehenna

Enter Ghehenna (the cave dwellers' city) and have a look around. Try entering the palace, but apparently you'd have to be a Ninja to cross the bridge undetected. Hmm...maybe we will find some Ninjas later on? There is a cave dweller working on a machine in one of the lower houses. Talk to him, and he will offer to give you some mushroom spores if you watch his machine for a while. You will have to keep the machine running until it has produced 1000 units of fertilizer – this takes a bit of coordination, I have found it easier to only move each arrow in one direction (only using the up and right keys). Bring the mushroom spores to the hurt cave dweller to be allowed to cross the bridge.

### The Fire Caves

After the bridge, you will enter a cave labyrinth. Explore it at your leisure, the direct way to the exit is up (along the map edge), right along the top edge and down after the wooden bridge. Enter the small side cave and solve the chest pushing riddle (move the small chest out of the way first, then move the rightmost chest one step down, from there it should be easy – if you're having trouble with this puzzle, visit our youtube channel at <http://youtube.com/user/defaultgamesdotde> for a video walkthrough) to get the rope. Head south from the cave and use the rope to climb down the cliff.

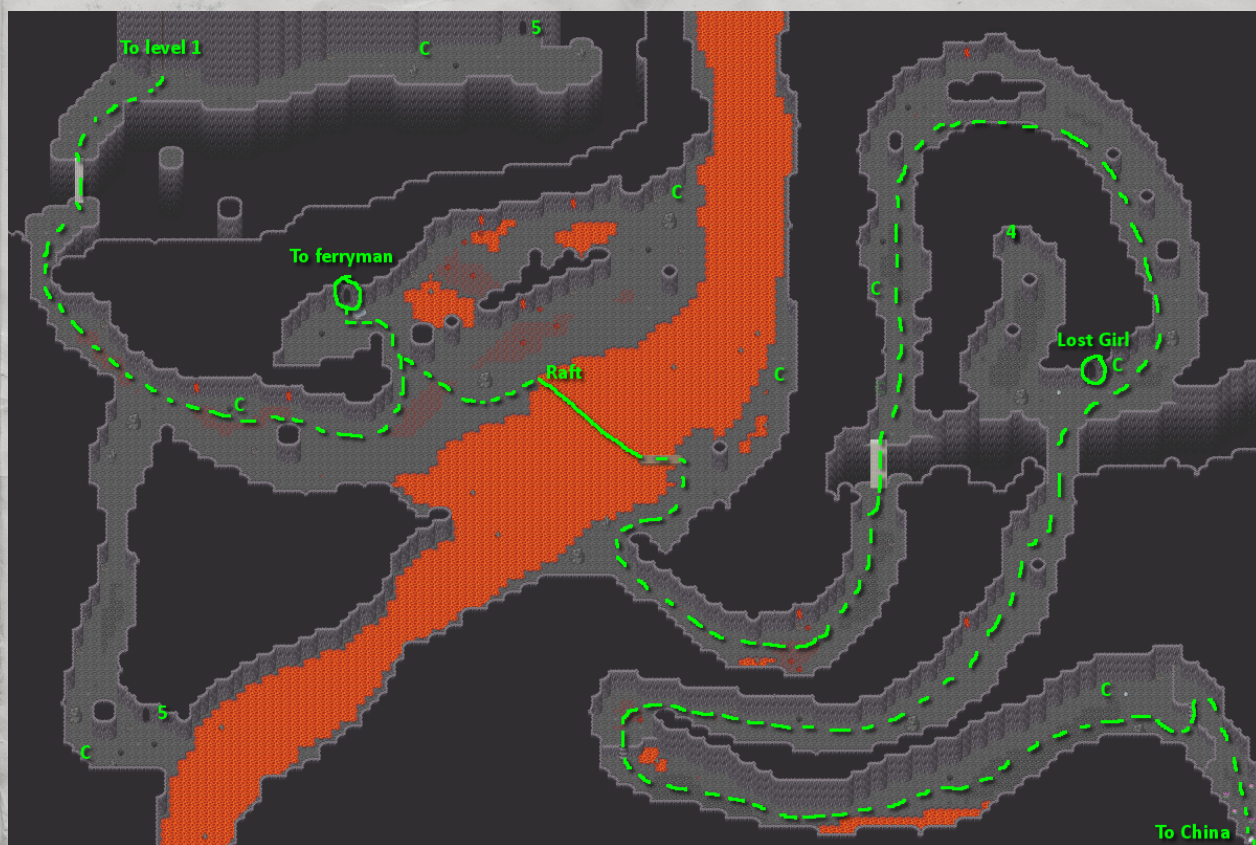


On the second level, head down across the bridge, then right until you find a lava stream with a raft.

Enter the small cave and talk to the man there. Follow his toy robot and catch it by backing it into a corner. The man will now take you across the lava stream.

Follow the cave to the exit to have another encounter with Mendelsson.





## China

### Chiba

In China, head for the city first. Talk to everyone to get a number of quests and sidequests. As in India, you can do all the quests in various orders; I am listing them in an order that works best for me. You can get tattoos in the tattoo parlor (the building with the Japanese flag on it). Tattoos are pretty expensive, and removing a tattoo to get a different one costs a hefty amount of money, but they can significantly improve your characters' stats.

Entering the port on the Eastern coast opens up a shipping line to India so you will be able to quickly head back and forth between India and China without going through the caves.

First, go to the inn and go upstairs all the way. Ask the innkeeper about the strange guy you saw there. Then get a battle robot from the robot repair shop next to the tattoo parlor and enter the robot tournament in the huge two-storey building. Work your way through the tournament, repairing and upgrading your bot as needed in the repair shop – you will probably spend more money than you win, but you can easily make more money by fighting some cave spiders below the inn. Once you won the tournament, you will be allowed upstairs to talk to Master Li – he will only give you a bit of background information for now, but he will become much more important later on.

Now let's take care of some sidequests: talk to the fisherman in the lower city and to the lady in blue next to the robot tournament building. You can drop off her cake at the temple in Chiba, but your reward will be much greater if you take it to Ninja Academy, as she tells you to.

You can play a guitar minigame in the bar's backroom to win a very high-powered guitar for Dave.

All that done, it's time to head for the bamboo forest.

### Bamboo Forest and Ninja Academy

Follow the road, turning east at the first crossroads and going straight on to the West at the guard tower. While you're in the forest, look for earthworms to bring to the fisherman; they can be found along rivers and in shady groves.



Once you reach Ninja Academy, go to the left to find the temple where you're supposed to drop off the cake. Next to the temple, there is a solitary Ninja contemplating suicide. Talk to him to convince him not to jump off the cliff, then talk to the Ninja master inside the academy and promise him to do a noble deed to help the poor. Go back to the forest and turn north at the guard tower to find a small farm. Talk to the woman to find out her husband is missing, then return to Chiba and go to the basement under the inn to find her husband working in the mine. Talk to Master Li about freeing him and suggest to look for a cave dweller willing to work for him. Head back to the lava caves and enter the small side cave close to the entrance to find a lost cave dweller girl. Bring the girl to Master Li, and the poor enslaved farmer will be freed. Go back to the farm in the bamboo forest and talk to the farmer to get his ball and chain; bring that to the Ninja master as proof of your noble deed. Now you can recruit Haruka. Haruka will now want to confront his master to complete his training, but take him upstairs first and have him learn a high-powered skill from the teacher in the right wing. You should equip Haruka with the best armor available before confronting the Ninja master, and maybe you will have to level up a bit before standing a chance in the battle – venom flasks are pretty effective in this battle.

Now you have recruited a Ninja, you might have a chance of entering the palace in Ghehenna.

### **Cave Empire (second visit)**

Make your way through the caves back to Ghehenna. Having Haruka in your party should make the battles against the cave monsters a fair bit easier. In Ghehenna, talk to the girl standing directly at the city entrance to learn she has lost her shoes. Now head to the palace entrance and try to cross the bridge to the right. Haruka will tell you that it should be possible to climb below the bridge. Move all four characters across the bridge, taking care not to be seen by the guards. Now enter the palace and get the cave dweller girl's shoes from a chest in one of the watchtowers in the back. Bring the pet rock to the collector the next time you're in Chiba to have Sheena learn a new skill.

### **The Slave Revolt**

Back in the palace, head down two levels. You will encounter a scientist who tells you you are not allowed to pass into the laboratory. Go down to the professor's office and talk to him to get permission to move freely in the laboratory complex. Go all the way left and talk to the woman in the red dress standing next to the prison cell. After you talked to her, one of the imprisoned cave dwellers will advance to the glass wall; talk to him, then talk to her again. Go back to the city and enter the apartment building (right next to the palace entrance, where there's a cave dweller with high aspirations). Get the diary from the locked apartment (using the keycard the scientist gave you) and bring it back to the red-dressed scientist in the lab. Now, go up one level and find the head scientist's apartment (to the left, one of the lower apartments). Get the report and bring it to your scientist friend to have it tampered with. Show the falsified report to the professor and go back to the lab. Have Haruka inspect the wall with the crack to the right of the prison cell, then talk to the cave dweller to get the code for getting dynamite from the food dispenser. Get the dynamite from the city and plant it on the cracked wall.

Go up to the city and talk to the scientist now standing in front of the palace entrance to receive another keycard. Go to the locked gate and fight the two guards. Inside, you will find a control room with two switches. One of them will turn off the sleeping gas, the other one will unlock the locked door down in the lab (left of the stairway).

Before you head down inside the palace, you should leave the city and collect some treasure from the cave dwellers' sleeping chamber in the mine that was inaccessible while the gas was on. Also make sure you pick up the crowbar from a chest in the lab – you will need it later on.

Head down to the lab and go through the previously locked door. Fight your way through the lower level and press the three switches behind the boss guard after you defeated him. Now you will confront Emer the Black.

### **The Northern Caves**

After the cutscene, leave the cave through the back door and go right and up in the caves. Take the entrance to the lower level and follow the cave. The spiders in this cave have a very strong poison attack – things get much easier if you equip your party with serum wriststraps. In the next side cave, you will find another crate pushing riddle; solve it to get the rope from the ledge. As with all other puzzles, see our youtube channel at <http://youtube.com/user/defaultgamesdotde> for a walkthrough video. Continue to the left until you reach a chasm.



Have Dave use the rope to create a bridge. Once you crossed the chasm, go left and use the entrance to get back to the upper level. Follow the cave to the exit. If you find a sapphire, you can bring it back to Ghehenna to trade it for a carrot in the building closest to the city entrance. Leave the cave to have another encounter with Mendelsson that is interrupted by an ominous appearance.

## **Russia**

It appears the Visors are on your tail – better be extra careful from now on.

Enter the port to the East to unlock the shipping line from Siberia to China (if you haven't given the pet rock to the collector in Chiba yet, now you can do so without having to fight your way through the whole palace and the caves).

### **The Airbase**

Enter the junk yard and talk to the mechanic to get a quest – he wants you to steal an army jeep.

Ignore the desert for now – it is much easier to explore once you have a jeep.

Instead, go to the airfield up north and have a look around. If you have traded in a sapphire for a carrot in Ghehenna, you can use the carrot to lure the goat down from the armory's roof. On the parade ground in the back, you can walk between the parading soldiers to create chaos and confusion – do this long enough, and the officer will get angry and throw his hat at you (and you have received a pretty good armor item). You can recruit Martine (the pink-haired nurse standing next to the hospital), but she doesn't get along at all with Dave, so you'll have to decide whom to take along. You can return to Darnis and pick up Dave if you don't like playing with Martine, but once you enter the airplane at the end of the Russia quests, you will not be able to swap them until you have finished all the Europe quests. If you want to see all the sidequests, it is advisable to save here and keep the savegame – some of the quests in Europe will be completely different depending on whom you bring along. If you want to experience everything the game has to offer, you should play Europe twice – once with Dave, and once with Martine. You will also find a soldier who has lost his lapel pin and an officer who wants a sixpack of beer.

Let's take care of the jeep first – inspect the jeeps on the parking lot until you find one that is not guarded by the soldiers (the one on the airfield directly next to the entrance from the parking lot).

Enter the jeep to trigger a minigame where you have to shoot chasing cars and planes. Just blast everything that moves with the jeep's machine gun, and after a couple of minutes you will reach the junk yard. The mechanic will allow you to use the jeep as often as you want. The jeep has a mortar with a supply of 10 grenades that deal damage to multiple enemies. Repairing the jeep will also replenish its supply of grenades.

### **The Pizza Parlor quest**

Next up is the pizza quest – this is a very long sidequest, you don't have to do it to finish the game, but the reward will be extremely useful especially for boss battles. It is advisable to finish the pizza quest before you do the main story quests – you can come back to Russia and finish it later, but it will be quite some time before you can return, and the earlier you get the reward, the better.

Talk to the cook at the bar counter in the officers' mess hall. He is about to open a restaurant, but he needs some help with the paperwork. Go to the office building at the airfield's entrance and bribe the soldier to get an application form, then bring the form to the casino. Now, head to the command building and look for the officer in charge on the ground floor. He is willing to sign

your application, but his pen has been stolen. Head to the tents and find a soldier writing a letter with a very expensive fountain pen in the middle tent on the top row. Inform the officer in charge that you have found the pen thief, and the soldier will be thrown into jail. Head back to the tent, get the pen and give it to the officer – but alas, it is out of ink. Talk to the prisoner in jail (in the basement directly below) and offer to free him. Get a bottle of vodka from the bar and go back to Chiba. Talk to the crazy old guy next to the tattoo parlor and offer a vodka bottle for one of his firecrackers, then return to the airfield and use the firecracker to distract the prison guard. Pick up the key he dropped and free Schwejk. Be sure to also get the treasure from the chest in the second jail cell – this is your only chance to get that chest. Bring the ink to the officer in charge to get his signature.

Show the signed form to the officer in the mess hall who will then inform you that it needs to be stamped by the approval authority. Head to the airfield tower and find the approval authority on the ground floor – but of course the stamp they need to approve your application just happens to have disappeared this morning. Head to the desert and use the jeep to go to the small enclosure on the central plateau, park the car there and go south to climb the ladder.



Enter the small cave and fight your way to the back where you will find a monkey playing with the stamp. Fight the monkey to get the stamp. Bring the stamp to the approval authority office to learn that they, too, are out of ink. They need some red ink, and you'll have to get that from Darnis if you want to have your application approved. You can use the teleport on the command building's second floor to quickly skip back to Darnis. Go to the port and got to Pirate Bay with

the ship. You will meet an old woman who makes red ink from lice, but she is too old to catch lice herself, so you'll have to help her. Use any of the bushes behind her to trigger a minigame where you have to catch lice before the timer runs out. You don't have to catch all the 200 lice you need in one go, you can play the game several times. Once you have all the necessary lice, give them to the old woman to receive a bottle of red ink. Bring the ink to the approval authority to get a nice, red stamp on your application form, then bring the form to the officers' mess. Now you will need to have your signed and approved form confirmed by the officer in charge – go there and show him the form. He will tell you that you will have to reach an agreement with the Borscht consortium before he can allow the sale of pizza on the airfield premises. Head back to Chiba and talk to Master Li about the pizza parlor, offer to find some people willing to sell borscht in China. Talk to the guy in the house in the lower city (the only house down there you can enter), the merchant in the food store and the cook in Ninja Academy – once they all agreed to sell Borscht, go back to Master Li to receive a note of consent. Bring the note to the officer in charge to get your form approved and finally bring your signed, stamped and approved form to the officers' mess. The cook will open a pizza parlor and give you one pizza for free, but the better part of the reward is that there will now be pizza parlors in every major city in the game world (you won't be able to buy pizza anywhere if you don't finish this quest).

### **The Gobi Desert**

To get better weapons for Haruka and Sheena, you'll have to do another sidequest – you can do that anytime you're in the desert, I am just listing it here before I start describing the main story quests.

Take the jeep to the desert and park it in the central enclosure. Go right and climb the little pillar to cross the wooden bridge. Take care when fighting against the wolves – they have very high armor, but luckily they are very susceptible to skill attacks. Follow the bridges to the map's northeast corner, enter the small cave and talk to the woman. Order all the swords you want and an advanced crossbow, then head out to the desert. Fight wolves until you have enough sinews to order a crossbow. You should consider bringing an additional crossbow from Chiba as the smith will need a crossbow to work on – if you don't bring an extra one, Sheena will be without a weapon until her advanced crossbow is finished. Next, head to the little cave where you fought the monkey. Take the back exit to find a pick axe and use that on the veins of metal ore until you have all the metals you need for Haruka's swords. Bring the metal ore, the sinews and (optionally) the extra crossbow to the smith. Now leave the desert (either to the worldmap or to the cave in the northwest) and return to the smith, and your new weapons will be finished. The wolf blade has very high attack, the curved blade has pretty good attack and a defense bonus, the dragon blade has mediocre attack and defense but will give Haruka a new (and very useful) skill while it is equipped. Don't go crazy looking for gold in the caves – you won't be finding any gold until much later in the game, you'll have to return to the smith at a later time to get the Glory of Ten Powers.



### **Back on the Airbase**

Now, on to the story missions. Go to the second floor in the airfield command building and talk to the general – he says that a good party needs musicians. Remember any musicians looking for work? Get back to Anandapur and tell the musicians that you found work for them (use the ships to get there in a couple of seconds). Now that the guards in the airfield command building are happily dancing, you can enter the control room behind the hall in the command building. Talk to the mechanic to learn that the radar consoles have no power. Head down to the runway and find the mechanic working on the plane – he needs a new fuel injection pump, then he might even let you borrow the plane. Now take the jeep to the desert and head for the cave in the Northwest (on the way there, you will find a broken bridge where you can try to jump across the chasm – you won't be able to make the jump with the jeep, you'll have to come back later for that). Enter the cave and try your luck in the car races. You'll have to be fast enough to make the jump across the ramps, if you botch the corner leading up to the ramp, drive straight back from the ramp as far as possible and try to hit the ramp at full speed – you should still be able to catch up with your opponent on the long straight after the ramp. Once you win the race, you will receive a new fuel pump. You can enter the race again to win more treasure.

On your way back, leave your Jeep at the parking lot and return on foot to the Lightning Dome entrance – the soldier's missing lapel pin can be found in the chest behind the entrance gate, and you can't reach that from the car.

Bring the fuel pump to the mechanic on the runway, then head up to the control room and talk to the mechanic working on the radar consoles again. Make one more trip down to the runway, talk to the mechanic who will now tell you that the plane is almost finished, and go back to the control room. With power to the radar consoles restored, you will have another encounter with Mendelsson on the radar screen, and the evil Visor leader will trace your communications and send attack ships to the airfield. Leave the command building and fight the two Visors standing outside – having the advanced weapons from the smith in the desert helps a lot, as does using high-powered skills from Dave and Sheena. Once you have defeated the Visors, head for the plane and enter the cockpit. If you still have Dave in your party, you will now have a final chance to recruit Martine before heading to Europe. As mentioned above, to see everything the game has to offer, you should save here and do Europe twice – once with Martine, and once with Dave.

You will be attacked by two planes on the way, but the battle should be rather easy – just use one missile per plane and finish them off with machine gun fire. After the cutscene, you will find yourself crashed in the middle of Europe.

## Europe

Once out of the plane, you can sleep at the inn on the world map. Head to Stromfels first – that's where Mendelsson told you to go, after all (you can head east first if you want, but you won't be able to finish most of the quests there without having been to Stromfels first). Enter the forest to the West and make your way to the city.

