

Guidebook to Rage of Magic II
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The Story

Prologue

A high paladin named Faust who lacked virtue was banished years ago to an island of outcasts. His traitorous plan to overthrow the king of Dain had failed. Princess Chai, showing him mercy, had halted his execution, and banished him on a remote island. There came reports of strange occurrences on that island years later.

So the king sent Stradlater, a master paladin and seer, trained in both light magic from the High Priest and dark arts from the Drow. Along with him a ravenous bounty hunter named Leoric, with unmatched marksmanship. Their secret mission was to find Faust and kill him outright using stealth and precision. It did not go according to plan, far from it. Visions had convinced Stradlater the Seer that siding with Faust and the elves was the right path.

Azrael the Drow had used all his might to bring down the evil elf Oberat, while Wren and his paladins had layed the final blow with a ring of fire. Princess Chai was saved. But Oberat was only the beginning of something that humans had never faced before.

The Princess returned to her castle to find a familiar face ...

Groups

- **Humans** – Usually protected from the rest of the world by the church they have little knowledge of magic and the strange out worlders that try invade their lands. Magic has been abolished and punishable by death, so no one is able to cast spells. Woman are considered witches and men are considered warlocks all will be burned at the stake.
- **Human Drows** – These are an ancient human race that are considered subterranean and liking of darkness. They are sometimes called Goths or vampires, even though are not. Their appearance is usually dark black hair with sickly white skin. They are the only culture that held onto magic and are able to use it. Humans hating of their blasphemous dark magic always warred with them, but always failed, so they are kept isolated. Until the day that other magic users came to conquer the lands.
- **Human Paladins** – When the land of the church was invaded by barbarians and outsiders, who knew no God, they were being destroyed by armies having but a few magic fighters. Having no magic fighters of their own, the church decided to allow magic only for a specific class of knights known as paladins. Paladins are the only humans lawfully allowed to use magic. By law, Drows cannot use magic, but since they are beyond laws the church allows it since they helped to create paladins.

- **Halflings** – The term itself usually refers to a humanoid whose mother and father are different races. For example Lucette, is guessed to be half elf and half human. Halflings are usually considered abominations by both sides, shunned and rejected.
- **Elf Arians** – These are elves who can easily fly and live in castles that can float in the sky. They are considered superior to all elves, that is why they are hated. The grand majin is an Arian called Oberon who is said to rule to elf world Issel.
- **Elf Sylvans** – These elves live in forests, hills and deserts. They are considered the lower class of elf, and engage more in physical sports than thinking sports like the Arians. Sylvans usually are hateful of the Arians since the Arians think they are better.

Characters

- **Humans**
 - **Princess Chai** – She is a teenage princess who is always getting into trouble and getting into people's business. Her philosophy is that anything can be solved by talking, but isn't afraid to knock someone out if she feels its necessary.
 - **King Edwin** – He is an elder King near the end of his life. His daughter Chai is very protective of him and tries to solves his problems.
 - **Leoric** – Once a proud and trustworthy bounty hunter, he took on the greatest hunt of all: to find Faust in Issel and bring his head back. Unfortunately he was betrayed and returned mad with vengeance.
- **Human Paladins**
 - **Wren** – A master paladin who played a role in destroying Oberat. He has quickly climbed the ranks of the paladin enclave and is admired by all.
 - **Ranquist** – An old trainer who has taught the paladins how to attack with sword and light magic together.
 - **Jaana** – Ranquist's daughter she also strives to become a paladin.
 - **Thomas** – Saved from a brutal warlord named Grisgar by master Wren, he become Wren's apprentice and is quickly learning all the techniques he needs to pursue his dream of becoming a paladin himself and helping others in need.
 - **Faust** – Long ago he was a skilled paladin. On an assignment to protect the princess he became madly in love with her, but she did not have the same feelings. Afraid of his constant advances, and his failed attempt to overthrow the King, Edwin decided to banish him to an island of criminals, where he met a crippled old Drow who gave him life changing powers.
 - **Stradlater** – Considered a trusted seer of the King, he was known to predict many catastrophes of the future. But far from a prediction, he foretold of a

destiny, one that could not be stopped no matter what was done. This convinced him to side with Faust and protect what was left of his family it was even possible. The reasons are still unknown why he turned to the side of evil.

- **Human Drows**

- **Evanstaul** – One of the top magic users of all the Drow. He is considered to be the most power human on Earth and unkillable. He allowed some magic to be taught for the church in creation of the paladins.
- **Azrael** – The right hand Evanstaul, he works to attack whatever his master considers an enemy. He strives to prove himself to his Master, that he can be as powerful. He also protects and serves the master's daughter Evalun.
- **Evalun** – The daughter of Evanstaul. She was the last offspring before the mother died. She was only 9 years old when her father died at the hands of Puck. Her grief turned into focused action as she risked circle magic to accelerate her age to 20, giving her a stronger body and magic to use against the grand majin Oberon.

- **Halflings**

- **Lucette** – She has little memory of her childhood after being abducted by the church for execution. She believes her parents to be dead, and she could have stopped it using her dormant witchery but it was too late.

- **Elf Arians**

- **Oberon** – The legendary grand elf majin of Issel. Said to control all the actions of the Ariel Elves and the reason of the strategic invasion of Earth.
- **Oberat** – The first scout into Earth, there to determine the strengths and weaknesses of the humans. Since Drow and Paladin humans were able to defeat him, he was quickly replaced by more capable elves.
- **Puck** – The same clan as Oberat but with far greater skills. He considers Oberat to be an inferior in his class.

- **Elf Sylvans**

- **Seeda** – A lonesome Sylvan elf whose entire city was wiped out in a mysterious attack. He lost all his emotions when his family died and the Ariel Council would not help because they would not get involved in Sylvan warring. He joined the group of mercenaries only out of curiosity.
- **Miwa** – A beautiful elf mercenary whose obsessed with her appearance. She has the power to shoot magic needles from her hands to rain upon enemies.
- **Dor** – A Sylvan clansmen of muscular champions. The regularly compete in arena like competitions to see who is strongest, even against monsters of Issel. When Arians think of Sylvans they usually stereotype them to these hulking brutes.

Game Concepts

Status Bar

The status bar is for each player. The yellow bar is the health, if goes empty you will die. The light blue bar underneath is for magic, if you overuse your magic you will get stunned and be vulnerable. The three purple spaces are your super points, which rise when you get hit or you attack. If you do nothing the super bar will slowly go down, but once it reaches one of three levels it will stay there. If you try to do a super when you don't have any super points it will also stun you. Above the bar you will see the character you selected and the level.

Bonuses

These bonuses can be picked up on the field or gained as a bonus for doing large combos, see below for this list. Generally, all bonuses "pile-on" which means they add strengths to each other. For example, have rage and fairies will make the fairies red and circle with a wider diameter. If you add refraction the fairies will also refract magic when they come in contact with the enemy.

- **Super Potion (10 coins)** – Gives one super level for super magic attacks.
- **Rage Potion (15 coins)** – Will cause a red blinking. Increases power and magic damage is strengthened. It also gives resistance to attacks.
- **Refractor (25 coins)** – Any magic that makes contact will split into three. This includes magic attacks from encircling fairies. Refraction range increased by super, rage and level.
- **Protection (30 coins)** – Enemy magic attacks will be absorbed into magic and super. Also when absorbing, enemies within ground ring will be repelled.
- **Fairy (75 coins)** – A grateful fairy will encircle and protect you. Fairies are usually immune to attacks, but if its annoyed by enemy hits then it will leave you. Circle diameter and speed increased by host's super, rage and level.
- **Extra Life (300 coins)** – Upon death you will be resurrected but have no magic or super. During resurrection all nearby enemies will be repelled. It is best to use normal attacks for a while until your super or magic returns.
- **Level Up (500 coins)** – Increase your overall level, including hit points, magic points etc.

Combo Bonus

When you hit enemies within one second, without yourself being hit, it will count in the combo counter. The more hits you make in one second without being hit yourself the

greater the points you get. You also get a bonus. Some combo hits are very large and can only be achieved by using a super attack or having a refractor bonus or both.