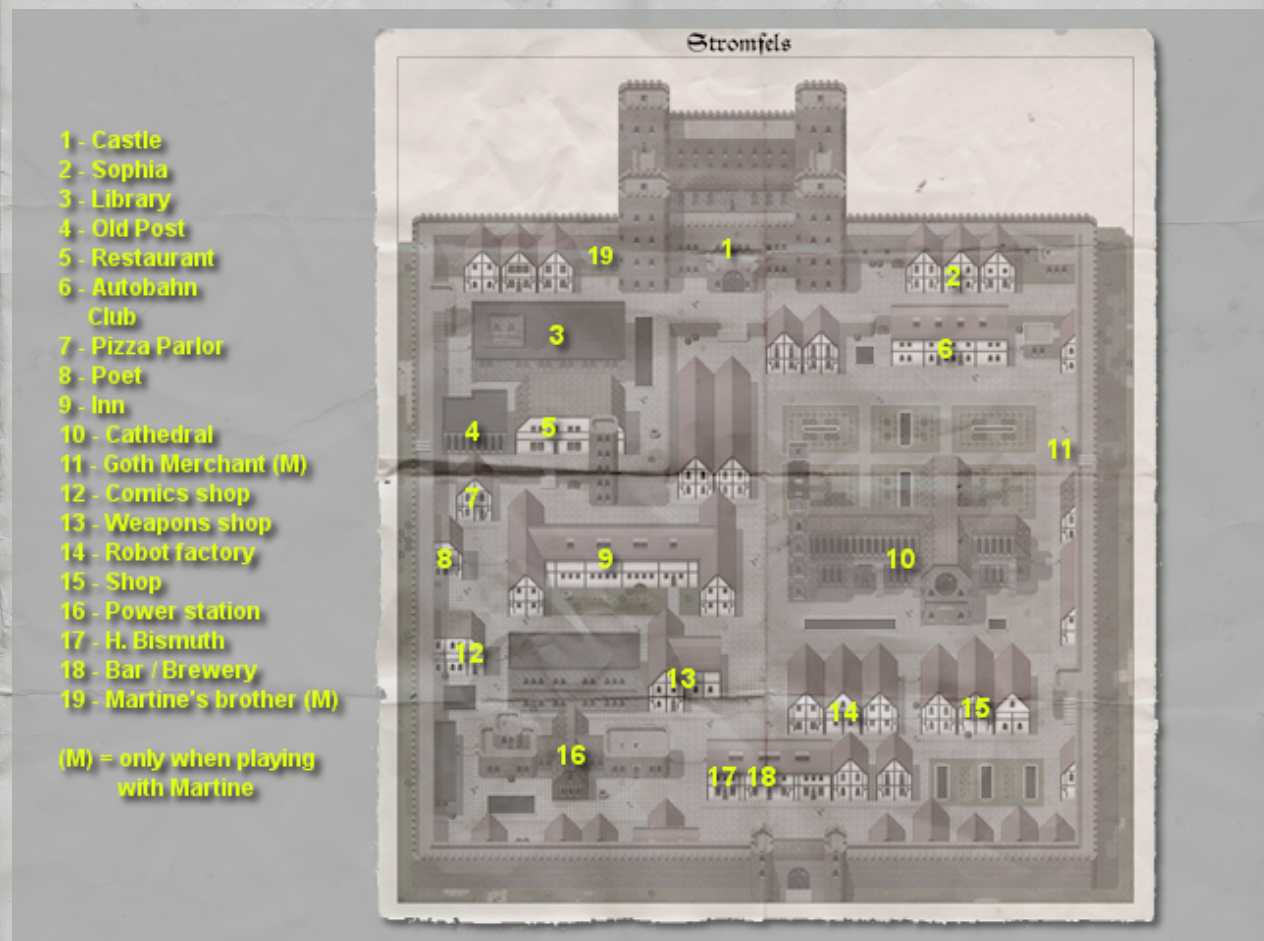


The soldiers in the Black Forest are able to shock you with their weapons and EMP grenades – a shocked character is unable to move for one turn. If you find some EMP grenades for yourself, you can also shock your enemies.

Before entering the city, enter the small farm to meet a lonely old man looking for a companion.

### Stromfels

Stromfels is a huge city with lots of things to do – you'll have to visit it several times to finish all the quests. As usual, you can do the various quests in any order you like, I try to list things in an order that involves the least amount of time.



If you're playing with Dave, head for the brewery first to get a quest – Martine's quest will start a bit later out in the forests.

Go to the power station and talk to the girl standing at the door. Offer to help her clean her apartment (once you helped her, you can stay for free in her guest chamber, saving lots of money on inn visits). She will take you to her house and ask you to collect all the empty bottles. Collect all the bottles you find (there is one group of bottles hidden in the storage chamber in the lower left, all the others are plainly visible) and bring them to the shop below the cathedral. Get back to Sophia and tell her you're finished, but she will ask you to clean the kitchen next. Use the kitchen sink to start cleaning dishes – just move the sponge back and forth across the dishes and keep an eye on its wetness, and you should be finished with the dishes in no time.

While you're up at Sophia's house, try entering the castle – oh no, another blocked entrance. Head to the cathedral, go up to the gallery and talk to the high priest to learn about a way to enter the castle. Apparently you will need to dress up as a Tech Soldier, and the armor you can buy in the weapons shop won't work, so head to the Comics shop on the left town wall and have a look at the cosplay armor on sale. Ask the shopkeeper about the armor, and he will offer to

give you the armor in exchange for 5 rare comic books. This will be your main quest for the time being – looking for the 5 books will take you across Europe and will involve a large number of sidequests.

The first comic book can be found right in the city: head up to the library and look in one of the shelves in the small room in the lower right. Once you take the comic, the librarians will start running around, and they won't let you leave if they see you with the comic book. Just watch their movements and make sure you only walk past them while they turn their backs on you, and you should be fine. Bring your first comic book to the comics shop.



*There is a secret to be found in the library: On the top row of shelves, you will find two books titled "Secrets of Spanish Guitar" and "Surgical knives and how to use them".*

*Reading these books will upgrade some of Martine's or Dave's skills, but you have to know the appropriate skills already. With Dave, return here after you've learned Flamenco from the teacher in Spain. With Martine, wait until she is levelled up far enough to know both Surgery and Surgery (All) – the book can only be read once, and it will only upgrade the skills Martine knows already.*

Before you head out and start looking for the remaining rare comics, there are a number of things to take care of in the city: Talk to the poet who lives directly above the comics shop to learn his hedgehog has run away, find an old man wishing to be young again near the cathedral towers, the robot factory wants you to make a delivery to China, the Autobahn club is being renovated but the worker drops his wrench into the sewer, there's a girl called Natasha up on the town wall looking for a poem, an adventurer afraid of knee injuries in the brewery, and the candle makers in the restaurant who want you to help them deliver their candles to the castle. You cannot finish any of these quests yet, but it's important to know about all of them.

You can also enter the Old Post and use the game console there – talk to the guy standing next to it and challenge him to a duel. You can practice alone on the console, but he's a better player than the computer in singleplayer mode – the best trick to beat him is to wait for him to send the ball to the upper corner, then to wiggle up and down a bit to give the ball some extra speed. Most of the time, he will miss the shot, and you should be able to beat him in short order. Once you beat him, he will tell you a secret: you now know one of the passwords to the tech priests' computer.

One final thing to do before leaving town: head back to the power station and talk to the technician – apparently there is a leak in the cooling pipes downstairs. Offer to help him and head down to the basement. The map shows you how best to navigate the maze of pipes, you can also find a walkthrough video on <http://youtube.com/user/defaultgamesdotde>.



### Finding the remaining four comics

You now have two options – either head west towards Spain, or East towards the Balkans. Both ways have their advantages and disadvantages, there is no obviously correct order for doing these. For the walkthrough, I will assume we're heading to the East first.

Make your way back through the Black Forest and enter the forest to the East. You will run into a Visor ambush – you can run away and hide if you don't feel up to fighting against three Visors at once yet, but you will have to defeat them in order to continue eastwards. Follow the path until you find a ruined city and head through the ruins towards the left. On the other side of the ruined city, you will find your next sidequest – this is where the story diverges depending on whether you're playing with Dave or with Martine.



**With Dave:** plant the hop seeds you got from the brewery in Stromfels. The next time you return here after having left the forest, the hops have grown and you can harvest some. Bring them to the brewery, and the happy citizens of Stromfels will finally be able to start their beer festival. Take the lottery ticket you received from the brewer and leave the city – there will now be a beer tent outside of the city gates. Enter the tent and use the ticket in the lottery to win the next comic book.

**With Martine:** It's time for another unexpected family reunion, but Martine's brother behaves...strangely. Get back to Stromfels and meet him in the dwelling directly to the left of the castle. Get some black candles from the Goth merchant in the eastern part of town (just behind the cathedral) and head to the clearing in the Black Forest. You will witness a rather peculiar ritual and receive a lottery ticket as a reward. Use it in the beer tent lottery to win the next comic book.

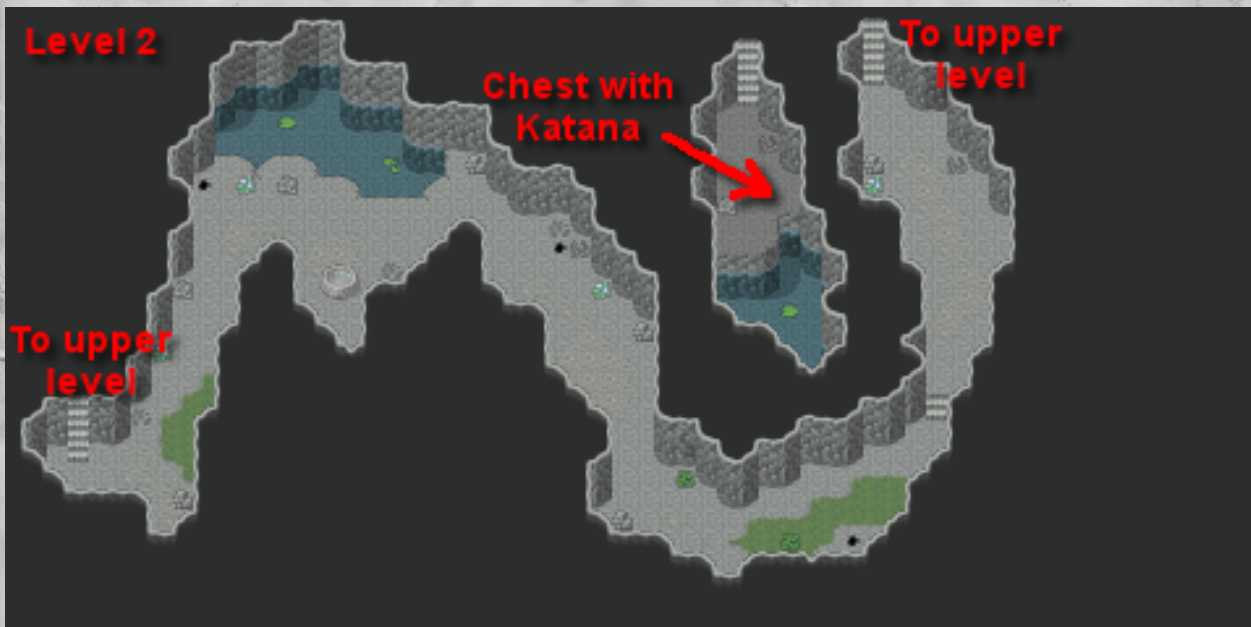
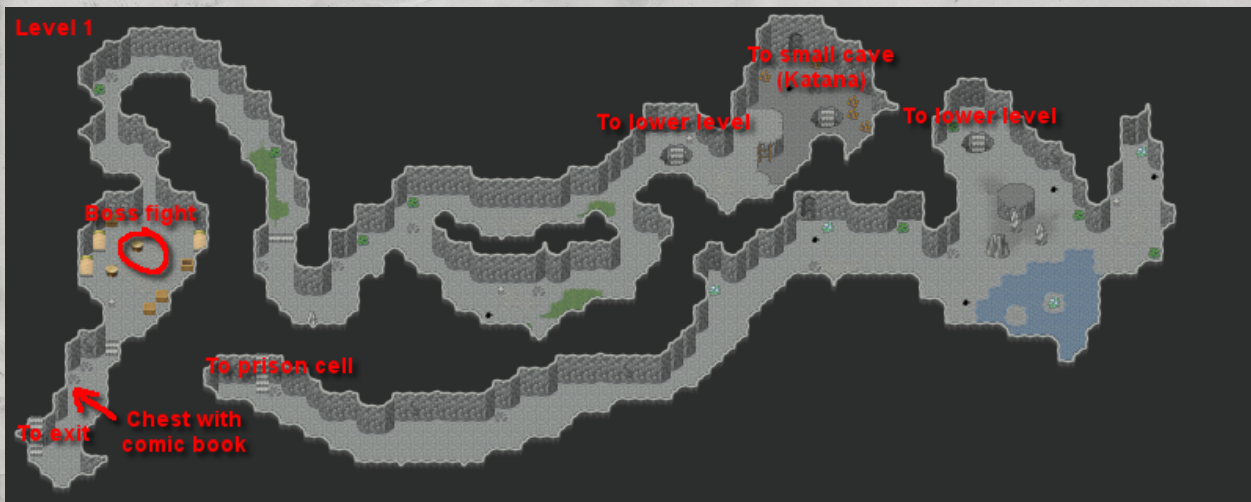
Continue through the forest until you reach the world map. Head to the forest to the North first – night is falling, and apparently someone wants to trap you in the forest. Head on until you reach an inn and ask about staying for the night. Hmm...strange people there. Sure enough, the inn has been taken over by bandits who want to kidnap a travelling lady, and being the selfless heroes you are, you offer to help her. You can now choose to take one of your party with you – you will only have very limited supplies so you won't be able to use your high-powered and expensive skills all too often. This episode can be pretty hard or pretty easy, depending on whether you got the improved armor items from Stromfels first. Here are some considerations on whom to take along:

- Marduk is a rather average choice – his strong skills are too expensive, but at least he has very high attack and decent hitpoints.
- Sheena is a very good choice – her Taunt, Smack Talk, and Shriek skill are very cheap and can be very effective for support.
- Dave is easily the best choice if you bought the Courtier guitar in Stromfels and have it equipped – you can use the super-cheap Blues and Rock'n'Roll skills, plus the Indian Riff skill (if you have it) always comes in handy. With any other guitar, Dave's useful skills are a bit expensive – watch his SP, or he quickly becomes useless.
- Playing the episode with Martine is possible, but rather difficult – her healing skills help a lot and are relatively cheap, but she lacks the punch for taking down bandits, practically leaving all the battling to Haruka alone.

Whoever you decide to take with you, the bandits will take you to their hideout and lock you up in a cell. You can try seducing the guard to get his key or grabbing him to trigger a battle. Grabbing him is the better option – you don't have any weapons at all so you have to rely on skills only, but you can sleep in the cot after the battle so there's no reason to hold back on spending SP. If you're lucky, the guard might drop a weapon after the battle which makes the first steps in the caves much easier.

If you had Haruka learn Stealth back at the academy, you can also use that to get out of the caves – but you won't be able to sneak past the bandit chief at the exit.

Take the stairs down to enter the main cave. Keep on battling bandits and hope for them to drop a decent weapon, and be sure to collect all the health items and weapons from chests. On the second floor, head right instantly and go back down the second stairway – you can find a Katana in one of the chests, making the remaining battles much easier. Get back up to the second floor, head left and defeat the bandit chief and his cronies at the cave entrance. You will find the next comic book in a chest close to the cave exit. Head back to the inn to meet your friends.



Now head back to the world map and enter the large mansion to the South. As soon as you enter, you learn that the baron who lives there has been murdered – it will be your task to identify the murderer and bring him (or her) to justice. You'll have to correctly identify both the murderer and the murder weapon to solve the crime – both are randomly assigned, so you will have to figure out the solution on your own. Begin by talking to all the suspects and collecting all the weapons (you don't really need to take notes, the game will remember anything you learned and display it in the „Notes“ menu). Once you talked to everyone, you will go to your room to think things through - you'll be able to continue collecting weapons on the second day if you missed some. After a good night's rest, open the two boxes left before your door and collect all the clues (they are hidden all over the house and in the garden). Inspect the corpse in the chapel, and you should be able to identify the murder weapon – except if the baron has been shot: in that case, head to the blue salon where the corpse was found and look for a bullet casing, then you will know which gun was used. Now have a look at your notes: check where you have found the murder weapon, then check everyone's alibis. Two people will claim to have



seen each other doing something suspicious in the room where you found the weapon. Check the baron's diary, and you will find that he was afraid of two people – one of them is apparently innocent, but the other one was seen near the murder weapon. Guess who was the murderer? Go to the green salon and talk to the butler to accuse your suspect. If you guessed wrong, you'll have to start over, and the game will assign a new murderer and weapon (so blind guessing won't work).

Once you're past the mansion, prepare for some heavy battles ahead – you are nearing the city of Sbrodj, and their army doesn't go easy on passing tourists. After entering the Balkans area, head straight down to find an Anti-Tank grenade in a chest. Be very careful around the area and avoid tank battles as long as you're on foot – tanks are practically invulnerable to anything except AT grenades, and you need two of those to take out a tank. Head down after the bridge, turn right after the cliff and follow its southern face until you find a ladder – climb it to find a cave entrance.



You can try exploring the map before entering the cave, but you won't be able to cross the bridge unless you have a tank on your own – your party will wisely refuse to attack two enemy tanks at once while on foot. So...let's see where we can find a tank, shall we?

In the cave, it is very advisable to equip Serum Wriststraps – all of the enemies in here have poison attacks, and some of them are pretty fierce. You may note that the fire salamanders don't have a physical attack – if you manage to make them drowsy with one of Sheena's skills, they will be immobilized completely.

On the first level, head right as far as possible, then straight up until you see some barrels of radioactive waste and your first mutant slime monster. You will need a protective suit to advance – good thing I told you to go to Stromfels first and to take care of the power station, or you'd have to backtrack all the way before being able to continue.



Once you made it past the first level, you will find another bottomless chasm to cross – just hop around until you manage to jump across (you can jump over the lying barrel on the left) and push the switch on the other side to activate the bridge mechanism.

On the second level, make sure you collect the can of tar from a chest directly next to the ladder. One thing to keep an eye on in this cave (and in the shops afterward) is that while you can generally sell all your treasure for some easy cash, you should hang on to the slime blobs you find. It might just be that you're going to need some of them later on.

You will find an apparently abandoned tank just outside of the cave, but you'll have to find a way to get the bridge fixed before being able to use it. Climb up the ladder to find a junk dealer (he will give you some serious cash for scrap tank armor, if you already have some) and the unhappy

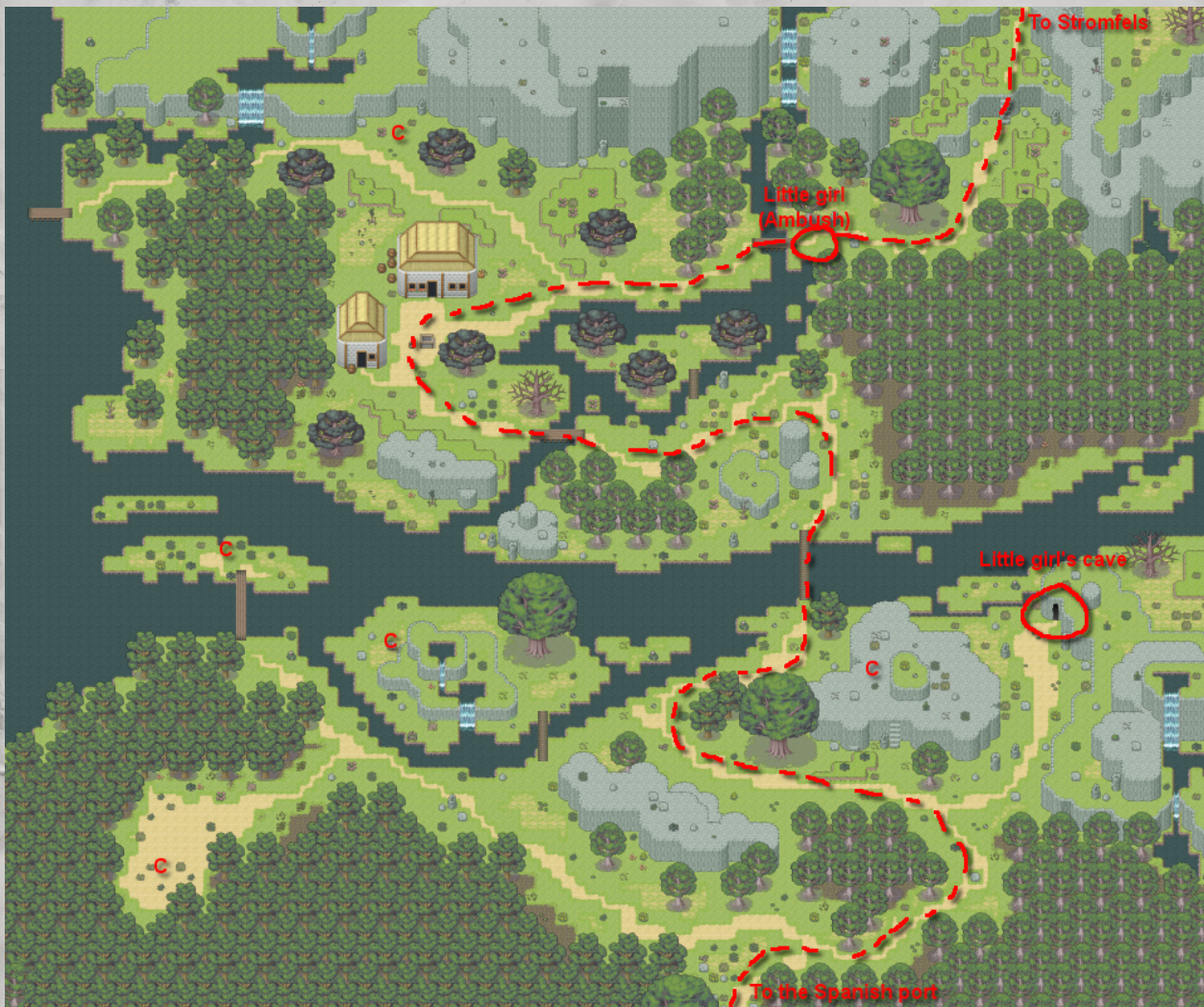
owner of the tank. The latter offers to give the tank to you for free, but you'll have to move it out of there on your own. The only thing he needs for repairing the bridge is a sack of cement – seen any of that lately? Head back to the caves and attack the giant slime monster behind the small building in the center. The giant slime will revive the small mutant slimes once they die, so concentrate on taking out the giant slime first. Take the cement and bring it to the owner of the tank, who will instantly get to work on the bridge. Now, take your tank for a ride – you will notice that exploring the Balkans while sitting in a practically invulnerable behemoth of steel is much more fun than walking around and dying constantly. This is a great moment for stocking up on cash and collecting experience – it takes very, very long for your tank to take any serious damage, and having Sheena repair it is very cheap. You can bring any scrap tank armor you find back to the junk dealer for an additional cash boost.

Head to the bridge in the middle of the Balkans and defeat the two tanks guarding it, then make your way to the northeast corner of the map to enter the city of Sbrodj.

Pay a visit to your old friend Lady Sandau (she lives in the house up on the cliff behind the police station) and offer to deliver her letter. Then, talk to the man standing near a tree next to the police station. Apparently he has taken a rather unique career decision, and it will be up to you to help him achieve his goal. Talk to the slave trader next to the platform to find out what needs to be done, then see how well Leonid handles the tasks (not very well at all). You will have to solve the number riddle (just talk to the slave trader again to give him your answers if you think you've figured it out – it shouldn't be too difficult, but if you're stuck, the correct answers are ████████ – copy and paste the black text to reveal the numbers) and find a way to bend the iron bar. Find the smith in one of the lower houses and ask him about bending the bar. He agrees to help you, but he'll need some firewood first – go to the eastern edge of town to find a woman busy chopping firewood. Agree to help her, and you'll receive a nice bundle of firewood. Just hit the left arrow key until the axe is above the log, then hit space to chop it. Bring the firewood to the smith, exit his shop and return, and the bar will be finished. Bring it to the slave trader for an unpleasant surprise – you'll have to buy a slave to free up some space on the platform. If you don't have enough cash, take your tank for a spin, and you should have the necessary money in a very short time. Tell Leonid about your success, and you will receive the next comic book.

While you're in Sbrodj, you can use the sauna to get some additional hitpoints and a strength bonus – each sauna visit will increase each character's Max HP by 25 to 35, and their strength by 20 to 30 (the HP bonus isn't too great, but the strength bonus alone is worth it). Leave the inn and come back to be able to use the sauna again – unfortunately it will break down after 5 visits, so you can't increase your hitpoints indefinitely.

All that done, it's time to head back to Stromfels and deliver your comics. Next up is a visit to Spain. Enter the forest and follow the path until you encounter a panicky little girl.



Agree to help the girl, but (what a surprise) she was lying and lured you into a Visor ambush. Take out the 4 Visors (having levelled up a bit in the East, they shouldn't be too much of a challenge any more), then follow the path over the bridge and past the small rock. Turn up and enter the cave to find the little girl again. Sheena will want to punish her, but Marduk offers to help her find a home. If you've talked to the lonely old farmer near Stromfels already, she will go there – if not, you'll have to go back to the farmer, talk to him, then return to the girl.

Leave the map to the South to find a small port – this is completely optional, but there are a couple cool rewards to be found here. Talk to the teacher to learn he is looking for a bunch of slime blobs (see? I told you not to sell them). If you have enough slime, he will teach either Dave or Martine (depending who you have with you) a very strong and useful skill. If you're playing with Dave, don't forget to visit the Stromfels library afterwards to upgrade your new skill.

If you decided to kill the arms dealer all the way back in the Sahara, there is nothing more to do here – if you've let him live, you will meet him on the beach, but apparently he has trouble with a bully. Offer to help the poor guy, then find the bully on the blue towel in the middle of the beach. Kick the ball across the beach until you manage to maneuver it to the white X marking – again, see <http://youtube.com/user/defaultgamesdotde> for a video walkthrough if you can't get the ball to the white X. Kick the ball once more from the X, and the bully will leave. Talk to the arms dealer to get a unique weapon – if you're playing with Dave, you probably want to sell the weapon right away, but if you have Martine in the party, it's the best weapon she can equip in all of Europe.

Head back to the farm near Stromfels to check in on the little girl – she appears very happy with her new life, and she gives you the fifth and final comic book.

### **Back in Stromfels, back to Sbrodj**

Deliver Lady Sandau's letter to Heinrich Bismuth (he lives right next to the brewery, and he gives you a reply letter to bring to Lady Sandau), then bring all your comic books to the comics shop and collect your armor. Head to the cathedral to see the ceremony begin (another lucky coincidence – just in time for you to don your new armor). Enter the cathedral and...well, that didn't go quite as planned. Luckily there's a way out of prison, and another letter to deliver to Sbrodj. Collect the Tesla Coil from the chamber behind the prison cell (now you finally know what all those power terminals are good for) and make your way back to Sbrodj.

Once in Sbrodj, enter the palace (the guards will let you pass once you show them the letter) and go upstairs to talk to General Stein. The next episode will once more be completely different depending on whether you took Dave or Martine. Both involve a rather tricky puzzle; Dave's puzzle is a bit easier, but he will also have to win an additional boss fight. Martine's puzzle is a real brain teaser.

**With Dave:** Talk to General Stein, then head down to the police station to get a list of clues. Visit all the houses in town and see if anyone matches the witnesses' description; you will find that there is nobody with a green shirt, no red pants, and no portrait in his house, so the thief must be the guy with a red shirt, no beard, and no portrait.

**With Martine:** Talk to the nurse to find out she needs some tea to heal the General, but she can't identify the pharmacist. Enter all the houses and talk to everyone to get a list of clues. This puzzle is a bit tricky to solve: the best way to proceed is to write down what everyone says on a piece of paper and draw some arrows to indicate who is talking about whom. You will notice that the arrows form a circle: Anki is talking about Onki, Onki about Unko, etc. Now, apparently not all of them are speaking the truth, so each of them is either lying or speaking the truth. Just randomly assume one of them is speaking the truth and follow the arrows around the circle to see what you end up with – you will either end up with a description of someone who doesn't exist (which means your assumption that the first guy was saying the truth must be wrong, which means he must be lying instead), or with a description of someone who does exist, and who must consequently be the pharmacist.

In both cases, if you're impatient, the correct answer is ██████████ (copy and paste the black box to reveal the name) - but you'll still have to talk to everyone before you can accuse him.

**With Dave (continued):** Go to the police station and tell them who you think is the thief. If you guessed correctly, the police officer will ask you to go and apprehend the suspect. Go there and confront him, but he will flee – while you're pursuing him, the door will close behind Dave and he will have to confront the thief on his own. You won't be able to use physical attacks or items in this battle – this will be guitars only. The Indian Riff skill is very useful to have here, as are a couple bottles of Bock Beer for restoring HP and SP at the same time. Once you have defeated the thief, go back to General Stein to tell him the crime has been solved.

**With Martine (continued):** After you solved the riddle, just go to the pharmacist to get your tea. Bring the tea to the nurse to heal General Stein, then he will be able to read the letter.

General Stein will leave to Stromfels to confront the Cardinal as soon as you leave the palace. Before following him, there are a couple more things to take care of in Sbrodj: deliver Heinrich Bismuth's letter to Lady Sandau to receive a reward and another letter, this time addressed to the provisional government in Ghehenna – I wonder what all of this is about? Next, talk to the cook in the palace to learn that her kettle is leaking. Take the kettle with you and go out to the Balkan area on foot – be sure to either bring a supply of AT grenades or to avoid tank battles on the way. No matter how far you've levelled up, it's practically impossible to take out a tank without AT grenades. Enter the small cave to the South to meet yet another charming old lady who offers to fix the kettle for you. If you haven't found the can of tar yet, you'll have to return to the mutant slime cave to get it. Bring the fixed kettle to the cook to receive a pair of woodworking gloves. Now head back to Stromfels (woohoo...more tank driving!), stopping on the way to search the ruins in the Black Forest for the poet's hedgehog – the hedgehog will be there as soon as you talked to the poet, but you need the gloves to pick it up. Bring the hedgehog to the poet, then bring his...err...wonderful poem to Natasha on the city wall. On the way there, give the pogo stick to the old man in front of the cathedral if you haven't done so already. Now try entering the castle (it might be a good idea to sleep in Sophia's house before entering) to witness the confrontation between General Stein and the Cardinal, who turns out to be...well, let's just say he's the next boss you have to fight. This battle will be pretty tough – having a couple pizzas ready would be very helpful. One important thing to know about this particular type of enemy is that they are very susceptible to being enraged (with Sheena's Taunt or Smack Talk skills), which reduces both their attack and defense considerably. Once the evil guy is finally defeated, you are free to explore the castle. You can head up to the computer room on the third floor, but you will need two passwords to unlock the computers, and you only know one so far (if you know the first one already – if not, go to the Old Post and defeat the Pong master at the game console). Go down to the second floor and deliver the candles to the kitchen – the candle makers will give you a slab of wax as a reward. Then talk to Natasha and her friend in the castle's great hall on the ground floor. Go to the basement to have a look at Ulf and his horrible instrument, then go up to the computer room and read the entry “thorbaldophone” in the library computer. Hmm...we need some wax. Good thing we took care of the candle makers already. Go back to Ulf and clog the instrument with the slab of wax, then tell Natasha and her friend about your success. You will finally receive the CD Ben was looking for, and you can go downstairs again to hear what the band made of Bockbeer's poem.

Bring the CD to Ben, and Sophia will start inviting guests to her party. You need to sleep once for the party to start – the easiest way is to just go upstairs and sleep there for free. Talk to everyone on the party to receive a couple of bonus items and to learn the second password you need for using the Tech Priests' computer.

Before heading up to the server room, there are a couple optional sidequests to do: talk to the officer doing paperwork on the second floor to get a job that will require you to return to Darnis, then go downstairs to the basement and enter the small hatch in the lower left corner. Navigate the little switch maze to get to the wrench in the center (hit the switches in this order: top right, bottom left, bottom right, top right again, and finally the rightmost one). Bring the wrench to the mechanic in the Autobahn Club to receive a pretty cool bonus item. Leave the club and sleep somewhere for the club to finally open (you won't be able to sleep at Sophia's house any more after the party started, so if you're really low on money, you might want to do this before delivering the CD to Ben). Talking to the girl wearing black and white goth makeup will trigger another sidequest – it's completely optional, but it's rather funny in a rather...weird way, and it lets Sheena learn a skill that will be extremely useful very shortly after. Once you talked to the girl, head over to the Old Post and find Paula – she's the blond girl wearing sunglasses standing at the back wall. Marduk will have to convince her to go on a date with her – there are several ways to successfully answer her questions, the easiest way is to say “I heard about you”, then “The Cardinal”, “It's true”, “Yes”, and finally “Veronica's books” (sometimes it is necessary to say the truth). Once on the date with Paula, have a look at the bookshelf to find yourself in a rather tricky situation – first, quickly hit the up arrow repeatedly to get up to the knot. Then use the arrow keys to select where to pull – for the first knot, pull on the top left, the second, the bottom right, the third knot is top right, and the fourth and last one has to be pulled from the very top (where the hand inverts). Pick up the books, go back to the Old Post to meet your friends, and bring the books to Veronica in the Autobahn Club.

All that done, it's time to head up to the castle's computer room and see if we can make sense of the security system. You should now have both the passwords for BUF and VOZ. Trying to open the door in the middle will trigger an alarm, so we need to deactivate that – the computer to the right controls the door security system. You can deactivate it after entering the supervisor password, but the security monitoring system instantly detects an intrusion and re-enables the door security. Go to the computer on the left, enter its supervisor password and disable the security monitor, then go back to the right computer, enter its supervisor password and disable the door security. Now you can open the central door with the switch next to the door. Enter the chamber to find another computer terminal and use it for another encounter with Mendelsson. Unfortunately, Zingan Dar is still on your heels and manages to eavesdrop on your communications once again – you'll have to find a sabotaged comm station and repair it before you can safely communicate with Mendelsson.

Head downstairs to the ground floor and leave the castle through the back door – now you're finally able to buy the airship (it's pretty expensive, but you should have more than enough money by now). Inside the airship, you can sleep for free in the central cabin. Use any of the consoles on the bridge to take off.



*There is another secret on the airship – use the console in the office to the right for a couple cups of tea. It's probably not a very useful bonus any more, but maybe “Tea, Earl Grey, hot” rings a bell...*

Take the airship directly north to Great Britain and land it next to the tower – as you may have guessed already, this is the sabotaged comm station you need to fix. Enter the tower and go up to the second floor for a rather tough battle – remember what I told you about enraging Silfari Visors above? If Sheena hasn't learned Smack Talk yet, it might even be an idea to go back to Darnis and get Rita's photo from the barracks (see above in the Marauders section) before continuing – fighting against Silfari Visors without that skill is possible, but it's very difficult.

Defeat the two Visors, then have a look around the comm station – you will find a bound and gagged mechanic in the backroom. Release him to learn what's going on, and to learn what to do to repair the station. Looks like we'll have another round of travelling around the planet to do...good thing we now have an airship.



## Finding the six gemstones

With the airship, the worldmap is now completely open - you can search the six gemstones in any order you want, but there is a natural order that involves a relatively small amount of travel and that guarantees you always have the best equipment available for fighting enemies (which will become a good bit more challenging from here on).

### The Rhinestone

If you've delivered all the letters between Lady Sandau and Heinrich Bismuth already, getting the Rhinestone is very easy – head back to Stromfels and use the castle's teleport (which has finally been repaired) to jump to Ghehenna and give Lady Sandau's letter to your scientist friend who is now standing outside Emer's palace. Bring the scientist's reply letter to Lady Sandau (teleport to Stromfels, then teleport to Sbrodj for the fastest way) to receive the stone.

### The Heart of the Mountain

The Zeppelin is able to pick up Sheena's car and transport it across the planet – remember a location where you needed a faster car to do something? Pick up the car from wherever in Africa you left it and bring it to the Gobi desert. While there, you can bring a sixpack of Bock Beer to the officer on the airbase to learn another driving skill. Have the mechanic in the junkyard equip Sheena's car with the upgraded gun and armor if you want (the army jeeps will be impossible to beat without the upgraded equipment, but Sheena's car is fast enough to outrun them) and drive it to the broken bridge in the middle of the desert. With the correct car, you will finally be able to jump over the chasm and see what lies beyond.

The first thing you'll encounter is a shop – the items available here are the ultimate weapons and armor items you can buy.

Follow the path up the mountains, and you will encounter two things – avalanches, and Yetis. The avalanches require you to time your ascent and sneak between two avalanches without getting hit – this is very easy on the first two levels, but the third one requires quick reactions and a bit of patience. The avalanches always come in series, and there is a small pause between the series – wait for that pause before advancing, and use the safe spots to the left and right of the path to get out of the way of the next wave of avalanches. The Yetis are pretty tough enemies – they can kill one of your characters in one hit even if you wear the best armor, they can (and will) poison you, and they can take a lot of damage before going down. Luckily, they have two weaknesses – poison, and Sheena's Seduce skill. This is where the Temptress skill Sheena can learn from Veronica becomes extremely useful.

Make your way up the mountain until you reach the top (ignore the little cave just before the top for the moment – we will return there shortly). Climb the ladder to the summit and talk to the priestess – she agrees to give you the Heart of the Mountain, but you'll have to pass three tests first. Get back down to the three meditating monks and talk to each of them in turn to learn more about the trials.

Let's start with the rather grumpy monk on the right who is responsible for the trial of civility: just try being as polite as possible while talking to him, and you should be okay (the correct answers are “Greetings”, “Which trial is this?”, “We'll do our best”, “Bless you”, “Came here to

meet you”, and “Wisdom”). He will give you a gold ingot in return – remember a place you were needing one?

The middle monk is not interested in talking about trials, apparently – he would rather be able to take a walk. Offer him the cane you got in exchange for the pogo stick in Stromfels, and you have passed the trial of compassion.

The last monk is responsible for the trial of courage, and as you might have guessed, this involves another boss battle. Get down to the little cave and use the blowtorch on the ice sheet covering the entrance, then defeat the Yeti King. He's the strongest of the Yeti, so he will take a huge amount of damage before being defeated – and his swing attacks can reduce your entire party's hitpoints to almost nothing in one go. The annoying thing about him is that he isn't as susceptible to Seduce as the other Yetis, so prepare for a long and hard battle (he can still be poisoned, so use that to your advantage).

All three trials passed? Good – climb the ladder to the priestess and get the Heart of the Mountain. On your way down, you might pick up a spare knee protector to give to the wannabe adventurer in Stromfels (this is completely optional) and bring the gold ingot and a silver ingot to the smith to get Haruka's final sword (also optional, but highly recommended). As with the other swords, you'll have to leave the desert and return for your new sword to be finished.

Before you finally leave the desert, make sure you have two wolf sinews in your inventory – we'll need them very soon.

### **The Star of India**

Next up is a visit to India. Make a stop in China on your way and deliver the crate of toy robots to Chiba. Then head to Anandapur and look for the thief – he's no longer hanging out at the palace, apparently he now lives in the house where the musicians used to live. Go there to witness a scene of happy family life. The thief will agree to give back the Star of India if you manage to find it (and if you manage to get something else from the cellar). Go downstairs to start a long series of puzzles spanning several floors. The first floor is very simple – just push the crates onto the green switches to open up a way downstairs. The second floor is a bit more tricky, but not by much – the trick is to move the right crate onto the lower right switch, if you use the lower crate for that, you're stuck and have to start over. Standing on the red switch will close the hatch only for a couple of seconds, so hurry on your way there (although standing on the hatch while it opens is also fun). The third floor is where things get interesting – I highly recommend the video walkthrough on <http://youtube.com/user/defaultgamesdotde> if you're stuck as it's difficult to describe in words what to do here. First, push down the two crates on the top right to create a bridge. Next move the lowest crate on the wiggly structure at the bottom to the right and push the one directly above that up. Move the crate that is now sitting in the bottom right corner up against the other crate, then push both of them and the one above to the left. Now go all the way around and push the crate you pushed to the top – first to the right against the railing, then down. Go back down to the wiggly structure and push all three crates up – if you did it right, they should now be nicely staggered, push all of them to the right to complete the level. Level 4 is a bit easier again: Stand on switches 1, 3 and 4 to close all hatches and form a passage. As on level 2, standing on the red switch will close the hatch on top only for a couple of seconds (this part is a bit easier if you use the mouse to move – just stand on the red switch and click

somewhere in the top part of the map, and the running sequence will resolve itself). In the upper part, move the crate to the right switch first – you can't move it out of the left area, you'll have to go back upstairs and reset the puzzle to get it to the right (at least the passage and the hatch controlled by the red switch will still be in their correct state after resetting the puzzle).

Once you got the necklace and the Star of India from the yellow chests, head back up – another gemstone done.

While you're in Anandapur, head up to the jungle and fight tigers for a while until you get a tiger skin – you will see why in a moment.

### **The Quadrolithium Crystal**

As the technician in the comm station told you, Quadrolithium crystals were once used in spacecraft propulsion – remember seeing a spacecraft somewhere? Head to the little cave in the mountains in the North of India (outside of the Jungle, on the way to Darnis) and enter the spacecraft. With the protective suit from Stromfels, you can now safely explore the ship. Go to the cockpit to find a radar console with a minigame – just hit the keys on the right console in the same order they appeared on the left one. You have to hit 8 keys in sequence to finish the game. I have found it easier to memorize them in two groups of 4 keys. The sequence of keys is random, and I have found that (for me at least) some sequences are much harder to remember than others – if you have trouble remembering a sequence, just start over and try again with another sequence. Once you beat the game, you will get access to the crystal.

Try to get a slime blob from one of the slime monsters in the ship.

### **The Blood Diamond**

Head to Darnis and enter the palace's throne room for yet another unexpected family reunion. Talk to Alfred about your adventures, then ask him about the Blood Diamond. If you followed my advice above, you should have all the trophies he wants right with you – if not, you'll have to do a bit more travelling with the Zeppelin.

Before you leave Darnis, make a little side trip to finish the remaining sidequests – first, go to the attorneys' office and have them check the contract you received from the officer in Stromfels. Bring the verified contract to Stromfels to get a cool reward (the plush toy can be equipped as an accessory and protects against various states). Bring the order from the Chiba robot repair shop to the robot factory and give the wannabe adventurer in the bar a knee protector – once he sets out on his adventures, you will meet him in most of the major cities and will be able to buy additional supplies from him. Head back to Darnis and give the robot magazine to the graffiti artist for a probably rather unexpected reward.

### **The Hope Diamond**

One last gemstone to go, and we're through – and this one involves a bit of heavy fighting for a change. Take the Zeppelin to South Africa and go to the little mining village. If you haven't brought the crowbar from the lab in Ghehenna, now would be a good time to go and get it as without it you won't be able to enter the mines.