- **Great (10 hits)** – 1000 points
- **Amazing (12 hits)** – 1500 points + Rage
- **Awesome (15 hits)** – 2000 points + Super
- **Deadly (20 hits)** – 2500 points + 1 Fairy
- **Fierce (25 hits)** – 3000 points + Refractor
- **Fatal (30 hits)** – 3500 points + Protection
- **Killer (40 hits)** – 7500 points + Protection
- **Insane (50 hits)** – 9000 points + Level Up
- **Majin (100 hits)** – 10000 points + Extra Life

Last-Ditch Bonus

Players and certain enemies have a “last-ditch” bonus. This is an automatic bonus granted when their health is at 10%. For example, Azrael will get one super point and rage when he is near death.

Super Levels

On the player’s status bar there are three purple points. Each one is a super that rises when either the player gets hit, or the player attacks an enemy. Each point of super gives the player more ability to damage, move (walk & run) faster and change the color of their magic. Sometimes it’s useful to NOT use the supers until there are more enemies because the character is powerful!

1. **Blue (No Super)**
2. **Cyan (1 Super)**
3. **Violet (2 Supers)**
4. **Red (3 Supers)**
5. **Blinking Red (Rage)** - Rage is on with any number of supers

Allies

These allies will help you in arena mode. You can hire them and if they live, you can keep them or sell them on the next stage. When hiring allies always look to counter whatever enemies are there without risking losing them or wasting too much money. For a large amount of money you can hire boss characters for those extreme levels at the end.

- **Soldier (10 coins)** – Wields a sword.
- **Archer (15 coins)** – Wields a bow. Good for long range attack.
- **Wolf (20 coins)** – Pounces to bite.

- **Mage (25 coins)** – Fires magic. Good for long range attack.
- **Drow Acolyte (30 coins)** – Strong magic fighter.
- **Cleric (35 coins)** – Follows and heals weakest allies.
- **Knight (50 coins)** – Protected by armor and a shield, wields a sword.
- **Grunt (15 coins)** – Wields an axe.
- **Hunter (20 coins)** – Wields a bow. Good for long range attack.
- **Boar (25 coins)** – Uses tusks to launch an enemy.
- **Amazon (30 coins)** – Carries a whip.
- **Huntress (35 coins)** – Wields a crossbow. Good for long range attack.
- **Thief (50 coins)** – Flips, throws daggers and plants magic bombs.
- **Warlock (60 coins)** – Staff propels magic bombs.
- **Orc (20 coins)** – Hearty and resistant, wields a mace.
- **Orc Swordsman (25 coins)** – Hearty and resistant, wields a sword.
- **Ronin (50 coins)** – Strong katana, throws stars.
- **Warlord (60 coins)** – Big punches.
- **Ogre (75 coins)** – Breathes flames and throws bombs.
- **Troll (100 coins)** – Huge monster with a jumping attack.
- **Dreadlord (150 coins)** – Enchanted knights with limited magic attacks.
- **Tom (200 coins)** – Apprentice to Wren.
- **Leoric (250 coins)** – Wields a bow.
- **Puck (275 coins)** – Magic attacks.
- **Miwa (300 coins)** – Needle attacks.
- **Seeda (350 coins)** – Sword strife attacks.
- **Dor (450 coins)** - Earth shatter attacks.
- **Stradlater (500 coins)** – Destructive blasts.

Arcade Rankings

When you win arcade mode these are the rankings you receive.

- **Newbie** - 0 points
- **Squire** – 75,000 points
- **Apprentice** – 100,000 points
- **Champion** – 110,000 points
- **Destroyer** – 125,000 points
- **Master** – 150,000 points
- **Warlocke** – 200,000 points
- **Adept** – 500,000 points
- **Majin** – 1,000,000 points

Arcade Chapters

36 chapters, usually every other chapter is a movie that moves the story forward.