Enter the small cave directly opposite the entrance and push the switch there, then get back to the main cave and go to the left, ignoring the entrance on the left wall for now (unless you want to reset all the enemies and battle them again). Instead, follow the cave upwards and turn right after the little pond to find another entrance – push the switch there, and the bridge in the upper part of the map will be activated. Go back to the entrance on the left wall and enter it to reach the bridge.

Have Marduk dive once more and defeat the underwater monsters on the way to the right. You cannot use skills under water, and the squids can't be hurt with Marduk's hammer, so your only option is to use items. Use frag grenades, shuriken, or venom flasks, and the battles shouldn't be too hard. For the boss squid at the far end of the area, I'd recommend wearing a Serum Wriststrap – the battle becomes a lot easier when it cannot poison you.

Climb the rope behind the now defeated boss to reach a small chamber. Open the chest to find the final gemstone.

### **Inserting the Gemstones**

Now you have all the gemstones, head back to the comm station and insert them into the slots on the wall. If you can't find the correct order for inserting them, go downstairs to the ground floor and have a look at the two tomb-like structure standing in the large room – do the colors remind you of something? Insert the stones in exactly the same color order as the markings on the tombs, and the comm station will recalibrate itself.

Head back to Stromfels and contact Mendelsson once more from the computer terminal – this time, Zingan will be unable to eavesdrop on your communications, and Mendelsson will be able to trace his location. A new landing pad will appear on the map – let's head there to finally confront Zingan.

Before heading to New Mankind and confronting the Visors on their home turf, I'd recommend spending all the remaining money you have on a large supply of pizzas. You might even want to sell your other food items and buy pizzas instead – the more, the better. About 15 or 20 pizzas should be enough.

## The Visors

Have a look around the Visor city for some last treasure chests containing some useful supplies (the two red rectangles in the outer courtyard are entrances to teleports leading to more chests), then enter the building through the door in the inner courtyard.

You can head straight up and finish the game, but there are two more bonus items to be found - first, head left and enter the chamber to find the ultimate energy weapon. Unfortunately, you will have to fight two staggered battles against Silfari Visors to get it, so be prepared - and don't forget about Sheena's enraging skills.

On the corridor leading upward, there is a door leading to a chamber to the left - enter it to find a portable holoprojector. Once you have that, take the corridor leading to the right to find a locked door that will only let you pass when using the holoprojector. The door leads to a labyrinth at the end of which you will find the final bonus item.

## The Labyrinth

Marduk will be on his own, and he will have a limited amount of time to make it past the security cameras before the batteries of his projector run out. Luckily the batteries automatically recharge once you leave the labyrinth, so you can try it as often as needed. The red areas on the floor mark the areas controlled by the cameras - you don't want to step on the red floor tiles while your projector is malfunctioning (which it does regularly). Just walk up to the red areas, wait for the holoprojector to fail and come back again, then make your way to the next camera. There is really only one way through the labyrinth - there are a couple branches on the way, but they all lead to the same spot and all have the same amount of cameras, so it doesn't really matter which path you take. In the last room (the zigzagging corridor with the many cameras), you can easily go past two cameras before your projector fails.

In the room at the other end of the labyrinth, you will find the ultimate armor item. There is also a switch that lets you deactivate the security cameras, but you can also leave them switched on and have the guard robots transport you back to the entrance.

Now it's time to take the central corridor upwards - there are two battles on the way that can't be avoided, not even with Haruka's Stealth skill. The game will ask you if you want to enter the door at the end of the corridor - if you're not fully healed up or maybe want to change your equipment before the final boss battle, select "No" and prepare your party before entering.

### The Final Battle

The final boss battle can be pretty tough depending on how far you have levelled up, so it's a good idea to prepare for the battle beforehand. Here are a couple of things to consider before entering the battle:

- Physical attacks are not going to cut it against Zingan Dar, so you might want to consider changing your tattoos to those that give you a defense or skill attack boost.
- As you probably won't be using physical attacks any more, having ammo equipped is useless. Use something that gives you a defense bonus instead.
- You can go back to India and bring an offering to the Gods in the temple for an additional skill attack bonus. If you don't want to waste time walking through the jungle, fly the Zeppelin to China and take the ship to Anandapur.
- You will probably need a stack of pizzas to make it through the battle alive. I'd recommend bringing at least 10 to be on the safe side.
- If you're playing with Dave, it's essential to know which guitars work best with which skills. At this point, there are only two options that make sense – use either The Axe and the Death Metal skill, or the Porticaster and The Greatest Song. The latter is a bit more expensive, but a good bit more effective.
- And don't forget about Sheena's Taunt/Smack Talk skills and their effect on Silfari Visors.

All that being said, enter the chamber and wait for the cutscene to finish. The basic strategy is quite simple: Sheena can use Secret Word once every two turns, so the first turn have her use Secret Word and have the others use their strongest attack skills, the second turn have Sheena heal if necessary or try to confuse Zingan (he has a very high resistance against confuse, but if you do manage to confuse him, the battle becomes very easy). Once Zingan has summoned his Silfari helpers, have Sheena use Smack Talk while she can't use Secret Word and switch to using group attack skills for all others.

Even with the best strategy, this battle requires a bit of luck – Zingan will remain under the influence of Secret Word until he next attacks. If you're lucky, you can get in three or four high-powered skill attacks before he wakes up and attacks, but if you have bad luck, he might attack right after Sheena used Secret Word, and all your attacks will be wasted. If you die, don't despair – the game autosaves right at the door to Mendelsson's chamber so you can retry the battle right away.

Once you finally beat Zingan, watch the closing credits for a final surprise - and congratulations! You have beaten Götterdämmerung RPG!

After the final battle, the “Bonus Features” option from the main menu will be enabled – you can play all the game's minigames and arcade consoles from the Arcade, or watch the cover gallery for a bit of music-related fun.

I hope you enjoyed the game!

## Bestiarium

This section contains a complete list of enemies, along with their strengths and weaknesses



### Marauder (Tutorial)

HP: 80

Attack: 4

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: in the tutorial

Notes: ---



### Scorpion

HP: 15

Attack: 2

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: in the African jungle, and in the African caves

Notes: ---



### Snake

HP: 30

Attack: 4

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: In the African jungle

Notes: ---



### Bat

HP: 75

Attack: 10

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: in the African caves

Notes: ---





### Scorpion Queen (Boss)

HP: 480

Attack: 26

Skills: Summon (calls three scorpions)

Strong against: hard to confuse and seduce, and almost immune against poison

Weak against: ---

Where to find them: at the back exit of the African caves

Notes: The scorpions summoned by the queen are a fair bit tougher than regular scorpions – don't underestimate them.



### Marauder Car

HP: 740

Attack: 60

Skills: ---

Strong against: immune against poison, confuse, enrage, and seduce

Weak against: ---

Where to find them: in the African desert

Notes: You shouldn't attack these on foot early in the game – wait until you have a car of your own.



### Marauder

HP: 300

Attack: 24

Skills: Stun Grenade (confuses you)

Strong against: Tame

Weak against: can be seduced and poisoned easily

Where to find them: on the coast around Darnis

Notes: ---



### Lizard

HP: 420

Attack: 18

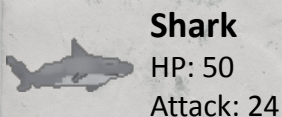
Skills: ---

Strong against: ---

Weak against: ---

Where to find them: in the cliffs around Darnis

Notes: ---



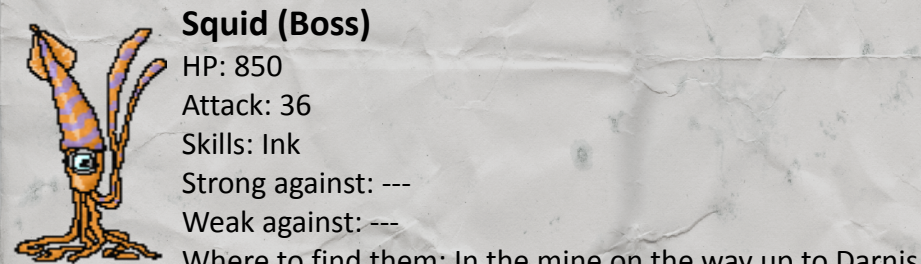
Skills: ---

Strong against: ---

Weak against: ---

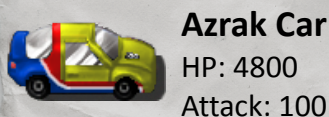
Where to find them: in the water near the port of Darnis

Notes: Marduk can't use skill attacks underwater, so you'll be limited to using his hammer.



Where to find them: In the mine on the way up to Darnis

Notes: Can be poisoned to make the battle a bit easier



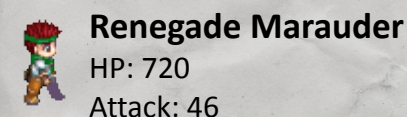
Skills: ---

Strong against: your car

Weak against: ---

Where to find them: on your way to Azrak during Marauder mission 3

Notes: You cannot defeat this car – you'll lose the battle in two or three turns, but that's necessary for the story to advance



Skills: Stun Grenade (+confuse), Hand Grenade

Strong against: Tame

Weak against: ---

Where to find them: in the mountains near the coast between Darnis and Azrak

Notes: Confuse, Enrage and Seduce all work pretty well against them. Occasionally drop submachine guns, making them your best option for collecting money while you're in Darnis.



### Renegade Leader (Boss)

HP: 1560

Attack: 96

Skills: Strun Grenade (+confuse), Hand Grenade

Strong against: Confuse, Tame, Seduce

Weak against: ---

Where to find them: up in the mountains near the coast during Marauder mission 4

Notes: Hard to confuse, immune to Seduce, but poison and enrage still work



### Oyster

HP: 50

Attack: 24

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: underwater on the Pirate island

Notes: Very easy to beat if you have Marduk equip the Padded Leather Vest – he'll be practically invulnerable to their attacks



### Blue Oyster (Boss)

HP: 170

Attack: 30

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: underwater on Pirate island, all the way to the left

Notes: Use a stun grenade or two during this battle



### Scarab

HP: 900

Attack: 58

Skills: Dirtball

Strong against: ---

Weak against: ---

Where to find them: in the pyramids

Notes: ---



### Scarab Queen (Boss)

HP: 3800

Attack: 65

Skills: Summon (calls two scarabs), Dust Cloud

Strong against: Confuse, Seduce

Weak against: ---

Where to find them: in the lower pyramid

Notes: ---



### Poisonous Snake

HP: 980

Attack: 45

Skills: Poison Bite (+poisoned)

Strong against: Immune to poison attacks

Weak against: ---

Where to find them: in the Indian Jungle

Notes: ---



### Tiger

HP: 1200

Attack: 66

Skills: ---

Strong against: Skill attacks

Weak against: Enrage

Where to find them: in the Indian Jungle

Notes: Tigers are tough, but enraging them makes things a bit easier



### Bandit

HP: 2000

Attack: 60

Skills: Beer (heals himself)

Strong against: Seduce, Confuse, Tame

Weak against: ---

Where to find them: in the northern part of the Indian Jungle

Notes: ---



### Guardian (Boss)

HP: 2500

Attack: 89

Skills: Beer (heals himself), Jump Attack

Strong against: Seduce, Confuse, Tame

Weak against: ---

Where to find them: At the entrance to the cave empire in Northern India

Notes: ---



### Cave Spider

HP: 1600

Attack: 73

Skills: Poison Bite (+poisoned)

Strong against: ---

Weak against: ---

Where to find them: in the cave empire, in a cave below Chiba

Notes: ---



### Blesmol

HP: 1100

Attack: 90

Skills: Shriek (+drowsy)

Strong against: Physical attacks, Seduce, poison

Weak against: Skill attacks

Where to find them: in the cave empire

Notes: Try to enrage them to bring down their armor



### Cave Dweller (male)

HP: 1200

Attack: 70

Skills: Drill Swing

Strong against: Tame

Weak against: ---

Where to find them: in the cave empire's mines

Notes: ---



### Cave Dweller (female)

HP: 1200

Attack: 72

Skills: ---

Strong against: Tame

Weak against: ---

Where to find them: in the cave empire's mines

Notes: ---



### Caveworm

HP: 2000

Attack: 65

Skills: Hum (+sleep)

Strong against: ---

Weak against: ---

Where to find them: eastern part of cave empire

Notes: ---

## The Robots

### Shinzu



HP: 350  
Attack: 35

Skills: ---

Notes: ---

### Alita



HP: 650  
Attack: 50

Skills: ---

Notes: Use Sawblades as long as you have the skill points

### Number 5



HP: 800  
Attack: 68

Skills: Electro Shock

Notes: Use Electro Shock or Sawblades as long as you have the skill points

### Megaton



HP: 950  
Attack: 80

Skills: Cannon

Notes: Use either Cannon or the upgraded Electro Shock skill

### Red Robot 7



HP: 1100  
Attack: 95

Skills: Electro Shock, Cannon

Notes: Use Cannon as long as you have skillpoints

### Panda



HP: 5000  
Attack: 80

Skills: ---

Strong against: ---

Weak against: Tame

Where to find them: in the Chinese jungle

Notes: very easy to tame



### **Ninja**

HP: 4600

Attack: 90

Skills: Poison Shuriken (+poisoned), Shuriken, Smoke Bomb (increases defense)

Strong against: Tame

Weak against: ---

Where to find them: in the Chinese jungle

Notes: Very hard to defeat once they smokebombed themselves – try enraging them to lower their armor and use poison or venom (poison damage acts through their smokebomb effect)



### **Ninja Master (Boss)**

HP: 8000

Attack: 180

Skills: Double Slash, Smoke Bomb (increases defense), Poison Shuriken

Strong against: Confuse, Poison attacks

Weak against: ---

Where to find them: at Ninja Academy

Notes: Have Haruka equip the best armor available and use a venom flask or two



### **Son of Light (lance)**

HP: 4500

Attack: 88

Skills: Jump Attack

Strong against: Confuse, Seduce, Tame

Weak against: ---

Where to find them: in the palace in Ghehenna

Notes: ---



### **Son of Light (shotgun)**

HP: 4000

Attack: 98

Skills: ---

Strong against: Confuse, Seduce, Tame

Weak against: ---

Where to find them: in the palace in Ghehenna

Notes: ---



### Son of Heaven (Boss)

HP: 28000

Attack: 140

Skills: Summon (calls 2 Sons of Light), Swing Attack

Strong against: Confuse, Sleep, Seduce, Tame

Weak against: ---

Where to find them: On the lowest level in the Ghehenna palace

Notes: Try enrage and poison against him, otherwise, just use your highest skill attacks



### Wolf Spider

HP: 6200

Attack: 90

Skills: Venom Bite (+venom)

Strong against: ---

Weak against: ---

Where to find them: In the northern part of the cave empire, in a cave in the Balkans

Notes: ---



### Great Northern Caveworm

HP: 7200

Attack: 95

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: in the northern part of the cave empire, in the mine in the Gobi Desert

Notes: ---



### Army Jeep

HP: 14000

Attack: 150

Skills: ----

Strong against: Poison, Seduce, Enrage, Tame

Weak against: ----

Where to find them: in the Gobi Desert

Notes: It may be easier to fight them from a Jeep, but they can be taken down with physical attacks and frag grenades





### **Wolf**

HP: 7500

Attack: 130

Skills: Howl (heals entire pack)

Strong against: Physical attacks

Weak against: Skill attacks

Where to find them: In the Gobi Desert

Notes: ---



### **Monkey (Boss)**

HP: 38000

Attack: 110

Skills: Claw, Rock

Strong against: Confuse, Seduce, Drowsy

Weak against: ---

Where to find them: in the little cave in the mines in the Gobi Desert

Notes: ---



### **Visor (first appears as a Boss, later as a regular enemy)**

HP: 21000

Attack: 120

Skills: Discharge (+confused)

Strong against: Poison, Seduce, Confuse, Drowsy

Weak against: ---

Where to find them: on Airbase 47, occasionally in ambushes in Europe, in New Mankind

Notes: In Europe, you can try EMP grenade on them – for the first boss battle, just hit them with all you've got and hope for the best.



### **MIG-15**

HP: 8800

Attack: 95

Skills: ---

Strong against: ---

Weak against: ---

Where to find them: on the flight from Airbase 47 to Europe

Notes: Use one missile per plane, then finish them off with MG attacks

### **Rabid Fox**



HP: 11500

Attack: 170

Skills: Rabies (+venom)

Strong against: ---

Weak against: ---

Where to find them: in the Black Forest

Notes: ---



### **Tech Warrior**

HP: 8600

Attack: 160

Skills: EMP Grenade (+shocked)

Strong against: Confused, Tame

Weak against: Seduce

Where to find them: in the Black Forest

Notes: ---



### **Tech Priest**

HP: 8900

Attack: 168

Skills: Discharge (+confused), EMP Grenade (+shocked)

Strong against: Poison, Confuse, Tame, Seduce

Weak against: ---

Where to find them: in the Black Forest

Notes: ---



### **Grass Snake**

HP: 8000

Attack: 120

Skills: Poison Bite (+poisoned)

Strong against: Physical attacks, immune to poison

Weak against: Skill attacks

Where to find them: in the Eastern Forest

Notes: ---



### **Grey Wolf**

HP: 8200

Attack: 155

Skills: ---

Strong against: Skill attacks

Weak against: Physical attacks

Where to find them: in the Eastern Forest

Notes: ---



### **Bandit (assault rifle)**

HP: 4600

Attack: 110

Skills: Beer (heals himself)

Strong against: Tame

Weak against: ---

Where to find them: in the bandit cave in the Eastern Forest

Notes: ---



### **Bandit (shotgun)**

HP: 4800

Attack: 115

Skills: Beer (heals himself)

Strong against: Tame

Weak against: ---

Where to find them: in the bandit cave in the Eastern Forest

Notes: ---



### **Bandit Chief (Boss)**

HP: 8800

Attack: 130

Skills: Hand Grenade

Strong against: Seduce, Tame

Weak against: ---

Where to find them: at the exit of the bandit cave in the Eastern Forest

Notes: ---



### **Soldier**

HP: 10200

Attack: 160

Skills: Fragmentation Grenade, Stun Grenade (+confused)

Strong against: Poison, Tame

Weak against: ---

Where to find them: in the Balkans

Notes: ---



### **Tank**

HP: 40000

Attack: 330

Skills: Machine Guns

Strong against: Anything except AT Grenades

Weak against: AT Grenades (you need two to take one out), your own tank's gun

Where to find them: in the Balkans

Notes: Try to avoid attacking them on foot if possible



**[Redacted] (Boss)**

HP: 36000

Attack: ---

Skills: Hard Rock, Heavy Metal, Death Metal

Strong against: ---

Weak against: ---

Where to find him: in Sbrodj (only when playing with Dave)

Notes: If you have learned Indian Riff in India, use that as early as possible – then, just finish him off with whichever skills are good with your current guitar

**Fire Salamander**



HP: 19000

Attack: ---

Skills: Poison Bite (+poisoned), Fire Breath, Salamander Song (+sleep)

Strong against: Poison

Weak against: ---

Where to find them: in the caves in the Balkans

Notes: Fire Salamanders don't have a physical attack - if you manage to make them drowsy with one of Sheena's skills, they are immobilized

**Mutant Slime**



HP: 20000

Attack: 199

Skills: Slime Cloud (+venom)

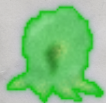
Strong against: Seduce, Drowsy, Poison

Weak against: ---

Where to find them: in the Balkan caves, in the Stromfels sewers, in the crashed ship in India

Notes: ---

**Blob (Boss)**



HP: 40000

Attack: 220

Skills: Ooze (revives mutant slimes if killed)

Strong against: Poison, Seduce, Confuse, Tame

Weak against: ---

Where to find them: in the caves in the Balkans

Notes: Will revive the small mutant slimes if you kill them, so concentrate on taking it out first before dealing with the small slimes



### Lynx

HP: 12500  
Attack: 140

Skills: ---

Strong against: Physical attacks

Weak against: Skill attacks

Where to find them: in the forests of Spain

Notes: ---



### Vulture

HP: 14000  
Attack: 120

Skills: Egg Attack (+venom)

Strong against: Skill attacks, immune to enrage

Weak against: Physical attacks

Where to find them: in the Forests of Spain

Notes: Their egg attack can poison your entire party at once



### Silfari Visor (first as a Boss, later as a regular enemy)

HP: 58000  
Attack: 440

Skills: Discharge (+confused), EMP Grenade (+shocked), Energy Blast (+confused)

Strong against: Poison, Seduce, Shock, Tame, Confuse

Weak against: Enrage

Where to find them: in the castle of Stromfels, in the comm station, in New Mankind

Notes: Use Sheena's Taunt or Smack Talk skills to soften them up



### Yeti

HP: 45000  
Attack: 380

Skills: Swing Attack, Bad Breath (+poisoned)

Strong against: Confuse, Shock, Tame

Weak against: Seduce, Poison

Where to find them: in the Himalaya

Notes: ---



### Yeti King (Boss)

HP: 85000  
Attack: 600

Skills: Swing Attack, Royally Bad Breath (+poisoned), Scream (+confused)

Strong against: Confuse, Shock, Seduce, Tame

Weak against: Poison

Where to find them: in the Himalaya

Notes: ---



### Silvery Mole Rat

HP: 42000

Attack: 290

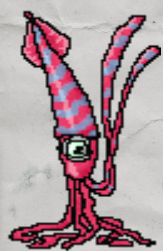
Skills: Shriek (+drowsy)

Strong against: Seduce

Weak against: Shocked, Tame

Where to find them: in the abandoned mine in South Africa

Notes: ---



### Giant Squid

HP:1950

Attack: 89

Skills: Ink

Strong against: ---

Weak against: ---

Where to find them: underwater in the abandoned mine in South Africa

Notes: can only be hurt with items – you cannot use skills, and your hammer is too weak to hurt them



### Architheutis

HP: 40000

Attack: 198

Skills: Poison Ink (+venom)

Strong against: Poison

Weak against: ---

Where to find it: underwater in the abandoned mine in South Africa

Notes: can only be hurt with items – you cannot use skills, and your hammer is too weak to hurt it.