6. **Return of Faust (Movie)**
7. **Cathedral Attacked (Wren)**
8. **The Long Sleep (Movie)**
9. **The Way to Master (Azrael)**
10. **Elf Mercenaries Plot (Movie)**
11. **Assassin Road (Azrael)**
12. **Misguided Children (Movie)**
13. **Oberat Revisited (Azrael)**
14. **Training in Witchery (Movie)**
15. **A Dangerous Path (Lucette)**
16. **Chai and Faust (Movie)**
17. **The Dark Forest (Lucette)**
18. **Swan's Concern (Movie)**
19. **Seeda the Swordsman (Lucette)**
20. **Test of the Seer (Movie)**
21. **Cathedral Cleansing (Wren)**
22. **The Great Feast (Movie)**
23. **Rescue of Thomas (Wren)**
24. **Runaway Bride (Movie)**
25. **The Evil Dreadlord (Wren)**
26. **Threat of Leoric (Movie)**
27. **Into the Kingdom (Azrael)**
28. **Eye on Lucette (Movie)**
29. **Through the Market (Azrael)**
30. **Fairy Quabble (Movie)**
31. **Miwa the Enchantress (Azrael)**
32. **Wedding Interrupted (Movie)**
33. **Dor the Champion (Lucette)**
34. **Stradlater the Seer (Wren)**
35. **Elvish Vengeance (Azrael)**
36. **Father and Daughter (Lucette)**
37. **Portal to Issel (Movie)**
38. **Drow and Elf (Movie)**
39. **The End (Movie)**
40. **To Be Continued (Movie)**
41. **Epilogue (Movie)**

Arena Rankings

When you win arena mode these are the rankings you receive.

- **Newbie** - 0 points
- **Squire** – 50,000 points
- **Apprentice** – 75,000 points
- **Champion** – 100,000 points
- **Destroyer** – 250,000 points
- **Master** – 500,000 points
- **Warlocke** – 750,000 points
- **Adept** – 900,000 points
- **Majin** – 1,000,000 points

Arena Stages

100 stages, every stage gets harder. Near the end it gets crazy. Every 10 levels there is a coin bonus that you can use to gain more coins. Remember in all stages any items worth picking up are automatically picked up to the player with the highest score, this includes bonus levels.

1. **Grunts for Newbies**
2. **Grunts with Hunters**
3. **Enter the Warlord**
4. **Warlords and Grunts**
5. **Return of Grisgar**
6. **Grisgar with Party**
7. **Grisgar with Big Party**
8. **Warlord Hunters**
9. **Warlord Hunting Clan**
10. **Bonus Vase Breaker (Bonus)**
11. **Dark Warlords**
12. **Dark Warlord Clan**
13. **Blonde Amazons**
14. **Brunette Amazons**
15. **Redhead Amazons**
16. **Raven Amazons**
17. **Assassin Clan**
18. **Assassin Party**
19. **Assassin Leader**
20. **Bonus Vase Breaker (Bonus)**
21. **Soldiers of the Realm**
22. **Knights of the Round**

23. Royal Hunting Party
24. The Sacred Knights
25. Clerical Support
26. The Evil Dreadlord
27. Dreadlord Warlords
28. Dreadlord Knights
29. Triple Dreadlords
30. Bonus Barrel Breaker (Bonus)
31. Orc Introduction
32. Orc Pig Squad
33. Orc Battle Squad
34. Orc Bomb Squad
35. Orc Elite Squad
36. The Bomb Crew
37. Big and Bad Guys
38. Mighty Troll Force
39. Enter the Dragon
40. Bonus Barrel Breaker (Bonus)
41. The Wolf Pack
42. Herd of Boars
43. Animal Farm
44. Warlord Army
45. Ronin Army
46. Dreadlord Army
47. Bounty Hunters
48. Triple Leorics
49. Double Dragons
50. Bonus Treasure Hunt (Bonus)
51. Acolyte Army
52. Evil Mage Army
53. The Magical Puck
54. Spellcasting Team
55. Triple Pucks
56. Miwa the Enchantress
57. Girl Power Army
58. Triple Miwa
59. Pucks and Miwas
60. Bonus Treasure Hunt (Bonus)
61. Seeda Elf Swordsman
62. Seeda Miwa and Puck