### Zingan Dar

HP: 99999

Attack: 370

Skills: Summon (calls 2 Silfari Visors), Minigun Attack, EMP Grenade (+shocked), Venom Flask (+venom), Heal (heals himself)

Strong against: Anything while not under the influence of Secret Word

Weak against: Secret Word

Where to find him: in New Mankind

Notes: See the section on the final bossfight on page 55 above

## ***Weapons and Armor***

Many weapon and armor items give you hidden bonuses. Here's a complete list of all their special features:

### **Weapons**



#### **Hammer**

Where to get it: in the chest in Marduk's house

Cost: 0 (cannot be sold)

Attack: 6

Can be equipped by: Marduk

Special features: none (is the only weapon Marduk can use while underwater)



#### **Knife**

Where to get it: Shops in Dikea and Nibiru

Cost: 5

Attack: 5

Can be equipped by: Sheena, Dave, Haruka, Martine

Special features: ---



#### **9mm Pistol**

Where to get it: Chest in the African Jungle cave, shop in Darnis

Cost: 250

Attack: 15

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: ---



#### **50cal Revolver**

Where to get it: Chest on the coast, shop in Darnis

Cost: 550

Attack: 27

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: +2 Strength



#### **SMG**

Where to get it: Shop in Darnis, dropped as loot by Renegade Marauders

Cost: 1200

Attack: 48

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: +10 Dexterity



### Modified SMG (unique)

Where to get it: Reward for missing the Renegade Leader 13 times during the civil war

Cost: 2200

Attack: 53

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: +10 Dexterity, +1 Strength



### Assault Rifle

Where to get it: Shop in Anandapur

Cost: 2000

Attack: 68

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: +1 Strength



### Crossbow

Where to get it: Shop in Anandapur

Cost: 1650

Attack: 56

Can be equipped by: Sheena, Haruka

Special features: +2 Dexterity, +2 Agility



### Shotgun

Where to get it: Locked chest in fire caves, shop in Chiba

Cost: 4000

Attack: 120

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: +1 Strength



### Assassin Crossbow

Where to get it: Shop in Chiba

Cost: 4800

Attack: 144

Can be equipped by: Sheena, Haruka

Special features: +2 Dexterity, +2 Agility



### Katana

Where to get it: Shop in Chiba, dropped by Ninjas as loot

Cost: 900

Attack: 115

Can be equipped by: Haruka

Special features: +2 Strength





**Finesteel Katana**

Where to get it: Shop in Chiba

Cost: 5200

Attack: 160

Can be equipped by: Haruka

Special features: +2 Strength



**Advanced Assault Rifle**

Where to get it: Airbase 47 armory

Cost: 6800

Attack: 150

Can be equipped by: Marduk, Sheena, Dave, Martine

Special features: +1 Strength



**Improved Crossbow**

Where to get it: Weapon smith in Gobi Desert (needs 10 wolf sinews)

Cost: 7000

Attack: 174

Can be equipped by: Sheena, Haruka

Special features: +4 Dexterity, +4 Agility



**Wolfblade (unique)**

Where to get it: Weapon smith in Gobi Desert (needs copper and tin)

Cost: 7500

Attack: 210

Can be equipped by: Haruka

Special features: +12 Strength



**Curved Sword (unique)**

Where to get it: Weapon smith in Gobi Desert (needs copper and silver)

Cost: 7500

Attack: 200

Can be equipped by: Haruka

Special features: +20 defense, +20 skill defense



**Dragon Blade (unique)**


Where to get it: Weapon smith in Gobi Desert (needs tin and silver)


Cost: 7800


Attack: 180


Can be equipped by: Haruka


Special features: +10 Intelligence, wielder learns Dragon Dance


 **Hunting Shotgun**  
Where to get it: Shops in Stromfels and Sbrodj  
Cost: 13400  
Attack: 199  
Can be equipped by: Marduk, Dave  
Special features: +2 Strength

 **Bowcaster**  
Where to get it: Shop in Stromfels  
Cost: 14600  
Attack: 220  
Can be equipped by: Sheena  
Special features: +2 Dexterity, +3 Agility, inflicts Shocked

 **Paratrooper Rifle (unique)**  
Where to get it: Reward for getting rid of the bully in Spain  
Cost: 10400  
Attack: 190  
Can be equipped by: Marduk, Sheena, Dave, Martine  
Special features: +2 Strength, +4 Dexterity

 **Rusty Katana (unique)**  
Where to get it: Chest in the Bandit cave in Eastern Europe  
Cost: 400  
Attack: 65  
Can be equipped by: Haruka  
Special features: ---

 **Rapier**  
Where to get it: Smith in Sbrodj  
Cost: 16800  
Attack: 245  
Can be equipped by: Haruka  
Special features: +5 Strength, +2 Dexterity

 **Tesla Coil (unique)**  
Where to get it: in an abandoned storage room in the Stromfels castle  
Cost: 0 (cannot be sold)  
Attack: 270  
Can be equipped by: Marduk  
Special features: uses up ammo (1 charge per battle), +2 defense, +2 Strength, inflicts Shocked, wielder learns Tesla Discharge



### Heavy Assault Rifle

Where to get it: Shop in Gobi Desert

Cost: 48000

Attack: 220

Can be equipped by: Dave, Martine

Special features: +2 Strength, wielder learns Grenade



### Hunting Crossbow

Where to get it: Shop in Gobi Desert

Cost: 34800

Attack: 288

Can be equipped by: Sheena, Haruka

Special features: +1 Strength



### Glory of Ten Powers (unique)

Where to get it: Weapon smith in Gobi Desert (needs silver and gold)

Cost: 22000

Attack: 295

Can be equipped by: Haruka

Special features: +12 Strength, +3 Dexterity, wielder learns Song of Ten Powers



### Phase Gun (unique)

Where to get it: In New Mankind

Cost: 0 (cannot be sold)

Attack: 290

Can be equipped by: Marduk

Special features: uses up ammo (1 charge per battle), +3 defense, +3 Strength, inflicts Shocked, wielder learns Phase Discharge

## Armor – Helmets



### Leather Cap

Where to get it: In the shops in Dikea and Nibiru

Cost: 20

Defense/Skill Defense: 3/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



### Biker Helmet

Where to get it: In the shop in Darnis

Cost: 180

Defense/Skill Defense: 8/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Rocker Helmet (unique)**

Where to get it: Reward for waking up Francis in Darnis

Cost: 240

Defense/Skill Defense: 12/2

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Confuse



**Pharaoh's Death Mask (unique)**

Where to get it: In the lower pyramid (reward for boss fight)

Cost: 2000

Defense/Skill Defense: 32/20

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Confuse



**Hard Hat**

Where to get it: Chest in cave empire mines, in the shop in Ghehenna

Cost: 400

Defense/Skill Defense: 16/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Army Helmet**

Where to get it: In the Airbase 47 armory

Cost: 1000

Defense/Skill Defense: 25/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Racing Helmet**

Where to get it: Rare prize in the Lightning Dome car races

Cost: 1200

Defense/Skill Defense: 32/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Officer's Hat (unique)**

Where to get it: Reward for creating confusion on the Airbase 47 parade field

Cost: 2000

Defense/Skill Defense: 28/30

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +5 Agility



### **Priest Helmet**

Where to get it: Shop in Stromfels

Cost: 4400

Defense/Skill Defense: 36/25

Can be equipped by: Marduk, Sheena, Dave, Haruka

Special features: protects against Confuse



### **Visor Headgear (semi-unique)**

Where to get it: Chest in Spain, reward for bringing robot pictures to the graffiti artist

Cost: 6800

Defense/Skill Defense: 45/25

Can be equipped by: Marduk, Sheena, Dave

Special features: +2 Dexterity, protects against Confuse and Shocked

## **Armor – Body Armor**



### **Leather Vest**

Where to get it: Chest in African Jungle, shops in Dikea and Nibiru

Cost: 30

Defense/Skill Defense: 8/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



### **Padded Leather Vest**

Where to get it: Shop in Darnis

Cost: 350

Defense/Skill Defense: 50/12

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



### **Black Coat**

Where to get it: Shop in Darnis

Cost: 450

Defense/Skill Defense: 28/40

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +2 Evade, +5 Intelligence



### **Kevlar Vest**

Where to get it: Shop in Chiba, Airbase 47 armory

Cost: 4200

Defense/Skill Defense: 60/50

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Reinforced Kevlar Vest (unique)**

Where to get it: Reward for delivering Kaida's cake to Ninja Academy

Cost: 6000

Defense/Skill Defense: 80/68

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Kevlar Body Armor**

Where to get it: Shop in Stromfels

Cost: 18000

Defense/Skill Defense: 85/74

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Ballistic Vest**

Where to get it: Smith in Sbrodj

Cost: 34000

Defense/Skill Defense: 95/99

Can be equipped by: Marduk, Haruka

Special features: +3 Dexterity, protects against Confused



**Advanced Kevlar Suit**

Where to get it: Shop in Gobi Desert

Cost: 28000

Defense/Skill Defense: 82/85

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



**Visor Breastplate (unique)**

Where to get it: at the end of the labyrinth in New Mankind

Cost: 80000

Defense/Skill Defense: 112/109

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +3 Strength, +3 Dexterity, +3 Agility, +3 Intelligence, protects against Shocked and Poison

**Armor – Footwear**



**Sneakers**

Where to get it: Shops in Dikea and Nibiru

Cost: 30

Defense/Skill Defense: 3/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +1 Agility



### Jungle Boots

Where to get it: Market Stall in Anandapur

Cost: 400

Defense/Skill Defense: 8/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +1 Evade, +2 Agility



### Army Boots

Where to get it: Airbase 47 armory

Cost: 1200

Defense/Skill Defense: 34/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +1 Evade, +4 Agility



### Combat Boots

Where to get it: Reward for helping the goat at Airbase 47, shop in Stromfels

Cost: 3000

Defense/Skill Defense: 38/8

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: +2 Strength, +1 Evade, +4 Agility

## Armor - Accessories



### Sunglasses

Where to get it: Shop in Darnis

Cost: 50

Defense/Skill Defense: 2/1

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Confused and Shocked



### Amulet of Life (unique)

Where to get it: Secret compartment in the temple next to the pyramids

Cost: 1200

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: increases max hitpoints by 20%



### Serum Wriststrap

Where to get it: Shop in Anandapur

Cost: 800

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Poison and Venom, heals Poison/Venom when equipped



### Luck Stone

Where to get it: Shop in Dharmsala

Cost: 1000

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Confused, Shocked and Drowsy, +6 Evade, +10 Dexterity, +6 Agility, +6 Intelligence (which all acts together to give you a much higher chance of critical attacks, and your enemies a much higher chance of missing you)



### Ninja Necklace

Where to get it: Reward for beating the Ninja Master

Cost: 3000

Defense/Skill Defense: 0/0

Can be equipped by: Haruka

Special features: protects against Confused, Shocked, Sleep and Drowsy, +5 Evade, +5 Agility



### Earplugs

Where to get it: Shops in Stromfels and Sbrodj

Cost: 1000

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: Protects against Sleep, 20% armor bonus for Dave during the battle against **Anki**



### EMP Protector

Where to get it: Shop in Stromfels

Cost: 5700

Defense/Skill Defense: 5/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Shocked



### Knee Cap Protector

Where to get it: Shop in Gobi Desert

Cost: 7200

Defense/Skill Defense: 12/8

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: ---



### Medkit

Where to get it: Reward for Autobahn Club quest (only when playing with Martine)

Cost: 16000

Defense/Skill Defense: 0/0

Can be equipped by: Sheena, Martine

Special features: 125% for all healing skills, +5 Dexterity, +5 Intelligence





### Megaphone

Where to get it: Shop in Gobi Desert

Cost: 6800

Defense/Skill Defense: 0/0

Can be equipped by: Sheena

Special features: Increases damage dealt by Sheena's skills to 120%, increases chance of inflicting state effects to 120%



### Adrenaline Wriststrap

Where to get it: Reward for one of the three trials in the Himalaya

Cost: 16000

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: Increases wearer's maximum skill points by 50%



### Plush Toy

Where to get it: Reward for having the contract from Stromfels checked

Cost: 8000

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Haruka, Martine

Special features: protects against Poison, Confuse, Sleep, and Shocked



### HP Ammo

Where to get it: Shops from Darnis onward

Cost: 240

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Martine (if gun equipped)

Special features: +5% attack



### AP Ammo

Where to get it: Airbase 47 armory

Cost: 700

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Martine (if gun equipped)

Special features: +15% attack, +25% attack against armored targets



### Inc Ammo

Where to get it: Shops in Stromfels and Sbrodj

Cost: 2600

Defense/Skill Defense: 0/0

Can be equipped by: Marduk, Sheena, Dave, Martine (if gun equipped)

Special features: +25% attack, +2 Strength

## Guitar Guide

Dave can equip a variety of guitars from the Items menu. All of the guitars have their strengths and weaknesses – here's a detailed overview of their capabilities.



### Starcaster

Dave's starting guitar. Baseline guitar, no strengths, no weaknesses

*Blues – 100%*  
*Rock'n'Roll – 100%*  
*Hard Rock – 100%*  
*Indian Riff – 100%*  
*Funk – 100%*  
*Lullaby – 100%*  
*Surfcore – 100%*  
*Jazz – 100%*  
*Flamenco – 100%*  
*Shred – 100%*  
*Death Metal – 100%*  
*The Greatest Song - 100%*



### Radiocaster

Can be bought in India or found for free in Dave's apartment in Darnis. This is your best choice early in the game as it gives you a bonus for Dave's first two skills.

*Blues – 125%*  
*Rock'n'Roll – 125%*  
*Hard Rock – 80%*  
*Indian Riff – 100%*  
*Funk – 100%*  
*Lullaby – 100%*  
*Surfcore – 125%*  
*Jazz – 100%*  
*Flamenco – 120%*  
*Shred – 60%*  
*Death Metal – 70%*  
*The Greatest Song - 115%*



### **The Paula**

Can be bought in India. With its bonus on Hard Rock, it's a good choice for the caves, but it lacks a bonus for any of the "attack all" skills.

*Blues – 100%*  
*Rock'n'Roll – 100%*  
*Hard Rock – 135%*  
*Indian Riff – 100%*  
*Funk – 80%*  
*Lullaby – 90%*  
*Surfcore – 100%*  
*Jazz – 100%*  
*Flamenco – 100%*  
*Shred – 100%*  
*Death Metal – 110%*  
*The Greatest Song - 115%*



### **Kittycaster**

Can be bought in China. Huge bonus for Funk, making it very useful for attacking multiple enemies at once.

*Blues – 80%*  
*Rock'n'Roll – 80%*  
*Hard Rock – 120%*  
*Indian Riff – 100%*  
*Funk – 140%*  
*Lullaby – 70%*  
*Surfcore – 100%*  
*Jazz – 100%*  
*Flamenco – 90%*  
*Shred – 100%*  
*Death Metal – 115%*  
*The Greatest Song - 100%*



### Porticaster

Can be won in the guitar minigame in China. A very versatile guitar, with a bonus for almost everything. Use this guitar if you want to experiment with different skills.

Its huge bonus for The Greatest Song makes it the ultimate guitar to use in the final bossfight.

- Blues – 110%*
- Rock'n'Roll – 110%*
- Hard Rock – 115%*
- Indian Riff – 120%*
- Funk – 120%*
- Lullaby – 110%*
- Surfcore – 100%*
- Jazz – 100%*
- Flamenco – 120%*
- Shred – 100%*
- Death Metal – 90%*
- The Greatest Song - 140%*



### Courtier

Can be bought in Stromfels. Good for Jazz, very weak for all rock and metal skills. Pretty useful for the bandit caves because it allows you to use the ultra-cheap Blues and Rock'n'Roll skills against the bandits.

- Blues – 180%*
- Rock'n'Roll – 180%*
- Hard Rock – 40%*
- Indian Riff – 60%*
- Funk – 60%*
- Lullaby – 60%*
- Surfcore – 100%*
- Jazz – 160%*
- Flamenco – 80%*
- Shred – 30%*
- Death Metal – 40%*
- The Greatest Song - 115%*



### **Courtier ES**

Reward for the Autobahn Club quest in Stromfels. Just like the Courtier, only more extreme.

*Blues – 480%*  
*Rock'n'Roll – 420%*  
*Hard Rock – 30%*  
*Indian Riff – 60%*  
*Funk – 40%*  
*Lullaby – 60%*  
*Surfcore – 100%*  
*Jazz – 270%*  
*Flamenco – 80%*  
*Shred – 35%*  
*Death Metal – 30%*  
*The Greatest Song - 125%*



### **The Axe**

Can be bought in Sbrodj. The ultimate metal guitar, making Death Metal ridiculously strong (although still a bit weaker than The Greatest Song on the Porticaster)

*Blues – 60%*  
*Rock'n'Roll – 60%*  
*Hard Rock – 130%*  
*Indian Riff – 60%*  
*Funk – 70%*  
*Lullaby – 60%*  
*Surfcore – 60%*  
*Jazz – 30%*  
*Flamenco – 60%*  
*Shred – 155%*  
*Death Metal – 145%*  
*The Greatest Song - 80%*

## States



### Knocked Out

*Effect:* Character is dead and must be revived before being able to do anything

*How to inflict:* by killing enemies

*How to defend against it:* Smelling salt, pomegranate, Resuscitate skill (Martine), Revive skill (Martine), Revive All skill (Martine)

*Enemies that inflict it:* All enemies can kill you



### Confused

*Effect:* Character will attack friendly characters instead of enemies

Confused enemies have their attack lowered to 80%

*How to inflict:* Stun grenades, Shriek skill (Sheena), Crop Rotation skill (Marduk), Tesla Discharge skill (Marduk), Sophism skill (Sheena)

*How to defend against it:* Needle, Wake Up skill (Sheena), Trout Slap skill (Sheena)

After 3 turns, 70% chance of losing state – on each physical attack, 60% chance of losing state

*Enemies that inflict it:* Marauders, Renegade Marauders, Renegade Leader, Visors, Tech Priests, Soldiers, Silfari Visors, Yeti King



### Drowsy

*Effect:* Character cannot use any skills, Strength reduced to 50%

*How to inflict:* Soothe skill (Sheena), Proselytize skill (Sheena)

*How to defend against it:* Needle, Alarm skill (Sheena), Trout Slap skill (Sheena)

*Enemies that inflict it:* Blesmols, Silvery Mole Rats



### Sleep

*Effect:* Character is unable to move while asleep

*How to inflict:* Lullaby skill (Dave), Sales Talk skill (Sheena)

*How to defend against it:* Needle, Alarm skill (Sheena)

After 2 turns and on each physical attack, 60% chance to wake up

*Enemies that inflict it:* Caveworms, Fire Salamanders



### Enraged

*Effect:* Attack reduced to 80%, Armor/Skill Armor reduced to 60%

*How to inflict:* Taunt skill (Sheena), Smack Talk skill (Sheena), Rumour skill (Sheena)

*How to defend against it:* --- (removed automatically after 5 turns)

*Enemies that inflict it:* ---



### Shocked

*Effect:* Character is unable to move for one turn

*How to inflict:* EMP Grenade, Thunderstorm skill (Marduk), Phase Discharge skill (Marduk), Tesla Coil attacks, Phase Gun attacks, Bowcaster attacks

*How to defend against it:* --- (will be removed automatically after one turn)

*Enemies that inflict it:* Tech Warriors, Tech Priests, Silfari Visors, Zingan Dar



### In Love

*Effect:* Character will attack self or friends instead of enemies, Attack increased to 120%

*How to inflict:* Seduce skill (Sheena), Temptress skill (Sheena)

*How to defend against it:* ---

*Enemies that inflict it:* ---



### Smoke Bomb

*Effect:* Armor/Skill Armor increased to 200%, Attack reduced to 80%

*How to inflict:* --

*How to defend against it:* --- (armor effects can be counteracted with Enrage)

*Enemies that inflict it:* Ninjas and the Ninja Master inflict this on themselves



### Poison

*Effect:* Character loses hitpoints each turn (100% damage)

*How to inflict:* Poison Flasks, Poisoned Shuriken, Pesticide skill (Marduk), Indian Riff skill (Dave), Infect skill (Martine)

*How to defend against it:* Serum, Serum Wriststrap, Antidote skill (Martine, Haruka)

*Enemies that inflict it:* Poisonous Snakes, Cave Spiders, Ninjas, Grass Snakes, Fire Salamanders, Yetis, Yeti King



### Venom

*Effect:* Character loses hitpoints each turn (130% damage)

*How to inflict:* Venom Flasks

*How to defend against it:* Serum, Serum Wriststrap, Antidote skill (Martine, Haruka)

*Enemies that inflict it:* Wolf Spiders, Ninja Master, Mutant Slimes, Vultures, Architheutis, Zingan Dar



### Anthrax

*Effect:* Character loses hitpoints each turn (160% damage)

*How to inflict:* Anthrax skill (Martine)

*How to defend against it:* ---

*Enemies that inflict it:* ---



### Tame

*Effect:* Character does not attack at all

*How to inflict:* Tame Skill (Marduk)

*How to defend against it:* --- (does not work on human enemies, removed after 3 turns)

*Enemies that inflict it:* ---



**Hollowpoint (HP) Ammo**

*Effect:* +5% Attack for all guns

*How to inflict:* equip HP ammo as an accessory (can only be equipped with gun weapons)

*How to defend against it:* ---

*Enemies that inflict it:* ---



**Armor-piercing (AP) Ammo**

*Effect:* +15% Attack for all guns, bonus against armored enemies

*How to inflict:* equip AP ammo as an accessory (can only be equipped with gun weapons)

*How to defend against it:* ---

*Enemies that inflict it:* ---



**Incendiary (Inc) Ammo**

*Effect:* +25% Attack for all guns

*How to inflict:* equip Inc Ammo as an accessory (can only be equipped with gun weapons)

*How to defend against it:* ---

*Enemies that inflict it:* ---



## **The Raw Numbers**

This section lists your chances of winning stuff in various minigames, as well as a couple other odds and ends that didn't fit into any other section.