63. Triple Seedas
64. Dor Elf Strongman
65. Triple Dors
66. Seedas and Dors
67. All Elf Bosses
68. Big Boss Armada
69. Triple Dragons
70. Bonus Chicken Chase (Bonus)
71. Paladin Wren
72. Paladin Army
73. Triple Wrens
74. Drow Azrael
75. Triple Azraels
76. Wrens and Azraels
77. Halfling Lucette
78. Triple Lucettes
79. Heroes Together
80. Bonus Chicken Chase (Bonus)
81. Drow Evalun
82. The Serpent Queen
83. Fierce Femme Force
84. Seer Stradlater
85. Seer Magic Squad
86. King Faust
87. The Royal Army
88. Fausts and Stradlaters
89. Human Traitors
90. Bonus Chicken Gold (Bonus)
91. Bad Humans
92. Monster Mash
93. Drow Armada
94. Paladins Abound
95. Elvish Armada
96. Heroes Charged
97. Villains Abound
98. Quadruple Dragons
99. Big Boss Bonanza
100. The Final Battle
101. Arena Victory!

Game Characters

Azrael

Servant of Evanstaul, he seeks to prove himself and to obey his master's last command to rid the world of the elvish invaders.

- **Race:** Human
- **Subrace:** Drow
- **Class:** Magic Fighter (Majin)
- **Weapon:** Cleaversword
- **Magic:** Circle Magic
- **Last-Ditch Bonus:** Super, Rage
- **Super Power:** Super Repel Barrier, Super Magic Blast
- **Special Attack:** Armor Breaker

Wren

Servant of the High Priest, a noble fighter whose mission is to find evil where ever it hides and destroy it for the sake of all that is good.

- **Race:** Human
- **Subrace:** None
- **Class:** Master Paladin
- **Weapon:** Brightblade
- **Magic:** Light Magic
- **Last-Ditch Bonus:** Super, Refractor
- **Super Power:** Super Vas Flam, Super Vas Grav, Unknown Super
- **Special Attack:** Keyhole Strike, Keyhole Electricution

Lucette

Feeling helpless at the death of her parents, she chose to empower herself by training and traveling with Evalun so that she can protect everyone she loves.

- **Race:** Human
- **Subrace:** Halfling (Unknown)
- **Class:** Magic Swordmaster
- **Weapon:** Twin Fangs
- **Magic:** Sword Magic, Circle Magic
- **Last-Ditch Bonus:** Super, 3 Fairies
- **Super Power:** Super Windflash Blast, Super Windflash Slicer
- **Special Attack:** Glide Strike

Thomas

A devoted apprentice who sought to become a paladin after his village was saved from Grisgar. He has proven to be the most skilled for his young age.

- **Race:** Human
- **Subrace:** None
- **Class:** Apprentice Paladin
- **Weapon:** Heavy Sword
- **Magic:** Light Magic
- **Last-Ditch Bonus:** None

Evalun

The daughter of Evanstaul, she seeks to avenge her father's death at the hands of the elves. Her ultimate goal is to destroy the grand leader of the elves.

- **Race:** Human
- **Subrace:** Drow
- **Class:** Magic Fighter (Majin)
- **Weapon:** Long Sword
- **Magic:** Circle Magic
- **Last-Ditch Bonus:** Super, Refractor, Protection
- **Super Power:** Super Repel Barrier

Puck

This mischevious spellmaster is the successor to Oberat and is adept at casting vicious spells with little effort. He is able to teleport behind his enemies.

- **Race:** Elf
- **Subrace:** Ariel
- **Class:** Spellmaster
- **Weapon:** None
- **Magic:** Auric Magic
- **Last-Ditch Bonus:** Super, Refractor, Protection
- **Super Power:** Doomsday Bomb

Miwa

A beautiful but deadly elvish enchantress who can crush an entire army with her spellcasting abilities. She can cause a magic torrent to fall on her enemies.

- **Race:** Elf

- **Subrace:** Arial
- **Class:** Enchantress
- **Weapon:** None
- **Magic:** Auric Magic
- **Last-Ditch Bonus:** Super, 3 Fairies
- **Super Power:** Triple Needle Storm

Seeda

A cold and emotionless elvish mercenary whose lightning quick swordplay cannot be matched by any normal humans. He always prefers to be in solitude.