### **The Anandapur state lottery**

Before you bought the translation computer, the lottery cannot be won – it is guaranteed to always produce different numbers than the ones you played. After you won the lottery by talking to the fortune teller, it works just like a real lottery, meaning the numbers are drawn completely at random. You have a chance of about 1 in 600,000 for winning 1,000\$ - I guess there are easier ways for earning money in the game.

### **The food dispenser in Ghehenna**

Selecting “exotic food” from the dispenser will give you a random non-Ghehenna food item. Even if you get lots of worthless beer, you can still come out on top financially if you get the occasional Sushi, but this takes a lot of patience. Here's a list of what you can get:

- 60% Beer
- 30% Cheeseburger
- 5% Tea
- 4% Salmon
- 1% Sushi

### **The Lightning Dome car races**

As long as you win the race, you will always make a profit, but the profit will usually be small (you paid 1,000\$ for entering, most of the time you will just win 1,200\$). The best thing to be won is the rare Racing Helmet – it's a good bit better than the army helmets, and it can't be bought anywhere. Here are your chances of winning:

- 25% 1,200\$
- 25% 1,500\$
- 20% Borscht
- 13% 3,000\$
- 10% 1 bottle of Vodka
- 4% 6 bottles of Vodka
- 2% Racing helmet
- 1% 15,000\$

### **The Stromfels beer tent lottery**

Unless you have the winning ticket from the Dave/Martine quest, the lottery will mainly give you various brands of beer, with the occasional EMP grenade.

- 40% Nothing
- 30% Beer
- 20% Sixpack of Ale
- 5% Bock Beer
- 3% Bratwurst
- 2% EMP Grenade

### **The different options for Haruka at Ninja Academy**

Haruka has three different career options in the Academy – here are their effects:

- **Advanced Swordsmanship:** Haruka gets a 5% strength boost and learns the Sideways Slash skill, giving him an option to attack several enemies at once before finding the Dragon Blade.
- **Stealth:** Haruka gets a 10% boost on dexterity and agility and learns the Stealth skill which lets you sneak past enemies without being attacked. This doesn't work for avoiding boss battles or sneaking past enemies guarding entrances.
- **Poison and Antidotes:** Haruka is resistant to Poison and learns the Antidote and Make Venom skills. Antidote is a skill that works just like Serum in that it heals Poison and Venom. Make Venom converts all poison flasks in your inventory into venom flasks.

### **The Gobi Desert mine**

You can get tin, copper, and silver from the veins in the cave - gold has to be found somewhere else, much later in the game. Which metal you get is completely random – here are your chances:

- 20% nothing
- 50% tin
- 20% copper
- 10% silver

### **The two guys on Sophia's party**

There is no chance involved here at all – saying “Short hair” gives you a Sixpack of Bock Beer, saying “Long hair” 3 EMP grenades.

## The Cheat Item



Forged in times of yore by the dwarves of Uqbar, the legendary cheat item gives you access to a cheat menu:



It can be found in a hidden cave in the African jungle. Go to the northwest (top left) corner of the map and search the cliff around here for an entrance:



“Kill all enemies on map” will not work on boss enemies. “Heal me” will also repair your battle bot and recharge your energy weapons.

## Quest list

This list contains all the game's quests, as well as information on how to trigger and how to solve them. Quests are listed in the order of their internal numbering, so they won't necessarily appear in the order in which they will be triggered in the game. (If you're curious, the internal numbering is a result of the order in which I created the quests while making the game, so the list will give you some insight into the game's development process).

### **1 .Find a gun for the old man.**

*Required:* yes (tutorial)

*How to trigger:* Talk to the old man standing next to the field.

*How to solve:* Beat the Marauder in battle and bring the assault rifle to the old man.

### **2. Show the amulet to Old Annuna.**

*Required:* yes

*How to trigger:* Talk to your father after having found the amulet.

*How to solve:* Go to the neighboring village and find Annuna – you will have to repair the bridge (see quest 3) and restore the flow of water to Nibiru (see quest 11) on the way.

### **3. Find a way to repair the bridge in the jungle.**

*Required:* yes

*How to trigger:* Have a look at the bridge in the jungle.

*How to solve:* Find the carpenter's teddy bear, then bring the wooden plank to the bridge.

### **4. Find a spare tire for Sheena's car.**

*Required:* yes

*How to trigger:* Talk to the mechanic in Dikea.

*How to solve:* Navigate the caves in the Jungle, then beat the Scorpion Queen in battle and bring the tire to the mechanic.

### **5. Avenge your father's death.**

*Required:* yes

*How to trigger:* Bring the amulet back to your father after having talked to Annuna.

*How to solve:* Beat the final boss and finish the game.

**6. Find a way to get the car up the cliff.**

*Required: yes*

*How to trigger:* Drive the car into the canyon at the northern edge of the desert.

*How to solve:* Get the rope and the stick of dynamite from Vilnor's shop (in the back room to the right). Then use the dynamite on the rock in front of the lift cabin and drive the car into the cabin. Get up to the top of the cliffs through the cave, push the rock down, go down to the middle ledge, put the rope on the rollers, tie the rope to the rock, and finally push the rock down.

**7. Find the carpenter's teddy bear.**

*Required: yes*

*How to trigger:* Talk to the carpenter on Dikea's town square.

*How to solve:* Go to the river in the jungle and follow it to the South. The teddy bear is in the middle of a little clearing directly next to the river.

**8. Find Dave's relatives in India.**

*Required: yes*

*How to trigger:* Confront the Caliph in the palace in Darnis.

*How to solve:* Take the balloon to India and navigate the jungle there until you get to Anandapur. Dave's grandmother is the charming old lady in black in front of the house with the courtyard.

**9. Get the mysterious stranger's object from the storage cave.**

*Required: yes*

*How to trigger:* Talk to the hooded stranger in the lower left corner after having tried in vain to enter the cabbage patch.

*How to solve:* Get the lockpick from a chest in the inn's basement, then open the locked chest in the storage cave.

**10. Bring 10 scorpion stingers to the herbalist.**

*Required: no*

*How to trigger:* Talk to the herbalist in Dikea.

*How to solve:* Fight scorpions in the jungle to collect stingers, then bring your stingers to the herbalist.

**11. Restore the flow of water to Nibiru.**

*Required: yes*

*How to trigger:* Talk to Sheena at the town entrance to Nibiru.

*How to solve:* Go to the cliff at the back of Nibiru and climb all the way to the top. Have a look at the rocks blocking the river, then go down one level, get the wooden stick and use it on the rocks.

**12. Find an attorney for Marvin and Bretella.**

*Required:* yes

*How to trigger:* Talk to Marvin and Bretella in the big house in Nibiru.

*How to solve:* Talk to the attorneys in Darnis, then return to Nibiru to collect your reward.

**13. Find a way into the city of Darnis.**

*Required:* yes

*How to trigger:* Try to enter Darnis through the main gate.

*How to solve:* Climb the cliff directly next to the entrance to Darnis, then find a way to get rid of the fence (see quest 14).

**14. Find a way to get rid of the fence in the port.**

*Required:* yes

*How to trigger:* Look at the fence in the port.

*How to solve:* Enter the ship and talk to the sailor. Get the diving suit from the storage shed and use it to dive (from the back of the ship). Under water, go all the way to the right, enter the cave and look at the octopus. Get the shark photo from the storage cave and show it to the Octopus, then take the key and give it to the sailor. Follow the sailor to the front of the ship, take the front exit from the bridge and use the cannon to shoot at the fence.

**15. Find a spoon for Paleo.**

*Required:* yes

*How to trigger:* Talk to Paleo in the apartment building behind the Kitty Twister club.

*How to solve:* Go down to the Kitty Twister club and talk to Fred (the big guy near the kitchen door). Beat his Rabbit Run highscore (see quest 16), then return to Fred. Bring the spoon to Paleo.

**16. Beat Fred's Rabbit Run highscore.**

*Required:* yes

*How to trigger:* Talk to Fred (the big guy near the kitchen door in the Kitty Twister club) while looking for a spoon.

*How to solve:* Go over to the Carthage bar and play the Rabbit Run console, evading foxes to stay alive until you beat the highscore.

**17. Become a member of the Marauder army.**

*Required:* yes

*How to trigger:* Try to enter the palace in Darnis.

*How to solve:* Talk to the officer in the recruitment office near the town gate. Then find Paleo in the apartment building and find a spoon for him (see quest 15). Once he has hacked the central computer, return to the recruitment officer.

**18. Find a client for Deuter & Nomium.**

*Required: yes*

*How to trigger:* Talk to one of the attorneys in Darnis.

*How to solve:* If you've already talked to Marvin and Bretella in Nibiru, just talk to the attorney again. If not, head back to Nibiru and find Marvin in the big house, then return to Darnis. Once you told the attorneys about Marvin and Bretella, talk to the other attorney to collect your reward.

**19. Deliver the crate to Vilnor in Dikea.**

*Required: yes*

*How to trigger:* Talk to the recruitment officer in Darnis.

*How to solve:* Take the crate to Vilnor and return to the officer for debriefing.

**20. Assassinate the arms dealer in the desert.**

*Required: yes*

*How to trigger:* Talk to the recruitment officer in Darnis.

*How to solve:* Go to the junk yard in the desert and talk to the arms dealer. Either kill him or let him talk- If you let him talk, get a fake moustache from Vilnor's shop in Dikea. Report back to your superior officer for debriefing.

**21. Blow up the fuel depot in the village of Azrak.**

*Required: yes*

*How to trigger:* Talk to the recruitment officer in Darnis.

*How to solve:* Head over to the garage on the western edge of town. Enter the green car and follow the others to Azrak. Try to fight the car on the ramp (you will lose this battle), then sneak past the cars into the village. Get the matches from the chest in the top left corner, enter the building in the lower right corner (the one with a torch next to the door) and drop a match into one of the barrels. Sneak out of the village past the guards, have Sheena repair the car and try to drive back to Darnis. After the cutscene, report back to your superior officer.

**22. Find the Blood Diamond in the Western Mountains.**

*Required: yes*

*How to trigger:* Talk to the recruitment officer in Darnis.

*How to solve:* Head to the mountains on the coast (where you got the concert ticket) and navigate the caves until you find the Renegade leader. Beat him in battle, then get the diamond from the chest and return it to Darnis.

**23. Steal one of Azrak's cars.**

*Required: yes*

*How to trigger:* Talk to the recruitment officer in Darnis.

*How to solve:* Go to Alfred and ask him about the cars. Go to the port of Darnis and ask the captain to take you along. Dive until you find a black pearl, then return to Alfred and use one of his cars to return to Darnis.

**24. Cheer up the Caliph's tapirs.**

*Required:* yes

*How to trigger:* Try to enter the Caliph's throne room in the Darnis palace.

*How to solve:* Use the stairs to go down to the basement and talk to the zookeeper. Go to the attorneys' office and use their computer to do some research. Bring a cabbage to the zookeeper (you might have to get one from Nibiru if you missed it in the beginning).

**25. Find a fake moustache for the arms dealer.**

*Required:* no (required if you let the arms dealer live, but you can also kill him)

*How to trigger:* Let the arms dealer talk instead of killing him when sent to assassinate him.

*How to solve:* Get a moustache from Vilnor's shop in Dikea.

**26. Find a ticket for the concert at the Kitty Twister.**

*Required:* yes

*How to trigger:* Try to enter the Kitty Twister club in Darnis.

*How to solve:* Go back to the coastal road and climb the path into the mountains near the Darnis/Azrak road sign. Talk to the lone Renegade staring into the sunset and buy his ticket.

**27. Find the flying thing in the cabbage patch.**

*Required:* yes

*How to trigger:* Talk to your father in the beginning of the game.

*How to solve:* Go to the cabbage patch to the right and try to enter it through the locked gate. Then talk to the stranger and get his possession from the storage cave (see quest 9). Use the key to enter the cabbage patch.

**28. Go back to your father and tell him about the amulet.**

*Required:* yes

*How to trigger:* Have a look at the mysterious flying thing in the cabbage patch

*How to solve:* Go back to your father and tell him about the amulet. There's really nothing more to it.

**29. Find an exotic pearl for Alfred.**

*Required:* yes

*How to trigger:* Talk to Alfred during the "Steal an Azrak car" Marauder mission

*How to solve:* Go to the Darnis port and talk to the captain on the ship's bridge. Once on the island, dive and go all the way to the left until you find a blue oyster. Beat it in battle to get a black pearl. Bring the pearl to Alfred. See quest 31 for how to get rid of the submarine on the way back.



**30. Find a cabbage for the tapirs.**

*Required:* yes (but only gets triggered if you missed the cabbage in the beginning of the game)

*How to trigger:* Talk to the zookeeper in the Darnis palace after you have found out about the tapirs' favourite food (quest only gets triggered if you don't have a cabbage with you).

*How to solve:* Go back to Nibiru and talk to the farmer in the farm house, then bring the cabbage to the zookeeper.

**31. Get rid of the enemy submarine.**

*Required:* yes

*How to trigger:* Try to leave pirate island after finding a black pearl.

*How to solve:* Go to the front part of the ship and use the cannon. Aim directly below the periscope to hit the submarine.

**32. Find a way to understand the villagers of Dharmsala.**

*Required:* yes

*How to trigger:* Talk to anyone in the village of Dharmsala.

*How to solve:* Win the Anandapur lottery (see quest 33) and buy the translation computer from the guy on the market (in the small loggia directly to the left of the lottery, not in the large market building). Then get back to Dharmsala and talk to people again.

**33. Win the state lottery in Anandapur.**

*Required:* yes

*How to trigger:* Enter the lottery and talk to the clerk (the lottery will only be open after you have solved Dave's grandmother's quest).

*How to solve:* Go back to Darnis and talk to the fortune teller in the L-shaped building to get the numbers for the next drawing. You will have the numbers on a note in your inventory. Go back to Anandapur and play these numbers.

**34. Get the miner's pickaxe from the abyss.**

*Required:* no

*How to trigger:* Talk to the miner in the mine on the way to Darnis from the port.

*How to solve:* Pick up the pickaxe, enter the cave directly next to the pickaxe, defeat the squid, then get the plank and place it over the abyss.

**35. Find a way to enter the cave system.**

*Required:* yes

*How to trigger:* Triggered after your first encounter with Mendelsson in India.

*How to solve:* Win the Anandapur lottery (see quest 33), then buy the translator at the market and defeat the guard. You will also need the lantern – see quest 49.

**36. Find the secret base of the Visors.**

*Required:* yes

*How to trigger:* Confront the Caliph in the Darnis palace and watch the cutscene.

*How to solve:* This will be resolved at the very end of the game.

**37. Help the Marauders repel the Renegade attack.**

*Required:* yes

*How to trigger:* Try entering Darnis after the Caliph cutscene.

*How to solve:* Have a look at the Renegades from up on the ledge, then get a book from the library and throw it at the Renegade leader.

**38. Deliver Sam's letter to the innkeeper in Darnis.**

*Required:* no

*How to trigger:* Talk to Sam (living in the house on the raised platform) in Azrak.

*How to solve:* Bring Sam's letter to the innkeeper in Darnis the next time you're there.

**39. Wake up Francis, the Marauder's friend.**

*Required:* no

*How to trigger:* Talk to the Marauder walking his dog in the northern part of Darnis.

*How to solve:* Fill the bucket with water at any of the faucets, then go to the L-shaped building next to the Kitty Twister club and find Francis in the uppermost apartment. Use the bucket on Francis, then return to the Marauder to get your reward.

**40. Get back Rita's photo from the Marauder soldier.**

*Required:* no

*How to trigger:* Talk to the red-haired woman walking around near the recruitment office.

*How to solve:* Become a member of the Marauder army (see quest 17). Then find Rita's photo in a chest on the second floor of the barracks.

**41. Deliver the innkeeper's reply to Sam in Azrak.**

*Required:* no

*How to trigger:* Deliver Sam's letter from quest 38 to the innkeeper.

*How to solve:* Just as it says. Bring the letter to Sam (in the raised house in Azrak).

**42. Help the composer in Anandapur find inspiration for a new song.**

*Required:* no

*How to trigger:* Talk to the composer playing piano in one of the houses on the right in Anandapur.

*How to solve:* You will need the blue chest key from the thief (see quest 47). Go to the pyramids and navigate the upper pyramid until you find a locked blue chest. Take the dusty songbook to the composer to get your reward.

**43. Find the lost testament for Anandapur's Sultan.**

*Required:* yes

*How to trigger:* Talk to the Sultan in the Anandapur palace.

*How to solve:* You will need the blue chest key from the thief (see quest 47) and an oar for the boat (see quests 45 and 48). Use the boat in the jungle to get to the island, then bring the testament to the Sultan.

**44. Free the lady captured by the Bandits in the Indian jungle.**

*Required:* no (quest has to be triggered for the Sultan's son to appear, but does not have to be solved)

*How to trigger:* Find the bandit cave in the Northeast of the Indian jungle and talk to the lady imprisoned in the cave.

*How to solve:* Find the Sultan's son near the bridge in the jungle, talk to him and agree to help him. Defeat the bandits in battle, then take the key and free the lady. Meet her in one of the top houses in Anandapur later to get a reward.

**45. Find an oar for the rowboat in the Indian jungle.**

*Required:* yes

*How to trigger:* Look at the boat on the lake in the Indian jungle.

*How to solve:* Talk to the farmer with the sick cow at the inn in Anandapur. Help him heal his cow (see quest 48), then bring the oar to the rowboat.

**46. Help the Sultan of Anandapur find his lost son.**

*Required:* yes

*How to trigger:* Talk to the Sultan in the Anandapur palace.

*How to solve:* Find the lady captured by bandits in the cave in the Northeast of the jungle. Then find the Sultan's son engaged in battle with some bandits near the little bridge in the jungle. Help him defeat the bandits, then escort him to Anandapur.

**47. Steal the Star of India from the Anandapur palace.**

*Required:* yes

*How to trigger:* Talk to the thief at the entrance to the Anandapur palace.

*How to solve:* Talk to Dave's grandmother first to get access to the palace (see quest 113). Once in the palace, go down to the basement. Have a look at the chest guarded by a soldier, then pull on the open crate standing on one of the top shelves. While the guard is distracted, run over to the guarded chest and steal the gemstone.

**48. Find some stinging nettle for the cattle farmer's cow.**

*Required:* yes

*How to trigger:* Talk to the farmer with the sick cow at the inn in Anandapur.

*How to solve:* Get nettle seeds from a chest in the pig enclosure in Dharmasala. Go to the herbalist's garden in the Southeastern part of the jungle and ask her to plant your nettle seeds. Leave the jungle and return, and your seeds will have grown. Bring the nettle leaves to the farmer.

**49. Find a lantern so you can see in the caves.**

*Required:* yes (but only gets triggered if you try to enter the caves without a lantern)

*How to trigger:* Try to enter the caves in Northern India without a lantern.

*How to solve:* Deliver the lost testament and lost son to the Sultan of Anandapur (see quests 43 and 46).