- **Race:** Elf
- **Subrace:** Sylvan
- **Class:** Swordmaster
- **Weapon:** Strife Sword
- **Magic:** Sword Magic, Auric Magic
- **Last-Ditch Bonus:** Super, Refractor
- **Super Power:** Super Strife Attack

Dor

A strong brute force elf who can thrash any opponent with his crushing attacks. His blatant temper has made him fall out of favor with Faust.

- **Race:** Elf
- **Subrace:** Sylvan
- **Class:** Champion Fighter
- **Weapon:** None
- **Magic:** Auric Magic
- **Last-Ditch Bonus:** Super, Rage
- **Super Power:** Mega Earth Shatter

Leoric

Leoric allied with Stradlater to search for Faust in the other world but was betrayed and left to die. He returned on his own, seeking murderous revenge.

- **Race:** Human
- **Subrace:** None
- **Class:** Bounty Hunter
- **Weapon:** Long Bow
- **Magic:** Auric Magic

- **Last-Ditch Bonus:** Super, Rage
- **Super Power:** Vengeance Arrow

Stradlater

A trusted advisor to Faust, using his seer powers, he foretold of the bleak future that awaits the entire human race and decided to ally to the side of the elves.

- **Race:** Human
- **Subrace:** Drow
- **Class:** Seer Paladin
- **Weapon:** Bastard Sword
- **Magic:** Light Magic, Circle Magic
- **Last-Ditch Bonus:** Super, Refractor, Protection
- **Super Power:** Blast Destruction, Blast Annihilation

Faust

A traitor to the kingdom sent to exile in a remote island. He brought back with him evil elvish mercenaries from the other world. He intends to become King.

- **Race:** Human
- **Subrace:** None
- **Class:** Master Paladin
- **Weapon:** Bastard Sword
- **Magic:** Light Magic, Circle Magic
- **Last-Ditch Bonus:** Super, Refractor, Rage
- **Super Power:** Blast Destruction, Blast Annihilation

Final Boss

A strange player behind all the happenings in the story.

- **Race:** Unknown
- **Subrace:** None
- **Class:** Unknown
- **Weapon:** Reaver Blade
- **Magic:** Auric Magic
- **Last-Ditch Bonus:** Unknown
- **Super Power:** Unknown

Character Strategy

Common

- **Double Press**
 - **Forward,Forward:** Run Forward
 - **Up,Up:** Evade Hop Up
 - **Down,Down:** Evade Hop Down
- **While Blocking**
 - **1:** Block Advance (Push Forward)
 - **Up:** Evade Hop Up
 - **Down:** Evade Hop Down
- **Secrets and Strategies**
 - All supers (1+2+3) can be continued right when it comes in contact.
 - The best and fastest keep-away move is usually press 2 then 1.
 - To be fair, everyone in the game can only be combo-ed in the game a maximum of 5 times. This is to prevent cheating like hitting someone in the air forever.
 - When you have rage, keep in mind that any magic you use will be red and reduce the amount of rage you have. Getting hit also reduces rage because you will also be resistant to attacks until the rage wears off.
 - When you have the Refractor Bonus on you be more careful where you use your magic, try to find a large group to refract off of. Every refraction reduces the total amount of the bonus you have left.

Azrael

- **Super Attacks**
 - **1+2+3:** Super Repel Barrier
 - **Run-1+2+3:** Super Magic Blast
- **Combo Attacks**
 - **1,1,1:** Basic Combo
 - **2,1:** Simple Magic Combo
 - **1,1,2,1:** Cleave Combo
 - **1,2,2,1:** Magic Combo
 - **1,2,1:** Halfmoon Slice
 - **1,2,1,1+2:** Halfmoon Slice with Armor Breaker
 - **1,2,2,1+2+3:** Super Magic Blast Combo
- **Counter Attacks (while in air)**
 - **1+2:** Mid-Air Armor Breaker