**50. Find a way inside the underground city of Ghehenna.**

*Required:* yes

*How to trigger:* Try to enter the underground city without a breathing mask (quest does not get triggered if you already have the breathing mask on your first visit)

*How to solve:* Go back to the entrance cave and take one of the exits to the right. Navigate the labyrinth until you find a breathing mask in a locked chest. Take the breathing mask to the city of Ghehenna, and you will be able to breathe there.

**51. Find a rope to be able to climb down the cliff in the fire caves.**

*Required:* yes

*How to trigger:* Look at the cliff at the end of the first level of the fire caves.

*How to solve:* Backtrack a bit until you find a cave entrance leading to a crate pushing puzzle. Solve the puzzle to get a rope, then go back to the cliff and tie the rope to the post.

**52. Get the ferryman's toy robot from the caves.**

*Required:* yes

*How to trigger:* Talk to the ferryman in the little cave on the second level of the fire caves (near the raft on the lava river).

*How to solve:* Follow the toy robot into the cave, then catch it by backing it into a corner or against a blesmol.

**53. Win the robot tournament in Chiba.**

*Required:* yes

*How to trigger:* Enter the big two-storey building in Chiba and try to use the stairs in the back left.

*How to solve:* Talk to the clerk at the desk near the robot arena to learn about the robot fights. Then go to the robot repair shop (next to the tattoo parlor) and buy a battle bot. Return to the clerk to enter the tournament, then fight your way through the tournament, repairing your bot in the robot repair shop as needed.

**54. Report at the recruitment office for your next assignment.**

*Required:* yes

*How to trigger:* This quest gets triggered each time you finish one of the Marauder quests in Darnis (except the last one, of course).

*How to solve:* Go to the recruitment office and talk to the officer.

**55. Find a way to enter Emer's palace in Ghehenna.**

*Required: yes*

*How to trigger:* Try to enter Emer's palace via the bridge to the right on your first visit to Ghehenna.

*How to solve:* Go to China and do all the quests necessary for recruiting Haruka. Return to the bridge at the palace entrance and play the bridge minigame until you made it to the other side.

**55. Prove your honor to the Ninja Master by doing a noble deed to help the poor.**

*Required: yes*

*How to trigger:* Talk to the Ninja Master after having talked to Haruka.

*How to solve:* Free the miner from the mine under the inn in Chiba (see quests 56, 57 and 59).

Then visit Takumi on the farm in the Northeast of the bamboo forest. Get his ball and chain and show it to the Ninja Master.

**56. Find Megumi's husband in Chiba.**

*Required: yes*

*How to trigger:* Talk to the woman on the farm in the Northeast of the bamboo forest.

*How to solve:* Enter the basement of the inn in Chiba and enter the mine through the hole in the wood paneling. Talk to the miner.

**57. Find a replacement for Takumi.**

*Required: yes*

*How to trigger:* Talk to Master Li after having talked to the Ninja Master and after having found Takumi in the mine.

*How to solve:* Go back to the fire caves and find the lost girl in a little cave close to the entrance. Bring her to Master Li, and Takumi will be freed.

**58. Get some spotted mushroom spores for the hurt cave dweller from Ghehenna.**

*Required: yes*

*How to trigger:* Talk to the cave dwellers up at the bridge over Ghehenna.

*How to solve:* Go down to the city of Ghehenna and find the guy producing food in one of the lower buildings. Offer to help him monitor his machine for a while, then play the minigame until you produced 1,000 food pellets. Bring the spotted mushroom spores to the hurt cave dweller.

**59. Bring 11811 to Master Li in Chiba.**

*Required: yes*

*How to trigger:* Talk to the lost cave dweller girl in the fire caves after having talked to master Li about Takumi.

*How to solve:* Escort the girl to Master Li. You will have to wait for her to catch up before leaving the caves or entering the city. If you get stuck in a corner, talk to her, and she will do a little happy dance that frees you from the corner.

**60. Ask the Ninja Master about Haruka.**

*Required: yes*

*How to trigger:* Talk to the solitary Ninja behind the temple at Ninja Academy.

*How to solve:* Find the Ninja master in the large hall to the right inside the Academy building.

**61. Have Haruka defeat the Ninja Master to complete his training.**

*Required: no*

*How to trigger:* Talk to the Ninja Master after having recruited Haruka.

*How to solve:* Accept the Ninja Master's challenge to trigger a battle. You may want to equip Haruka with some high-powered armor, and maybe go upstairs and talk to the teacher to the very right to learn a couple new skills, before accepting the challenge.

**62. Free Takumi from the mine in Chiba.**

*Required: yes*

*How to trigger:* Talk to the miner below the inn in Chiba while trying to prove your honor to the Ninja Master.

*How to solve:* Talk to Master Li about Takumi, then find a replacement for Takumi (see quests 57 and 59).

**63. Catch 12 earthworms for the fisherman in Chiba.**

*Required: no*

*How to trigger:* Talk to the fisherman in the lower part of Chiba.

*How to solve:* Collect earthworms in the bamboo forest until you found enough of them, then bring them to the fisherman. Go up to the city and return to the fisherman to collect your reward.

**64. Get the cave dweller girl's shoes from the palace in Ghehenna.**

*Required: no*

*How to trigger:* Talk to the cave dweller girl close to the city entrance in Ghehenna.

*How to solve:* Once inside the palace, go to the back on the first floor and get her shoes from one of the chests in the guard towers.

**65. Free the cave dwellers from the lab in Ghehenna.**

*Required: yes*

*How to trigger:* Talk to the scientist in the red dress (all the way to the left in the lab), then talk to the imprisoned cave dweller.

*How to solve:* This quest will automatically be solved once you solve all the necessary subquests – see the following quests 66-70.

**66. Get the head worker's diary from his apartment and show it to the scientist.**

*Required: yes*

*How to trigger:* Talk to the scientist in the red dress after having talked to the imprisoned cave dweller.

*How to solve:* Go up to the city and enter the luxury apartment building (directly next to the palace, where there's a Cave Dweller with high aspirations waiting at the door). Use the keycard to open the locked apartment, then find the diary between the books and return it to the lady in the red dress.

**67. Find a way to get rid of the project leader in the lab.**

*Required: yes*

*How to trigger:* Talk to the lady in the red dress after having found the diary

*How to solve:* Go up one level to the living quarters and find the head scientist's apartment (it's the one on the lower right). Find the research report between her papers and bring it to the lady in red. Bring the tampered report to the professor and go back to the lady in red.

**68. Find a bomb to open up an escape route for the imprisoned cave dwellers.**

*Required: yes*

*How to trigger:* Talk to the lady in red after having shown the tampered report to the professor.

*How to solve:* Talk to the imprisoned cave dweller to get the code for dynamite for the food dispenser machine up in the city. Use the code to get dynamite from the food dispense, then plant the bomb on the wall next to the prison cell (where there's a visible crack in the wall).

**69. Meet the scientist up in Ghehenna.**

*Required: yes*

*How to trigger:* Talk to the lady in red after having blasted a hole into the wall.

*How to solve:* Follow the scientist through the hole in the wall and meet up with her in front of the palace.

**70. Shut down the gas supply to the city of Ghehenna.**

*Required: yes*

*How to trigger:* Talk to the scientist in front of the palace.

*How to solve:* Go to the locked gate in the middle of the city and use the keycard to open it. Fight your way inside and pull the switch labelled "gas supply" in the left chamber, then return to your scientist friend.

**71. Find an exit leading North from the palace of Ghehenna.**

*Required: yes*

*How to trigger:* Gets triggered automatically once you leave the caves in China and meet Mendelsson.

*How to solve:* Solve the Ghehenna slave revolution quests (see above), then pull the switch labelled "access to lower levels" in the same chamber you shut off the gas supply. Go down to the palace and use the previously locked door to the left of the stairway on the lab level. Fight your way downstairs until you get to the exit.

**72. Find a plane to be able to go to the Priest's Fortress.**

*Required: yes*

*How to trigger:* Gets triggered automatically as soon as you exit the caves to Russia and encounter Mendelsson.

*How to solve:* Go to the airbase and find the plane sitting on the runway in the lower right. Talk to the mechanic; see quests 73 and 88 for how to get the plane ready for takeoff.

**73. Find a spare fuel injection for the plane in Airbase 47.**

*Required: yes*

*How to trigger:* Talk to the mechanic next to the plane on the runway.

*How to solve:* Steal a jeep from the airbase (see quest 74) and use it to go to the cave entrance all the way to the West in the desert. Enter the race and win it, then bring the fuel injection back to the mechanic.

**74. Steal a Jeep from Airbase 47 and bring it to the mechanic in the Gobi desert.**

*Required: yes*

*How to trigger:* Talk to the smuggler inside the building at the junk yard.

*How to solve:* Find an unguarded Jeep on the airfield (the one directly next to the parking lot) and steal it. Beat the car chase minigame.

**75. Find a way to cross the chasm in the Gobi desert.**

*Required: yes*

*How to trigger:* Have a look at the broken bridge leading West in the middle of the Gobi Desert.

*How to solve:* This quest can only be completed after you have finished Russia and Europe: Use the Zeppelin to pick up Sheena's car in Africa, transport it to the Gobi Desert and use it to jump across the chasm.

**76. Get a car so you can partake in the races in Lightning Dome.**

*Required: yes*

*How to trigger:* Talk to the guard at the entrance to Lightning Dome in the desert (only gets triggered if the first time you show up you're on foot).

*How to solve:* Steal a Jeep from the airbase (see quest 74).



**77. Find some musicians for the officers' reception in Airbase 47.**

*Required:* yes

*How to trigger:* Talk to the General on the upper level in the airfield's command building.

*How to solve:* Go back to India (the fastest way is with the ships) and talk to the musicians in the lower part of town in Anandapur, then return to the General.

**78. Find a job for the musicians from Anandapur.**

*Required:* yes

*How to trigger:* Talk to the musicians in the lower part of Anandapur.

*How to solve:* Once you are in Russia, talk to the General – see quest 77.

**79. Bring 10 wolf sinews to the old woman in the Gobi Desert.**

*Required:* no

*How to trigger:* Order an improved crossbow from the weaponsmith in the desert.

*How to solve:* Fight wolves in the desert, then bring your sinews to the weaponsmith.

**80. Bring a copper ingot and a tin ingot to the old woman in the Gobi Desert (Wolf Blade).**

*Required:* no

*How to trigger:* Order the wolfblade from the weaponsmith in the desert.

*How to solve:* Find the mine in the middle of the desert. Make your way through the mine and get the pickaxe from the back exit. Use the pickaxe on the veins of metal until you have copper and tin. Bring both to the weaponsmith.

**81. Bring a copper ingot and a silver ingot to the old woman in the Gobi Desert (Curved Blade).**

*Required:* no

*How to trigger:* Order the curved sword from the weaponsmith in the desert.

*How to solve:* Find the mine in the middle of the desert. Make your way through the mine and get the pickaxe from the back exit. Use the pickaxe on the veins of metal until you have copper and silver. Bring both to the weaponsmith.

**82. Bring a silver ingot and a tin ingot to the old woman in the Gobi Desert (Dragon Blade).**

*Required:* no

*How to trigger:* Order the Dragon Blade from the weaponsmith in the desert.

*How to solve:* Find the mine in the middle of the desert. Make your way through the mine and get the pickaxe from the back exit. Use the pickaxe on the veins of metal until you have silver and tin. Bring both to the weaponsmith.

**83. Bring a silver ingot and a gold ingot to the old woman in the Gobi Desert (Ten Powers).**

*Required:* no

*How to trigger:* Order the Glory of Ten Powers from the weaponsmith in the desert.

*How to solve:* Find the mine in the middle of the desert. Make your way through the mine and get the pickaxe from the back exit. Use the pickaxe on the veins of metal until you have silver – see quest 163 for how to get gold. Bring both to the weaponsmith.

**84. Bring an assassin crossbow to the old woman in the Gobi Desert.**

*Required:* no

*How to trigger:* Order an improved crossbow from the weaponsmith in the desert.

*How to solve:* Either buy an assassin crossbow in China, or just give her the one you have equipped – with the wolves' high physical attack armor and the Jeep being probably not far away, you can probably survive without a crossbow for a while.

**85. Bring Kaida's offering to the temple at Ninja Academy.**

*Required:* no

*How to trigger:* Talk to Kaida (the woman in blue walking around to the right of the robot arena building) in Chiba.

*How to solve:* Bring her cake either to the temple in Chiba, or to the temple at Ninja Academy, then return to her. Your reward will be much better if you bring the cake to Ninja Academy.

**86. Find an interesting rock for the rock collector in Chiba.**

*Required:* no

*How to trigger:* Talk to the rock collector in the first house in Chiba.

*How to solve:* Bring the rock you got as a reward in quest 64 to the rock collector.

**87. Tell the mechanic's brother on the runway to come to the control room.**

*Required:* yes

*How to trigger:* Talk to the mechanic in the control room in the airfield's command building.

*How to solve:* Go down to the airfield and talk to the mechanic on the runway. This quest will only be resolved once you brought a fuel injection to the mechanic working on the plane and went to meet both brothers up in the control room.

**88. Find a sapphire for the cave dweller in Ghehenna.**

*Required:* no

*How to trigger:* Talk to one of the cave dwellers in the first building after you enter Ghehenna.

*How to solve:* Sapphires can be found as loot after fighting Great Northern Caveworms (which you will only encounter after finishing all the palace missions). Bring one of the sapphires you found to the cave dweller.

**89. Help the goat in the airbase get off the roof.**

*Required:* no

*How to trigger:* Talk to the soldiers trying to get the goat off the armory's roof in airbase 47.

*How to solve:* Bring the carrot you got as a reward for quest 88 to the airbase and show it to the goat.

**90. Get a bottle of Vodka for the old man in Chiba.**

*Required:* no

*How to trigger:* Talk to the old man next to the tattoo parlor in Chiba.

*How to solve:* Give him a bottle of Vodka.

**91. Help the cook open a restaurant in Airbase 47.**

*Required:* no

*How to trigger:* Talk to either the cook or the officer at the bar counter in the airfield's casino.

*How to solve:* This will start a long series of sidequests, see quests 92-104.

**92. Get an application form from the application office in Airbase 47.**

*Required:* no

*How to trigger:* Talk to either the cook or the officer at the bar counter in the airfield's casino.

*How to solve:* Go to the office building near the airfield's entrance and buy an application form.

**93. Have the application form signed by the officer in charge in Airbase 47.**

*Required:* no

*How to trigger:* Show your application form to the officer in the Casino.

*How to solve:* Go to the command building and talk to the officer in charge – getting your form signed requires finishing quests 96 and 97.

**94. Have the application form stamped by the approval authority in Airbase 47.**

*Required:* no

*How to trigger:* Show your signed application form to the officer in the Casino.

*How to solve:* Bring your form to the office in the airfield's tower. Having it stamped requires finishing 98 and 99.

**95. Have the application form approved by the officer in charge in Airbase 47.**

*Required:* no

*How to trigger:* Show your stamped application form to the officer in the Casino.

*How to solve:* Go to the command building and talk to the officer in charge – getting your form signed requires finishing quests 103 and 104.

**96. Find the officer in charge's pen.**

*Required:* no

*How to trigger:* Talk to the officer in charge about signing your application form.

*How to solve:* Go out to the tents and enter the middle tent in the top row. Tell the officer in charge that you identified the thief.

**97. Get some blue ink for the officer in charge.**

*Required:* no

*How to trigger:* Talk to the officer in charge after you found the pen.

*How to solve:* Go down to the prison cells and talk to Schwejk (the imprisoned soldier). Use the firecracker you got from the old man in Chiba to distract the guard, then use the key to open the cell and bring the blue ink to the officer.

**98. Get some red ink from the island near Darnis.**

*Required:* no

*How to trigger:* Talk to the approval authority about stamping your form after having found the stamp.

*How to solve:* Go back to Darnis with the teleport and use the ship to go to pirate island. Talk to the old woman standing in front of the bushes and catch 200 lice for her. Bring the lice back to the airfield.

**99. Find the lost stamp in the Gobi desert.**

*Required:* no

*How to trigger:* Ask the approval authority in the tower about stamping your form.

*How to solve:* Go to the mine in the middle of the desert and enter the small cave in the back. Defeat the monkey, collect the stamp and bring it back to the airfield.

**100. Find a way to distract the guard in the Airbase 47 prison.**

*Required:* no

*How to trigger:* Talk to Schwejk in the prison cells while looking for blue ink.

*How to solve:* Go back to Chiba and bring a bottle of Vodka to the old man next to the tattoo parlor. Use the firecracker he gives you to distract the guard.

**101. Bring the application form to the officer in Airbase 47's Casino.**

*Required:* no

*How to trigger:* This quest gets triggered in between the various subquests required for helping the cook.

*How to solve:* Bring the form to the casino to get your next subquest.

**102. Catch 200 lice for the old woman on Pirate Island.**

*Required:* no

*How to trigger:* Talk to the old woman on pirate island.

*How to solve:* Use one of the bushes behind her to play the lice catching minigame. You don't have to catch all 200 lice in one go, you can play the game as often as you want.

**103. Get a note of consent from Master Li in Chiba.**

*Required:* no

*How to trigger:* Talk to the officer in charge about approving your form.

*How to solve:* Go to Chiba and talk to Master Li. You will have to find three people willing to sell Borscht – see quest 104 for that. Bring Master Li's letter to the officer in charge.

**104. Find 3 people in China willing to sell Borscht.**

*Required:* no

*How to trigger:* Talk to Master Li in Chiba while needing to have you application form approved.

*How to solve:* The three people you need are the worker down in lower Chiba, the food merchant in the Chiba market building, and the cook at ninja Academy. After talking to all three of them, return to Master Li.

**105. Visit Lady Sandau in Sbrodj.**

*Required:* yes

*How to trigger:* Talk to Lady Sandau after having defeated the bandits in the caves.

*How to solve:* The next time you're in Sbrodj, visit Lady Sandau. She lives in the house on the cliffs behind the police station.

**106. Find a tank so you can attack the two tanks on the bridge in the Balkans.**

*Required:* yes

*How to trigger:* Try to cross the bridge in the Balkans without a tank.

*How to solve:* Enter the caves from the cliff in the center of the Balkans (you will need the radiation suit from Stromfels). Make your way through the caves and find an abandoned tank at the other exit. Talk to the guy in the house up on the cliff about repairing the bridge, then go back to the caves and defeat the slime boss to get cement. Once the bridge is repaired, use the tank to defeat the two enemy tanks at the bridge.

**107. Find a radiation suit so you can explore the cave in the Balkans.**

*Required:* yes

*How to trigger:* Try to enter the second level of the Balkan cave without a radiation suit.

*How to solve:* Go back to Stromfels and fix the leaks in the power station's cooling pipes – see quest 109.

**108. Find a way to explore the crashed ship in the cave in Northern India.**

*Required:* yes

*How to trigger:* Try to enter the crashed spaceship in India without a radiation suit.

*How to solve:* Return here after you finished all the Europe quests – you will now have a radiation suit.

**109. Repair all the ruptured pipes before the power station explodes.**

*Required:* yes

*How to trigger:* Talk to the mechanic in the Stromfels power station.

*How to solve:* Agree to help the mechanic, then enter the hatch and navigate the labyrinth to fix all six leaks before the timer runs out.

**110. Find a way into the castle of Stromfels.**

*Required:* yes

*How to trigger:* Try to enter the castle in Stromfels through the main gate.

*How to solve:* This involves a number of subquests – go to the cathedral and talk to the high priest on the gallery. Then go to the comics shop, look at the cosplay armor and ask the merchant about it. Then find all the rare comic books, return them to the shop and go back to the cathedral.

**111. Find the city of the Priests in Europe.**

*Required:* yes

*How to trigger:* This gets triggered automatically during your encounter with Mendelsson in Russia.

*How to solve:* Once you took the plane to Europe, enter the forest to the West and follow the path leading to Stromfels. The quest completes once you enter the city.

**112. Get some tobacco for Dave's grandmother from Dharmsala.**

*Required:* yes

*How to trigger:* Talk to Dave's grandmother in Anandapur.

*How to solve:* Go North through the jungle to get to Dharmsala. The first house is an inn – open the chest in the bedroom to find a pack of tobacco, then buy it and bring it to Dave's grandmother.

**113. Get the 5 rare comic books for the comic shop owner in Stromfels.**

*Required: yes*

*How to trigger:* Look at the cosplay armor in the Stromfels comics shop after having talked to the high priest in the cathedral, then talk to the comics merchant to trigger the quest.

*How to solve:* This is another long series of subquests and sidequests – here's where to find the individual comic books:

- In the Stromfels library (in the little room in the lower right)
- As a reward for helping the little girl in Spain (find her in the cave after the ambush, then offer to have the old man on the farm care for her)
- In a chest in the bandit cave in Eastern Europe, directly after you beat the bandit chief
- As a reward for helping Leonid sell himself into slavery in Sbrodj
- As a reward for the Dave/Martine quest in Stromfels – with Dave, plant hops in the Eastern forest and bring them to the brewery. With Martine, meet her brother in the Eastern forest, meet him again back in Stromfels, and help his friends with their ritual. In both cases, you will receive a lottery ticket. Use it in the beer tent to win the comic book.