- o 1+2+3: Super Repel Barrier
- o 3: Mid-Air Repel Barrier
- **Rising Attack** (Getting Up from Fall)
 - o 1: Halfmoon Slice
 - o 1+2: Armor Breaker
- **While Blocking**
 - o 2: Magic Blast
 - o 1+2+3: Super Magic Blast
- **Block Counter Attack** (Block Advance makes Contact)
 - o 1: Cleaver Smash
 - o 2: 2H Blast
 - o 3: Repel Barrier
 - o 1+2+3: Super Magic Blast
- **Secrets and Strategies**
 - o Use the Halfmoon slice combo to quickly keep your enemies away from you. If there are many enemies on all sides its useful to make room. If both hits connect, you can use the Armor Breaker to hit them while they are on the ground, but you must time this just right.
 - o The behind small magic start of the Magic Blast can do a lot of damage if you are right next to an enemy, or the enemy is behind you, then you can use it to your advantage. Use this to attack the dragons, go in the middle of their body.
 - o The Armor Breaker (1+2) will be resistant to attacks when in the air, not when starting from the ground, so its good to use out of enemy range. How resistant it is depends on how high your level.

Wren

- **Super Attacks**
 - o 1+2+3: Super Vas Grav
 - o Run-1+2+3: Super Vas Flam
- **Combo Attacks**
 - o 1,1,1: Basic Combo
 - o 2,1: Magic Combo
 - o 1,1,2,1: Strike Combo
 - o 1,1,1+2: Keyhole Combo
 - o 1+2,Hold-2: Keyhole Electricution
 - o 2,1+2+3: Super Vas Flam Combo
- **Counter Attacks** (while in air)
 - o 3: Vas Grav to Ground

- o 1+2+3: Super Vas Grav to Ground
- **Rising Attack** (Getting Up from Fall)
 - o None!
- **Secrets and Strategies**
 - o Super Vas Flam is powerful but it has its downsides. The blast will rise from the ground of enemies only, not objects. Also if there are no enemies on the side you are facing then nothing will happen.
 - o The Keyhole Electricution combo is useful for continuously hitting a vulnerable enemy, it will quickly drain your magic. You should only do this when there are no enemies behind you, and its best to start close because you slide back.
 - o Wren is the only playable character with a unique third super that requires three super points! If you have three purple supers, do the Keyhole Electrocutation, once that connects press 1+2+3 to blast everyone in the line in front of you. This super does the most damage of any attack in the whole game!

Lucette

- **Super Attacks**
 - o 1+2+3: Super Windflash Slicer
 - o Run-1+2+3: Super Windflash Blast
- **Combo Attacks**
 - o 1,1,1,1: Basic Combo
 - o 2,Hold-2: Blast Combo until magic runs out
 - o 2,1+2+3: Super Windflash Blast Combo
 - o 1+2+3 (3x): Triple Windflash Slicer
- **Counter Attacks** (while in air)
 - o 1+2: Mid-Air Glide Strike
 - o 1+2+3: Super Windflash Sky
 - o 3: Mid-Air Windflash Sky
- **Rising Attack** (Getting Up from Fall)
 - o 1: Launcher
 - o 2: Windflash Blast
 - o 3: Panic Attack
- **Secrets and Strategies**
 - o If you have three purple super points you can press and hold 1+2+3 to do the Super Windflash Slicer. It is a super combo full screen attack!

- o One of the most useful attacks is the Super Windflash Blast, it is a half screen super but only for a small area of the line you're facing. If you combine this with the Refractor Bonus it will do tons of damage!
- o When you combo anytime you see your enemy launched in the air do the Glide Strike attack to get extra hits in. The Glide Strike is also very useful for getting out of large groups of enemies, keeping them all on one side of the screen so you can use the Super Windflash Blast against them.

Secret Codes - Spoiler Alert!

Enter this in the menu **Game Settings > Expert Options > Secret Code**

- admin = enable cheat keys during game play.
 - Tilde ~ = Show boxes and stats
 - 1 = Add super to P1.
 - 2 = Add fairy to P1.
 - 3 = Restore P1 HP.
 - 4 = Set P1 HP to 1.
 - 5 = Kill all enemies.
 - F2 = Reset scene.
- winemall = win all the games, unlocks everything.
- winzero = win nothing, locks everything again.
- reset = reset all save games.
- mocoins = add lots of coins, use them for the arena.
- nocoins = remove all coins.