**114. Find some hops for the Stromfels brewery.**

*Required: yes*

*How to trigger:* Talk to the brewer in the brewery's basement in Stromfels (only when playing with Dave).

*How to solve:* Plant the hop seeds in the ruins in the Eastern forest, then leave the forest and return later to collect your hops. Bring them to the brewery.

**115. Find some priest armor so you can enter the ceremony in the cathedral.**

*Required: yes*

*How to trigger:* Talk to the high priest in the cathedral after having tried to enter the castle.

*How to solve:* Have a look at the cosplay armor in the comics shop, then talk to the comics book merchant.

**116. Go to the ordainment ceremony in the cathedral.**

*Required: yes*

*How to trigger:* Bring all 5 rare comic books to the comics shop.

*How to solve:* Enter the cathedral through the small entrance on the South side.

**117. Fix the bridge in the Balkans so you can move the tank over the river.**

*Required: yes*

*How to trigger:* Talk to the guy in the house on the cliffs after having seen the abandoned tank.

*How to solve:* Get back to the caves and fight the slime boss to get the sack of cement. Bring that to the guy in the house, and he will fix the bridge for you.

**118. Get rid of the bully to help the arms dealer.**

*Required:* no

*How to trigger:* Talk to the arms dealer on the beach in Spain (only if you let him live back in Africa).

*How to solve:* Kick the ball across the beach until you have positioned it on the white X marking. Now kick it to the right to hit the bully and chase him away.

**119. Find someone to keep the old farmer near Stromfels company.**

*Required:* yes

*How to trigger:* Talk to the old farmer in the farm near Stromfels.

*How to solve:* Talk to the little girl in Spain after having escaped the ambush – she can be found in a cave on the Eastern edge.

**120. Find someone to care for the orphan girl from the Western forest.**

*Required:* yes

*How to trigger:* Talk to the little girl in Spain after having survived the ambush (this only gets triggered if you haven't talked to the old farmer yet).

*How to solve:* Go to the farm near Stromfels and talk to the farmer, then return to the little girl.

**121. Visit the little girl on the farm near Stromfels.**

*Required:* yes

*How to trigger:* Talk to the little girl in Spain after havign talked to the old farmer-

*How to solve:* Go to the farm near Stromfels and talk to her to collect your reward.

**122. Find some cement for the junk dealer in the Balkans.**

*Required:* yes

*How to trigger:* Talk to the guy in the house in the cliffs about repairing the bridge.

*How to solve:* Enter the caves and fight the slime boss, then take the sack of cement and bring it to the guy.

**123. Bring 20 blobs of slime to the teacher at the port.**

*Required:* no

*How to trigger:* Talk to the teacher at the port in Spain.

*How to solve:* Collect slime blobs by fighting mutant slime monsters – either in the Balkan caves or in the Stromfels sewers. Once you have 20 blobs, return to the teacher.

**124. Meet Martine's brother Bernard in Stromfels.**

*Required:* yes

*How to trigger:* Talk to the guy standing at the tombstone in the ruins in the Eastern forest (only when playing with Martine)

*How to solve:* Bernard lives in the little dwelling directly to the left of the castle (the door that is set into the city walls). Go there to meet him.



**125. Bring some black candles to Bernard and his friends in the Black Forest.**

*Required:* yes

*How to trigger:* Meet Bernard in Stromfels.

*How to solve:* Get some black candles from the Goth merchant behind the cathedral, then head out to the forest (it will automatically be night just in time for your arrival) and meet Bernard and his friends on the clearing indicated on your map.

**126. Convince Tifus the slave trader to buy Leonid.**

*Required:* yes

*How to trigger:* Talk to Leonid (the big guy standing under the tree) in Sbrodj.

*How to solve:* This involves a couple sidequests: Solve the number riddle, ask the smith about bending the bar, get some firewood for the smith, and finally buy another slave from Tifus.

**127. Get some firewood for the smith in Sbrodj.**

*Required:* yes

*How to trigger:* Ask the smith in Sbrodj about bending the iron bar.

*How to solve:* Go to the right edge of town to find a woman looking for help with chopping wood. Play the wood chopping minigame and bring your firewood to the smith.

**128. Bring a sixpack of Bock Beer to the officer on Airbase 47.**

*Required:* no

*How to trigger:* Talk to the officer walking around near the runway on Airbase 47.

*How to solve:* Bring a sixpack of beer to the officer once you've been to Europe.

**129. Deliver the Cardinal's letter to General Stein in Sbrodj.**

*Required:* yes

*How to trigger:* Talk to the old prisoner in the Stromfels castle's dungeons.

*How to solve:* Bring the letter to the palace in Sbrodj and talk to General Stein – he's on the second floor.

**130. Find a way to help the old man in Stromfels feel young again.**

*Required:* yes

*How to trigger:* Talk to the old man with the cane in front of the Stromfels cathedral.

*How to solve:* Bring the pogo stick from the Balkan cave to the old man.

**131. Meet General Stein in the castle in Stromfels.**

*Required:* yes

*How to trigger:* Leave the Sbrodj palace after having finished the General Stein subquest – Stein will leave directly after you and meet you in front of the castle.

*How to solve:* Head back to Stromfels and try to enter the castle through the main gate.

**132. Help the nurse in Sbrodj identify the pharmacist.**

*Required: yes*

*How to trigger:* Talk to General Stein's nurse in Sbrodj (only when playing with Martine).

*How to solve:* Talk to everyone in town and solve the logic puzzle to identify the pharmacist, then bring the holly tea to the nurse.

**133. Help identify the thief in Sbrodj.**

*Required: yes*

*How to trigger:* Talk to General Stein in Sbrodj (only when playing with Dave).

*How to solve:* Go to the police station and talk to the police officer at the front desk to get a list of clues. Solve the logic puzzle and tell the police officer that you've identified the thief.

**134. Apprehend [REDACTED] and escort him to the police station in Sbrodj.**

*Required: yes*

*How to trigger:* Talk to the police officer after having identified the thief.

*How to solve:* Go to the thief and confront him about the thefts, then have Dave defeat him in battle.

**135. Go to General Stein and tell him the crime has been solved.**

*Required: yes*

*How to trigger:* Apprehend the thief and bring him to the police station.

*How to solve:* Go to General Stein and talk to him.

**136. Bring the holly tea to the nurse in Sbrodj.**

*Required: yes*

*How to trigger:* Go to the pharmacist after having solved the logic puzzle.

*How to solve:* Bring the tea to the nurse.

**137. Get some holly tea from [REDACTED] and bring it to the nurse in Sbrodj.**

*Required: yes*

*How to trigger:* Solve the logic puzzle.

*How to solve:* Go to the pharmacist and ask him about some holly tea.

**138. Find the soldier's lapel pin somewhere in the Gobi desert.**

*Required: no*

*How to trigger:* Talk to the soldier near the entrance of Airbase 47.

*How to solve:* The lapel pin can be found in a chest at the entrance to Lightning Dome (in the Western part of the Gobi Desert). You cannot reach the chest from the car – return to Lightning Dome on foot to collect the pin, then bring it to the soldier.

**139. Collect all 99 empty bottles in Sophia's house and return them to the shop.**

*Required: yes*

*How to trigger:* Talk to Sophia near the Stromfels power station and agree to help her.

*How to solve:* Collect all 99 bottles (one group of bottles is hidden behind a table in the chamber on the lower left, all others are plainly visible) and return them to the shop near the cathedral.

**140. Clean at least 20 plates for Sophia.**

*Required: yes*

*How to trigger:* Talk to Sophia after having taken care of the bottles.

*How to solve:* Use the kitchen sink to play the plate minigame, then talk to Sophia again.

**141. Get the latest Power Station album for Ben in Stromfels.**

*Required: yes*

*How to trigger:* Talk to Ben after having cleaned the plates.

*How to solve:* This involves a number of subquests – talk to the poet living near the comics shop about his hedgehog, then talk to Natasha (on the town wall right of the castle) about a poem. Fix the cook's kettle in Sbrodj (quest 148), then collect the hedgehog in the Black Forest (quest 142). Bring the hedgehog to the poet and the poem to Natasha. Once you can enter the castle, meet Natasha in the hall on the ground floor. Find a way of clearing the room in the basement (quest 152), and you'll get the CD.

**142. Find and catch Mr Bockbeer's pet hedgehog somewhere in the Black Forest.**

*Required: yes*

*How to trigger:* Talk to the poet living next to the comics shop in Stromfels.

*How to solve:* Go to Sbrodj and talk to the cook in the palace, then find a way to fix her kettle (see quest 148). The hedgehog is in the ruins in the middle of the Black Forest, but you'll need the gloves from the cook to pick it up.

**143. Get the worker's yellow monkey wrench from the Stromfels sewer.**

*Required: no*

*How to trigger:* Talk to the worker in the Autobahn Club.

*How to solve:* Once you can enter the castle, use the hatch in the lower left of the basement to access the sewers. Navigate the little switch maze to get the wrench.

**144. Find a poem for Natahsa in Stromfels.**

*Required: yes*

*How to trigger:* Talk to Natasha on the town wall, to the right of the castle.

*How to solve:* Find the poet's hedgehog (see quest 142), then bring the poem to Natasha.

**145. Deliver Lady Sandau's letter to Heinrich Bismuth in Stromfels.**

*Required: yes*

*How to trigger:* Talk to Lady Sandau in Sbrodj after having helped her in the bandit caves.

*How to solve:* Bring her letter to Heinrich Bismuth – he lives to the left of the brewery.

**146. Deliver Heinrich Bismuth's letter to Lady Sandau in Sbrodj.**

*Required: yes*

*How to trigger:* Deliver Lady Sandau's letter to Bismuth.

*How to solve:* Bring the letter to Lady Sandau the next time you're in Sbrodj.

**147. Deliver Lady Sandau's letter to the provisional government in Ghehenna.**

*Required: yes*

*How to trigger:* Deliver Bismuth's letter to Lady Sandau.

*How to solve:* Bring the letter to the scientist in the red dress now standing outside the palace in Ghehenna – this will require solving all main story quests in Europe first.

**148. Find a way to help the cook in Sbrodj fix her broken kettle.**

*Required: yes*

*How to trigger:* Talk to the cook in the Sbrodj palace.

*How to solve:* Go out to the Balkans map on foot (either bring a good supply of AT grenades, or take care not to get involved in battles with tanks). Go down to the small mountain and enter the cave you could not enter while driving the tank. Have the tinker fix the kettle – a can of tar can be found in a chest in the mutant slime caves, directly next to the dam.

**149. Meet Natasha in the castle in Stromfels.**

*Required: yes*

*How to trigger:* Give Bockbeer's poem to Natasha.

*How to solve:* Once you're able to enter the castle, you can meet Natasha and her friend on the ground floor.

**150. Find some tar for the tinker in the cave near Sbrodj.**

*Required: yes*

*How to trigger:* Ask the tinker about fixing the cook's kettle.

*How to solve:* Go back to the mutant slime caves and look for a chest directly next to the dam.

**151. Help the musicians in Stromfels get back their rehearsal room.**

*Required: yes*

*How to trigger:* Talk to Natasha in the castle.

*How to solve:* Go down to the basement and look for Ulf Thorbald, then find a way of getting rid of him – see quests 152, 153, 154 and 155 for details.

**152. Find a way to get rid of Ulf Thorbald's thorbaldophone.**

*Required: yes*

*How to trigger:* Talk to Ulf Thorbald down in the basement after having talked to Natasha.

*How to solve:* Go up to the computer room and read the library computer's entry on the thorbaldophone. Deliver the candle makers' candles to the kitchen, then use the wax to clog the instrument's bell and tell Natasha about your success.

**153. Find some wax to clog up the thorbaldophone.**

*Required: yes*

*How to trigger:* Read the thorbaldophone entry in the library computer while having to get rid of Ulf and his instrument.

*How to solve:* Deliver the candles to the castle kitchen (see quest 154).

**154. Deliver the candle makers' candles to the castle kitchen in Stromfels.**

*Required: yes*

*How to trigger:* Talk to the candle makers (the guys wearing black suits and hats) in the restaurant next to the Old Post club.

*How to solve:* Once you can enter the castle, deliver their candles to the kitchen on the second floor.

**155. Tell the candle makers that you delivered their candles.**

*Required: yes*

*How to trigger:* Deliver the candles to the castle kitchen.

*How to solve:* Return to the restaurant to collect your reward.

**156. Find some pictures of robots for the graffiti artist in Darnis.**

*Required: no*

*How to trigger:* Talk to the graffiti artist behind the garage in Darnis (this quest has to be triggered before Marauder mission 3)

*How to solve:* This quest can only be solved very late in the game – deliver the crate of toy robots from Stromfels to Chiba, get back to Stromfels to claim your reward, then bring the magazine to the graffiti artist.

**157. Find a way to access the central computer in the Stromfels castle.**

*Required: yes*

*How to trigger:* Enter the computer room in the Stromfels castle and try to access the middle computer.

*How to solve:* You need two passwords for this – one can be learned from one of the guests on Sophia's party, the other one is the reward for winning a game of Pong in the Old Post club. Once you have both passwords, use the left computer first. Enter the supervisor password, then select "Security Override". Then enter the right computer's supervisor password and select "Disable Door Security". Now use the switch at the central computer to open the door.

**158. Locate the sabotaged comm station in Britain.**

*Required:* yes

*How to trigger:* Talk to Mendelsson using the central computer.

*How to solve:* Buy the Zeppelin at the castle's back exit, then fly directly North to the next landing pad – the derelict tower next to the landing pad is the comm station you're looking for.

**159. Locate the central computer of the Priests and use it to contact Mendelsson.**

*Required:* yes

*How to trigger:* Enter Stromfels for the first time.

*How to solve:* Finish all the main story quests for Europe (see quests 110 and following for details), then access the terminal in the middle of the computer room (see quest 157).

**160. Contact Mendelsson using the console in Stromfels.**

*Required:* yes

*How to trigger:* Set the six gemstones into the slots in the comm station to reinitialize it.

*How to solve:* Go back to Stromfels and access the console where you last talked to Mendelsson.

**161. Go to New Mankind, the city of the Visors, and free Mendelsson.**

*Required:* yes

*How to trigger:* Talk to Mendelsson on the console in Stromfels.

*How to solve:* Use the Zeppelin to go to the landing pad in Greenland, then enter the city of the Visors and defeat the final boss.

**162. Find some knee protection for the would-be adventurer in Stromfels.**

*Required:* no

*How to trigger:* Talk to the bearded guy in the bar near the town gate in Stromfels.

*How to solve:* Get a knee cap protector from the shop in the Gobi Desert (you will need Sheena's car to get there) and bring it to the guy.

**163. Pass the trials of civility, compassion and courage to get the Heart of the Mountain.**

*Required:* yes

*How to trigger:* Talk to the old priestess on top of the mountain in the Himalaya.

*How to solve:* Go down and talk to the three priests to learn about the three trials – see the following three quests for details.

**164. Bring the Yeti King's crown to the monk of courage.**

*Required:* yes

*How to trigger:* Talk to the leftmost monk after having talked to the priestess.

*How to solve:* Go down one level and enter the cave, then use the blowtorch on the ice sheet. Defeat the Yeti king and bring his crown to the king.

**165. Find a cane for the monk of compassion.**

*Required:* yes

*How to trigger:* Talk to the middle monk after having talked to the priestess.

*How to solve:* Give the cane you got as a reward for quest 130 to the monk.

**166. Be polite to the monk of civility.**

*Required:* yes

*How to trigger:* Talk to the rightmost monk after having talked to the priestess.

*How to solve:* Be as polite as possible while talking to this monk – the correct answers are “Greetings”, “Which trial is this?”, “We'll do our best”, “Bless you”, “Came here to meet you”, and “Wisdom”.

**167. Deliver the letter from Ghehenna to Lady Sandau in Sbrodj.**

*Required:* yes

*How to trigger:* Give Lady Sandau's letter to the Scientist at the entrance to the palace in Ghehenna.

*How to solve:* Bring the reply letter to Lady Sandau – you can now use the Stromfels teleport to get to Sbrodj.

**168. Bring a tiger skin to uncle Alfred in Darnis.**

*Required:* yes

*How to trigger:* Talk to Alfred in the throne room.

*How to solve:* Get a tiger skin by fighting tigers in India and bring it to Alfred.

**169. Bring two wolf sinews to uncle Alfred in Darnis.**

*Required:* yes

*How to trigger:* Talk to Alfred in the throne room.

*How to solve:* Get two wolf sinews by fighting wolves in the Gobi desert and bring them to Alfred.

**170. Bring a blob of mutant slime to uncle Alfred in Darnis.**

*Required:* yes

*How to trigger:* Talk to Alfred in the throne room.

*How to solve:* Get a blob of slime by fighting against slime monsters (in the crashed ship in India, in the Stromfels sewer, or in the Balkan cave) and bring it to Alfred.

**171. Bring a vulture egg to uncle Alfred in Darnis.**

*Required:* yes

*How to trigger:* Talk to Alfred in the throne room.

*How to solve:* Get a vulture egg by fighting against vultures in Spain and bring it to Alfred.

**172. Find the lost pearl necklace in the thief's cellar.**

*Required:* yes

*How to trigger:* Talk to the thief in India (he now lives in the house in the lower part of town, where the musicians used to live) and agree to help him.

*How to solve:* Enter the cellar and solve the crate puzzles.

**173. Deliver the crate of toy robots to the robot workshop in Chiba.**

*Required:* no

*How to trigger:* Talk to the worker in the robot factory in Stromfels

*How to solve:* Deliver the crate the next time you're in Chiba – this is only possible after finishing the main story quests in Europe.

**174. Report back to the robot factory in Stromfels.**

*Required:* no

*How to trigger:* Deliver the crate of toy robots to Chiba.

*How to solve:* Bring the order form to the robot factory to claim your reward.

**175. Bring the contract to Darnis to have it verified.**

*Required:* no

*How to trigger:* Talk to the officer doing paperwork in the office in the Stromfels castle.

*How to solve:* Bring the contract to Darnis and have the attorneys have a look at it, then report back to the Stromfels castle.

**176. Find the Rhinestone somewhere in Europe.**

*Required:* yes

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Deliver all of Lady Sandau's letters and the reply letters – you will receive the Rhinestone once you delivered the letter from Ghehenna to Lady Sandau.

**177. Find the Blood Diamond somewhere in Darnis.**

*Required:* yes

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Meet uncle Alfred in the Darnis throne room, then collect all his hunting trophies.



**178. Find the Hope Diamond in a mine in South Africa.**

*Required: yes*

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Go to the small mining village in South Africa and enter the mine (you will need the crowbar from the lab in Ghehenna to open the entrance). Push the two switches in the mine to activate the bridge in the back, then have Marduk dive and defeat the boss kraken to get the diamond.

**179. Find the Star of India somewhere in India.**

*Required: yes*

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Visit the thief in India (he now lives in the house in the lower part of town where the musicians used to live) and agree to help him, then solve the crate puzzles in the cellar to get the Star of India.

**180. Find the Heart of the Mountain in the Himalayas.**

*Required: yes*

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Use the Zeppelin to transport Sheena's car to the Gobi Desert, then use the car to jump over the broken bridge in the desert. Climb the mountain past the Yetis and avalanches, then pass the three trials to get the Heart of the Mountain (see quest 163 for the trials)

**181. Find a Quadrolithium crystal from an old space craft.**

*Required: yes*

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Enter the crashed spaceship in India, go all the way to the left and use the console on the ship's bridge. Beat the minigame to get the crystal.

**182. Place the six gemstones into the sockets in the comm station.**

*Required: yes*

*How to trigger:* Free the mechanic in the sabotaged comm station and ask him about reinitializing the station.

*How to solve:* Bring all the six gemstones to the comm station. Have a look at the two tomb-like structures on the lower level and remember the order of colors on the decorations. Set the gemstones into the sockets in the same color order.

**183. Bring the verified contract back to Stromfels.**

*Required:* no

*How to trigger:* Show the contract you got from the officer in Stromfels to the attorneys in Darnis

*How to solve:* Bring the contract back to the officer in the Stromfels castle

**184. Help Veronica in Stromfels get her books back from Paula.**

*Required:* no

*How to trigger:* Talk to the woman in Goth makeup in the Autobahn club (after it has opened).

*How to solve:* Go over to the Old Post club to meet Paula – she's the blonde girl wearing a black dress and sunglasses standing at the back wall. Have Marduk charm her (there are various sequences of answers that work, one sequence is “I heard about you”, then “The Cardinal”, “It's true”, “Yes”, and finally “Veronica's books”. On the date with Paula, have a look at the bookshelf. Pull the following ropes 1. top left, 2. lower right, 3. upper right, 4. top. Pick up the books and go back to Veronica.

